

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

NIGC General Comment Applicable to Entire Document:

In May of 2010, the NIGC posted on its web-site draft definitions for the MICS. This document compares the definitions in the 2010 draft definitions and the recently proposed TGWG draft MICS.

Editing convention

The words in blue (underlined) are additions and ~~red~~ (struck-through) are deletions made to each document.

Definitions

Account access component

2010 Draft Rule: A component within a Class II gaming system that reads or recognizes account access media and gives a patron the ability to interact with their account.

TGWG Proposed Rule: ~~A component within a Class II gaming system that reads or recognizes account access media and gives a patron the ability to interact with their account.~~

Account access medium

2010 Draft Rule: A magnetic stripe card or any other medium inserted into, or otherwise made to interact with, an account access component in order to give a patron the ability to interact with an account.

TGWG Proposed Rule: ~~A magnetic stripe card or any other medium inserted into, or otherwise made to interact with, an account access component in order to give a patron the ability to interact with an account.~~

Accountability

2010 Draft Rule: All financial instruments, receivables, and patron deposits constituting the total amount for which the bankroll custodian is responsible at a given time.

TGWG Proposed Rule: All financial instruments, receivables, and patron deposits constituting the total amount for which the bankroll custodian is responsible at a given time.

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Accumulated credit payout

2010 Draft Rule: Credit earned in a player interface that is paid to a patron manually in lieu of a player interface payout (i.e. hand pay, manual pay).

TGWG Proposed Rule: Credit ~~earned~~accrued in a player interface that is paid to a patron manually in lieu of a player interface payout (i.e. hand pay, manual pay).

Actual bingo win percentage.

2010 Draft Rule: The percentage calculated by dividing the bingo win by the bingo sales. Can be calculated for individual prize schedules or type of player interfaces on a per-day or cumulative basis.

Comment (March): Suggest revising definition in view of the change made to 543.19 (b)(4).

Response: Disagree. “Bingo win percentage” is the term used throughout Part 543, with the exception of 543.19, which will be revised for consistency. Furthermore, proposed 543.19 (b) (4) has been subsequently deleted as it is not applicable to Class II games.

TGWG Proposed Rule: ~~The percentage calculated by dividing the bingo win by the bingo sales. Can be calculated for individual prize schedules or type of player interfaces on a per-day or cumulative basis.~~

Agent

2010 Draft Rule: An employee or licensed person authorized by the gaming operation, as approved by the tribal gaming regulatory authority, designated for certain authorizations, decisions, tasks and actions in the gaming operation. This definition is not intended to eliminate nor suggests that appropriate management contracts are not required, where applicable, as referenced in 25 U.S.C. 2711.

TGWG Proposed Rule: ~~An employee or licensed~~ A person authorized by the gaming operation, as approved by the ~~tribal gaming regulatory authority, designated for certain authorizations, decisions,~~ TGRA, to make decisions or perform assigned tasks ~~and~~or actions ~~in~~on behalf of the gaming operation. This definition ~~is not intended to eliminate nor suggests that appropriate management contracts are not required, where applicable, as~~

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~~referenced in 25 U.S.C. 2711.~~ permits the use of computer applications to perform the function(s) of an agent.

Amount In.

2010 Draft Rule: The total value of all financial instruments and cashless transactions accepted by the Class II gaming system.

TGWG Proposed Rule: ~~The total value of all financial instruments and cashless transactions accepted by the Class II gaming system.~~

Amount Out

2010 Draft Rule: The total value of all financial instruments and cashless transactions paid by the Class II gaming system, plus the total value of manual payments.

TGWG Proposed Rule: ~~The total value of all financial instruments and cashless transactions paid by the Class II gaming system, plus the total value of manual payments.~~

Ante

2010 Draft Rule: A player's initial wager or predetermined contribution to the pot before the dealing of the first hand.

TGWG Proposed Rule: ~~A player's initial wager or predetermined contribution to the pot before the dealing of the first hand.~~

Bill-in Meter

2010 Draft Rule: A meter included on a player interface accepting cash that tracks the number of bills put in the player interface.

TGWG Proposed Rule: ~~A meter included on a player interface accepting cash that tracks the number of bills put in the player interface.~~

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Bingo Paper

2010 Draft Rule: A consumable physical object that has one or more bingo cards on its face.

TGWG Proposed Rule: A consumable physical object that has one or more bingo cards on its face.

Bingo Sales

2010 Draft Rule: The value of purchases made by players to participate in bingo.

TGWG Proposed Rule: ~~The Sales transactions and/or the~~ value of purchases made by players to participate in ~~bingo~~.

Bingo Win

2010 Draft Rule: The result of bingo sales minus prize payouts.

TGWG Proposed Rule: ~~The result of bingo sales minus prize payouts.~~

Bonus Payout.

2010 Draft Rule: An award of cashable or non-cashable credits placed on the credit meter of the player interface. The amount placed on the credit meter may or may not result from a wager.

TGWG Proposed Rule: ~~An award of cashable or non-cashable credits placed on the credit meter of the player interface. The amount placed on the credit meter may or may not result from a wager~~ the game(s).

Cage

2010 Draft Rule: A secure work area within the gaming operation for cashiers which may include a storage area for the gaming operation bankroll.

TGWG Proposed Rule: -A secure work area within the gaming operation for cashiers which may include a storage area for the gaming operation bankroll.

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Cage accountability.

2010 Draft Rule: All financial instruments, receivables, and patron deposits in the possession of the cage as summarized on a daily basis on a cage accountability form that includes, but is not limited to, items such as currency, coin, markers, and chips/tokens. Contents of safe deposits boxes to which the gaming operation does not have access are excluded.

TGWG Proposed Rule: ~~All financial instruments, receivables, and patron deposits in the possession of the cage as summarized on a daily basis on a cage accountability form that includes, but is not limited to, items such as currency, coin, markers, and chips/tokens. Contents of safe deposits boxes to which the gaming operation does not have access are excluded.~~

Cage accountability form.

