

PAR-A-DICE HOTEL CASINO

Section 3000.600 Wagering Only with Electronic Credits, Approved Chips, Tokens and Electronic Cards

a) Except as provided in subsection (b), Riverboat Gaming Wagers may be made only with Electronic Credits, Tokens, Chips or promotional coupons issued by the holder of an Owner's license and approved by the Administrator. All Chips, Tokens and Electronic Cards must be approved by the Administrator and purchased from the holder of an Owner's license. Chips, Tokens or Electronic Cards may only be used as set forth in the owner licensee's Internal Control System. Promotional coupons may only be used as wagers as set forth in the Owner's licensee's Internal Control System. At the patron's option, Electronic Credits may either be used as a Wager on an Electronic Gaming Device or uploaded to a WAT account or be withdrawn only in the form of Tokens and/or a Voucher.

issued from the Electronic Gaming Device.

- b) Riverboat Gaming Wagers may be made with Electronic Credits downloaded from an owner licensee's computer management system or acquired through the insertion of a Voucher issued by an Electronic Gaming Device authorized for wagering at a holder of an Owner's license or at the cashier cage, or acquired through insertion of a coupon redeemable for complimentary electronic credits, as set forth in the Owner licensee's Internal Control System.
- 1) Prior to the Redemption Period, Vouchers may, at the patron's option, be:
 - A) used to obtain electronic credits to place a wager in Electronic Gaming Devices registered with the Board;
 - B) withdrawn only in the form of Tokens or Vouchers from the Electronic Gaming Device; or
 - C) redeemed only for United States currency at a Voucher Validation Terminal or at the cage of a holder of an Owner's license.
 - 2) At any time prior to the Expiration Date, Vouchers may be redeemed for United States currency at the cage of a holder of an Owner's license.

(Source: Amended at 38 Ill. Reg. 21471, effective October 29, 2014)

Section 3000.606 Gaming Positions (See letter d.)

- a) Each holder of an owners license or organization gaming license shall limit the number of gaming positions concurrently available for play to the maximum permitted by its license under the Act.
- b) Gaming positions shall be counted as follows:
 - 1) Positions for Games utilizing Electronic Gaming Devices shall be determined as 90 percent of the total number of devices available for play.
 - 2) Positions for Games available for play that do not utilize an Electronic Gaming Device shall be determined by the Administrator. The Administrator shall make this determination at the time the internal controls for the Game are approved, using the following standards.
 - A) Any Game with internal controls approved before September 1, 2019 shall count as 5 positions, except craps, which shall count as 10 positions.
 - B) In determining the number of gaming positions for a Game, the Administrator shall consider the following:
 - i) The number of positions assigned to the same Game in the approved controls of any owners licensee or organization gaming licensee;
 - ii) The nature and scope of differences between the internal controls of the Game and those other instances of the same or similar games operated by any owners licensee or organization gaming licensee; and
 - iii) The possible maximum number of concurrent players.
- c) The total gaming positions shall not include:
 - 1) Any Electronic Gaming Device that is disabled or otherwise not operational for play by a patron.
 - 2) Any live gaming device that is not currently operational and available to play.
 - 3) Any promotional give-away or tournament for which there is no entry fee required for any participant.
 - 4) Sports wagering conducted pursuant to the Sports Wagering Act [230 ILCS 45].

- 5) Pari-mutuel wagering conducted pursuant to the Illinois Horse Racing Act of 1975 [230 ILCS 5].
- d) Licensees may reallocate gaming positions at any time with ~~prior~~-written notice to the Board after the completion of the reallocation.
- e) Owners licensees and organization gaming licensees shall adopt internal controls regarding the allocation of gaming positions and logging of any reallocation.
- f) Owners licensees and organization gaming licensees shall, immediately upon request, provide to Board agents an accounting of the current allocation of gaming positions.
- g) Logs of gaming position allocation must be retained for at least as long as prescribed by the published Records Retention Schedule (see Section 3000.115), or longer upon written notice by the Administrator or his or her designee.

(Source: Amended at 44 Ill. Reg. 3224, effective February 4, 2020)

Section 3000.665 Integrity of Electronic Gaming Devices

Electronic Gaming Devices shall, at a minimum:

- a) With the exception of a Bill Validator that is part of the EGD, be cashless in operation, and as such, must accept only Electronic Credits or Tokens as Wagers;
- b) If equipped with a Bill Validator, accept the conversion of the value of cash, Tokens, Vouchers, coupons or Electronic Cards to Electronic Credits for use as Wagers;
- c) Be electronic and/or electro-mechanical in design and operation and not be ~~electro-mechanical-or~~ mechanical in operation;
- d) Not subject a player to physical hazards;
- e) Contain a surge protector on the line that feeds power to the Electronic Gaming Device. The battery backup or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the Electronic Gaming Device. The backup shall be kept within the locked logic board compartment;
- f) Have an on/off switch that controls the electrical current used in the operation of the Electronic Gaming Device and any associated equipment, including a Voucher Printer, which shall be located in an accessible place within its interior;

- g) Be designed so that it shall not be adversely affected by static discharge or other electromagnetic interference;
- h) If capable of accepting or providing tokens, have at least one electronic Token acceptor. Token acceptors must be designed to accept designated Tokens and reject others. The Token receiver on an Electronic Gaming Device must be designed to prevent the use of cheating methods such as slugging, stringing, or spooning. All Token acceptors are subject to approval by the Administrator. Tokens accepted but which are inappropriate "token-ins" must be returned to the player by activation of the hopper or credited toward the next play of the Electronic Gaming Device. The Electronic Gaming Device control program must be capable of handling rapidly fed Tokens so that occurrences of inappropriate "token-ins" are prevented;
- i) Have no more than one Voucher Printer;
- j) Not be readily accessible in its internal space of the Electronic Gaming Device when the front door is both closed and locked;
- k) Have logic boards and EPROMS or Non-Alterable Storage Media, in a locked area within the Electronic Gaming Device, sealed with evidence tape. The evidence tape must be affixed by an authorized Board agent and must include the date, signature and I.D. number of the agent. This tape may only be removed in the presence of an authorized Board agent. If using Non-Alterable Storage Media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility except in the presence of a Gaming Board agent and by a method other than those approved by the Administrator;
- l) If capable of accepting or providing tokens, have a Token compartment contained in a locked area within or attached to the Electronic Gaming Device;
- m) Not contain any hardware switches that alter the pay-tables or payout percentages in its operation. Hardware switches may be installed to control graphic routines, speed of play, and sound;
- n) Contain an unremovable identification plate containing the following information, appearing on the exterior of the Electronic Gaming Device and on the Voucher Printer located in the Electronic Gaming Device:
 - 1) Manufacturer;
 - 2) Serial Number; and
 - 3) Model Number;
- o) Contain the rules of play for each Electronic Gaming Device displayed on the face or screen. No rules shall be incomplete, confusing, or misleading. Each

Electronic Gaming Device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. All information required by this Section must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information;

- p) Have equipment that enables the Electronic Gaming Device to communicate with a Computer Monitoring System accessible to the Board, using an industry standard protocol data format approved by the Administrator;
- q) Be capable of continuing the current Game with all current Game features after a malfunction is cleared. This rule does not apply if an Electronic Gaming Device is rendered totally inoperable. The current Wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron;
- r) Have attached a drop bucket housed in a locked compartment separate from any compartment of the Electronic Gaming Device;
- s) Be capable of detecting and displaying the following error conditions which an attendant may clear:
 - 1) Token-in jam;
 - 2) Token-out jam;
 - 3) Hopper empty or time-out;
 - 4) Program error;
 - 5) Hopper runaway or extra Token paid out;
 - 6) Reverse token-in;
 - 7) Reel error;
 - 8) Voucher Printer paper jam;
 - 9) Voucher Printer low ink, if applicable;
 - 10) Voucher Printer low on paper;
 - 11) Voucher Printer Paper out/depleted, or comparable message;
 - 12) Voucher Printer presentation error, or comparable message indicating that the Voucher Printer is unable to print completely and/or accurately;
 - 13) Voucher Printer print failure;

- 14) Voucher Printer not connected/not communicating, or comparable message;
 - 15) Voucher System interruption, or comparable message; and
 - 16) Door open;
- t) Use a communication protocol that ensures that erroneous data or signals will not adversely affect the operation of the Electronic Gaming Device;
 - u) Display an Illinois Gaming Board registration number permanently imprinted, affixed or impressed on the outside of the Electronic Gaming Devices;
 - v) Have the capacity to display on the front of each Electronic Gaming Device its rules of play, character combinations requiring payouts, and the amount of the related payouts. In addition, the holder of an Owner's License shall display on each Electronic Gaming Device either:
 - 1) A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of an Owner's License establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or
 - 2) The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in subsection (v)(1) shall be displayed in a prominent location approved by the Board near the Electronic Gaming Device;
 - w) Have a mechanical, electrical, or electronic device that automatically precludes a player from operating the Electronic Gaming Device after a jackpot requiring a manual payout and requires an attendant to reactivate the Electronic Gaming Device;
 - x) Maintain or have an approved device that can maintain a separate bill history of at least the last 10 bills or Vouchers vended;
 - y) In the event that an EGD has lost communication with the Voucher System, insure that, when a patron redeems electronic credits, the EGD must:
 - 1) revert to an active hopper device; or
 - 2) lockup and, after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's internal controls; or

- 3) issue no more than one voucher;
- z) Insure that jackpots that require completion of a W2-G shall cause the EGD to lockup, and after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's internal controls;
- aa) Insure that the EGD is not capable of printing a new Voucher or reprinting a duplicate Voucher on demand;
- bb) Insure that the identification and value of the last 35 Vouchers issued by each Voucher Printer and last 10 Vouchers redeemed at each EGD is recorded and available for display; and
- cc) Insure that the EGD not have any devices, components or other apparatus to accept wagers or issue payouts that are not specifically authorized.

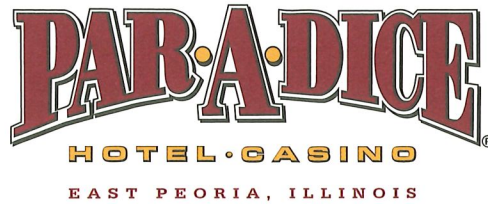
(Source: Amended at 34 Ill. Reg. 5200, effective March 24, 2010)

Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices

- a) The holder of an Owner's License must have a computer connected to all Electronic Gaming Devices in the Riverboat to record and monitor the activities of such devices. No Electronic Gaming Device shall be operated unless it is on-line and communicating to a Computer Monitoring System approved by the Administrator. Such Computer Monitoring System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) The Computer Monitor System permitted by subsection (a) of this Section shall be designed and operated to automatically perform and report functions relating to Electronic Gaming Device meters, and other exceptional functions and reports in the Riverboat as follows:
 - 1) Record the number and total value of United States currency, Tokens or Vouchers placed in the Electronic Gaming Device for the purpose of activating play;
 - 2) Record the number and total value of Tokens deposited in the drop bucket of the Electronic Gaming Device;
 - 3) Record the number and total value of Tokens automatically paid by the Electronic Gaming Device as the result of a jackpot;
 - 4) Record the number and total value of Tokens to be paid manually as the result of a jackpot;

- 5) Record the number and total value of Vouchers issued by the Electronic Gaming Device;
 - 6) Record the number and total value of Vouchers and currency received by the Electronic Gaming Device;
 - 7) Have an on-line computer alert, alarm monitoring capability to insure direct scrutiny of any device malfunction, any type of tampering, and any open door to the Electronic Gaming Device, drop area or Voucher Printer. In addition, any person opening the Electronic Gaming Device or the drop area shall complete the machine entry authorization log including time, date, machine identity and reason for entry;
 - 8) Be capable of logging in and reporting any revenue transactions not directly monitored by Token meter, such as Tokens placed in the Electronic Gaming Device as a result of a fill, and any Tokens removed from the Electronic Gaming Device in the form of a credit; and
 - 9) Identify any Electronic Gaming Device taken off-line or placed on-line of the computer monitor system, including date, time, and Electronic Gaming Device identification number.
- c) The holder of an Owner's License shall store, in machine-readable format, all information required by subsection (b) for the period of five years. The holder of an Owner's License shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the Administrator.
 - d) In addition to the requirements of subsection (c), the owner licensee shall store, in machine-readable format and by date, time and type of occurrence, all exceptions or events that result in an Electronic Gaming Device malfunction or tilt for a period of 21 days.
 - e) The secured office facilities for the sole accessibility of Board personnel provided in accordance with Section 3000.810 of these rules shall house a dedicated computer monitoring line which provides computer accessibility to Board personnel to review, monitor and record data identical to that specified in this Section.
 - f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.
 - g) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.

h) Licensees must provide a notification in writing to the Administrator at least 30-days prior to the implementation date of any non-critical gaming system upgrades or installations.



August 31, 2021

Joe Miller
Illinois Gaming Board Director of Policy
Illinois Gaming Board
160 North LaSalle, Suite 300
Chicago, IL 60601

RE: Proposed changes to the Adopted Rules: Conduct of Gaming

Dear Mr. Miller,

Pursuant to the Illinois Gaming Board Open Meeting on June 9, 2021, Par-A-Dice Hotel Casino respectfully request to submit the attached revisions to the rules that govern the conduct of casino gaming. Please see the explanation of the changes below for your review:

- Section 3000.600 Wagering Only with Electronic Credits, Approved Chips, Tokens and Electronic Cards – (See letter a, page 1)
 - Added the option for electronic cards to be utilized at the EGD and have the ability for the credits to be uploaded to a patron’s WAT account.
- Section 3000.606 Gaming Positions – (See letter d, page 3)
 - We are requesting to notify the Board after the movement/reallocation of the gaming positions due to the possible physical limitations of the space that was initially intended and eliminating future corrections due to unforeseen limitations and circumstances.
- Section 3000.665 Integrity of Electronic Gaming Devices - (See letter c, page 3)
 - If approved, this would allow us to have electro-mechanical table games.
- Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices – (See letter g and h, page 8 & 9)
 - Critical Gaming System Upgrade/Installation – Added language regarding the submission/approval process for critical gaming system for upgrade/installation.
 - Non-Critical Gaming System Upgrade/Installation – Added language regarding the notification process for non-critical gaming system upgrade/installation.

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Please do not hesitate to contact me if you have any questions and/or concerns regarding this request at 309-694-5911.

Respectfully,

092011


Cori Rutherford
Vice President & General Manager

c.c. Jake Springer
Kris O'Donohue

Section 3000.100 Definitions

For purposes of this Part the following terms shall have the following meanings:

"Act": The Illinois Gambling Act [230 ILCS 10].

"Adjusted Gross Receipts": The gross receipts less winnings paid to wagerers. The value of expired vouchers shall be included in computing adjusted gross receipts.

"Affiliate": An "Affiliate of", or person "Affiliated with", a specified person shall mean a person that directly, or indirectly through one or more intermediaries, controls, or is controlled by, or is under common control with, such person.

"Alcoholic Liquors": Includes alcohol, spirits, wine and beer, and every liquid or solid, patented or not, containing alcohol, spirits, wine or beer, and capable of being consumed as a beverage by a human being.

"Attributed Interest": A direct or indirect interest in a Business Entity deemed to be held by a person not through the person's actual holdings but either through the holdings of the person's relatives or through a third party or parties on behalf of the person pursuant to a plan, arrangement or agreement.

"Betting Terminal": An electronic device that houses a bill validator to accept United States currency, vouchers, and electronic cards to place wagers on Live Gaming Devices.

"Bill Validator": Any electro-mechanical device attached either on or into an Electronic Gaming Device or betting terminal which accepts and analyzes the legitimacy of United States currency and/or Vouchers, validates the currency and/or Vouchers, stores the currency and/or Vouchers, and issues Electronic Credits equal to the value of currency and/or Vouchers inserted into the device.

"Board": The Illinois Gaming Board.

"Business Entity": A partnership, incorporated or unincorporated association or group, firm, corporation, limited liability company, partnership for shares, trust, sole proprietorship or other business enterprise.

"Chip": A non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a holder of an owners license or organization gaming license for use in Gaming other than in Electronic Gaming Devices and betting terminals on that holder's Gaming Operation.

"Chip Float": The difference between the total face value of Chips received from vendors and the total face value of Chips accounted for through an inventory conducted by the Gaming Operation.

"Computer Monitoring System": The gaming related system used to provide on-line, real-time monitoring of Electronic Gaming Devices and data acquisition capability in the format and media approved by the Administrator.

"Dependent": Any individual who received over half of his support in a calendar year from any other individual.

"Electronic Card": A card purchased from a holder of an owners license or organization gaming license for use at that holder's Gaming Operation as a substitute for Tokens in the conduct of gaming on an Electronic Gaming Device.

"Electronic Credit": A value owed to a patron on an Electronic Gaming Device and betting terminal.

"Electronic Gaming Device": Includes as approved Games under Section 3000.605 Single- and Multiple-Position Reel-Type, Single- and Multiple-Position Single-Game Video and Single- and Multiple-Position Multi-Game Video Electronic Gaming Devices.

"Electronic Gaming Device Drop": The total face value of Tokens or representations of Tokens (including without limitation foreign Tokens and slugs) collected from the drop bucket and United States currency and/or Vouchers collected from the Bill Validator drop box.

"Electronic Gaming Device Win": The Electronic Gaming Device Drop minus hand-paid jackpots minus hopper fills minus Vouchers issued.

