

PROPOSED TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT 10

Draft Dated: 06/12/26

PURPOSE STATEMENT: Pursuant to Nevada Gaming Commission (“NGC”) Regulation 14.050, to amend Nevada Gaming Control Board (“NGCB”) technical standards.

EFFECTIVE DATE: Upon adoption.

EXPLANATION: Matter in *blue italics* is new language; matter between ~~red brackets with single strikethrough~~ is material to be omitted; and matter between *green brackets in italics* is for informational purposes only and will not be included in codified version.

TECHNICAL STANDARDS FOR GAMING DEVICES AND ASSOCIATED EQUIPMENT

STANDARD 10

INTEGRITY OF AND PROPER ACCOUNTING FOR COMPUTERIZED KENO SYSTEMS

10.010 Requirements for computerized keno systems (“System”). Access control and electronic records shall be configurable to, at a minimum:

1. Provide a method for recording the information on the ticket on a restricted transaction log in the system.

[Drafter’s Note: Adapted from Keno MICS 3, see report in section 10.050]

2. Be secured from unauthorized access to the restricted transaction log in the computer system.

[Drafter’s Note: Adapted from Keno MICS 4]

3. Prevent the writing or voiding of keno tickets after a game has been closed and after the number selection process for that game has been initiated.

[Drafter’s Note: Adapted from Keno MICS 6]

4. Employ a method whereby the validity of winning tickets may be verified prior to authorizing payment on a ticket.

[Drafter’s Note: Adapted from Keno MICS 15]

5. Provide a means to preclude payment on previously paid tickets, unclaimed winning tickets (late pays), voided tickets, and tickets that have not yet been issued.

[Drafter's Note: Adapted from Keno MICS 16]

6. Provide a means to verify winning tickets, and either brand original winning ticket or produce a payment slip. When a kiosk is used for the payment of a winning ticket, it is acceptable to maintain the electronic image of the winning ticket, which contains a paid designation, rather than the physical copy of the customer's ticket.

[Drafter's Note: Adapted from Keno MICS 17 and MICS 17 Note]

7. Provide a method to report the amount of net cash that should be in each writer station drawer, and restrict access to such information through approved security mechanisms.

[Drafter's Note: Adapted from Keno MICS 30]

8. Be configurable to prevent a supervisor, simultaneously acting as a writer, from having access to their own net cash information.

[Drafter's Note: Adapted from Keno MICS 30]

10.020 Keno system control program requirements *In addition to meeting the standards of section 7 General Requirements, keno systems ("Systems") utilizing mobile or remote keno client stations shall verify that all client stations are operating identical versions of control programs.*

[Drafter's Note: Proposed]

10.030 Computerized keno systems with manual keno ball selectors.

1. Systems with manual keno ball selectors shall randomize the method in which the outcome is determined. This includes, but is not limited to, the speed at which the ball is ejected.

[Drafter's Note: Proposed]

2. Systems with manual keno ball selectors shall be capable of determining if the selector meets a 95 percent confidence limit using a standard chi-squared test for goodness of fit. Calculation shall be made based on the following criteria:

(a) 10,000 outcomes have been generated;

(b) A new calculation shall be made for each 10,000 subsequent outcomes;

(c) The calculation shall consider only the most recent 10,000 outcomes.

[Drafter's Note: Proposed]

3. Systems with manual keno ball selectors shall be capable of displaying a visual notification, clearable by an attendant, if at any time the manual ball selector has failed the chi-squared test for goodness of fit required in 10.030(2).

[Drafter's Note: Proposed]

4. Systems with manual ball selectors shall be capable of disabling play in the event that the manual ball selector has failed to meet to the 95 percent confidence limit

goodness of fit test required in 10.030(2) for two consecutive testing periods. Attendant interaction is required before enabling the keno ball selector for play.

[Drafter's Note: Proposed]

5. Systems with manual ball selectors shall be capable of providing a report that shows the results of the last chi-squared test as well as the previous 9 chi-squared tests. The report shall contain the following:

- (a) The time and date that the test was performed;
- (b) The selector ID or any comparable identifier;
- (c) The number of games used to perform the test; and
- (d) The outcome of the test.

[Drafter's Note: 1-5, Lab policy applying TS1 RNG requirements]

6. A dedicated camera is utilized to record the calling of a game.

[Drafter's Note: Adapted from Keno MICS 8]

7. For systems that allow use of ball-drawing devices or other manually-operated ball drawing system, provide a method to record the selected numbers immediately after a keno game is closed including the date, game number, the time the game was closed, and the numbers drawn/selected.

[Drafter's Note: Adapted from Keno MICS 9]

10.050 Documentation and reporting requirements for computerized keno systems. In addition to meeting the standards of section 7.090 of the General Requirements, computerized keno systems shall provide the following documentation and reports, at a minimum:

- 1. All keno tickets shall include:
 - (a) Casino name;
 - (b) City;
 - (c) State;
 - (d) Date of keno ticket sale;
 - (e) Game number(s);
 - (f) Ticket number;
 - (g) Station number or writer identification number; and
 - (h) Any conditions (including multi-race).