2010 Draft Rule: An itemized list of the cash and cash equivalents that make up the cage department's accountability.

TGWG Proposed Rule: ~~An itemized list of the cash and cash equivalents that make up the cage department's accountability.~~

Cage credit.

2010 Draft Rule: Advances in the form of cash or gaming chips made to patrons at the cage, which are documented on a cage credit instrument signed by the patron/borrower, such as a marker similar to a counter check.

TGWG Proposed Rule: ~~Advances in the form of cash or gaming chips made to patrons at the cage, which are documented on a cage credit instrument signed by the patron/borrower, such as a marker similar to a counter check.~~

Cage marker form.

2010 Draft Rule: A document, signed by the patron, evidencing an extension of credit at the cage to the patron by the gaming operation (i.e. cage credit marker form).

TGWG Proposed Rule: ~~A document, signed by the patron, evidencing an extension of credit at the cage to the patron by the gaming operation (i.e. cage credit marker form).~~

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Calibration module.

2010 Draft Rule: The section of a weigh scale used to set the scale to a specific amount or number of coins to be counted.

TGWG Proposed Rule: ~~The section of a weigh scale used to set the scale to a specific amount or number of coins to be counted.~~

Card game.

2010 Draft Rule: A game in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.

Comment (March): Definition lacks reference that game must be played with cards.

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment.

Card game. A game played with cards in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.

TGWG Proposed Rule: ~~A game played with cards in which the gaming operation is not party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.~~

Card room.

2010 Draft Rule: An area set aside for the conduct of card games such as poker.

TGWG Proposed Rule: ~~An area set aside for the conduct of card games such as poker.~~

Card room bank.

2010 Draft Rule: The operating fund assigned to the card room or main card room bank.

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TGWG Proposed Rule: ~~The operating fund assigned to the card room or main card room bank.~~

Cash equivalents.

2010 Draft Rule:

Cash equivalents. The monetary value that a gaming operation may assign to a document, financial instrument, or anything else of representative value other than cash. A cash equivalent includes, but is not limited to tokens, chips, coupons, vouchers, payout slips and tickets, and other items to which a gaming operation has assigned an exchange value.

Note (March): Upon review it was determined that the first sentence of the definition was incorrect in its reference to “the monetary value that a gaming operation may assign” rather than “a document, financial instrument or anything else of representative value.”

Proposed revised definition incorporating March note:

Cash equivalents. ~~The monetary value that a gaming operation may assign to~~ Documents, financial instruments **other than cash**, or anything else of representative value **to which the gaming operation has assigned a monetary value.** ~~other than cash.~~ A cash equivalent includes, but is not limited to, tokens, chips, coupons, vouchers, payout slips and tickets, and other items to which a gaming operation has assigned an exchange value.

TGWG Proposed Rule: ~~The monetary value that a gaming operation may assign to~~ Documents, financial instruments other than cash, or anything else of representative value to which the gaming operation has assigned a monetary value. ~~other than cash.~~ A cash equivalent includes, but is not limited to, tokens, chips, coupons, vouchers, payout slips and tickets, and other items to which a gaming operation has assigned an exchange value.

Chairman

2010 Draft Rule: No definition.

TGWG Proposed Rule: The Chairman of the National Indian Gaming Commission.

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Cashless system.

2010 Draft Rule: A system that performs cashless transactions and maintains records of those cashless transactions.

TGWG Proposed Rule: A system that performs cashless transactions and maintains records of those cashless transactions.

Cashless Transaction

2010 Draft Rule: A movement of funds electronically from one component to another, often to or from a patron deposit account.

TGWG Proposed Rule: A movement of funds electronically from one component to another, often to or from a patron deposit account, [or promotional account](#).

Chips

2010 Draft Rule: [Cash substitutes, in various denominations, issued by a gaming operation and used for wagering.](#)

TGWG Proposed Rule: Cash substitutes, in various denominations, issued by a gaming operation ~~and used for wagering~~.

Class II Game.

2010 Draft Rule: A game as described in 25 U.S.C. 2703(7) (A).

TGWG Proposed Rule: ~~A game as described in~~ [Class II gaming shall have the same meaning as defined in 25 U.S.C. 2703\(7\) \(A\).](#)

Class II Gaming System.

2010 Draft Rule: All components, whether or not technologic aids in electronic, computer, mechanical, or other technologic form, that function together to aid the play of one or more Class II games including accounting functions mandated by part 547 of this chapter.

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TGWG Proposed Rule: All components, whether or not technologic aids in electronic, computer, mechanical, or other technologic form, that function together to aid the play of one or more Class II games including accounting functions mandated by [these regulations](#) part 547 of this chapter.

Coin-in meter.

2010 Draft Rule: The meter that displays the total amount wagered in a player interface that includes coins-in and credits played.

TGWG Proposed Rule: ~~The meter that displays the total amount wagered in a player interface that includes coins-in and credits played.~~

Coin meter count machine.

2010 Draft Rule: A device used in a coin room to count coin.

TGWG Proposed Rule: ~~A device used in a coin room to count coin.~~

Coin room.

2010 Draft Rule: An area where coins and tokens are stored.

TGWG Proposed Rule: ~~An area where coins and tokens are stored.~~

Coin room inventory.

2010 Draft Rule: Coins and tokens stored in the coin room that are generally used for player interface department operation.

TGWG Proposed Rule: ~~Coins and tokens stored in the coin room that are generally used for player interface department operation.~~

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Commission

2010 Draft Rule: The National Indian Gaming Commission.

TGWG Proposed Rule: The National Indian Gaming Commission- established by the Indian Gaming Regulatory Act, 25 U.S.C. 2701 et seq.

Complimentary.

2010 Draft Rule: A service or item provided at no cost, or at a reduced cost, to a patron at the discretion of an individual authorized to issue such services or items.

TGWG Proposed Rule: A service or item provided at no ~~cost~~, or ~~at a~~ reduced cost, to a patron at the discretion of an **individual agent** authorized to issue such services or items.

Computerized casino accounting system.