"EPROM": An acronym for Erasable, Programmable, Read Only Memory, which is a microprocessor component that stores memory and affects payout percentage and/or contains a random number generator that selects the outcome of a Game on an Electronic Gaming Device.

"Excluded Person": Any person whose name appears on any Exclusion List, or any person whose name does not appear on an Exclusion List but who is excluded or ejected pursuant to Section 5(c)(12) of the Act or as a result of meeting one or more of the criteria in Section 3000.720 of this Part.

"Exclusion List": A list or lists which contain the identities of persons who are to be excluded or ejected from any licensed Gaming operation in any jurisdiction. The list may include any person whose reputation or conduct is such that his/her presence within a Gaming Operation may, in the opinion of the Board

or the Administrator, call into question the honesty or integrity of the Gaming Operation or pose a threat to the interests of the State of Illinois.

"Expiration Date": The one-year period, starting on the day of issuance, during which Vouchers may be redeemed for United States currency at a cashier cage of a Gaming Operation.

"Game": A gambling activity which is played for money, property, or anything of value, including without limitation those played with cards, Chips, Tokens, dice, implements, or electronic, electrical, or mechanical devices or machines.

"Gaming": The dealing, operating, carrying on, conducting, maintaining or exposing for play of any Game.

"Gaming Equipment/Supplies": A machine, mechanism, device, or implement which is integral to the operation of a Game or affects the result of a Game by determining win or loss, including without limitation: electronic, electrical, or mechanical devices or machines; cards or dice; layouts for Live Gaming Devices; any representative of value used with any Game, including without limitation Chips, Tokens, or Electronic Cards; Voucher Systems; Voucher Printers; Voucher Validation Terminals; Computer Monitoring Systems; and hardware and software related to any item described herein.

"Gaming Operation": The owners licensee, organization gaming licensee or, as the context requires, the conducting of gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, at a casino, an Organization Gaming Facility or on a Riverboat and at its Support Facilities.

"Gaming Operations Manager": A person or business entity other than the holder of an owners license or organization gaming license who has the ultimate responsibility to manage, direct or administer the conducting of Gaming.

"Hand": Either one Game in a series, one deal in a card Game, or the cards held by a player.

"Indirect Interest": An interest in a Business Entity that is deemed to be held by the holder of an owners license or organization gaming license not through the holder's actual holdings in the business entity but through the holder's holdings in other business entities.

"Institutional Investor": A "qualified institutional buyer" as defined by Securities and Exchange Commission Rule 144A (17 CFR 230.144A) under the Securities Act of 1933, as amended.

"Internal Control System": Proprietary internal procedures and administration and accounting controls designed by the holder of an owners license or organization gaming license for the purpose of exercising control over the Gaming Operation.

"Junketeer": A person or entity that facilitates a patron's participation in gaming at a Gaming Operation and is compensated, not as an employee but as an independent contractor, by that Operation based upon how much the patron actually wagers or loses.

"Key Person": A Person identified by the Board under Section 3000.222 as subject to regulatory approval as a Person able to control, or exercise significant influence over, the management, assets, or operating policies of an owners, organization gaming or supplier licensee.

"Live Gaming Device": Any apparatus, other than an Electronic Gaming Device, upon which Gaming is conducted or which determines an outcome which is the object of a wager. This definition includes but is not limited to roulette wheels, keno machines, punchboard tickets and tables with layouts utilized in Games approved by the Board.

"Marketing Agent": A person or entity, other than a junketeer or an employee of a Gaming Operation, who is compensated by the Gaming Operation in excess of \$100 per patron per trip for identifying and recruiting patrons.

"Non-Alterable Storage Media": An electronic storage medium that contains the program files that operate the game, which medium cannot be altered through the use of the circuitry or programming of the gaming device.

"Non-Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation, but bearing no value designation.

"Notice of Board Action": A Notice of Denial, Restriction, Suspension, Revocation, Nonrenewal, Fine, Exclusion or other action issued by the Board.

"Organization Gaming Facility": That portion of an organization licensee's racetrack facilities at which gaming authorized under Section 7.7 of the Act is conducted, including both the publicly accessible gaming area and restricted access areas, including but not limited to cashier cages, count rooms, surveillance rooms, and gaming equipment storage and repair areas.

"Parent Company": A "parent company" of a specified person is an affiliate controlling such person directly, or indirectly through one or more intermediaries.

"Payout": Winnings earned on a wager.

"Person": "Person" includes both individuals and Business Entities.

"Petitioner": An applicant, licensee or Excluded Person who requests a hearing upon issuance of a Notice of Board Action.

"Progressive Controller": The hardware and software that controls all communications among the machines within a progressive Electronic Gaming Device link and its associated progressive meter.

"Progressive Jackpot": An award for winning play in a Game, the value of which is determined by the contribution of a portion of each Wager placed into play or the combined amount of several wagers linked to a common jackpot award.

"Redemption Period": The 120-day period during which a Voucher may be used to acquire electronic credits from an Electronic Gaming Device or to obtain United States currency from a Voucher Validation Terminal. After their Redemption dates and prior to their Expiration dates, Vouchers may be redeemed for United States currency only at a cashier cage of a Gaming Operation.

"Relative": Spouse, parents, grandparents, children, siblings, uncles, aunts, nephews, nieces, fathers-in-law, mothers-in-law, sons-in-law, daughters-in-law, brothers-in-law, and sisters-in-law, whether by the whole or half blood, by marriage, adoption or natural relationship, and Dependents.

"Remote Access": Communication with an electronic information system from a remote location or facility through a data link.

"Riverboat": A navigable vessel or a permanently moored vessel comprised of one or more barges that are permanently attached to operate as one barge. Except as appropriate by context, all references to riverboats in this Part apply to casinos and organization gaming facilities as well.

"Riverboat Gaming Operation": The owner licensee, Gaming Operations Manager, or, as the context requires, the conducting of Gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, on a Riverboat and at its Support Facilities. Except as appropriate by context, all references to Riverboat Gambling Operations in this Part apply to all Gaming Operations.

"Signature": The definitive identity of an individual specific EPROM chip or other non-alterable storage media, determined by electronic analysis and reflective of the EPROM chip's game behavior capability.

"Substantial Owner": A person who has an ownership interest of 25% or more in a Business Entity.

"Supplier": A provider of Gaming Equipment/Supplies, Gaming Equipment maintenance or repair services, security services or a lessor of a Riverboat, dock, casino or Organization Gaming Facility.

"Support Facility": A place of business that is part of, or operates in conjunction with, a Gaming Operation of an owners licensee and is owned in whole or in part by a holder of an owners or suppliers license or any of their Key Persons, including, without limitation, Riverboats, offices, docking facilities, casinos, parking facilities and land-based hotels or restaurants.

"Table Drop": The total amount of cash or cash equivalents contained in the drop box for Chips purchased at a Live Gaming Device and cash or vouchers contained in the bill validator of betting terminals for credits purchased.

"Table Win": The dollar amount won by the holder of an owners license through play at a live Game which is the total of the Table Drop plus ending Chip inventory plus credits minus opening Chip inventory minus fills and the betting terminal drop minus hand-paid jackpots minus Vouchers issued.

"Theoretical Payout Percentage": The percentage of Tokens or Electronic Credits from amounts wagered that will be returned to players by an Electronic Gaming Device.

"Tournament EPROM": A specially designed EPROM with a mode of play that provides for a mathematically demonstrable payout of more than 100 percent.

"Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation and the specific value of the Chip.

"Video Game of Chance": As used in the Act, means an Electronic Gaming Device.

"Voucher": A printed paper scrip representing the value in United States currency stated on the face of the scrip that is:

issued by a Voucher Printer connected to an Electronic Gaming Device, betting terminal or at a cashier cage at a Gaming Operation; and

redeemable for electronic credits or United States currency and is not a coupon or other promotional item.

"Voucher Float": The difference between the total face value of unexpired Vouchers issued by a Gaming Operation and the total face value of Vouchers accounted for by the Gaming Operation as redeemed or expired.

"Voucher Printer": A device designed for the purpose of issuing Vouchers at Electronic Gaming Devices, betting terminals, or at a cashier cage at a Gaming Operation.

"Voucher System": The hardware and software used to issue and validate Vouchers, record redemptions and account for Vouchers.

"Voucher Validation Terminal": A hard-wired and interfaced device that accepts Vouchers and communicates the Voucher information to the Voucher System for the System to validate the information. If the System confirms that the Voucher is valid, the terminal then stores the Voucher and issues United States currency equal to the value of the Voucher.

"Wager": A sum of money or thing of value risked.

Section 3000.600 Wagering Only with Electronic Credits, Approved Chips and Electronic Cards

- a) Except as provided in subsection (b), Gaming Wagers may be made only with Electronic Credits, Chips, or promotional coupons issued by the holder of an Owner's license or an Organizational Gaming license and approved by the Administrator. All Chips and Electronic Cards must be approved by the Administrator and purchased from the holder of an Owner's license or an Organizational Gaming license. Chips or Electronic Cards may only be used as set forth in the owner licensee's Internal Control System. Promotional coupons may only be used as wagers as set forth in the Owner's licensee's or an Organizational Gaming licensee's Internal Control System. At the patron's option, Electronic Credits may be used as a Wager on an Electronic Gaming Device or betting terminal, uploaded to an Electronic Wagering Account or be withdrawn only in the form of a Voucher issued from the Electronic Gaming Device or betting terminal.
- b) Gaming Wagers may be made with Electronic Credits downloaded from an owner licensee's or an Organizational Gaming licensee's computer management system or acquired through the insertion of a Voucher issued by an Electronic Gaming Device or betting terminal authorized for wagering at a holder of an Owner's license or an Organizational Gaming license or at the cashier cage, or acquired through insertion of a coupon redeemable for complimentary electronic credits, as set forth in the Owner licensee's or an Organizational Gaming licensee's Internal Control System.
 - 1) Prior to the Redemption Period, Vouchers may, at the patron's option, be:
 - A) used to obtain electronic credits to place a wager in Electronic Gaming Devices or betting terminal registered with the Board;

- B) withdrawn only in the form of Vouchers from the Electronic Gaming Device or betting terminal; or
 - C) redeemed for United States currency at a Voucher Validation Terminal or at the cage of a holder of an Owner's license or Organization gaming license.
 - D) redeemed for Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or Organization gaming license.
- 2) At any time prior to the Expiration Date, Vouchers may be redeemed for United States currency at the cage of a holder of an Owner's license or Organization gaming license.

Section 3000.602 Disposition of Unauthorized Winnings

Any jackpot or other winnings claimed by patrons of a Gaming Operation as a result of unauthorized or prohibited Gaming shall not be paid to such patrons. Such jackpot or winnings shall be paid immediately by the Owner licensee or Organization gaming license to the Board and deposited into the Education Assistance Fund, unless the patron is a member of the Illinois Statewide Self Exclusion List. Jackpots, other winnings, chips, vouchers, or electronic credits claimed by a member of the Illinois Statewide Self Exclusion List shall be processed as outlined in Section 3000.770. The Board shall treat such payments as winnings for the purposes of wagering tax liability calculations.

Section 3000.605 Authorized Games

- a) No holder of an Owner's License or Organization gaming license shall permit any Game to be played other than those approved by the Board. The Administrator shall maintain an up to date list of Board-approved Games and the definitions of those Games on the Illinois Gaming Board website. For each Game for which approval of the Board is sought, the holder of an Owner's License or Organization gaming license or the holder of a supplier license providing the game shall provide a definition of the Game as well as a set of Game rules to the Administrator 60 days in advance of the Game's proposed operation or within such time period as the Administrator may designate.
- b) New games or variations on an existing game shall be approved utilizing the following procedures:
 - 1) A letter shall be submitted to the Illinois Gaming Board by the authorized licensed supplier with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or
 - 2) A letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or
 - 3) In the case of a game that has no approval letter available from an approved lab or manufacturer, a letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game.

Section 3000.606 Gaming Positions

- a) Each holder of an Owners license or Organization gaming license shall limit the number of gaming positions concurrently available for play to the maximum permitted by its license under the Act.
- b) Gaming positions shall be counted as follows:
 - 1) Positions for Games utilizing Electronic Gaming Devices shall be determined at 90 percent of the total number of devices available for play.
 - 2) Positions for Games available for play that do not utilize an Electronic Gaming Device shall be determined by the following.
 - A) Any Game with a drop box shall count as 5 positions, except craps, which shall count as 10 positions.
 - B) Every 25 betting terminals shall count as 5 positions.
- c) The total gaming positions shall not include:
 - 1) Any Electronic Gaming Device or betting terminal that is disabled or otherwise not operational for play by a patron.
 - 2) Any live gaming device that is not currently operational and available to play.
 - 3) Any promotional give-away or tournament for which there is no entry fee required for any participant.
 - 4) Sports wagering conducted pursuant to the Sports Wagering Act [230 ILCS 45].
 - 5) Pari-mutuel wagering conducted pursuant to the Illinois Horse Racing Act of 1975 [230 ILCS 5].
- d) Licensees may reallocate gaming positions at any time with written notice to the Board after the completion of the reallocation.
- e) Owners licensees and Organization gaming licensees shall adopt internal controls regarding the allocation of gaming positions and logging of any reallocation.
- f) Owners licensees and Organization gaming licensees shall, immediately upon request, provide to Board agents an accounting of the current allocation of gaming positions.

- g) Logs of gaming position allocation must be retained for at least as long as prescribed by the published Records Retention Schedule (see Section 3000.115), or longer upon written notice by the Administrator or his or her designee.

Section 3000.608 Table Drops

Table drops may be performed on a schedule other than daily with the approval of the Administrator. A method of estimating taxes shall be developed for those days when table drops do not occur.

Section 3000.609 Boxperson at craps tables

A Boxperson is not required at a craps tables so long as a Table Games Supervisor is located in the pit.

Section 3000.610 Publication of Rules and Payout Ratio for Live Gaming Devices

A holder of an Owner's License or an Organization Gaming License shall provide in printed form to all patrons who request one, the rules and accurate payout ratio for each live Game in the area in which the Game is played. A holder of an Owner's License or an Organization Gaming License shall make payment in strict accordance with such published payout ratios.

Section 3000.614 Tournaments, Enhanced Payouts and Give-aways

- a) For purposes of this Section, the following terms shall have the following meanings:
 - 1) **Enhanced Payout:** An event sponsored by a Gaming Operation wherein Gaming patrons participate in a Game or an approved variation of a Game and thereby qualify for receiving, upon a specified outcome in such Game, a payment or thing of value in excess of payouts contained in the Internal Control System or as displayed on the Gaming Device. The cost of such excess payment or thing of value may be subtracted from Gross Receipts in determining Adjusted Gross Receipts.
 - 2) **Tournament:** A contest sponsored by a Gaming Operation wherein patrons play or wager on a Game or Games and receive, separate from any applicable winnings from wagers, prizes that include the total of any entry fees to the contest and cash or non-cash prizes offered by the Gaming Operation in conjunction with the contest. The cost of cash or non-cash prizes and entry fees for a Tournament may not be subtracted from Gross Receipts in determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
 - 3) **Give-away:** A game sponsored by a holder of an Owner's license or an Organization license wherein a patron is given an item or award based upon meeting a certain criterion, or based upon the attainment of a certain outcome, or based upon the accumulation of point/credits on a gaming device. . The cost of prizes paid in a Give-away may not be subtracted from Gross Receipts in Determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
- b) Tournaments, Enhanced Payouts or Give-aways may only be conducted when:
 - 1) Documented in the Internal Control System of the holder of an Owner's License;
 - 2) In conformance with the Act, this Part and the Internal Control System; and
 - 3) Approved by the Administrator.
- c) The Internal Control System provisions for the conduct of Tournaments, Enhanced Payouts or Give-aways involving Gaming shall be submitted by the holder of an Owner's License an Organization Gaming License pursuant to Sections 3000.300 through 3000.320.

- d) Requests for the conduct of specific Tournaments, Enhanced Payouts and Give-aways involving Gaming must be received in writing and approved by the Administrator prior to the proposed date of implementation.
- e) Any Tournament, Enhanced Payout or Give-away for which eligibility or amount of any award or prize is determined by an information system shall be reasonably tested in advance to ensure the integrity of the Tournament, Enhanced Payout or Give-away.

Section 3000.615 Payout Percentage for Electronic Gaming Devices

A holder of any Owner's License or Organization Gaming License shall display the minimum Theoretical Aggregate Payout Percentage of all of the Electronic Gaming Devices in operation.

Section 3000.616 Cashing-In

A holder of an Owner's License an Organization Gaming License shall comply with all federal and State regulations for the withholding of taxes from winnings and/or the filing of Currency Transaction Reports. The patron shall produce an identification card confirming information required by these forms, prior to the disbursement of winnings.

Section 3000.620 Submission of Chips for Review and Approval

Each holder of an Owner's license or an Organization Gaming License shall submit to the Administrator for approval a sample of each denomination of Value and Non-Value Chip in its primary and secondary sets and shall not utilize such Chips for Gaming purposes until approved by the Administrator.