[Drafter's Note: Adapted from Keno MICS 1]

- 2. A "Ball Draw Report" by game, that includes:
 - (a) Date and time game closed;
 - (b) Game number; and
 - (c) Numbers drawn.

[Drafter's Note: Adapted from Keno MICS 10, 14]

- 3. A "RNG Number/Ball Draw Frequency Report" that includes:
 - (a) *Date;*

- (b) RNG number/ball draw number; and
- (c) Number frequency.

[Drafter's Note: Adapted from Keno MICS 62(i) and (j)]

4. A "Cash Summary Report" that includes:
 - (a) Date and time;
 - (b) Writer unique login identifier;
 - (c) Station number;
 - (d) Funds added to station's accountability;
 - (e) Funds removed from station's accountability;
 - (f) Amount computed as cash turn-in;
 - (g) Actual reported as cash turn-in; and
 - (h) Amount of over/short.

[Drafter's Note: Adapted from Keno MICS 31a]

5. A "Transaction Report" by shift, that includes:
 - (a) Writer unique login identifier;
 - (b) Ticket number;
 - (c) Transaction number;
 - (d) Transaction date and time;
 - (e) Station/Terminal/Unit/Kiosk number;
 - (f) Transaction type (e.g. write, payout, void, etc.);
 - (g) Transaction amount;
 - (h) Transaction description (e.g. numbers selected, multi-game etc);
 - (i) Totals by transaction type; and
 - (j) Grand totals.

[Drafter's Note: Adapted from Keno MICS 3, 60]

6. A "Sales Detail Report" by writer and by shift, that includes:
 - (a) Writer unique login identifier;
 - (b) Station number;
 - (c) Game number;
 - (d) Date and time of ticket sale;
 - (e) Ticket number;
 - (f) Write amount; and
 - (g) Conditioning (including multi-race, if applicable).

[Drafter's Note: Adapted from Keno MICS 36(a) and 37]

7. A "Payout Detail Report" *by game*, that includes:
 - (a) Game number;
 - (b) Ticket number;
 - (c) Agent unique login identifier paying winning ticket;
 - (d) Date and time of payout;
 - (e) Date and time game closed; and

(f) Amount of payout.

[Drafter's Note: Adapted from Keno MICS 36(b)]

8. A "Game Outcome Report" by game, that includes:

- (a) Game number;
- (b) *Date* and time game was closed; and
- (c) Ball draw results for game.

[Drafter's Note: Adapted from Keno MICS 36(c)]

9. A "Daily Keno Recap Report" by shift and by day, that includes:

- (a) *Game number;*
- (b) *Date and time game was closed;*
- (c) *Total write amount for game (net of voids);*
- (d) *Total payout amount for game;*
- (e) *Total gross revenue for game; and*
- (f) *Total win-to-write hold percentage for writer.*

[Drafter's Note: Adapted from Keno MICS 36(d) and 37]

10. A "Voided Sales Report" that includes:

- (a) Ticket number;
- (b) *Game number;*
- (c) *Date and time ticket was sold;*
- (d) Date and time of void transaction;
- (e) ID of employee completing void transaction;
- (f) *ID of supervisor authorizing void, if applicable;*
- (g) *Description of reason for void; and*
- (h) *Original amount of write.*

[Drafter's Note: Adapted from Keno MICS 5(a), 36(e)(1)]

11. A "Late Pays Report" that includes:

- (a) *Date and time of late pay transaction;*
- (b) *Ticket number;*
- (c) *Game number;*
- (d) *Date and time game closed;*
- (e) *ID of user processing late pay transaction;*
- (f) *ID of supervisor authorizing late pay transaction, if applicable;*
- (g) *Original ticket write amount; and*
- (h) *Payout amount.*

[Drafter's Note: Adapted from Keno MICS 36(e)(2)]

12. A "Exception Report" that includes:

- (a) Date and time of transaction;
- (b) Unique transaction ID and type of transaction; and
- (c) Data or parameter altered (e.g., changes in paytables, changes in ball draw results, or payouts over a predetermined amount).

[Drafter's Note: Adapted from IT MICS 9, Keno MICS 36(e)(3), and 62(h)]

13. A "Revenue Summary Report" on a Day, Month to Day, and Year to Day basis for each game operated and the total for all games that includes: (Note: Multiple reports may be used)

- (a) Write;
- (b) Payouts;
- (c) Win; and
- (d) Win-to Write hold percentage.

[Drafter's Note: Adapted from Keno MICS 38]

10.060 Waiver provisions. *Upon a showing of good cause, the Chair may waive any of the requirements of Technical Standard 10, pursuant to Regulation 14.260(8).*

End – Technical Standard 10