2010 Draft Rule: A system utilized by a gaming operation that securely maintains and monitors data which may include but is not limited to player tracking, system-based gaming activity and marketing functionality, inclusive of other activities that interface with the system. In addition, the casino accounting system may provide the gaming operation with the ability to perform cashless transactions and monitor, detect, report and log system exceptions.

TGWG Proposed Rule: ~~A system utilized by a gaming operation that securely maintains and monitors data which may include but is not limited to player tracking, system-based gaming activity and marketing functionality, inclusive of other activities that interface with the system. In addition, the casino accounting system may provide the gaming operation with the ability to perform cashless transactions and monitor, detect, report and log system exceptions.~~

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Count

2010 Draft Rule: The act of counting and recording the drop and/or other funds. Also, the total funds counted for a particular game, player interface, shift, or other period.

TGWG Proposed Rule: The act of counting and recording the drop and/or other funds. Also, the total funds counted for a particular game, player interface, shift, or other period.

Count Room

2010 Draft Rule: A secured **room** location **where the count is performed** in which the drop is counted.

TGWG Proposed Rule: A secured room location where the count is performed in which the **drop is**-cash and cash equivalents are counted.

Count Team

2010 Draft Rule: Agents who perform the count.

TGWG Proposed Rule: ~~Agents who perform the count.~~

Counter check.

2010 Draft Rule: A form provided by the gaming operation for the patron to use in lieu of a personal check.

TGWG Proposed Rule: ~~A form provided by the gaming operation for the patron to use in lieu of a personal check.~~

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Counter game.

2010 Draft Rule: A game in which the gaming operation is a party to wagers and wherein the gaming operation documents all wagering activity. The term includes bingo and pull tabs.

TGWG Proposed Rule: ~~A game in which the gaming operation is a party to wagers and wherein the gaming operation documents all wagering activity. The term includes bingo and pull tabs.~~

Coupon

2010 Draft Rule: A financial instrument of fixed wagering value, usually paper, that can only be used to acquire non-cashable credits through interaction with a voucher system. This does not include instruments such as printed advertising material that cannot be validated directly by a voucher system.

TGWG Proposed Rule: ~~A financial instrument of fixed wagering value, usually paper, that can only be used to acquire non-cashable credits through interaction with a voucher system. This does not include instruments such as printed advertising material that cannot be validated directly by a voucher system.~~

Credit.

2010 Draft Rule: The privilege granted by a gaming operation to a patron to (1) defer payment of debt or (2) to incur debt and defer its payment under specific terms and conditions.

TGWG Proposed Rule: *Credit* line (see [Lines of credit](#)). The privilege granted by a gaming operation to a patron to (1) defer payment of debt or (2) to incur debt and defer its payment under specific terms and conditions.

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Credit limit.

2010 Draft Rule: The maximum dollar amount of credit assigned to a patron by the gaming operation.

TGWG Proposed Rule: *Credit line limit.* The maximum dollar amount of credit assigned to a patron by the gaming operation.

Credit slip.

2010 Draft Rule: A form used to record either:

- (1) The return of chips from a gaming table to the cage; or
- (2) The transfer of IOUs, markers, or negotiable checks from a gaming table to a cage or bankroll.

TGWG Proposed Rule: ~~A form used to record either:~~

- ~~(1) The return of chips from a gaming table to the cage; or~~
- ~~(2) The transfer of IOUs, markers, or negotiable checks from a gaming table to a cage or bankroll.~~

Critical IT system.

2010 Draft Rule: The collective hardware, software, network infrastructure and associated equipment, to include computerized casino accounting system (if applicable), used to produce, accumulate, monitor, record, store and report gaming revenues and associated financial data. At the minimum, the term 'critical system' is applicable to the gaming revenue centers and the following activities and functions, as related to the recognition and recordation of the gaming activity: cage, credit, complimentary services and items, accounting, drop and count, internal audit and surveillance.

TGWG Proposed Rule: ~~The collective hardware, software, network infrastructure and associated equipment, to include computerized casino accounting system (if applicable), used to produce, accumulate, monitor, record, store and report gaming~~

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~~revenues and associated financial data. At the minimum, the term 'critical system' is applicable to the gaming revenue centers and the following activities and functions, as related to the recognition and recordation of the gaming activity: cage, credit, complimentary services and items, accounting, drop and count, internal audit and surveillance.~~

Currency counter.

2010 Draft Rule: A device that identifies currency by means of an optical sensing and correlating technique to both count and differentiate denomination. The counter may perform two counts by independent central processing units prior to transferring the currency into a stacker. It may interface with the accounting systems of the gaming operation and account for cash-out tickets redeemed and promotional coupons cancelled.

TGWG Proposed Rule: ~~A device that identifies currency by means of an optical sensing and correlating technique to both count and differentiate denomination. The counter may perform two counts by independent central processing units prior to transferring the currency into a stacker. It may interface with the accounting systems of the gaming operation and account for cash-out tickets redeemed and promotional coupons cancelled.~~

Currency counter interface.

2010 Draft Rule: A link between a currency counter and typically the accounting software systems of the gaming operation in which access is restricted to authorized persons.

TGWG Proposed Rule: ~~A link between a currency counter and typically the accounting software systems of the gaming operation in which access is restricted to authorized persons.~~

Deal.

2010 Draft Rule: A specific pull tab game that has a specific serial number associated with each game.

TGWG Proposed Rule: ~~Deal. A specific pull tab game that has a specific serial number associated with each game.~~

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Dedicated camera.

2010 Draft Rule: A video camera required to continuously record a specific activity.

TGWG Proposed Rule: A video camera ~~required to~~ that continuously ~~record a specific activity.~~

Digital Video Recorder (DVR).

2010 Draft Rule: A device that records video in a digital format to tape, digital video disk, or other storage medium, for later reproduction.

TGWG Proposed Rule: ~~A device that records video in a digital format to tape, digital video disk, or other storage medium, for later reproduction.~~ records a specific activity.

Discount Wager.