- a) In requesting approval of such Chips, a holder of an Owner's license or an Organization Gaming License, prior to having any such Chips manufactured, shall first submit to the Administrator a detailed schematic of its proposed Chips, or a sample Chip, which shall show the front, back and edge of each denomination of Value Chip and each Non-Value Chip and the design and wording to be contained thereon, all of which shall be depicted on such schematic or Chip as they will appear, both as to size and location, on the actual Chip. Once the design schematics or Chip are approved by the Administrator, no Value or Non-Value Chip shall be issued or utilized until and unless a sample of each denomination of Value Chip and each color of Non-Value Chip is also submitted to and approved by the Administrator.
- b) No holder of an Owner's license or an Organization Gaming License or other person licensed by the Board shall manufacture for, sell to, distribute to or use in any casino outside of Illinois, any Value or Non-Value Chips having the same edge design as those approved for use in Illinois.

Section 3000.625 Chip Specifications

a) Value Chips

- 1) Each Chip issued by a holder of an Owner's License or an Organization Gaming License shall be round in shape, have clearly and permanently impressed, engraved or imprinted thereon the name and location of the issuing Riverboat Gaming Operation and the specific value of the Chip, except that a holder of an Owner's License or an Organization Gaming License may issue Gaming Chips without a value impressed, engraved or imprinted thereon for Roulette. Chips with a value contained thereon shall be known as "Value Chips" and Chips without a value contained thereon shall be known as "Non-Value Chips."
- 2) Value Chips may be issued by the holder of the Owner's License or an Organization Gaming License in denominations of \$.25, \$.50, \$1.00, \$2.50, \$5.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000.00 and \$5,000.00. The holder of the Owner's License or an Organization Gaming License shall have the discretion to determine the denominations to be utilized on its premises and the amount of each denomination necessary for the conduct of Gaming operations.
- 3) Each denomination of Value Chip shall have a different primary color from every other denomination of Value Chip. Value Chips shall fall within the colors set forth below when such Chips are viewed both in daylight and under incandescent light. In conjunction with such primary colors, each holder of an Owner's License or an Organization Gaming License shall utilize contrasting secondary colors for the edge spots on each denomination of Value Chip. Unless otherwise approved by the Administrator, no holder of an Owner's License or an Organization Gaming License shall use a secondary color on a specific denomination of Chip identical to the secondary color used by another holder of an Owner's License or an Organization Gaming License on that same denomination of the Value Chip. The primary color to be utilized by each holder of an Owner's License or an Organization Gaming License for each denomination of Value Chip shall be:
 - A) \$0.25 – "Blue";
 - B) \$0.50 – "Mustard Yellow";
 - C) \$1.00 – "White";
 - D) \$2.50 – "Pink";
 - E) \$5.00 – "Red";

- F) \$20.00 – "Yellow";
- G) \$25.00 – "Green";
- H) \$100.00 – "Black";
- I) \$500.00 – "Purple";
- J) \$1,000.00 – "Fire Orange"; and
- K) \$5,000.00 – "Gray".

- 4) Each denomination of Value Chip utilized by a holder of an Owner's License or an Organization Gaming License shall, unless otherwise authorized by the Administrator:
 - A) Have its center portion, which contains the value of the Chip and the Gaming Operation issuing it, of a different shape for each denomination;
 - B) Be designed so as to be able to determine on closed circuit black and white television the specific denomination of such Chip when placed in a stack of Chips of other denominations; and
 - C) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 5) The Board shall have the discretion to approve a Value Chip in the denomination of \$1,000.00 or \$5,000.00 at variance with the requirements of this Section provided that any variation is specifically identified as such by the holder of the Owner's License or an Organization Gaming License and provided further that said variation does not affect the control, security or integrity of said Chips or the operation of the Games.
- 6) The Administrator shall have the discretion to approve a Value Chip in a denomination other than those outlined above. Requests shall be submitted to the Administrator under separate cover for approval.

b) Non-Value Chips

- 1) Each Non-Value Chip utilized by a Gaming Operation shall be issued solely for the purpose of Gaming at roulette. The Non-Value Chips at each roulette table shall:

- A) Have the name of the Gaming Operation issuing it molded into its center;
 - B) Contain a design, insert or symbol differentiating it from the Non-Value Chips being used at every other roulette table in the Gaming Operation;
 - C) Have "roulette" impressed on it; and
 - D) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 2) Non-Value Chips issued at a roulette table shall only be used for Gaming at that table and shall not be used for Gaming at any other table in the Gaming Operation nor shall any holder of an Owner's License or an Organization Gaming License or its employees allow any patron to remove Non-Value Chips permanently from the table from which they were issued.
- 3) No person at a roulette table shall be issued or permitted to Game with Non-Value Chips that are identical in color and design to Value Chips or to Non-Value Chips being used by another person at the same table. When a patron purchases Non-Value Chips, a Non-Value Chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker button denoting the value of a stack of 20 Chips of that color shall be placed in the slot or receptacle.
- 4) Non-Value Chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the Gaming Operation. When so presented, the dealer at such table shall exchange them for an equivalent amount of Value Chips which may then be used by the patron in Gaming or redeemed as any other Value Chips.
- 5) Each holder of an Owner's License or an Organization Gaming License shall have the discretion to permit, limit or prohibit the use of Value Chips in Gaming at roulette provided, however, that it shall be the responsibility of the holder of an Owner's License or an Organization Gaming License to keep accurate account of the Wagers being made at roulette with Value Chips so that the Wagers made by the one player are not confused with those made by another player at the table.

Section 3000.630 Primary, Secondary and Reserve Sets of Gaming Chips

Unless otherwise authorized by the Administrator, each Gaming Operation shall have a primary set of Value Chips, a separate secondary set of Value Chips and a Non-Value Chip reserve which shall conform to the color and design specification set forth in Section 3000.625. An approved secondary set of Value Chips and reserve Non-Value Chips shall be placed into active play whenever the primary set is removed.

- a) The secondary set of Value Chips shall have different secondary colors than the primary set, and shall be required for all denominations.
- b) Each holder of an Owner's License or an Organization Gaming License shall have a Non-Value Chip reserve for each color utilized in the Gaming Operation with a design insert or symbol different from those Non-Value Chips comprising the primary set.
- c) The holder of an Owner's License or an Organization Gaming License shall remove the primary set of Gaming Chips from active play whenever:
 - 1) A determination is made by the holder of an Owner's License or an Organization Gaming License and the Board agent that the Gaming Operation is taking on a significant number of counterfeit Chips;
 - 2) Any other impropriety or defect in the utilization of the primary set of Chips makes removal of the primary set necessary; or
 - 3) The Board or the Administrator so directs.
- d) Whenever the primary set of Chips is removed from active play the holder of the Owner's License or an Organization Gaming License shall immediately notify a representative of the Board as to the reason for such occurrence.

Section 3000.631 Tournament Chips

The Administrator may authorize a Gaming Operation to possess a set of Chips, separate from required Value and Non-Value Chips, for use in a Tournament as authorized in Section 3000.614.

- a) The Internal Control System of the Gaming Operation shall prescribe the procedures for the receipt, storage, use, accounting and destruction of a set of Chips solely for use in a Tournament.
- b) Chips approved under this Section 3000.631 shall be of a design and of such color, quality and denomination as the Administrator determines to be consistent with accounting, surveillance and security requirements of the Board, in consideration of the limited use intended for such Chips.
- c) A set of Chips approved by the Administrator for use in a Tournament may only be used in a Tournament and may not, in any instance, be redeemed as Value Chips or used in any Game, other than in an approved Tournament.
- d) Nothing in this Section shall preclude the use of Value Chips in a Tournament, except that Value Chips and a set of Chips approved under this Section solely for use in a Tournament may not be utilized in the same Tournament.

Section 3000.635 Issuance and Use of Vouchers for Gaming

- a) A holder of an Owner's license or an Organization Gaming License may, with the prior approval of the Administrator, issue Vouchers through approved Voucher Printers in Electronic Gaming Devices, betting terminals_or at the cashier cage. The Vouchers shall:
- 1) Clearly identify the name and location of the Gaming Operation issuing them;
 - 2) Clearly identify the specific Electronic Gaming Device, betting terminal or cashier cage location issuing them;
 - 3) Contain a unique validation number or code that shall be automatically generated by or caused to be generated by the Voucher System and not be alterable by any mechanical, electronic, digital or other means prior to issuance;
 - 4) Clearly state the face value of the Voucher in both words and numbers;
 - 5) Contain a date and time of issuance;
 - 6) Clearly state a 120 day Redemption Period during which the Voucher may be redeemed at an Electronic Gaming Device, betting terminal, Voucher Validation Terminal or cashier cage of a holder of an Owner's license or an Organization Gaming License;
 - 7) Be available as a payout from Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System, provided that both the Electronic Gaming Device or betting terminal and the Voucher System are functioning;
 - 8) Be individually printed for face values of not less than \$0.01 and not more than \$3,000;
 - 9) Contain a bar code that shall enable the Voucher System to access and validate the alpha or numeric information contained in subsections (d)(1) through (6) and display the information when the Voucher is redeemed, provided that only numeric information must be displayed on the System;
 - 10) Clearly state that the Voucher may be redeemed for cash at the cashier cage of the holder of an Owner's license or an Organization Gaming License for one year from the date of issuance;

- 11) Clearly state the following: "Vouchers issued by another Gaming Operation may not be used, exchanged or redeemed at this Gaming Operation.";
 - 12) List the unique validation number on the leading edge of each Voucher issued from a Voucher Printer;
 - 13) Not be deceptively similar to the currency of the United States or a foreign country;
 - 14) Contain at least one anti-counterfeiting measure, such as a unique bar code, that shall appear on one or both sides of the Voucher; and
 - 15) Be promptly redeemable by the patron in accordance with this Part.
- b) Vouchers must be capable of insertion into Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System for the purpose of obtaining Electronic Credits.

Section 3000.636 Distribution of Coupons for Complimentary Chips, Vouchers, Cash and Electronic Credits

- a) The holder of an Owner's license or an Organization Gaming License may, for specified marketing purposes, provide patrons of its Gaming Operation coupons redeemable for complimentary Chips, cash, or electronic credits with the approval of the Administrator and subject to the following requirements:
 - 1) The processes and procedures for the control, accountability and distribution of coupons for Chips, cash, or electronic credits and for the redemption of such coupons are provided for in the holder of an Owner's license's or an Organization Gaming License's Internal Control System and in conformance with the Internal Control System;
 - 2) The aggregate dollar value of Chips, cash, or electronic credits authorized for complimentary purposes is not excessive in light of the specific marketing objectives of the licensee; and
 - 3) Periodic internal audits validate the integrity and accountability of the processes and procedures authorized and required under this Section.
- b) Any provider of goods or services involved in approved coupon distribution processes and procedures under this Section may be required under this Part and the Act to be licensed as a Supplier.
- c) The holder of an Owner's license or an Organization Gaming License may not use Vouchers as a complimentary item or in any marketing promotion nor issue or cause to be issued Vouchers, except as authorized pursuant to Section 3000.635(d).

Section 3000.640 Exchange of Chips and Vouchers

- a) Chips shall be issued to a person only at the request of such person and shall not be given as change in any other transaction. Chips shall only be issued to patrons at cashier cages or at the Live Gaming Devices and shall be redeemed only at a cashier cage.
- b) Vouchers shall only be issued by approved Voucher Printers in Electronic Gaming Devices, betting terminals or at a cashier cage.
 - 1) Prior to their Redemption Dates, Vouchers may be redeemed for:
 - A) Electronic Credit at Electronic Gaming Devices or betting terminals, which Credit may then be redeemed as a new Voucher; and
 - B) United States currency at Voucher Validation Terminals and a cashier cage at the holder of an Owner's license or an Organization Gaming License.
 - C) Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or an Organization Gaming License.
 - 2) After their Redemption Dates and prior to their Expiration Dates, Vouchers may be redeemed for United States currency or monetary and gaming instruments/transactions only at a cashier cage of the holder of an Owner's license or an Organization Gaming License.
- c) Chips or Vouchers shall only be redeemed by a holder of an Owner's license or an Organization Gaming License from its patrons and shall not be knowingly redeemed from any non-patron source, except where:
 - 1) employees of the holder present for redemption Chips as provided in the approved Internal Control System of the holder;
 - 2) the prior written approval for the redemption of the Chips is obtained in each instance from the Administrator.
- d) Each Gaming Operation shall promptly redeem its own Chips and Vouchers by cash or by check dated the day of such redemption on an account of the Gaming Operation, as requested by the patron, except when the Chips and Vouchers were obtained or used unlawfully.

- e) Each Gaming Operation may demand the redemption of its Chips or Vouchers from any person in possession of them and that person shall redeem the Chips or Vouchers upon presentation by the Gaming Operation of an equivalent amount of cash or check dated the same day on an account of the Gaming Operation.
- f) Each Gaming Operation shall cause to be posted and remain posted in a prominent place:
 - 1) On the front of a cashier cage a sign that reads as follows: "Gaming Chips or Vouchers issued by another Gaming Operation may not be used, exchanged or redeemed in this Gaming Operation";
 - 2) On Voucher Validation Terminals a sign that reads as follows: "Vouchers issued by another Gaming Operation may not be used, exchanged or redeemed in this Gaming Operation".

Section 3000.645 Receipt of Gaming Chips from Manufacturer or Distributor

- a) When Chips are received from the manufacturer or distributor thereof, they shall be opened and checked by at least two (2) employees of the holder of an Owner's License or an Organization Gaming License from different departments. Any deviation between the invoice accompanying the Chips and the actual Chips received or any defects found in such Chips shall be reported promptly to the Administrator. An agent of the Board will be notified of the time of delivery of any Chips to the holder of an Owner's License or an Organization Gaming License.
- b) After checking the Chips received, the holder of the Owner's License or an Organization Gaming License shall cause to be reported in a Chip inventory ledger the denomination of the Chips received, the number of each denomination of Chip received, the number and description of all Non-Value Chips received, the date of such receipt and the signature of the individuals who checked such Chips.
- c) If any of the Chips received are to be held in reserve and not utilized either at the Gaming tables or at a cashier's cage, they shall be stored in a separate locked compartment either in the vault or in a cashier's cage and shall be recorded in the Chip inventory ledger as reserve Chips.
- d) Any Chips received that are part of the secondary set of Chips of the Gaming Operation shall be recorded in the Chip inventory ledger as such and shall be stored in a locked compartment in the Gaming Operation vault separate from the reserve Chips.

Section 3000.650 Inventory of Chips

- a) Chips shall be taken from or returned to either the reserve Chip inventory or the secondary set of Chips in the presence of at least two (2) individuals. The denominations, number and amount of Chips so taken or returned shall be recorded in the Chip inventory ledger together with the date and signatures of the individuals carrying out this process.
- b) Each holder of an Owner's License or an Organization Gaming License shall, on a daily basis, compute and record the unredeemed liability for each denomination of Chips and cause to be made an inventory of Chips in circulation and cause the result of such inventory to be recorded in the Chip inventory ledger. On a monthly basis, each holder of an Owner's License or an Organization Gaming License shall cause an inventory of Chips in reserve to be made and cause the result of such inventory to be recorded in the Chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory Chips in circulation and reserve shall be submitted to the Administrator for approval. A physical inventory of Chips in reserve shall be required annually if the inventory procedures incorporate the sealing of the locked compartment.
- c) During non-Gaming hours all Chips in the possession of the Gaming Operation shall be stored in the Chip bank, in the vault, or in a locked compartment in a cashier's cage except that Chips may be locked in a transparent compartment on Gaming tables.

Section 3000.655 Destruction of Chips and Vouchers

- a) Prior to the destruction of Chips the holder of an Owner's license or an Organization Gaming License shall notify the Administrator, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of Value Chips to be destroyed, the description and number of Non-Value Chips to be destroyed and a detailed explanation of the method of destruction. Unless otherwise authorized by the Administrator the destruction of Chips shall be carried out in the presence of at least 2 individuals, one of whom shall be an agent of the Board. The denomination, number and amount of Value Chips or, in the case of Non-Value Chips, the description and number so destroyed shall be recorded in the Chip inventory ledger together with the signatures of the individuals carrying out such destruction and the date on which said destruction took place.

- b) The holder of an Owner's license shall submit to the Administrator for approval procedures to record the physical destruction of Vouchers.