2010 Draft Rule: A wager in which a patron is given credit for an amount greater than the actual amount placed at risk and is supported by documentation, often a promotional coupon (e.g., match play).

TGWG Proposed Rule: ~~Discount Wager. A wager in which a patron is given credit for an amount greater than the actual amount placed at risk and is supported by documentation, often a promotional coupon (e.g., match play).~~

Drop

2010 Draft Rule: The total amount of financial instruments removed from financial instrument storage components or card game drop boxes in Class II gaming systems.

TGWG Proposed Rule: The process of removing the drop boxes from the player interface or point of purchase.

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Drop box.

2010 Draft Rule: A locked container affixed to the card game table into which the drop is placed. The table number and shift shall be indicated on the box.

TGWG Proposed Rule: A locked container ~~affixed to the card game table into which the drop is placed. The table number and shift shall be indicated on the box.~~ in which cash or cash equivalents are placed at the time of the transaction.

Drop box contents key.

2010 Draft Rule: The key used to open drop boxes.

TGWG Proposed Rule: ~~The key used to open drop boxes.~~

Drop box release key.

2010 Draft Rule: The key used to release drop boxes from tables.

TGWG Proposed Rule: ~~The key used to release drop boxes from tables.~~

Drop box storage rack key.

2010 Draft Rule: The key used to access the storage rack where drop boxes are secured.

TGWG Proposed Rule: ~~The key used to access the storage rack where drop boxes are secured.~~

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Drop bucket.

2010 Draft Rule: A container located in the drop cabinet (or in a secured portion of the player interface in coinless/cashless configurations) for the purpose of collecting coins, tokens, cash-out tickets, and coupons from the player interface.

Comment (March): A drop bucket collects only coins and tokens not cash out tickets and coupons.

Response: Agree. Definition has been modified accordingly.

Proposed revision as a result of March comment.

A container located in the drop cabinet (or in a secured portion of the player interface in coinless/cashless configurations) for the purpose of collecting coins, and tokens from the player interface.

TGWG Proposed Rule: ~~A container located in the drop cabinet (or in a secured portion of the player interface in coinless/cashless configurations) for the purpose of collecting coins, and tokens from the player interface.~~

Drop cabinet.

2010 Draft Rule: The wooden or metal base of the player interface that contains the drop bucket.

TGWG Proposed Rule: ~~The wooden or metal base of the player interface that contains the drop bucket.~~

Drop Period

2010 Draft Rule: The period of time that occurs between sequential drops.

TGWG Proposed Rule: ~~The period of time that occurs between sequential drops.~~

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Electronic Funds Transfer

2010 Draft Rule: ~~A transfer of funds to or from a Class II gaming system through the use of a cashless system, which are transfers from an external financial institution.~~

TGWG Proposed Rule: ~~A transfer of funds to or from a Class II gaming system through the use of a cashless system, which are transfers from an external financial institution.~~

Exception Report.

2010 Draft Rule: A computer-generated listing of occurrences, transactions or items that fall outside a predetermined range of acceptability.

TGWG Proposed Rule: A ~~computer-generated~~ listing of occurrences, transactions or items that fall outside a predetermined range of acceptability.

Fill.

2010 Draft Rule: A transaction whereby a supply of chips, coins, or tokens is transferred from a bankroll to a card room bank or player interface.

TGWG Proposed Rule: ~~A transaction whereby a supply of chips, coins, or tokens is transferred from a bankroll to a card room bank or player interface.~~

Fill Slip

2010 Draft Rule: Fill slip. A document evidencing a fill.

TGWG Proposed Rule: ~~A document evidencing a fill.~~

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Financial Instrument

2010 Draft Rule: Any tangible item of value tendered in Class II game play including but not limited to bills, coins, vouchers, and coupons.

TGWG Proposed Rule: Any tangible item of value tendered in Class II game play, including, but not limited to bills, coins, vouchers, and coupons.

Financial instrument acceptor.

2010 Draft Rule: Any component that accepts financial instruments

TGWG Proposed Rule: ~~Any component that accepts financial instruments.~~

Financial instrument storage component.

2010 Draft Rule: Any component that stores financial instruments.

TGWG Proposed Rule: ~~Any component that stores financial instruments.~~

Flare.

2010 Draft Rule: The information sheet provided by the manufacturer that sets forth the rules of a particular pull tab game and that is associated with a specific deal of pull tabs. The flare shall contain the following information:

- (1) Name of the game;
- (2) Manufacturer's name or manufacturer's logo;
- (3) Ticket count; and
- (4) Prize structure, which shall include the number of winning pull tabs by denomination, with their respective winning symbols, numbers, or both.

TGWG Proposed Rule: ~~The information sheet provided by the manufacturer that sets forth the rules of a particular pull tab game and that is associated with a specific deal of pull tabs. The flare shall contain the following information:~~

- ~~(1) Name of the game;~~

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~~(2) Manufacturer's name or manufacturer's logo;~~

~~(3) Ticket count; and~~

~~(4) Prize structure, which shall include the number of winning pull tabs by denomination, with their respective winning symbols, numbers, or both.~~

Free Play Wager.

2010 Draft Rule: A non-value promotional consideration afforded a patron to participate in a game without requiring the patron to place anything at risk.

TGWG Proposed Rule: ~~A non-value promotional consideration afforded a patron to participate in a game without requiring the patron to place anything at risk.~~

Game Software

2010 Draft Rule: The operational program or programs that govern the play, display of results, and/or awarding of prizes or credits for Class II games.

TGWG Proposed Rule: ~~The operational program or programs that govern the play, display of results, and/or awarding of prizes or credits for Class II games.~~

Gaming Equipment

2010 Draft Rule: All electronic, electro-mechanical, mechanical or other physical components utilized in the play of Class II games.

TGWG Proposed Rule: ~~All electronic, electro-mechanical, mechanical or other physical components utilized in the play of Class II games.~~

Game server.

2010 Draft Rule: An electronic selection device, utilizing a random number generator.

Note: Upon review, it was recommended that the term be struck because it is not used in §543.

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Revised proposal incorporating note:

~~**Game server. An electronic selection device, utilizing a random number generator.**~~

TGWG Proposed Rule: No definition.

Gaming operation accounts receivable (for gaming operation credit).

2010 Draft Rule: Credit extended to gaming operation patrons in the form of markers, returned checks, or other credit instruments that have not been repaid.

TGWG Proposed Rule: ~~Credit extended to gaming operation patrons in the form of markers, returned checks, or other credit instruments that have not been repaid.~~

Gaming Promotion.

2010 Draft Rule: No definition.

TGWG Proposed Rule: A type of marketing activity conducted by a gaming operation which includes two, but not all three, of the following elements: prize, chance, consideration.

Generally Accepted Accounting Principles (GAAP).

2010 Draft Rule: No definition.

TGWG Proposed Rule: A widely accepted set of rules, conventions, standards, and procedures for reporting financial information, as established by the Financial Accounting Standards Board (FASB), including but not limited to the standards for casino accounting published by the American Institute of Certified Public Accountant (AICPA).

Gross gaming revenue.

2010 Draft Rule: Annual total amount of cash wagered on class II and class III games and admission fees (including table or card fees), less any amounts paid out as prizes or paid for prizes awarded.

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Note: Upon review it was recommended that the reference to class III games be deleted.

Revised proposal incorporating note:

Annual total amount of cash wagered on class II games and admission fees (including ~~table or~~ card fees), less any amounts paid out as prizes or paid for prizes awarded.

TGWG Proposed Rule: ~~Annual total amount of cash wagered on class II games and admission fees (including table or card fees), less any amounts paid out as prizes or paid for prizes awarded.~~ Governmental Accounting Standards Board (GASB). Generally accepted accounting principles used by state and local governments.

Independent

2010 Draft Rule: The separation of functions so that the person or process monitoring, reviewing or authorizing the controlled transaction(s) is separate from the persons or process performing the controlled transaction(s).

TGWG Proposed Rule: The separation of functions so that the person or process monitoring, reviewing or authorizing the controlled **activity, function,** transaction(~~s~~) is separate from the persons or process performing the controlled **activity, function,** transaction(~~s~~).

Inter-tribal prize pool.

2010 Draft Rule: A fund to which multiple tribes contribute from which prizes are paid to winning players at a participating tribal gaming facility and which is administered by one of the participating tribes or a third party, (e.g. progressive prize pools, shared prize pools, etc.).

TGWG Proposed Rule: ~~A fund to which multiple tribes contribute from which prizes are paid to winning players at a participating tribal gaming facility and which is administered by one of the participating tribes or a third party, (e.g. progressive prize pools, shared prize pools, etc.).~~

Increase/decrease to cage accountability.

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2010 Draft Rule: The change in the cage accountability (inventory), which is a function of the gaming transactions. For example, the cash inventory is affected by (a) the cash collected from the drop and transferred to the cage; (b) payments received from markers; (c) funds transferred to or from bank a financial institution; (d) changes in the chip/token inventory due to the chip float (chips/tokens in possession of patrons); and (e) front money and patron account transactions.

TGWG Proposed Rule: ~~The change in the cage accountability (inventory), which is a function of the gaming transactions. For example, the cash inventory is affected by (a) the cash collected from the drop and transferred to the cage; (b) payments received from markers; (c) funds transferred to or from bank a financial institution; (d) changes in the chip/token inventory due to the chip float (chips/tokens in possession of patrons); and (e) front money and patron account transactions.~~

Internal Auditor

2010 Draft Rule: Persons who perform an audit function of a gaming operation that are independent of the department subject to audit. Independence is obtained through the organizational reporting relationship, as the internal audit department shall not report to management of the gaming operation. Internal audit activities should be conducted in a manner that permits objective evaluation of areas examined. Internal audit personnel may provide audit coverage to more than one operation within a tribe's gaming operation holdings.

TGWG Proposed Rule: ~~Persons who perform an audit function of a gaming operation that are independent of the department subject to audit. Independence is obtained through the organizational reporting relationship, as the internal audit department shall not report to management of the gaming operation. Internal audit activities should be conducted in a manner that permits objective evaluation of areas examined. Internal audit personnel may provide audit coverage to more than one operation within a tribe's gaming operation holdings.~~

Issue Slip

2010 Draft Rule: A copy of a credit instrument that is retained for numerical sequence control purposes.

TGWG Proposed Rule: ~~A copy of a credit instrument that is retained for numerical sequence control purposes.~~

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§ 543.2 Definitions

Kiosk

2010 Draft Rule: A self-serve point of sale or other component capable of accepting or dispensing financial instruments and may also be capable of initiating cashless transactions of values to or from a patron deposit account or promotional account.

TGWG Proposed Rule: ~~A self-serve point of sale or other component capable of accepting or dispensing financial instruments and may also be capable of initiating cashless transactions of values to or from a patron deposit account or promotional account.~~

Linked Electronic Game

2010 Draft Rule: Any game linked to two (2) or more gaming operations that are physically separate and not regulated by the same Tribal gaming regulatory authority.

TGWG Proposed Rule: ~~Any game linked to two (2) or more gaming operations that are physically separate and not regulated by the same Tribal gaming regulatory authority.~~

Main card room bank.

2010 Draft Rule: A fund of cash, coin, and chips used primarily for poker and pan card game areas. Used to make even cash transfers between various games as needed. May be used similarly in other areas of the gaming operation.

TGWG Proposed Rule: ~~A fund of cash, coin, and chips used primarily for poker and pan card game areas. Used to make even cash transfers between various games as needed. May be used similarly in other areas of the gaming operation.~~

Manual Payout

2010 Draft Rule: The payment to a player of some or all of a player's accumulated credits (e.g. short pays, cancelled credits, etc.) or an amount owed as a result of a winning event by an agent of the gaming operation.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

TGWG Proposed Rule: ~~The Hand payment to a player of some or all of a player's accumulated credits (e.g. short pays, cancelled credits, etc.) or an amount owed as a result of a winning event by an agent of the gaming operation.~~

Marker.