Section 3000.660 Minimum Standards for Electronic Gaming Devices

- a) Electronic Gaming Devices shall pay out a mathematically demonstrable percentage of all amounts Wagered, which must not be less than 80% nor more than 100% unless otherwise approved by the Administrator. Electronic Gaming Devices that may be affected by player skill must meet this standard when using a method of play that will provide the greatest return to the player over a period of continuous play.
- b) Electronic Gaming Devices shall, at a minimum:
 - 1) Be controlled by a microprocessor or the equivalent;
 - 2) Be compatible to on-line data monitoring;
 - 3) Contain an EPROM or other non-alterable storage media that has been approved by the Administrator subsequent to a review of the EPROM or other non-alterable storage media by an independent laboratory designated by the Administrator;
 - 4) Have a separate locked internal enclosure within the device for the circuit board containing the EPROM and for all other non-alterable storage media program storage that has an effect on the game's integrity; if using other non-alterable storage media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility by other than by an approved method and personnel and only in the presence of a Gaming Board agent;
 - 5) Be able to continue a Game with no data loss after a power failure.
 - 6) Have previous and current Game data recall;
 - 7) Have a random selection process that must not produce detectable patterns of Game elements or detectable dependency upon any previous Game outcome, the amount Wagered, or upon the style or method of play;
 - 8) Clearly display applicable rules of play and the payout schedule;
 - 9) Display an accurate representation of each Game outcome. After selection of the Game outcome, the Electronic Gaming Device must not make a variable secondary decision which affects the result shown to the player;

- 10) Have a complete set of nonvolatile meters including amounts wagered, amounts awarded, amounts redeemed, total Vouchers issued, total quantity of Vouchers issued and United States currency, Vouchers, and Tokens dropped;
 - 11) Make available for random selection at the initiation of each play each possible permutation or combination of Game elements which produce winning or losing Game outcomes;
 - 12) Not automatically alter pay-tables or any function of the Electronic Gaming Device based on internal computation of the hold percentage; and
 - 13) If interfaced with a Voucher System, meet the minimum requirements for a Voucher System as set forth in this Part.
 - 14) May have operational USB ports, if certified, on the machines for patron use.
- c) When an Electronic Gaming Device is unable to issue a Voucher in a sufficient amount for payment of jackpots requiring the payment to be made by the Gaming Operation, jackpot payout tickets must be prepared containing the following information:
- 1) The location of the Electronic Gaming Device;
 - 2) The date;
 - 3) The time of day;
 - 4) The Electronic Gaming Device number;
 - 5) The amount of the jackpot payout in numeric form if the ticket is machine generated, or in written and numeric form if the ticket is prepared manually;
 - 6) The signature of the holder of an Owner's license or an Organization Gaming License or Gaming Operation employee making the payment; and
 - 7) A signature of at least one other Gaming Operation employee attesting to the accuracy of the form.
- d) Electronic Gaming Devices or Live Gaming Devices linked to any Progressive Jackpot system shall meet the following specifications:
- 1) The value of a Progressive Jackpot shall be clearly displayed above the interlinked Electronic Gaming Devices or Live Gaming Devices, and

metered incrementally by a Progressive Controller or incremented by other means as outlined in the Internal Control Submissions. Any Electronic Gaming Device or Live Gaming Device that offers a Progressive Jackpot, or that is linked to a Progressive Jackpot, must prominently display a manufacturer-supplied glass, meter display or other means to indicate either that a Progressive Jackpot is to be paid or indicating the current amount of the jackpot. Multiple live gaming devices that are linked to a progressive jackpot may share a common display. All Electronic Gaming Devices or Live Gaming Devices linked and contributing to a common Progressive Jackpot shall have the same probability of hitting the combination that will award the Progressive Jackpot;

- 2) A Progressive Jackpot may be transferred to another progressive Electronic Gaming Device or Live Gaming Device in the event of a device malfunction or replacement, with approval of the Administrator;
- 3) A holder of an Owner's license or an Organization Gaming License may impose a limit on the Progressive Jackpot of Electronic Gaming Devices or Live Gaming Devices which are linked;
- 4) No Progressive Jackpot indicator shall be cancelled or turned back to a lesser amount unless one of the following circumstances occurs:
 - A) The amount shown on the progressive meter/display, or some portion thereof, is paid to a player as a jackpot;
 - B) It becomes necessary to adjust the progressive meter/display to prevent the jackpot indicator from displaying an amount greater than the limit imposed by the Gaming Operation pursuant to subsection (d)(3) of this Section; and
 - C) It becomes necessary to change the jackpot indicator because of an Electronic Gaming Device or Live Gaming Device malfunction or employee error, in which case the malfunction/error and adjustment must be recorded by an appropriate Electronic Gaming Device or Live Gaming Device monitoring on-line data system or progressive monitoring system;
- 5) A holder of an Owner's license or an Organization Gaming License who is liable for payment of a Progressive Jackpot must secure the amount of same by a cash deposit, a performance bond, or a security instrument nationally recognized in the Gaming industry. The Administrator must approve all deposits, bonds, or other instruments, and the security instrument must be secured in a method approved by the Administrator.

- e) The Administrator may approve, for use in a Tournament involving Electronic Gaming Devices, a Tournament EPROM or other non-alterable storage media subject to the following requirements:
- 1) The Tournament EPROM or other non-alterable storage media has been tested and approved for use as may be required by the Administrator.
 - 2) The installation, use and secure storage of the Tournament EPROM or other non-alterable storage media is provided for in the Internal Control System of the Gaming Operation.
 - 3) The Tournament EPROM or other non-alterable storage media is installed and removed from an Electronic Gaming Device only in the presence of a Board agent.
 - 4) An Electronic Gaming Device is rendered unavailable for wagering or play, except in the conduct of a Tournament, when a Tournament EPROM or other non-alterable storage media is installed in the Electronic Gaming Device and is set in tournament mode.
 - 5) As applicable, the Administrator has waived or modified the data reporting and monitoring requirements of Section 3000.670 so as to prevent inapplicable Tournament payout information from being used in the calculation of Adjusted Gross Receipts.
 - 6) Patrons engaging in a Tournament have been given proper information as to the effect that play with a Tournament EPROM or other non-alterable storage media has on the rules of play and the payout information that is posted on Electronic Gaming Devices used in the Tournament.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.

Section 3000.661 Minimum Standards for Voucher Systems

A Voucher System shall, at a minimum:

- a) Perform the following minimum functions to control access to the System:
 - 1) Generate daily monitoring logs of user access, security incidents and unusual transactions, and immediately notify or cause to immediately notify the Board and the MIS Department pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls of critical security incidents and unusual transactions;
 - 2) Assign rights and privileges to each user, including:
 - A) allowance for the secure administration of user accounts to provide an adequate separation of duties; and
 - B) adequate password parameters, such as lockout, minimum length, and expiration interval;
 - 3) Use appropriate access protocols to restrict unauthorized users from viewing, changing or deleting critical files and directories;
 - 4) Utilize encryption or password protection or equivalent security for files and directories containing critical or sensitive data. If encryption is not used, users shall be restricted from viewing the contents of such files and directories, which at a minimum shall provide for:
 - A) the effective segregation of duties and responsibilities with regard to the system in the MIS Department; and
 - B) the automatic monitoring and recording by the system of access by any person to such files and directories;
- b) Perform the following minimum functions to control system operations:
 - 1) Validate the identity of those devices from which a transmission is received;
 - 2) Ensure that all data sent through a transmission is completely and accurately received; and
 - 3) Detect the presence of corrupt, or instances of lost, data and, as necessary, reject the transmission;
- c) Perform the following minimum functions to control the integrity of data:

- 1) Generate or cause to be generated a validation number for each Voucher, either utilizing a unique algorithm, or by such other method approved by the Administrator and the certification laboratory, which method shall prevent the ability to predict the composition of any other validation number generated by the system;
 - 2) Validate the data type and format of all inputs to critical fields and reject any corrupt data;
 - 3) Provide for the automatic and independent recordation of critical data upon issuance of a Voucher and redemption; and
 - 4) Provide for verification of the information contained on a Voucher presented for redemption and for the record of unredeemed Vouchers to a source that separately records and maintains transaction data, or such other compensating procedure as approved by the Administrator and the certification laboratory, which procedure shall independently verify the accuracy of the validation number and value prior to redeeming the Voucher;
- d) Perform the following minimum functions to address business continuity:
- 1) Utilize data redundancy techniques that ensure system data preservation;
 - 2) Utilize environmental controls, such as uninterruptible power supplies, and fireproof and waterproof materials to protect critical data from natural disaster; and
 - 3) Immediately notify or cause to immediately notify the Board pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls and MIS of any malfunction that threatens the integrity of the Voucher System;
- e) Insure that the Voucher System is not capable of issuing or validating a duplicate Voucher on demand;
- f) Insure that if the validation information cannot be sent to the Voucher System, an alternate method of payment is provided:
- 1) By the Voucher System possessing unique features to identify duplicate Vouchers and prevent fraud by redeeming an unexpired and/or unvalidated Voucher that was previously issued by the EGD; or

- 2) Pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls;
- g) Insure that once the validation information is stored in the database, the data may not be altered in any way;
 - h) Insure that any device that holds Voucher information in its memory shall not allow removal of the information unless it has first transferred that information to the database or other secured components of the Voucher System;
 - i) Insure that only designated Vouchers can be issued and redeemed;
 - j) Insure that each Voucher System is designed and is operated so as to prevent the use of counterfeit Vouchers, previously redeemed Vouchers, incomplete Vouchers if the validation information is missing, expired Vouchers, or Vouchers issued at other Gaming Operations and by other holders of an Owner's license or an Organization Gaming License;
 - k) Insure that remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures;
 - l) Insure that all Voucher transactions are retained for the prior three years, either on-line or in a media approved by the Administrator and capable of being restored to the Voucher System upon request; and
 - m) Insure that Electronic Credits from a Voucher that are not evenly divisible by the minimum wager amount of an Electronic Gaming Device or betting terminal, including the accumulation of fractional amounts from multiple vouchers, are issued to the patron in a Voucher for the full value of the fractional Electronic Credit.

Section 3000.665 Integrity of Electronic Gaming Devices

Electronic Gaming Devices shall, at a minimum:

- a) With the exception of a Bill Validator that is part of the EGD, be cashless in operation, and as such, must accept only Electronic Credits or transfers from Electronic Wagering Accounts as Wagers;
- b) If equipped with a Bill Validator, accept the conversion of the value of cash, Vouchers, coupons or Electronic Cards to Electronic Credits for use as Wagers;
- c) Be electronic and/or electro-mechanical in design and operation and not be mechanical in operation;
- d) Not subject a player to physical hazards;
- e) Contain a surge protector on the line that feeds power to the Electronic Gaming Device. The battery backup or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the Electronic Gaming Device. The backup shall be kept within the locked logic board compartment;
- f) Have an on/off switch that controls the electrical current used in the operation of the Electronic Gaming Device and any associated equipment, including a Voucher Printer, which shall be located in an accessible place within its interior;
- g) Be designed so that it shall not be adversely affected by static discharge or other electromagnetic interference;
- h) Have no more than one Voucher Printer;
- i) Not be readily accessible in its internal space of the Electronic Gaming Device when the front door is both closed and locked;
- j) Have logic boards and EPROMS or Non-Alterable Storage Media, in a locked area within the Electronic Gaming Device, sealed with evidence tape. The evidence tape must be affixed by an authorized Board agent and must include the date, signature and I.D. number of the agent. This tape may only be removed in the presence of an authorized Board agent. If using Non-Alterable Storage Media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility except in the presence of a Gaming Board agent and by a method other than those approved by the Administrator;

- k) Not contain any hardware switches that alter the pay-tables or payout percentages in its operation. Hardware switches may be installed to control graphic routines, speed of play, and sound;
- l) Contain an unremovable identification plate containing the following information, appearing on the exterior of the Electronic Gaming Device and on the Voucher Printer located in the Electronic Gaming Device:
 - 1) Manufacturer;
 - 2) Serial Number; and
 - 3) Model Number;
- m) Contain the rules of play for each Electronic Gaming Device displayed on the face or screen. No rules shall be incomplete, confusing, or misleading. Each Electronic Gaming Device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. All information required by this Section must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information;
- n) Have equipment that enables the Electronic Gaming Device to communicate with a Computer Monitoring System accessible to the Board, using an industry standard protocol data format approved by the Administrator;
- o) Be capable of continuing the current Game with all current Game features after a malfunction is cleared. This rule does not apply if an Electronic Gaming Device is rendered totally inoperable. The current Wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron;
- p) Be capable of detecting and displaying the following error conditions which an attendant may clear:
 - 1) Program error;
 - 2) Reel error;
 - 3) Voucher Printer paper jam;
 - 4) Voucher Printer low ink, if applicable;
 - 5) Voucher Printer low on paper;
 - 6) Voucher Printer Paper out/depleted, or comparable message;

- 7) Voucher Printer presentation error, or comparable message indicating that the Voucher Printer is unable to print completely and/or accurately;
 - 8) Voucher Printer print failure;
 - 9) Voucher Printer not connected/not communicating, or comparable message;
 - 10) Voucher System interruption, or comparable message; and
 - 11) Door open;
- q) Use a communication protocol that ensures that erroneous data or signals will not adversely affect the operation of the Electronic Gaming Device;
 - r) Display an Illinois Gaming Board registration number permanently imprinted, affixed or impressed on the outside of the Electronic Gaming Devices;
 - s) Have the capacity to display on the front of each Electronic Gaming Device its rules of play, character combinations requiring payouts, and the amount of the related payouts. In addition, the holder of an Owner's License shall display on each Electronic Gaming Device either:
 - 1) A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of an Owner's License or an Organization Gaming License establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or
 - 2) The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in subsection (s)(1) shall be displayed in a prominent location approved by the Board near the Electronic Gaming Device;
 - t) Have a mechanical, electrical, or electronic device that automatically precludes a player from operating the Electronic Gaming Device after a jackpot requiring a manual payout and requires an attendant to reactivate the Electronic Gaming Device;
 - u) Maintain or have an approved device that can maintain a separate bill history of at least the last 10 bills or Vouchers vended;

- v) In the event that an EGD has lost communication with the Voucher System, insure that, when a patron redeems electronic credits, the EGD must:
 - 1) lockup and, after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's or an Organization Gaming Licensee's internal controls; or
 - 2) issue at least one voucher.
- w) Insure that jackpots that require completion of a W2-G shall cause the EGD to lockup, and after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's or an Organization Gaming Licensee's internal controls;
- x) Insure that the EGD is not capable of printing a new Voucher or reprinting a duplicate Voucher on demand;
- y) Insure that the identification and value of the last 35 Vouchers issued by each Voucher Printer and last 10 Vouchers redeemed at each EGD is recorded and available for display; and
- z) Insure that the EGD not have any devices, components or other apparatus to accept wagers or issue payouts that are not specifically authorized.

Section 3000.666 Bill Validator Requirements

- a) Bill Validators shall be limited to accepting:
 - 1) United States currency in denominations of not less than \$1.00 and not more than \$100;
 - 2) Vouchers with a value of no less than \$0.01 and no more than \$3,000 in United States currency; and
 - 3) Coupons redeemable for complimentary electronic credits.
- b) Bill Validators may only accept designated Vouchers.
- c) Each bill or Voucher accepted by the Bill Validator shall be registered at its face value as a bill or Voucher vended and this information must interface with the Gaming Operation's centralized, on-line computer monitoring system and Voucher System.
- d) All currency and Vouchers accepted and stored within the Bill Validator shall be accessible only to designated Gaming Operation personnel via an externally locked compartment door that does not allow for access to the Electronic Gaming Device or betting terminal door.

Section 3000.667 Integrity of Voucher Systems

Voucher Systems, including Voucher Validation Terminals, shall:

- a) Be approved by the Administrator prior to their use at a Gaming Operation;
- b) Be approved by the Administrator prior to any programming changes or upgrades to an approved Voucher System;
- c) Ensure against manipulation, alteration, or change of the approved Voucher System;
- d) Be operated in such a manner as to cause immediate notification to the Board of any malfunction that affects the integrity of the Voucher System;
- e) Provide for on-line real-time monitoring; and
- f) Be subject to testing by an independent laboratory and review by the Board as deemed necessary or appropriate to ensure the continued integrity of the Voucher System or any of its component parts.

Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices

- a) The holder of an Owner's License or an Organization Gaming License must have a computer connected to all Electronic Gaming Devices and betting terminals in the Gaming Operation to record and monitor the activities of such devices. No Electronic Gaming Device or betting terminal shall be operated unless it is on-line and communicating to a Computer Monitoring System approved by the Administrator. Such Computer Monitoring System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) The Computer Monitor System permitted by subsection (a) of this Section shall be designed and operated to automatically perform and report functions relating to Electronic Gaming Device and betting terminal meters, and other exceptional functions and reports at the Gaming Operation as follows:
 - 1) Record the number and total value of United States currency or Vouchers placed in the Electronic Gaming Device for the purpose of activating play;
 - 2) Record the number and total value of Vouchers issued by the Electronic Gaming Device or betting terminal;
 - 3) Record the number and total value of Vouchers and currency received by the Electronic Gaming Device or betting terminal;
 - 4) Have an on-line computer alert, alarm monitoring capability to insure direct scrutiny of any device malfunction, any type of tampering, and any open door to the Electronic Gaming Device or betting terminal, drop area or Voucher Printer. In addition, any person opening the Electronic Gaming Device or betting terminal or the drop area shall complete the machine entry authorization log including time, date, machine identity and reason for entry;
 - 5) Identify any Electronic Gaming Device or betting terminal taken off-line or placed on-line of the computer monitor system, including date, time, and Electronic Gaming Device or betting terminal identification number.
- c) The holder of an Owner's License or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for the period of five years. The holder of an Owner's License or an Organization Gaming License shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the Administrator.
- d) In addition to the requirements of subsection (c), the owner licensee or an Organization Gaming License shall store, in machine-readable format and by

date, time and type of occurrence, all exceptions or events that result in an Electronic Gaming Device malfunction or tilt for a period of 21 days.

- e) The secured office facilities for the sole accessibility of Board personnel provided in accordance with Section 3000.810 of these rules shall house a dedicated computer monitoring line which provides computer accessibility to Board personnel to review, monitor and record data identical to that specified in this Section.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.
- g) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.

Section 3000.671 Computer Monitoring Requirements of Voucher Systems

- a) A Voucher System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) A Voucher System shall be designed and operated to automatically perform and report functions relating to the issuance, validation, redemption and accounting for Vouchers as follows:
 - 1) Record the validation numbers and value of Vouchers issued by each Electronic Gaming Device and betting terminal;
 - 2) Record the validation numbers and value of Vouchers redeemed in each Electronic Gaming Device and betting terminal for Electronic Credits;
 - 3) Record the validation numbers and value of Vouchers redeemed at locations other than Electronic Gaming Devices and betting terminals;
 - 4) Record the identification and value of each Voucher that is not redeemed prior to its Expiration Date; and
 - 5) Calculate the Voucher Float.
- c) The holder of an Owner's license or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for a period of three years. The holder of an Owner's license or an Organization Gaming License shall store all information in a secure area and certify that this information is complete, accurate and unaltered. This information shall be available in the format and media approved by the Administrator.
- d) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.



Section 3000.100 Definitions

Betting Terminal – an electronic device that accepts currency, tickets and electronic cards in order to place wagers on Live Electronic Table Wagering Devices.

Section 3000.600 Wagering Only with Electronic Credits, Approved Chips, Tokens and Electronic Cards

- a) Except as provided in subsection (b), ~~Riverboat~~ Gaming Wagers may be made only with Electronic Credits, ~~Tokens~~, Chips or promotional coupons issued by the holder of an Owner's license or an Organization gaming license and approved by the Administrator. All Chips, ~~Tokens~~ and Electronic Cards must be approved by the Administrator and purchased from the holder of an Owner's license or an Organization gaming license. Chips, ~~Tokens~~ or Electronic Cards may only be used as set forth in the owner licensee's or an Organization gaming licensee's Internal Control System. Promotional coupons may only be used as wagers as set forth in the Owner's licensee's or Organization gaming licensee's Internal Control System. At the patron's option, Electronic Credits may either be used as a Wager on an Electronic Gaming Device, betting terminal or be withdrawn only in the form of ~~Tokens~~ and/or a Voucher issued from the Electronic Gaming Device or betting terminal.
- b) ~~Riverboat~~ Gaming Wagers may be made with Electronic Credits downloaded from an owner licensee's or Organization gaming licensee's computer management system or acquired through the insertion of a Voucher issued by an Electronic Gaming Device or betting terminal authorized for wagering at a holder of an Owner's license or Organization's license or at the cashier cage, or acquired through insertion of a coupon redeemable for complimentary electronic credits, as set forth in the Owner licensee's or Organization Licensee's Internal Control System.
 - 1) Prior to the Redemption Period, Vouchers may, at the patron's option, be:



- A) used to obtain electronic credits to place a wager in Electronic Gaming Devices or betting terminals registered with the Board;
 - B) withdrawn only in the form of ~~Tokens or~~ Vouchers from the Electronic Gaming Device or betting terminal; or
 - C) redeemed only for United States currency at a Voucher Validation Terminal or at the cage of a holder of an Owner's license Organization's license.
- 2) At any time prior to the Expiration Date, Vouchers may be redeemed for United States currency at the cage of a holder of an Owner's license Organization's License.

Section 3000.605 Authorized Games

- 1) No holder of an Owner's License or an Organization's License shall permit any Game to be played other than those approved by the Board. The Administrator shall maintain an up to date list of Board-approved Games and the definitions of those Games on their website. For each Game for which approval of the Board is sought, the holder of an Owner's License, an Organization's License or the holder of a supplier license providing the game shall provide a definition of the Game as well as a set of Game rules to the Administrator ~~420~~60 days in advance of the Game's proposed operation or within such time period as the Administrator may designate.
- 2) New games or variations on an existing game shall be approved utilizing the following procedures:
 - a) A letter shall be submitted to the Illinois Gaming Board by a vendor with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will notify all Owner's Licensees and Organization's Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operations can submit requests to add the approved game; or



- b) A letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or Organization's Licensee with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization's Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operations ca submit requests to add the approved game; or
- c) In the case of a game that has no approval letter available from an approved lab or manufacturer, a letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or Organization Licensee including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees or Organization's Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operation can submit requests to add the approved game.

Section 3000.606 Gaming Positions

- a) Each holder of an owners license or organization gaming license shall limit the number of gaming positions concurrently available for play to the maximum permitted by its license under the Act.
- b) Gaming positions shall be counted as follows:
 - 1) Positions for Games utilizing Electronic Gaming Devices shall be determined as 90 percent of the total number of devices available for play.
 - 2) Positions for Games available for play that do not utilize an Electronic Gaming Device shall be determined by the Administrator. The Administrator shall make this determination at the time the internal controls for the Game are approved, using the following standards.



- A) Any Game, except live electronic gaming devices, with internal controls approved before September 1, 2019 shall count as 5 positions, except craps, which shall count as 10 positions.
- B) Each Live Electronic Table Gaming Device shall count as 5 positions, and each device will be defined as a unique type of game. The Live Electronic Blackjack table will count as 5 positions, the Live Electronic Roulette will count as 5 positions, the Live Electronic Craps will count as 5 positions, and all other unique instances of game types approved for use by the administrator will count as 5 positions. The maximum number of bettering terminals in the casino will be 25 terminals per device but the terminals are not mutually exclusive. In other words, a Casino with 3 separate Live Electronic Table Gaming Devices could have up to the 75 terminals, each being able to access all 3 of the Live Electronic Table Gaming Devices.
- ~~B~~C) In determining the number of gaming positions for a Game, the Administrator shall consider the following:
- i) The number of positions assigned to the same Game in the approved controls of any owners licensee or organization gaming licensee;
 - ii) The nature and scope of differences between the internal controls of the Game and those other instances of the same or similar games operated by any owners licensee or organization gaming licensee; and
 - iii) The possible maximum number of concurrent players.



- c) The total gaming positions shall not include:
 - 1) Any Electronic Gaming Device that is disabled or otherwise not operational for play by a patron.
 - 2) Any live gaming device that is not currently operational and available to play.
 - 3) Any promotional give-away or tournament for which there is no entry fee required for any participant.
 - 4) Sports wagering conducted pursuant to the Sports Wagering Act [230 ILCS 45].
 - 5) Pari-mutuel wagering conducted pursuant to the Illinois Horse Racing Act of 1975 [230 ILCS 5].
- d) Licensees may reallocate gaming positions at any time with ~~prior~~ written notice to the Board after completion of reallocation.
- e) Owners licensees and organization gaming licensees shall adopt internal controls regarding the allocation of gaming positions and logging of any reallocation.
- f) Owners licensees and organization gaming licensees shall, immediately upon request, provide to Board agents an accounting of the current allocation of gaming positions.
- g) Logs of gaming position allocation must be retained for at least as long as prescribed by the published Records Retention Schedule (see Section 3000.115), or longer upon written notice by the Administrator or his or her designee.



Section 3000.607 Betting on Others

A holder of an Owners License or an Organization License shall allow individuals at table games to bet on other players outcomes (over the shoulder betting)

Section 3000.608 Table Drops, Counting of Tokens and Poker Dealer Tips

- A. Table drops may be performed on a schedule other than daily with the approval of the Administrator. A method of estimating taxes shall be developed for those days when table drops do not occur.
- B. Tokens may be counted at a location approved by the Administrator.
- C. Poker dealers may be allowed to keep their individual tips.

Section 3000.609 Box Persons at Craps Table

Boxpersons are not required at craps tables.

Section 3000.614 Tournaments, Enhanced Payouts and Give-aways

- a) For purposes of this Section, the following terms shall have the following meanings:
 - 1) **Enhanced Payout:** An event sponsored by a ~~Riverboat~~ Gaming Operation wherein Gaming patrons participate in a Game or an approved variation of a Game and thereby qualify for receiving, upon a specified outcome in such Game, a payment or thing of value in excess of payouts contained in the Internal Control System or as displayed on the Gaming Device. The cost of such excess payment or thing of value may be subtracted from Gross Receipts in determining Adjusted Gross Receipts.



- 2) Tournament: A contest sponsored by a ~~Riverboat~~ Gaming Operation wherein patrons play or wager on a Game or Games and receive, separate from any applicable winnings from wagers, prizes that include the total of any entry fees to the contest and cash or non-cash prizes offered by the ~~Riverboat~~ Gaming Operation in conjunction with the contest. The cost of cash or non-cash prizes and entry fees for a Tournament may not be subtracted from Gross Receipts in determining Adjusted Gross Receipts.
 - 3) Give-away: A Game where patron entry to the Game is determined by attendance ~~on a riverboat~~ Gaming Operation or the attainment of a certain outcome or an accumulation of points/credits on a Gaming Device. The cost of prizes paid in a Give-away may not be subtracted from Gross Receipts in Determining Adjusted Gross Receipts except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
- b) Tournaments, Enhanced Payouts or Give-aways may only be conducted when:
- 1) Documented in the Internal Control System of the holder of an Owner's License or an Organization's License;
 - 2) In conformance with the Act, this Part and the Internal Control System; and
 - 3) Approved by the Administrator.
- c) The Internal Control System provisions for the conduct of Tournaments, Enhanced Payouts or Give-aways involving Gaming shall be submitted by the holder of an Owner's License or an Organization's license pursuant to Sections 3000.300 through 3000.320.



- d) Requests for the conduct of specific Tournaments, Enhanced Payouts and Give-aways involving Gaming must be received in writing by the Administrator ~~at least 14 days~~ and approved prior to the proposed date of implementation.
- e) Any Tournament, Enhanced Payout or Give-away for which eligibility or amount of any award or prize is determined by an information system shall be reasonably tested in advance to ensure the integrity of the Tournament, Enhanced Payout or Give-away.

Section 3000.620 Submission of Chips for Review and Approval

Each holder of an Owner's license or Organization's license shall submit to the Administrator for approval a sample of each denomination of Value and Non-Value Chip in its primary and secondary sets greater than \$100 and shall not utilize such Chips for Gaming purposes until approved by the Administrator.

- a) In requesting approval of such Chips, a holder of an Owner's license or Organization's license, prior to having any such Chips manufactured, shall first submit to the Administrator a detailed schematic of its proposed Chips, or a sample Chip, which shall show the front, back and edge of each denomination of Value Chip and each Non-Value Chip and the design and wording to be contained thereon, all of which shall be depicted on such schematic or Chip as they will appear, both as to size and location, on the actual Chip. Once the design schematics or Chip are approved by the Administrator, no Value or Non-Value Chip shall be issued or utilized until and unless a sample of each denomination of Value Chip and each color of Non-Value Chip is also submitted to and approved by the Administrator.
- b) No holder of an Owner's license, Organization's license or other person licensed by the Board shall manufacture for, sell to, distribute to or use in any casino outside of Illinois, any Value or Non-Value Chips having the same edge design as those approved for use in Illinois.



Section 3000.625 Chip Specifications

- a) Value Chips
- 1) Each Chip issued by a holder of an Owner's License or Organization's license shall be round in shape, have clearly and permanently impressed, engraved or imprinted thereon the name and location of the issuing ~~Riverboat~~ Gaming Operation and the specific value of the Chip, except that a holder of an Owner's License or an Organization's license may issue Gaming Chips without a value impressed, engraved or imprinted thereon for Roulette. Chips with a value contained thereon shall be known as "Value Chips" and Chips without a value contained thereon shall be known as "Non-Value Chips."
 - 2) Value Chips may be issued by the holder of the Owner's License or an Organization's license in denominations of \$.25, \$.50, \$1.00, \$2.50, \$5.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000.00 and \$5,000.00. The holder of the Owner's License or Organization's license shall have the discretion to determine the denominations to be utilized on its ~~Riverboat~~ Gaming Floor and the amount of each denomination necessary for the conduct of Gaming operations. Requests for denominations in addition to those outlined above may be submitted to the Administrator under separate cover letter for approval.
 - 3) Each denomination of Value Chip shall have a different primary color from every other denomination of Value Chip. Value Chips shall fall within the colors set forth below when such Chips are viewed both in daylight and under incandescent light. In conjunction with such primary colors, each holder of an Owner's License s or an Organization's license shall utilize contrasting secondary colors for the edge spots on each denomination of Value Chip. Unless otherwise approved by the Administrator, no holder of an Owner's License or an Organization's license shall use a secondary color on a specific denomination of Chip identical to the secondary color used by another holder of an Owner's



License or an Organization's license on that same denomination of the Value Chip. The primary color to be utilized by each holder of an Owner's License for each denomination of Value Chip shall be:

- A) \$0.25 – "Blue";
- B) \$0.50 – "Mustard Yellow";
- C) \$1.00 – "White";
- D) \$2.50 – "Pink";
- E) \$5.00 – "Red";
- F) \$20.00 – "Yellow";
- G) \$25.00 – "Green";
- H) \$100.00 – "Black";
- I) \$500.00 – "Purple";
- J) \$1,000.00 – "Fire Orange"; and
- K) \$5,000.00 – "Gray".

L) Request for denominations and colors in addition to those outlined above may be submitted to the Administrator under separate cover letter for approval.

4) Each denomination of Value Chip utilized by a holder of an Owner's License or an Organization's License shall, unless otherwise authorized by the Administrator:

- A) Have its center portion, which contains the value of the Chip and the ~~Riverboat~~ Gaming Operation issuing it, of a different shape for each denomination;



- B) Be designed so as to be able to determine on closed circuit black and white television the specific denomination of such Chip when placed in a stack of Chips of other denominations; and
 - C) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 5) The Board shall have the discretion to approve a Value Chip in the denomination of \$1,000.00 or \$5,000.00 at variance with the requirements of this Section provided that any variation is specifically identified as such by the holder of the Owner's License or Organization's License and provided further that said variation does not affect the control, security or integrity of said Chips or the operation of the Games.
- b) Non-Value Chips
- 1) Each Non-Value Chip utilized by a Gaming Operation ~~Riverboat~~ shall be issued solely for the purpose of Gaming at roulette. The Non-Value Chips at each roulette table shall:
 - A) Have the name of the ~~Riverboat~~ Gaming Operation issuing it molded into its center;
 - B) Contain a design, insert or symbol differentiating it from the Non-Value Chips being used at every other roulette table in the Gaming Operation ~~Riverboat~~;
 - C) Have "roulette" impressed on it; and
 - D) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.



- 2) Non-Value Chips issued at a roulette table shall only be used for Gaming at that table and shall not be used for Gaming at any other table in the ~~Riverboat~~ Gaming Operation nor shall any holder of an Owner's License, Organization's License or its employees allow any ~~Riverboat~~ Gaming Operation patron to remove Non-Value Chips permanently from the table from which they were issued.
- 3) No person at a roulette table shall be issued or permitted to Game with Non-Value Chips that are identical in color and design to Value Chips or to Non-Value Chips being used by another person at the same table. When a patron purchases Non-Value Chips, a Non-Value Chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker button denoting the value of a stack of 20 Chips of that color shall be placed in the slot or receptacle.
- 4) Non-Value Chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the ~~Riverboat~~ Gaming Operation. When so presented, the dealer at such table shall exchange them for an equivalent amount of Value Chips which may then be used by the patron in Gaming or redeemed as any other Value Chips.
- 5) Each holder of an Owner's License or an Organization's License shall have the discretion to permit, limit or prohibit the use of Value Chips in Gaming at roulette provided, however, that it shall be the responsibility of the holder of an Owner's License or an Organization's License to keep accurate account of the Wagers being made at roulette with Value Chips so that the Wagers made by the one player are not confused with those made by another player at the table.



Section 3000.630 Primary, Secondary and Reserve Sets of Gaming Chips

Unless otherwise authorized by the Administrator, each ~~Riverboat~~ Gaming Operation shall have a primary set of Value Chips with \$100 or greater value, a separate secondary set of Value Chips and a Non-Value Chip reserve which shall conform to the color and design specification set forth in Section 3000.625. An approved secondary set of Value Chips and reserve Non-Value Chips shall be placed into active play whenever the primary set is removed.

- a) The secondary set of Value Chips with \$100 or greater value shall have different secondary colors than the primary set, and shall be required for all denominations.
- b) Each holder of an Owner's License or an Organization's License shall have a Non-Value Chip reserve for each color utilized in the ~~Riverboat~~ Gaming Operation with a design insert or symbol different from those Non-Value Chips comprising the primary set.
- c) The holder of an Owner's License or an Organization's License shall remove the primary set of Gaming Chips from active play whenever:
 - 1) A determination is made by the holder of an Owner's License or an Organization's License and the Board agent that the ~~Riverboat~~ Gaming Operation is taking on a significant number of counterfeit Chips;
 - 2) Any other impropriety or defect in the utilization of the primary set of Chips makes removal of the primary set necessary; or
 - 3) The Board or the Administrator so directs.
- d) Whenever the primary set of Chips is removed from active play the holder of the Owner's License or Organization's License shall immediately notify a representative of the Board as to the reason for such occurrence.