2010 Draft Rule: A document, signed by the patron, evidencing an extension of credit to him by the gaming operation.

TGWG Proposed Rule: A document, signed by the patron, ~~evidencing an extension of promising to repay~~ credit ~~to him~~ issued by the gaming operation.

Marker credit play.

2010 Draft Rule: Players are allowed to purchase chips using credit in the form of a marker.

TGWG Proposed Rule: ~~Players are allowed to purchase chips using credit in the form of a marker.~~

Match play.

2010 Draft Rule: A type of discount wager requiring a cash bet of equal amount.

TGWG Proposed Rule: ~~A type of discount wager requiring a cash bet of equal amount.~~

Mechanical coin counter.

2010 Draft Rule: A device used to count coins that may be used in addition to or in lieu of a coin weigh scale.

TGWG Proposed Rule: ~~A device used to count coins that may be used in addition to or in lieu of a coin weigh scale.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Meter.

2010 Draft Rule: An electronic (soft) or mechanical (hard) apparatus in a player interface. May record the number of coins wagered, the number of coins dropped, the number of times the handle was pulled, or the number of coins paid out to winning players.

TGWG Proposed Rule: ~~An electronic (soft) or mechanical (hard) apparatus in a player interface. May record the number of coins wagered, the number of coins dropped, the number of times the handle was pulled, or the number of coins paid out to winning players.~~

MICs

2010 Draft Rule: Minimum internal control standards in this part.

TGWG Proposed Rule: Minimum internal control standards in this part.

Mobile gaming system.

2010 Draft Rule: A system that allows for the conduct of games through mobile communications devices operated solely within a designated, authorized area of a gaming operation.

TGWG Proposed Rule: ~~A system that allows for the conduct of games through mobile communications devices operated solely within a designated, authorized area of a gaming operation.~~

Motion activated dedicated camera

2010 Draft Rule: A video camera that, upon its detection of activity or motion in a specific area, begins to record the activity or area.

TGWG Proposed Rule: ~~A video camera that, upon its detection of activity or motion in a specific area, begins to record the activity or area.~~

Non-cashable credit.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

2010 Draft Rule: Credits given by an operator to a patron; placed on a Class II gaming system through a coupon, cashless transaction, or other approved means; and capable of activating play but not being converted to cash.

TGWG Proposed Rule: ~~Credits given by an operator to a patron; placed on a Class II gaming system through a coupon, cashless transaction, or other approved means; and capable of activating play but not being converted to cash.~~

On-line player interface monitoring system.

2010 Draft Rule: ~~A system used by a gaming operation to monitor player interface meter readings and/or other activities on an on-line basis.~~

TGWG Proposed Rule: ~~On-line player interface monitoring system, A system used by a gaming operation to monitor player interface meter readings and/or other activities on an on-line basis.~~

Patron.

2010 Draft Rule: No definition.

TGWG Proposed Rule: A person who is a customer or guest of the gaming operation and may interact with a Class II game. Also may be referred to as a “player”.

Patron Deposit Account.

2010 Draft Rule: An account maintained on behalf of a patron, for the purpose of depositing and withdrawing cashable funds for the primary purpose of interacting with a gaming activity.

TGWG Proposed Rule: An account maintained on behalf of a patron, for the purpose of depositing and withdrawing ~~cashable~~ funds for the primary purpose of interacting with a gaming activity.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Patron Deposits.

2010 Draft Rule: The funds placed with a designated cashier by patrons for the patrons' use at a future time.

TGWG Proposed Rule: ~~The funds placed with a designated cashier by patrons for the patrons' use at a future time.~~

PIN.

2010 Draft Rule: The personal identification number used to access a player's account.

TGWG Proposed Rule: ~~The personal identification number used to access a player's account.~~

Player Interface.

2010 Draft Rule: Any component(s) of a Class II gaming system, including an electronic or technological aid (not limited to terminals, player stations, handhelds, fixed units, etc.) that directly enable(s) player interaction in a Class II game.

TGWG Proposed Rule: Any component(s) or components of a Class II gaming system, including an electronic or technological aid (not limited to terminals, player stations, handhelds, fixed units, etc.), that directly ~~enable(s)~~ enables player interaction in a Class II game.

Player Tracking System.

2010 Draft Rule: A system typically or component of a computerized casino accounting system used to record the gaming play of an individual patrons.

TGWG Proposed Rule: ~~A system typically or component of a computerized casino accounting system used to record the gaming play of an individual patrons.~~

Points.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

2010 Draft Rule: A representative of value awarded to a patron based upon specific criteria established by the gaming operation.

TGWG Proposed Rule: ~~A representative of value awarded to a patron based upon specific criteria established by the gaming operation.~~

Premium points.

2010 Draft Rule: Points earned as a result of a winning event and the award is reflected on the payout schedule.

TGWG Proposed Rule: ~~Points earned as a result of a winning event and the award is reflected on the payout schedule.~~

Primary and secondary prize payouts.

2010 Draft Rule: Promotional pools offered at certain card games that can be won in addition to the pot.

TGWG Proposed Rule: ~~Promotional pools offered at certain card games that can be won in addition to the pot.~~

Prize payout.

2010 Draft Rule: A transaction associated with a winning event.

TGWG Proposed Rule: ~~A transaction~~ Payment to a player associated with a winning or qualifying event.

Prize schedule.

2010 Draft Rule: A set of prizes available to players for achieving pre-designated patterns in Class II game(s).

TGWG Proposed Rule: ~~A set of prizes available to players for achieving pre-designated patterns in Class II game(s).~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Progressive prize.

2010 Draft Rule: A prize that increases by a selectable or predefined amount based on play of a Class II game.

TGWG Proposed Rule: ~~A prize that increases by a selectable or predefined amount based on play of a Class II game.~~

Promotional account.

2010 Draft Rule: A file, record, or other data structure that records transactions involving a patron or patrons that are not otherwise recorded in a patron deposit account.

TGWG Proposed Rule: ~~A file, record, or other data structure that records transactions involving a patron or patrons that are not otherwise recorded in a patron deposit account.~~

Promotional prize payout.

2010 Draft Rule: Merchandise or awards given to players by the gaming operation which is based on gaming activity.

TGWG Proposed Rule: ~~Merchandise or awards given to players by the gaming operation which is based on gaming activity.~~

Promotional progressive pots and/or pools.

2010 Draft Rule: Funds contributed to a card game by and for the benefit of players. Funds are distributed to players based on a predetermined event.

TGWG Proposed Rule: Funds contributed to a **card**-game by and for the benefit of players. ~~Funds~~ and are distributed to players based on a predetermined event.

Rabbit ears.

2010 Draft Rule: A device, generally V-shaped, that holds the numbered balls selected during a bingo game so that the numbers are visible to players and bingo personnel.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

TGWG Proposed Rule: ~~A device, generally V-shaped, that holds the numbered balls selected during a bingo game so that the numbers are visible to players and bingo personnel.~~

Rake.

2010 Draft Rule: A commission charged by the house for maintaining or dealing a game such as poker.

TGWG Proposed Rule: ~~A commission charged by the house for maintaining or dealing a game such as poker.~~

Rake circle.

2010 Draft Rule: The area of a table where rake is placed.

TGWG Proposed Rule: ~~The area of a table where rake is placed.~~

Random number generator (RNG).

2010 Draft Rule: A software module, hardware component or combination of these designed to ~~produce outputs~~ generate numbers that are effectively random.

TGWG Proposed Rule: ~~A software module, hardware component or combination of these designed to produce outputs generate numbers that are effectively random.~~

Rejected currency.

2010 Draft Rule: Currency that a currency counter has rejected due to the authenticity data (comparison of the note to a predetermined standard) failing to confirm the legitimacy of the note.

TGWG Proposed Rule: ~~Currency that a currency counter has rejected due to the authenticity data (comparison of the note to a predetermined standard) failing to confirm the legitimacy of the note.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Restricted patron deposit account.

2010 Draft Rule: No definition.

TGWG Proposed Rule: An account that can be accessed only by a specific patron using a secured method.

Runner.

2010 Draft Rule: An individual who transports chips/cash to or from a card room table and a cashier.

TGWG Proposed Rule: ~~An individual who transports chips/cash to or from a card room table and a cashier.~~

Safe Deposit Box.

2010 Draft Rule: A type of safe which may be located in the cage area to hold items of value. The content is not subject to casino access within the normal course of business and is not included in its accountability record-keeping.

TGWG Proposed Rule: ~~A type of safe which may be located in the cage area to hold items of value. The content is not subject to casino access within the normal course of business and is not included in its accountability record-keeping.~~

Series number.

2010 Draft Rule: The unique identifying number printed on each sheet of bingo paper that identifies the bingo paper as a series or packet. The series number is not the free space or center space number located on the bingo paper.

TGWG Proposed Rule: ~~The unique identifying number printed on each sheet of bingo paper that identifies the bingo paper as a series or packet. The series number is not the free space or center space number located on the bingo paper.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Server.

2010 Draft Rule: A computer which controls one or more applications or environments.

TGWG Proposed Rule: ~~A computer which controls one or more applications or environments.~~

SSAE.

2010 Draft Rule: No definition.

TGWG Proposed Rule: Standards for Attestation Engagements.

Shift.

2010 Draft Rule: An eight-hour period, unless otherwise approved by the tribal gaming regulatory authority, not to exceed 24 hours.

TGWG Proposed Rule: ~~An eight hour~~ A time period, unless otherwise approved by the ~~Tribal~~tribal gaming regulatory authority, not to exceed 24 hours.

Shill.

2010 Draft Rule: A member of the gaming operation's staff financed by the house and acting as a player for the purpose of starting or maintaining a sufficient number of players in a game.

TGWG Proposed Rule: ~~A member of~~ An agent financed by the gaming operation's ~~staff financed by the house~~ and acting as a player ~~for the purpose of starting or maintaining a sufficient number of players in a game.~~

Short pay.

2010 Draft Rule: The payment of the unpaid balance of an incomplete payout by a player interface.

TGWG Proposed Rule: The payment of the unpaid balance of an incomplete payout ~~by a player interface.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Smart card.

2010 Draft Rule: A card with embedded integrated circuits which can process data, that possesses the means to electronically store and retrieve data.

TGWG Proposed Rule: A card with embedded integrated circuits ~~which can process data,~~ that possesses the means to electronically store ~~and/or~~ retrieve ~~data, account data,~~ and is the only source of that data.

Soft count.

2010 Draft Rule: The count of the contents in a drop box or a player interface financial instrument storage component.

TGWG Proposed Rule: ~~The count of the contents in a drop box or a player interface financial instrument storage component.~~

Sufficient clarity.

2010 Draft Rule: The capacity of a surveillance system to record images at a minimum of 30 fps (frames per second), and if digital, with a resolution of at least 4 CIF (Common Intermediate Format), which is generally defined as resolution 704 X 576.

Comment: (March) The current definition (technical in nature) does not guarantee that the images will be sufficiently "clear" to satisfy the standards where sufficient clarity is required to identify certain items or activities. Furthermore the standard should not prevent the use of surveillance technological advances that may arise in the future,

Response: Specifications are considered necessary to produce a video record appropriate for the critical coverage areas to which the term applies; however, it is also recognized that technological advancements may enable the intent of this standard to be satisfied through alternative means.

Comment (May): In order to satisfy the requirement for sufficient clarity, the surveillance system need only be capable of recording at 30 frames per second or, if digital, with a resolution of 4 CIF, which does not guarantee "clear" images.

Response: Disagree. The standards that incorporate the requirement for "sufficient clarity" specify sufficient clarity to perform a specific task e.g. identify

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§ 543.2 Definitions

an object or characteristic, verify an amount, etc. If a surveillance system is capable of recording at 30 fps or if digital, recording with a resolution of at least 4 CIF, but the observer is unable to identify or verify the required item(s) or transaction(s), the standard is not satisfied.