Section 3000.635 Issuance and Use of Tokens and Vouchers for Gaming

- a) ~~No holder of an Owner's license shall issue or cause to be utilized in a Riverboat Gaming Operation any Tokens for Gaming unless those Tokens are approved by the Administrator. In requesting approval of Tokens, the holder of an Owner's license shall first submit to the Administrator a detailed schematic of its proposed Token that shows its front, back and edge, its diameter and thickness, and any logo, design or wording to be contained on the Token, all of which shall be depicted on the schematic as they will appear, both as to size and location, on the actual Token. Once the design schematics are approved by the Administrator, no Token shall be issued or utilized until a sample of the Token is also submitted and approved by the Administrator.~~
-
- b) ~~A holder of an Owner's license may, with the approval of the Administrator, issue metal Tokens designed for Gaming. Those Tokens shall:~~
-
- 1) ~~Clearly identify the name and location of the Riverboat Gaming Operation issuing them;~~

-

 - 2) ~~Clearly state the face value of the Token;~~

-

 - 3) ~~Contain the statement "Not Legal Tender";~~

-

 - 4) ~~Not be deceptively similar to any current or past coin of the United States or a foreign country;~~

-

 - 5) ~~Be of a size or shape or have other characteristics that will physically prevent their use to activate lawful vending machines or other machines designed to be operated by coins of the United States; and~~
-



- ~~6) — Not be manufactured from a ferromagnetic material or from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core or from a copper-based alloy except if the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds 25 percent of the Token's weight.~~
-
- e) — Tokens approved for issuance by a holder of an Owner's license shall be:
 -
 - 1) — Issued to a patron upon payment, or in accordance with a complimentary distribution program authorized pursuant to the Act;
 -
 - 2) — Capable of insertion into designated Electronic Gaming Devices operated by the holder of an Owner's license for the purpose of activating play;
 -
 - 3) — Available as a payout from the hopper of Electronic Gaming Devices equipped with a Token hopper; and
 -
 - 4) — Redeemable by the patron in accordance with the Act.
- da) A holder of an Owner's license **or Organization's license** may, with the prior approval of the Administrator, issue Vouchers through approved Voucher Printers in Electronic Gaming Devices **bettering terminals, table games** or at the cashier cage. The Vouchers shall:
 - 1) Clearly identify the name and location of the ~~Riverboat~~ Gaming Operation issuing them;
 - 2) Clearly identify the specific Electronic Gaming Device **betting terminal, table games** or cashier cage location issuing them;
 - 3) Contain a unique validation number or code that shall be automatically generated by or caused to be generated by the Voucher System and not be alterable by any mechanical, electronic, digital or other means prior to issuance;



- 4) Clearly state the face value of the Voucher in both words and numbers;
- 5) Contain a date and time of issuance;
- 6) Clearly state a 120 day Redemption Period during which the Voucher may be redeemed at an Electronic Gaming Device, betting terminal Voucher Validation Terminal or cashier cage of a holder of an Owner's license or Organization's license;
- 7) Be available as a payout from Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System, provided that both the Electronic Gaming Device or betting terminals and the Voucher System are functioning;
- 8) Be individually printed for face values of not less than \$0.01 and not more than \$3,000;
- 9) Contain a bar code that shall enable the Voucher System to access and validate the alpha or numeric information contained in subsections (d)(1) through (6) and display the information when the Voucher is redeemed, provided that only numeric information must be displayed on the System;
- 10) Clearly state that the Voucher may be redeemed for cash at the cashier cage of the holder of an Owner's license or an Organization's License for one year from the date of issuance;
- 11) Clearly state the following: "Vouchers issued by another ~~Riverboat~~ Gaming Operation may not be used, exchanged or redeemed at this ~~Riverboat~~ Gaming Operation."
- 12) List the unique validation number on the leading edge of each Voucher issued from a Voucher Printer;



- 13) Not be deceptively similar to the currency of the United States or a foreign country;
- 14) Contain at least one anti-counterfeiting measure, such as a unique bar code, that shall appear on one or both sides of the Voucher; and
- 15) Be promptly redeemable by the patron in accordance with this Part.
 - e) Vouchers must be capable of insertion into Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System for the purpose of obtaining Electronic Credits.
 - f) Systems must allow bankable downloadable credits.

Section 3000.640 Exchange of Chips, ~~Tokens,~~ and Vouchers

- a) Chips shall be issued to a person only at the request of such person and shall not be given as change in any other transaction. Chips shall only be issued to patrons at cashier cages or at the Live Gaming Devices and shall be redeemed only at a cashier cage.
- b) ~~Tokens shall only be issued upon the request of a patron from a cashier cage, Token Dispenser or from employees of the holder of an Owner's license at the Electronic Gaming Device area. Tokens shall be redeemed only at a cashier cage.~~
- c) Vouchers shall only be issued by approved Voucher Printers in Electronic Gaming Devices, betting terminals, table game or at a cashier cage.
 - 1) Prior to their Redemption Dates, Vouchers may be redeemed for:
 - A) All monetary instruments including but not limited to, marker payments, chips, cashless deposits, online deposits, checks or another voucher



- B) Electronic Credit at Electronic Gaming Devices, which Credit may then be redeemed as a new Voucher ~~or in Tokens, for EGDs equipped for Tokens;~~ and
 - C) United States currency at Voucher Validation Terminals and a cashier cage at the holder of an Owner's license or an Organization's License.
- 2) After their Redemption Dates and prior to their Expiration Dates, Vouchers may be redeemed for United States currency, all monetary instruments including but not limited to; marker payments, chips, cashless deposits, online deposits, checks or another voucher only at a cashier cage of the holder of an Owner's license or an Organization's License.
- d) Chips, ~~Tokens~~ or Vouchers shall only be redeemed by a holder of an Owner's license or an Organization's License from its patrons and shall not be knowingly redeemed from any non-patron source, except where:
- 1) employees of the holder present for redemption Chips ~~or Tokens~~ as provided in the approved Internal Control System of the holder;
 - 2) another holder of an Owner's License or an Organization's License presents for redemption Tokens which have been lawfully received by that holder;
 - 3) subject to approval by the Administrator, a person licensed to conduct Gaming in another jurisdiction presents for redemption Tokens which have been lawfully received by that person; or
 - 4) the prior written approval for the redemption of the Chips or Tokens is obtained in each instance from the Administrator.
- e) Each ~~Riverboat~~ Gaming Operation shall promptly redeem its own Chips, Tokens and Vouchers by cash or by check dated the day of such redemption on an account of the ~~Riverboat~~ Gaming Operation, as



requested by the patron, except when the Chips, Tokens and Vouchers were obtained or used unlawfully.

- f) Each Riverboat Gaming Operation may demand the redemption of its Chips, Tokens or Vouchers from any person in possession of them and that person shall redeem the Chips, Tokens or Vouchers upon presentation by the Riverboat Gaming Operation of an equivalent amount of cash or check dated the same day on an account of the Riverboat Gaming Operation.
- g) Each Riverboat Gaming Operation shall cause to be posted and remain posted in a prominent place:
 - 1) On the front of a cashier cage a sign that reads as follows: "Gaming Chips, Tokens or Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed in this Riverboat Gaming Operation ";
 - 2) On Electronic Gaming Device Token redemption booths a sign that reads as follows: "Tokens or Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed in this Riverboat Gaming Operation "; and
 - 3) On Voucher Validation Terminals a sign that reads as follows: "Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed in this Riverboat Gaming Operation ".

Section 3000.660 Minimum Standards for Electronic Gaming Devices

- a) Electronic Gaming Devices shall pay out a mathematically demonstrable percentage of all amounts Wagered, which must not be less than 80% nor more than 100% unless otherwise approved by the Administrator. The calculation of the theoretical payout percentage will not include the amount of any progressive jackpot in excess of the initial or reset amount. Electronic Gaming Devices that may be affected by player skill must meet this standard when using a method of play that



will provide the greatest return to the player over a period of continuous play.

- b) Electronic Gaming Devices shall, at a minimum:
- 1) Be controlled by a microprocessor or the equivalent;
 - 2) Be compatible to on-line data monitoring;
 - 3) Contain an EPROM or other non-alterable storage media that has been approved by the Administrator subsequent to a review of the EPROM or other non-alterable storage media by an independent laboratory designated by the Administrator;
 - 4) Have a separate locked internal enclosure within the device for the circuit board containing ~~the EPROM and for all other~~ non-alterable storage media program storage that has an effect on the game's integrity; if using other non-alterable storage media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility by other than by an approved method and personnel ~~and only in the presence of a Gaming Board agent~~;
 - 5) Be able to continue a Game with no data loss after a power failure Voucher systems must allow tickets to be printed in the event of a loss of communication;
 - 6) Have previous and current Game data recall;
 - 7) Have a random selection process that must not produce detectable patterns of Game elements or detectable dependency upon any previous Game outcome, the amount Wagered, or upon the style or method of play;
 - 8) Clearly display applicable rules of play and the payout schedule;



- 9) Display an accurate representation of each Game outcome. After selection of the Game outcome, the Electronic Gaming Device must not make a variable secondary decision which affects the result shown to the player;
 - 10) Have a complete set of nonvolatile meters including amounts wagered, amounts awarded, amounts redeemed, total Vouchers issued, total quantity of Vouchers issued and United States currency, Vouchers, and Tokens dropped;
 - 11) Make available for random selection at the initiation of each play each possible permutation or combination of Game elements which produce winning or losing Game outcomes;
 - 12) Not automatically alter pay-tables or any function of the Electronic Gaming Device based on internal computation of the hold percentage; and
 - 13) If interfaced with a Voucher System, meet the minimum requirements for a Voucher System as set forth in this Part.
 - 14) May have USB Ports, if certified, on the machines.
- c) When an Electronic Gaming Device is unable to drop sufficient Tokens or issue a Voucher in a sufficient amount for payment of jackpots requiring the payment to be made by the ~~Riverboat~~ Gaming Operation, jackpot payout tickets must be prepared containing the following information:
- 1) The location of the Electronic Gaming Device;
 - 2) The date;
 - 3) The time of day;
 - 4) The Electronic Gaming Device number;



- 5) The amount of the jackpot payout in numeric form if the ticket is machine generated, or in written and numeric form if the ticket is prepared manually;
 - 6) The signature of the holder of an Owner's license, an Organization's License or Riverboat Gaming Operation employee making the payment; and
 - 7) A signature of at least one other Riverboat Gaming Operation employee attesting to the accuracy of the form.
- d) Electronic Gaming Devices linked to any Progressive Jackpot system shall meet the following specifications:
- 1) ~~The value of a Progressive Jackpot shall be clearly displayed above the interlinked Electronic Gaming Devices, and metered incrementally by a Progressive Controller. Any Electronic Gaming Device that offers a Progressive Jackpot, or that is linked to a Progressive Jackpot, must prominently display a manufacturer-supplied glass indicating either that a Progressive Jackpot is to be paid or indicating the current amount of the jackpot.~~ All Electronic Gaming Devices linked and contributing to a common Progressive Jackpot shall have the same probability of hitting the combination that will award the Progressive Jackpot;
 - 2) A Progressive Jackpot may be transferred to another progressive Electronic Gaming Device at the same location in the event of a device malfunction or replacement, with approval of the Administrator;
 - 3) A holder of an Owner's license or an Organization's License may impose a limit on the Progressive Jackpot of Electronic Gaming Devices which are linked to any Progressive Controller;
 - 4) No Progressive Jackpot indicator shall be cancelled or turned back to a lesser amount unless one of the following circumstances occurs:



- A) The amount shown on the progressive meter is paid to a player as a jackpot;
 - B) It becomes necessary to adjust the progressive meter to prevent the jackpot indicator from displaying an amount greater than the limit imposed by the Riverboat Gaming Operation pursuant to subsection (d)(3) of this Section; and
 - C) It becomes necessary to change the jackpot indicator because of an Electronic Gaming Device malfunction, in which case such malfunction and adjustment must be recorded by appropriate Electronic Gaming Device monitoring on-line data system;
- 5) A holder of an Owner's license or an Organization's License who is liable for payment of a Progressive Jackpot must secure the amount of same by a cash deposit, a performance bond, or a security instrument nationally recognized in the Gaming industry. The Administrator must approve all deposits, bonds, or other instruments, and the security instrument must be secured in a method approved by the Administrator.
- e) The Administrator may approve, for use in a Tournament involving Electronic Gaming Devices, a Tournament EPROM or other non-alterable storage media subject to the following requirements:
- 1) The Tournament EPROM or other non-alterable storage media has been tested and approved for use as may be required by the Administrator.
 - 2) The installation, use and secure storage of the Tournament EPROM or other non-alterable storage media is provided for in the Internal Control System of the Riverboat Gaming Operation.
 - 3) The Tournament EPROM or other non-alterable storage media is installed and removed from an Electronic Gaming Device only in the presence of a Board agent.



- 4) An Electronic Gaming Device is rendered unavailable for wagering or play, except in the conduct of a Tournament, when a Tournament EPROM or other non-alterable storage media is installed in the Electronic Gaming Device and is set in tournament mode.
 - 5) As applicable, the Administrator has waived or modified the data reporting and monitoring requirements of Section 3000.670 so as to prevent inapplicable Tournament payout information from being used in the calculation of Adjusted Gross Receipts.
 - 6) Patrons engaging in a Tournament have been given proper information as to the effect that play with a Tournament EPROM or other non-alterable storage media has on the rules of play and the payout information that is posted on Electronic Gaming Devices used in the Tournament.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.

Section 3000.661 Minimum Standards for Voucher Systems

A Voucher System shall, at a minimum:

- a) Perform the following minimum functions to control access to the System:
 - 1) Generate daily monitoring logs of user access, security incidents and unusual transactions, and immediately notify or cause to immediately notify the Board and the MIS Department pursuant to the Owner licensee's approved Internal Controls of critical security incidents and unusual transactions;



- 2) Assign rights and privileges to each user, including:
 - A) allowance for the secure administration of user accounts to provide an adequate separation of duties; and
 - B) adequate password parameters, such as lockout, minimum length, and expiration interval;
 - 3) Use appropriate access protocols to restrict unauthorized users from viewing, changing or deleting critical files and directories;
 - 4) Utilize encryption or password protection or equivalent security for files and directories containing critical or sensitive data. If encryption is not used, users shall be restricted from viewing the contents of such files and directories, which at a minimum shall provide for:
 - A) the effective segregation of duties and responsibilities with regard to the system in the MIS Department; and
 - B) the automatic monitoring and recording by the system of access by any person to such files and directories;
- b) Perform the following minimum functions to control system operations:
- 1) Validate the identity of those devices from which a transmission is received;
 - 2) Ensure that all data sent through a transmission is completely and accurately received; and
 - 3) Detect the presence of corrupt, or instances of lost, data and, as necessary, reject the transmission;



- c) Perform the following minimum functions to control the integrity of data:
- 1) Generate or cause to be generated a validation number for each Voucher, either utilizing a unique algorithm, or by such other method approved by the Administrator and the certification laboratory, which method shall prevent the ability to predict the composition of any other validation number generated by the system;
 - 2) Validate the data type and format of all inputs to critical fields and reject any corrupt data;
 - 3) Provide for the automatic and independent recordation of critical data upon issuance of a Voucher and redemption; and
 - 4) Provide for verification of the information contained on a Voucher presented for redemption and for the record of unredeemed Vouchers to a source that separately records and maintains transaction data, or such other compensating procedure as approved by the Administrator and the certification laboratory, which procedure shall independently verify the accuracy of the validation number and value prior to redeeming the Voucher;
- d) Perform the following minimum functions to address business continuity:
- 1) Utilize data redundancy techniques that ensure system data preservation;
 - 2) Utilize environmental controls, such as uninterruptible power supplies, and fireproof and waterproof materials to protect critical data from natural disaster; and



- 3) Immediately notify or cause to immediately notify the Board pursuant to the Owner licensee's approved Internal Controls and MIS of any malfunction that threatens the integrity of the Voucher System;
- e) Insure that the Voucher System is not capable of issuing or validating a duplicate Voucher on demand;
- f) Insure that if the validation information cannot be sent to the Voucher System, an alternate method of payment is provided:
 - 1) By the Voucher System possessing unique features to identify duplicate Vouchers and prevent fraud by redeeming an unexpired and/or unvalidated Voucher that was previously issued by the EGD; or
 - 2) Pursuant to the Owner licensee's approved Internal Controls;
- g) Insure that once the validation information is stored in the database, the data may not be altered in any way;
- h) Insure that any device that holds Voucher information in its memory shall not allow removal of the information unless it has first transferred that information to the database or other secured components of the Voucher System;
- i) Insure that only designated Vouchers can be issued and redeemed;
- j) Insure that each Voucher System is designed and is operated so as to prevent the use of counterfeit Vouchers, previously redeemed Vouchers, incomplete Vouchers if the validation information is missing, expired Vouchers, or Vouchers issued at other Riverboat Gaming Operations and by other holders of an Owner's license or an Organization's License;



- k) ~~Insure that remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures;~~
- l) Insure that all Voucher transactions are retained for the prior three years, either on-line or in a media approved by the Administrator and capable of being restored to the Voucher System upon request; and
- m) Insure that Electronic Credits from a Voucher that are not evenly divisible by the minimum wager amount of an Electronic Gaming Device or betting terminals, including the accumulation of fractional amounts from multiple vouchers, are issued to the patron in a Voucher for the full value of the fractional Electronic Credit.

Section 3000.665 Integrity of Electronic Gaming Devices

Electronic Gaming Devices shall, at a minimum:

- a) With the exception of a Bill Validator that is part of the EGD, be cashless in operation, and as such, must accept only Electronic Credits or Tokens as Wagers;
- b) If equipped with a Bill Validator, accept the conversion of the value of cash, Tokens, Vouchers, coupons or Electronic Cards to Electronic Credits for use as Wagers;
- d) Be electronic and/or electro-mechanical in design and operation and not be ~~electro-mechanical or~~
- e) mechanical in operation;
- d) Not subject a player to physical hazards;



- e) Contain a surge protector on the line that feeds power to the Electronic Gaming Device. The battery backup or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the Electronic Gaming Device. The backup shall be kept within the locked logic board compartment;
- f) Have an on/off switch that controls the electrical current used in the operation of the Electronic Gaming Device and any associated equipment, including a Voucher Printer, which shall be located in an accessible place within its interior;
- g) Be designed so that it shall not be adversely affected by static discharge or other electromagnetic interference;
- h) If capable of accepting or providing tokens, have at least one electronic Token acceptor. Token acceptors must be designed to accept designated Tokens and reject others. The Token receiver on an Electronic Gaming Device must be designed to prevent the use of cheating methods such as slugging, stringing, or spooning. All Token acceptors are subject to approval by the Administrator. Tokens accepted but which are inappropriate "token-ins" must be returned to the player by activation of the hopper or credited toward the next play of the Electronic Gaming Device. The Electronic Gaming Device control program must be capable of handling rapidly fed Tokens so that occurrences of inappropriate "token-ins" are prevented;
- i) Have no more than one Voucher Printer;
- j) Not be readily accessible in its internal space of the Electronic Gaming Device when the front door is both closed and locked;



- k) Have logic boards and ~~EPPROMS or~~ Non-Alterable Storage Media, in a locked area within the Electronic Gaming Device, ~~sealed with evidence tape. The evidence tape must be affixed by an authorized Board agent and must include the date, signature and I.D. number of the agent. This tape may only be removed in the presence of an authorized Board agent.~~ If using Non-Alterable Storage Media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility except in the presence of a Gaming Board agent and by a method other than those approved by the Administrator;
- l) If capable of accepting or providing tokens, have a Token compartment contained in a locked area within or attached to the Electronic Gaming Device;
- m) Not contain any hardware switches that alter the pay-tables or payout percentages in its operation. Hardware switches may be installed to control graphic routines, speed of play, and sound;
- n) Contain an unremovable identification plate containing the following information, appearing on the exterior of the Electronic Gaming Device and on the Voucher Printer located in the Electronic Gaming Device:
 - 1) Manufacturer;
 - 2) Serial Number; and
 - 3) Model Number;
- o) Contain the rules of play for each Electronic Gaming Device displayed on the face or screen. No rules shall be incomplete, confusing, or misleading. Each Electronic Gaming Device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. ~~All information required by this Section must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information;~~



- p) Have equipment that enables the Electronic Gaming Device to communicate with a Computer Monitoring System accessible to the Board, using an industry standard protocol data format approved by the Administrator;
- q) Be capable of continuing the current Game with all current Game features after a malfunction is cleared. This rule does not apply if an Electronic Gaming Device is rendered totally inoperable. The current Wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron;
- r) ~~Have attached a drop bucket housed in a locked compartment separate from any compartment of the Electronic Gaming Device;~~
- s) Be capable of detecting and displaying the following error conditions which an attendant may clear:
 - 1) ~~Token in jam;~~
 -
 - 2) ~~Token out jam;~~
 -
 - 3) ~~Hopper empty or time out;~~
 - 4) Program error;
 - 5) ~~Hopper runaway or extra Token paid out;~~
 -
 - 6) ~~Reverse token in;~~
 - 7) Reel error;
 - 8) Voucher Printer paper jam;
 - 9) Voucher Printer low ink, if applicable;
 - 10) Voucher Printer low on paper;



- 11) Voucher Printer Paper out/depleted, or comparable message;
 - 12) Voucher Printer presentation error, or comparable message indicating that the Voucher Printer is unable to print completely and/or accurately;
 - 13) Voucher Printer print failure;
 - 14) Voucher Printer not connected/not communicating, or comparable message;
 - 15) Voucher System interruption, or comparable message; and
 - 16) Door open;
- t) Use a communication protocol that ensures that erroneous data or signals will not adversely affect the operation of the Electronic Gaming Device;
 - u) Display an Illinois Gaming Board registration number permanently imprinted, affixed or impressed on the outside of the Electronic Gaming Devices;
 - v) Have the capacity to display on the front of each Electronic Gaming Device its rules of play, character combinations requiring payouts, and the amount of the related payouts. In addition, the holder of an Owner's License or an Organization's License shall display on each Electronic Gaming Device either:
 - 1) A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of an Owner's License or an Organization's License establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or



- 2) The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in subsection (v)(1) shall be displayed in a prominent location approved by the Board near the Electronic Gaming Device;
- w) Have a mechanical, electrical, or electronic device that automatically precludes a player from operating the Electronic Gaming Device after a jackpot requiring a manual payout and requires an attendant to reactivate the Electronic Gaming Device;
- x) Maintain or have an approved device that can maintain a separate bill history of at least the last 10 bills or Vouchers vended;
- y) In the event that an EGD has lost communication with the Voucher System, insure that, when a patron redeems electronic credits, the EGD must:
 - 1) revert to an active hopper device; or
 - 2) lockup and, after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's internal controls; or
 - 3) issue no more than one voucher;
- z) Insure that jackpots that require completion of a W2-G shall cause the EGD to lockup, and after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's internal controls;
- aa) Insure that the EGD is not capable of printing a new Voucher or reprinting a duplicate Voucher on demand;
- bb) Insure that the identification and value of the last 35 Vouchers issued by each Voucher Printer and last 10 Vouchers redeemed at each EGD is recorded and available for display; and



- cc) Insure that the EGD not have any devices, components or other apparatus to accept wagers or issue payouts that are not specifically authorized.

Section 3000.666 Bill Validator Requirements

- a) Bill Validators shall be limited to accepting:
 - 1) United States currency in denominations of not less than \$1.00 and not more than \$100;
 - 2) Vouchers with a value of no less than \$0.01 and no more than \$3,000 in United States currency; and
 - 3) Coupons redeemable for complimentary electronic credits.
- b) Bill Validators may only accept designated Vouchers.
- c) Each bill or Voucher accepted by the Bill Validator shall be registered at its face value as a bill or Voucher vended and this information must interface with the Riverboat Gaming Operation's centralized, on-line computer monitoring system and Voucher System.
- d) All currency and Vouchers accepted and stored within the Bill Validator shall be accessible only to designated Riverboat Gaming Operation personnel via an externally locked compartment door that does not allow for access to the Electronic Gaming Device or betting terminal door.

Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices

- a) The holder of an Owner's License or an Organization's License must have a computer connected to all Electronic Gaming Devices and betting terminals in the Riverboat to record and monitor the activities of such devices. No Electronic Gaming Device or betting terminal shall be operated unless it is on-line and communicating to a Computer



Monitoring System approved by the Administrator. Such Computer Monitoring System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.

- b) The Computer Monitor System permitted by subsection (a) of this Section shall be designed and operated to automatically perform and report functions relating to Electronic Gaming Device or betting terminal meters, and other exceptional functions and reports in the Riverboat as follows:
- 1) Record the number and total value of United States currency, ~~Tokens~~ or Vouchers placed in the Electronic Gaming Device or betting terminal for the purpose of activating play;
 - 2) ~~Record the number and total value of Tokens deposited in the drop bucket of the Electronic Gaming Device;~~
 - 3) ~~Record the number and total value of Tokens automatically paid by the Electronic Gaming Device as the result of a jackpot;~~
 - 4) ~~Record the number and total value of Tokens to be paid manually as the result of a jackpot;~~
 - 5) Record the number and total value of Vouchers issued by the Electronic Gaming Device and betting terminal;
 - 6) Record the number and total value of Vouchers and currency received by the Electronic Gaming Device and betting terminal;
 - 7) Have an on-line computer alert, alarm monitoring capability to insure direct scrutiny of any device malfunction, any type of tampering, and any open door to the Electronic Gaming Device and betting terminal, drop area or Voucher Printer. In addition, any person opening the Electronic Gaming Device and betting terminal or the drop area shall complete the machine entry authorization log including time, date, machine identity and reason for entry;



- 8) Be capable of logging in and reporting any revenue transactions not directly monitored by Token meter, such as Tokens placed in the Electronic Gaming Device and betting terminal as a result of a fill, and any Tokens removed from the Electronic Gaming Device and betting terminal in the form of a credit; and
 - 9) Identify any Electronic Gaming Device and betting terminal taken off-line or placed on-line of the computer monitor system, including date, time, and Electronic Gaming Device and betting terminal identification number.
- c) The holder of an Owner's License or an Organization's License shall store, in machine-readable format, all information required by subsection (b) for the period of five years. The holder of an Owner's License or an Organization's License shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the Administrator.
 - d) In addition to the requirements of subsection (c), the owner licensee shall store, in machine-readable format and by date, time and type of occurrence, all exceptions or events that result in an Electronic Gaming Device or betting terminal malfunction or tilt for a period of 21 days.
 - e) The secured office facilities for the sole accessibility of Board personnel provided in accordance with Section 3000.810 of these rules shall house a dedicated computer monitoring line which provides computer accessibility to Board personnel to review, monitor and record data identical to that specified in this Section.
 - f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.

Section 3000.671 Computer Monitoring Requirements of Voucher Systems



- a) A Voucher System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) A Voucher System shall be designed and operated to automatically perform and report functions relating to the issuance, validation, redemption and accounting for Vouchers as follows:
 - 1) Record the validation numbers and value of Vouchers issued by each Electronic Gaming Device or betting terminal;
 - 2) Record the validation numbers and value of Vouchers redeemed in each Electronic Gaming Device or betting terminal for Electronic Credits;
 - 3) Record the validation numbers and value of Vouchers redeemed at locations other than Electronic Gaming Devices or betting terminal;
 - 4) Record the identification and value of each Voucher that is not redeemed prior to its Expiration Date; and
 - 5) Calculate the Voucher Float.
- c) The holder of an Owner's license or an Organization's License shall store, in machine-readable format, all information required by subsection (b) for a period of three years. The holder of an Owner's license or an Organization's License shall store all information in a secure area and certify that this information is complete, accurate and unaltered. This information shall be available in the format and media approved by the Administrator.

Section 3000.680 Live Electronic Table Gaming Devices (Stadium Gaming)

- A. Each live electronic table gaming device shall count at as 5 positions, and each device will be defined as a unique type of game. The Live Electronic Blackjack Table will count as 5 positions, the Live Electronic Roulette will count as 5 positions, Live Electronic Craps will count as 5 positions, and all other unique instances of game types approved for use by the administrator will



count as 5 positions. The maximum number of better terminals in the casino will be 25 terminals per device but the terminals are not mutually exclusive. In other words, A casino with 3 separate Live Electronic Table Gaming Devices could have up to 75 terminals, each being able to access all 3 of the Live Electronic Table Gaming Devices.

- B. The tax rates applied to the Adjusted Gross Receipts attributable to Live Electronic Table Games shall be those applied to table game adjusted gross receipts.
- C. Progressive jackpots are permissible on Electronic Table Gaming Devices.

Section 3000.690 Photos

- A. Photos of jackpot winners are allowed with the consent of the winner.
- B. Photos of promotional and/or event winners are allowed with the consent of the winner.
- C. Photo shoots for advertising, newscast, reporting, etc. are allowed with the prior notification of the IGB Docksite Supervisor

August 26, 2021

Joe Miller
Illinois Gaming Board Director of Policy
Illinois Gaming Board
160 North LaSalle, Suite 300
Chicago, IL 60601

RE: Modernization of Conduct of Gaming Rules

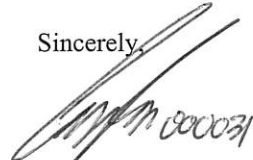
Dear Joe Miller,

Pursuant to the Illinois Gaming Board Open Meeting on June 9, 2021, Rivers Casino – Des Plaines is respectfully requesting to submit the attached revisions to the rules that govern the conduct of casino gaming. In addition to updating the Adopted Rules to be in line with the revisions to The Illinois Gambling Act, some of the proposed revisions include:

- Stadium/Hybrid Gaming – Proposed updates to Subpart A and Subpart F to add betting terminals to the definitions and throughout the conduct of gaming.
- Redemption of Vouchers/Chips – Proposed updates to add the ability to redeem vouchers and chips for gaming instruments and other monetary instruments in addition to currency.
- New Game Approvals – Proposed updates to the process of new game/variation approvals.
- Gaming Positions – Proposed updates to the gaming position calculation to include betting terminals for stadium/hybrid gaming.
- Tournaments, Promotions and Enhanced Payouts – Proposed updates to the submission process for promotions, tournaments and enhanced payouts.
- Value Chip Denominations – Proposed language to allow the Administrator to approval denominations outside of those outlined.
- USB Ports – Proposed language to allow for USB ports on EGDs.
- Live Gaming Device Progressive Jackpot – Proposed updates to progressive jackpots to include live gaming devices.
- EGD Loss of Communication – Proposed updates to allow up to 20 vouchers to be issued in the event of a loss of communication.
- Critical Gaming System Upgrade/Installation – Proposed language regarding the submission/approval process for critical gaming system upgrade/installation.
- Non-Critical Gaming System Upgrade/Installation – Proposed language regarding the notification process for non-critical gaming system upgrade/installation.

Please contact me if you have any questions and/or concerns regarding this request at 847-768-5211.

Sincerely,



Corey Wise
Senior VP and General Manager
Rivers Casino – Des Plaines
847-768-5211

CC: Fernando Cepeda Jr., IGB
Stephanie Budnyk

Section 3000.100 Definitions

For purposes of this Part the following terms shall have the following meanings:

"Act": The Illinois Gambling Act [230 ILCS 10].

"Adjusted Gross Receipts": The gross receipts less winnings paid to wagers. The value of expired vouchers shall be included in computing adjusted gross receipts.

"Affiliate": An "Affiliate of", or person "Affiliated with", a specified person shall mean a person that directly, or indirectly through one or more intermediaries, controls, or is controlled by, or is under common control with, such person.

"Alcoholic Liquors": Includes alcohol, spirits, wine and beer, and every liquid or solid, patented or not, containing alcohol, spirits, wine or beer, and capable of being consumed as a beverage by a human being.

"Attributed Interest": A direct or indirect interest in a Business Entity deemed to be held by a person not through the person's actual holdings but either through the holdings of the person's relatives or through a third party or parties on behalf of the person pursuant to a plan, arrangement or agreement.

"Betting Terminal": An electronic device that houses a bill validator to accept United States currency, vouchers, and electronic cards to place wagers on Live Gaming Devices.

"Bill Validator": Any electro-mechanical device attached either on or into an Electronic Gaming Device or betting terminal which accepts and analyzes the legitimacy of United States currency and/or Vouchers, validates the currency and/or Vouchers, stores the currency and/or Vouchers, and issues Electronic Credits equal to the value of currency and/or Vouchers inserted into the device.

"Board": The Illinois Gaming Board.

"Business Entity": A partnership, incorporated or unincorporated association or group, firm, corporation, limited liability company, partnership for shares, trust, sole proprietorship or other business enterprise.

"Chip": A non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a holder of an owners license or organization gaming license for use in Gaming other than in Electronic Gaming Devices and betting terminals on that holder's Gaming Operation.

"Chip Float": The difference between the total face value of Chips received from vendors and the total face value of Chips accounted for through an inventory conducted by the Gaming Operation.

"Computer Monitoring System": The gaming related system used to provide on-line, real-time monitoring of Electronic Gaming Devices and data acquisition capability in the format and media approved by the Administrator.

"Dependent": Any individual who received over half of his support in a calendar year from any other individual.

"Electronic Card": A card purchased from a holder of an owners license or organization gaming license for use at that holder's Gaming Operation as a substitute for Tokens in the conduct of gaming on an Electronic Gaming Device.

"Electronic Credit": A value owed to a patron on an Electronic Gaming Device and betting terminal.

"Electronic Gaming Device": Includes as approved Games under Section 3000.605 Single- and Multiple-Position Reel-Type, Single- and Multiple-Position Single-Game Video and Single- and Multiple-Position Multi-Game Video Electronic Gaming Devices.

"Electronic Gaming Device Drop": The total face value of Tokens or representations of Tokens (including without limitation foreign Tokens and slugs) collected from the drop bucket and United States currency and/or Vouchers collected from the Bill Validator drop box.

"Electronic Gaming Device Win": The Electronic Gaming Device Drop minus hand-paid jackpots minus hopper fills minus Vouchers issued.

"EPROM": An acronym for Erasable, Programmable, Read Only Memory, which is a microprocessor component that stores memory and affects payout percentage and/or contains a random number generator that selects the outcome of a Game on an Electronic Gaming Device.

"Excluded Person": Any person whose name appears on any Exclusion List, or any person whose name does not appear on an Exclusion List but who is excluded or ejected pursuant to Section 5(c)(12) of the Act or as a result of meeting one or more of the criteria in Section 3000.720 of this Part.

"Exclusion List": A list or lists which contain the identities of persons who are to be excluded or ejected from any licensed Gaming operation in any jurisdiction. The list may include any person whose reputation or conduct is such that his/her presence within a Gaming Operation may, in the opinion of the Board

or the Administrator, call into question the honesty or integrity of the Gaming Operation or pose a threat to the interests of the State of Illinois.

"Expiration Date": The one-year period, starting on the day of issuance, during which Vouchers may be redeemed for United States currency at a cashier cage of a Gaming Operation.

"Game": A gambling activity which is played for money, property, or anything of value, including without limitation those played with cards, Chips, Tokens, dice, implements, or electronic, electrical, or mechanical devices or machines.

"Gaming": The dealing, operating, carrying on, conducting, maintaining or exposing for play of any Game.