TGWG Proposed Rule: ~~The capacity of a surveillance system to record images at a minimum of 30 fps (frames per second), and if digital, with a resolution of at least 4 CIF (Common Intermediate Format), which is generally defined as resolution 704 X 576.~~

Surveillance operation room(s).

2010 Draft Rule: The secured area(s) of the surveillance department where surveillance is taking place and/or where active surveillance equipment is located.

TGWG Proposed Rule: The secured area(s) ~~of the surveillance department~~ where surveillance is taking place and/or where active surveillance equipment is located.

Surveillance system.

2010 Draft Rule: A system of video cameras, monitors, recorders, video printers, switches, selectors, and other ancillary equipment used for casino surveillance.

TGWG Proposed Rule: A system of video cameras, monitors, recorders, video printers, switches, selectors, and other ancillary equipment used for ~~casino~~ surveillance.

Tier A.

2010 Draft Rule: Gaming operations with annual gross gaming revenues of more than \$1 \$3 million but not more than \$5 \$8 million.

TGWG Proposed Rule: Gaming operations with annual gross gaming revenues of more than \$1 \$3 million but not more than \$5 \$8 million.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Tier B.

2010 Draft Rule: Gaming operations with annual gross gaming revenues of more than \$8 million but not more than \$15 million.

TGWG Proposed Rule: Gaming operations with annual gross gaming revenues of more than \$8 million but not more than \$15 million.

Tier C.

2010 Draft Rule: Gaming operations with annual gross gaming revenues of more than \$15 million.

TGWG Proposed Rule: Gaming operations with annual gross gaming revenues of more than \$15 million.

Tribal Gaming Regulatory Authority.

2010 Draft Rule: *Tribal gaming regulatory authority (TGRA).* The entity authorized by tribal law to regulate gaming conducted pursuant to the Indian Gaming Regulatory Act.

TGWG Proposed Rule: TGRA. Tribal gaming regulatory authority ~~(TGRA).~~ ~~The~~ ~~which~~ ~~is~~ the entity authorized by tribal law to regulate gaming conducted pursuant to the Indian Gaming Regulatory Act.

TICS.

2010 Draft Rule: No definition.

TGWG Proposed Rule: Tribal Internal Control Standards.

Unrestricted patron deposit account.

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

2010 Draft Rule: No definition.

TGWG Proposed Rule: An account that may be accessed by the holder of the account number.

Vault.

2010 Draft Rule: A secure area within the gaming operation where tokens, checks, cash, coins, and chips are stored.

TGWG Proposed Rule: A secure area ~~within the gaming operation~~ where ~~tokens, checks,~~ cash, ~~coins,~~ and ~~chips~~ cash equivalents are stored.

Voucher.

2010 Draft Rule: A financial instrument of fixed value that can only be used to acquire an equivalent value of cashable credits or cash through interaction with a voucher system.

TGWG Proposed Rule: ~~A financial instrument of fixed value that can only be used to acquire an equivalent value of cashable credits or cash through interaction with a voucher system.~~

Voucher system.

2010 Draft Rule: A component of the Class II gaming system or an external system that securely maintains records of vouchers and coupons; validates payment of vouchers and coupons; records successful or failed payments of vouchers and coupons; and controls the purging of expired vouchers and coupons.

TGWG Proposed Rule: ~~A component of the Class II gaming system or an external system that securely maintains records of vouchers and coupons; validates payment of vouchers; records successful or failed payments of vouchers and coupons; and controls the purging of expired vouchers and coupons.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Wager.

2010 Draft Rule: The placing at risk of money or something of value on a gambling game that has an uncertain outcome with the primary intent of winning additional money and/or personal property.

TGWG Proposed Rule: ~~The placing at risk of money or something of value on a gambling game that has an uncertain outcome with the primary intent of winning additional money and/or personal property.~~

Weigh/count.

2010 Draft Rule: The value of coins and tokens counted by a weigh machine.

TGWG Proposed Rule: ~~The value of coins and tokens counted by a weigh machine.~~

Weigh scale calibration module.

2010 Draft Rule: The device used to adjust a coin weigh scale.

TGWG Proposed Rule: ~~The device used to adjust a coin weigh scale.~~

Weigh scale interface.

2010 Draft Rule: A communication device between the weigh scale used to calculate the amount of funds included in drop buckets and the computer system used to record the weigh data.

TGWG Proposed Rule: ~~A communication device between the weigh scale used to calculate the amount of funds included in drop buckets and the computer system used to record the weigh data.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Weigh tape.

2010 Draft Rule: The tape where weighed coin is recorded.

TGWG Proposed Rule: ~~The tape where weighed coin is recorded.~~

Win.

2010 Draft Rule: The net win resulting from all gaming activities. Net win results from deducting all gaming losses from all wins prior to considering associated operating expenses.

TGWG Proposed Rule: ~~The net win resulting from all gaming activities. Net win results from deducting all gaming losses from all wins prior to considering associated operating expenses.~~

Win-to-write hold percentage.

2010 Draft Rule: Win divided by write to determine hold percentage.

TGWG Proposed Rule: ~~Win divided by write to determine hold percentage.~~

Wrap.

2010 Draft Rule: The method of storing coins after the count process has been completed, including, but not limited to, wrapping, racking, or bagging. May also refer to the total amount or value of the counted and stored coins.

TGWG Proposed Rule: ~~The method of storing coins after the count process has been completed, including, but not limited to, wrapping, racking, or bagging. May also refer to the total amount or value of the counted and stored coins.~~

Write.

2010 Draft Rule: The total amount wagered in bingo and pull tabs operations.

TGWG Proposed Rule: ~~The total amount wagered in bingo and pull tabs operations.~~

Comparison of TGWG to 2010 Draft Regulations

§ 543.2 Definitions

Writer.

2010 Draft Rule: An individual who writes bingo and pull tabs tickets.

TGWG Proposed Rule: ~~An individual who writes bingo and pull tabs tickets.~~