"Gaming Equipment/Supplies": A machine, mechanism, device, or implement which is integral to the operation of a Game or affects the result of a Game by determining win or loss, including without limitation: electronic, electrical, or mechanical devices or machines; cards or dice; layouts for Live Gaming Devices; any representative of value used with any Game, including without limitation Chips, Tokens, or Electronic Cards; Voucher Systems; Voucher Printers; Voucher Validation Terminals; Computer Monitoring Systems; and hardware and software related to any item described herein.

"Gaming Operation": The owners licensee, organization gaming licensee or, as the context requires, the conducting of gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, at a casino, an Organization Gaming Facility or on a Riverboat and at its Support Facilities.

"Gaming Operations Manager": A person or business entity other than the holder of an owners license or organization gaming license who has the ultimate responsibility to manage, direct or administer the conducting of Gaming.

"Hand": Either one Game in a series, one deal in a card Game, or the cards held by a player.

"Indirect Interest": An interest in a Business Entity that is deemed to be held by the holder of an owners license or organization gaming license not through the holder's actual holdings in the business entity but through the holder's holdings in other business entities.

"Institutional Investor": A "qualified institutional buyer" as defined by Securities and Exchange Commission Rule 144A (17 CFR 230.144A) under the Securities Act of 1933, as amended.

"Internal Control System": Proprietary internal procedures and administration and accounting controls designed by the holder of an owners license or organization gaming license for the purpose of exercising control over the Gaming Operation.

"Junketeer": A person or entity that facilitates a patron's participation in gaming at a Gaming Operation and is compensated, not as an employee but as an independent contractor, by that Operation based upon how much the patron actually wagers or loses.

"Key Person": A Person identified by the Board under Section 3000.222 as subject to regulatory approval as a Person able to control, or exercise significant influence over, the management, assets, or operating policies of an owners, organization gaming or supplier licensee.

"Live Gaming Device": Any apparatus, other than an Electronic Gaming Device, upon which Gaming is conducted or which determines an outcome which is the object of a wager. This definition includes but is not limited to roulette wheels, keno machines, punchboard tickets and tables with layouts utilized in Games approved by the Board.

"Marketing Agent": A person or entity, other than a junketeer or an employee of a Gaming Operation, who is compensated by the Gaming Operation in excess of \$100 per patron per trip for identifying and recruiting patrons.

"Non-Alterable Storage Media": An electronic storage medium that contains the program files that operate the game, which medium cannot be altered through the use of the circuitry or programming of the gaming device.

"Non-Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation, but bearing no value designation.

"Notice of Board Action": A Notice of Denial, Restriction, Suspension, Revocation, Nonrenewal, Fine, Exclusion or other action issued by the Board.

"Organization Gaming Facility": That portion of an organization licensee's racetrack facilities at which gaming authorized under Section 7.7 of the Act is conducted, including both the publicly accessible gaming area and restricted access areas, including but not limited to cashier cages, count rooms, surveillance rooms, and gaming equipment storage and repair areas.

"Parent Company": A "parent company" of a specified person is an affiliate controlling such person directly, or indirectly through one or more intermediaries.

"Payout": Winnings earned on a wager.

"Person": "Person" includes both individuals and Business Entities.

"Petitioner": An applicant, licensee or Excluded Person who requests a hearing upon issuance of a Notice of Board Action.

"Progressive Controller": The hardware and software that controls all communications among the machines within a progressive Electronic Gaming Device link and its associated progressive meter.

"Progressive Jackpot": An award for winning play in a Game, the value of which is determined by the contribution of a portion of each Wager placed into play or the combined amount of several wagers linked to a common jackpot award.

"Redemption Period": The 120-day period during which a Voucher may be used to acquire electronic credits from an Electronic Gaming Device or to obtain United States currency from a Voucher Validation Terminal. After their Redemption dates and prior to their Expiration dates, Vouchers may be redeemed for United States currency only at a cashier cage of a Gaming Operation.

"Relative": Spouse, parents, grandparents, children, siblings, uncles, aunts, nephews, nieces, fathers-in-law, mothers-in-law, sons-in-law, daughters-in-law, brothers-in-law, and sisters-in-law, whether by the whole or half blood, by marriage, adoption or natural relationship, and Dependents.

"Remote Access": Communication with an electronic information system from a remote location or facility through a data link.

"Riverboat": A navigable vessel or a permanently moored vessel comprised of one or more barges that are permanently attached to operate as one barge. Except as appropriate by context, all references to riverboats in this Part apply to casinos and organization gaming facilities as well.

"Riverboat Gaming Operation": The owner licensee, Gaming Operations Manager, or, as the context requires, the conducting of Gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, on a Riverboat and at its Support Facilities. Except as appropriate by context, all references to Riverboat Gambling Operations in this Part apply to all Gaming Operations.

"Signature": The definitive identity of an individual specific EPROM chip or other non-alterable storage media, determined by electronic analysis and reflective of the EPROM chip's game behavior capability.

"Substantial Owner": A person who has an ownership interest of 25% or more in a Business Entity.

"Supplier": A provider of Gaming Equipment/Supplies, Gaming Equipment maintenance or repair services, security services or a lessor of a Riverboat, dock, casino or Organization Gaming Facility.

"Support Facility": A place of business that is part of, or operates in conjunction with, a Gaming Operation of an owners licensee and is owned in whole or in part by a holder of an owners or suppliers license or any of their Key Persons, including, without limitation, Riverboats, offices, docking facilities, casinos, parking facilities and land-based hotels or restaurants.

"Table Drop": The total amount of cash or cash equivalents contained in the drop box for Chips purchased at a Live Gaming Device and cash or vouchers contained in the bill validator of betting terminals for credits purchased.

"Table Win": The dollar amount won by the holder of an owners license through play at a live Game which is the total of the Table Drop plus ending Chip inventory plus credits minus opening Chip inventory minus fills and the betting terminal drop minus hand-paid jackpots minus Vouchers issued.

"Theoretical Payout Percentage": The percentage of Tokens or Electronic Credits from amounts wagered that will be returned to players by an Electronic Gaming Device.

~~"Token": A metal representative of value, redeemable for cash only at the issuing Gaming Operation, and issued and sold by a holder of an owners license or organizational gaming license for use in Gaming.~~

~~"Token Dispenser": Any mechanical or electrical device designed for the purpose of dispensing an amount of Tokens equal to the amount of currency inserted into the device.~~

~~"Token Float": The difference between the total face value of Tokens received from vendors and the total face value of Tokens accounted for through an inventory conducted by the Gaming Operation.~~

"Tournament EPROM": A specially designed EPROM with a mode of play that provides for a mathematically demonstrable payout of more than 100 percent.

"Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation and the specific value of the Chip.

"Video Game of Chance": As used in the Act, means an Electronic Gaming Device.

"Voucher": A printed paper scrip representing the value in United States currency stated on the face of the scrip that is:

issued by a Voucher Printer connected to an Electronic Gaming Device, betting terminal or at a cashier cage at a Gaming Operation; and

redeemable for electronic credits or United States currency and is not a coupon or other promotional item.

"Voucher Float": The difference between the total face value of unexpired Vouchers issued by a Gaming Operation and the total face value of Vouchers accounted for by the Gaming Operation as redeemed or expired.

"Voucher Printer": A device designed for the purpose of issuing Vouchers at Electronic Gaming Devices, betting terminals or at a cashier cage at a Gaming Operation.

"Voucher System": The hardware and software used to issue and validate Vouchers, record redemptions and account for Vouchers.

"Voucher Validation Terminal": A hard-wired and interfaced device that accepts Vouchers and communicates the Voucher information to the Voucher System for the System to validate the information. If the System confirms that the Voucher is valid, the terminal then stores the Voucher and issues United States currency equal to the value of the Voucher.

"Wager": A sum of money or thing of value risked.

Section 3000.600 Wagering Only with Electronic Credits, Approved Chips, ~~Tokens~~ and Electronic Cards

- a) Except as provided in subsection (b), ~~Riverboat~~-Gaming Wagers may be made only with Electronic Credits, ~~Tokens~~, Chips or promotional coupons issued by the holder of an Owner's license or an Organizational Gaming license and approved by the Administrator. All Chips, ~~Tokens~~ and Electronic Cards must be approved by the Administrator and purchased from the holder of an Owner's license or an Organizational Gaming license. Chips, ~~Tokens~~ or Electronic Cards may only be used as set forth in the owner licensee's Internal Control System. Promotional coupons may only be used as wagers as set forth in the Owner's licensee's or an Organizational Gaming licensee's Internal Control System. At the patron's option, Electronic Credits may ~~either~~ be used as a Wager on an Electronic Gaming Device or betting terminal, uploaded to a WAT account or be withdrawn only in the form of ~~Tokens and/or~~ a Voucher issued from the Electronic Gaming Device.
- b) ~~Riverboat~~-Gaming Wagers may be made with Electronic Credits downloaded from an owner licensee's or an Organizational Gaming licensee's computer

management system or acquired through the insertion of a Voucher issued by an Electronic Gaming Device or betting terminal authorized for wagering at a holder of an Owner's license or an Organizational Gaming license or at the cashier cage, or acquired through insertion of a coupon redeemable for complimentary electronic credits, as set forth in the Owner licensee's or an Organizational Gaming licensee's Internal Control System.

- 1) -Prior to the Redemption Period, Vouchers may, at the patron's option, be:
 - A) -used to obtain electronic credits to place a wager in Electronic Gaming Devices or betting terminal registered with the Board;
 - B) -withdrawn only in the form of ~~Tokens or~~ Vouchers from the Electronic Gaming Device or betting terminal; or
 - C) -redeemed ~~only~~ for United States currency at a Voucher Validation Terminal or at the cage of a holder of an Owner's license or Organization gaming license.
 - D) redeemed for Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or Organization gaming license.
- 2) At any time prior to the Expiration Date, Vouchers may be redeemed for United States currency at the cage of a holder of an Owner's license or Organization gaming license.

Section 3000.602 Disposition of Unauthorized Winnings

Any jackpot or other winnings claimed by patrons of a ~~Riverboat~~ Gaming Operation as a result of unauthorized or prohibited Gaming shall not be paid to such patrons. Such jackpot or winnings shall be paid immediately by the ~~O~~owner licensee or Organization gaming license to the Board and deposited into the Education Assistance Fund, with the exception of jackpots or winning of a member of the Illinois Statewide Self Exclusion List as outlined in Section 3000.770. The Board shall treat such payments as winnings for the purposes of wagering tax liability calculations.

Section 3000.605 Authorized Games

a) No holder of an Owner's License or Organization gaming license shall permit any Game to be played other than those approved by the Board. The Administrator shall maintain an up to date list of Board-approved Games and the definitions of those Games on the Illinois Gaming Board website. For each Game for which approval of the Board is sought, the holder of an Owner's License or Organization gaming license or the holder of a supplier license providing the game shall provide a definition of the Game as well as a set of Game rules to the Administrator 120-60 days in advance of the Game's proposed operation or within such time period as the Administrator may designate.

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b) New games or variations on an existing game shall be approved utilizing the following procedures:

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1) A letter shall be submitted to the Illinois Gaming Board by the authorized licensed supplier with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or

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2) A letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or

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3) In the case of a game that has no approval letter available from an approved lab or manufacturer, a letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game.

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Section 3000.606 Gaming Positions

- a) Each holder of an owners license or organization gaming license shall limit the number of gaming positions concurrently available for play to the maximum permitted by its license under the Act.

- b) Gaming positions shall be counted as follows:
 - 1) Positions for Games utilizing Electronic Gaming Devices shall be determined ~~at~~ 90 percent of the total number of devices available for play.

 - 2) ~~Positions for Games available for play that do not utilize an Electronic Gaming Device shall be determined by the Administrator. The Administrator shall make this determination at the time the internal controls for the Game are approved, using the following standards following.~~
 - A) ~~Any Game with a drop box with internal controls approved before September 1, 2019 shall count as 5 positions, except craps, which shall count as 10 positions.~~

 - B) ~~Every 25 betting terminals shall count as 5 positions. In determining the number of gaming positions for a Game, the Administrator shall consider the following:~~
 -
 - i) ~~The number of positions assigned to the same Game in the approved controls of any owners licensee or organization gaming licensee;~~
 -
 - ii) ~~The nature and scope of differences between the internal controls of the Game and those other instances of the same or similar games operated by any owners licensee or organization gaming licensee; and~~
 -
 - iii) ~~The possible maximum number of concurrent players.~~

- c) The total gaming positions shall not include:
 - 1) Any Electronic Gaming Device that is disabled or otherwise not operational for play by a patron.

 - 2) Any live gaming device that is not currently operational and available to play.

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- 3) Any promotional give-away or tournament for which there is no entry fee required for any participant.
- 4) Sports wagering conducted pursuant to the Sports Wagering Act [230 ILCS 45].
- 5) Pari-mutuel wagering conducted pursuant to the Illinois Horse Racing Act of 1975 [230 ILCS 5].

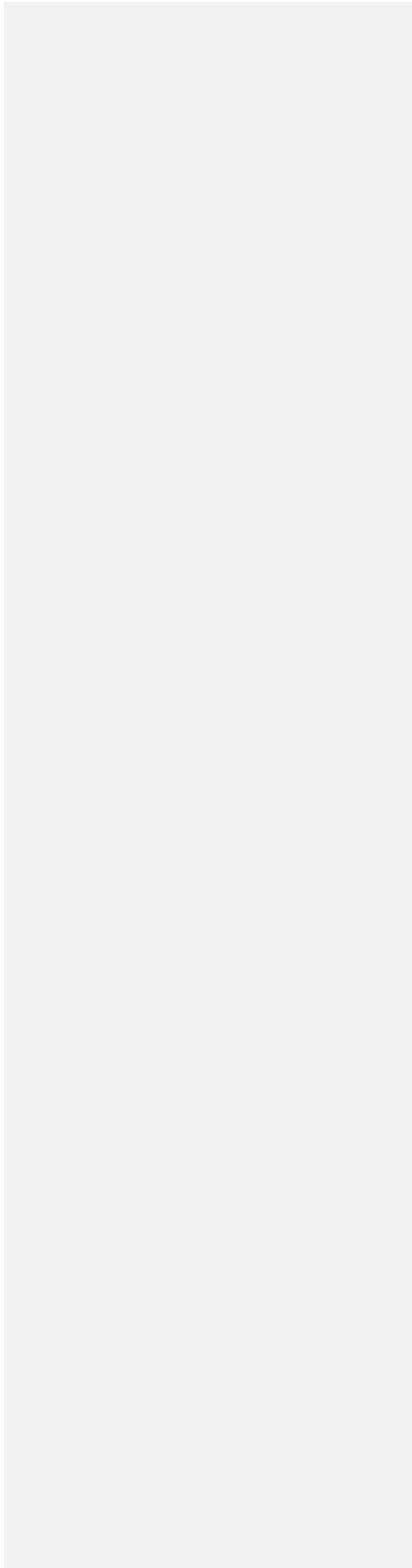
- d) Licensees may reallocate gaming positions at any time with ~~prior~~ written notice to the Board after the completion of the reallocation.
- e) Owners licensees and organization gaming licensees shall adopt internal controls regarding the allocation of gaming positions and logging of any reallocation.
- f) Owners licensees and organization gaming licensees shall, immediately upon request, provide to Board agents an accounting of the current allocation of gaming positions.
- g) Logs of gaming position allocation must be retained for at least as long as prescribed by the published Records Retention Schedule (see Section 3000.115), or longer upon written notice by the Administrator or his or her designee.

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Section 3000.610 Publication of Rules and Payout Ratio for Live Gaming Devices

| A holder of an Owner's License [an Organization Gaming License](#) shall provide in printed form to all patrons who request one, the rules and accurate payout ratio for each live Game in the area in which the Game is played. A holder of an Owner's License [an Organization Gaming License](#) shall make payment in strict accordance with such published payout ratios.



Section 3000.614 Tournaments, Enhanced Payouts and Give-aways

- a) For purposes of this Section, the following terms shall have the following meanings:
- 1) Enhanced Payout: An event sponsored by a ~~Riverboat~~ Gaming Operation wherein Gaming patrons participate in a Game or an approved variation of a Game and thereby qualify for receiving, upon a specified outcome in such Game, a payment or thing of value in excess of payouts contained in the Internal Control System or as displayed on the Gaming Device. The cost of such excess payment or thing of value may be subtracted from Gross Receipts in determining Adjusted Gross Receipts.
 - 2) Tournament: A contest sponsored by a ~~Riverboat~~ Gaming Operation wherein patrons play or wager on a Game or Games and receive, separate from any applicable winnings from wagers, prizes that include the total of any entry fees to the contest and cash or non-cash prizes offered by the ~~Riverboat~~ Gaming Operation in conjunction with the contest. The cost of cash or non-cash prizes and entry fees for a Tournament may not be subtracted from Gross Receipts in determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
 - 3) Give-away: A Game where patron entry to the Game is determined by attendance ~~on at~~ a riverboat gaming operation or the attainment of a certain outcome or an accumulation of points/credits on a Gaming Device. The cost of prizes paid in a Give-away may not be subtracted from Gross Receipts in Determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
- b) Tournaments, Enhanced Payouts or Give-aways may only be conducted when:
- 1) Documented in the Internal Control System of the holder of an Owner's License;
 - 2) In conformance with the Act, this Part and the Internal Control System; and
 - 3) Approved by the Administrator.
- c) The Internal Control System provisions for the conduct of Tournaments, Enhanced Payouts or Give-aways involving Gaming shall be submitted by the holder of an Owner's License an Organization Gaming License pursuant to Sections 3000.300 through 3000.320.

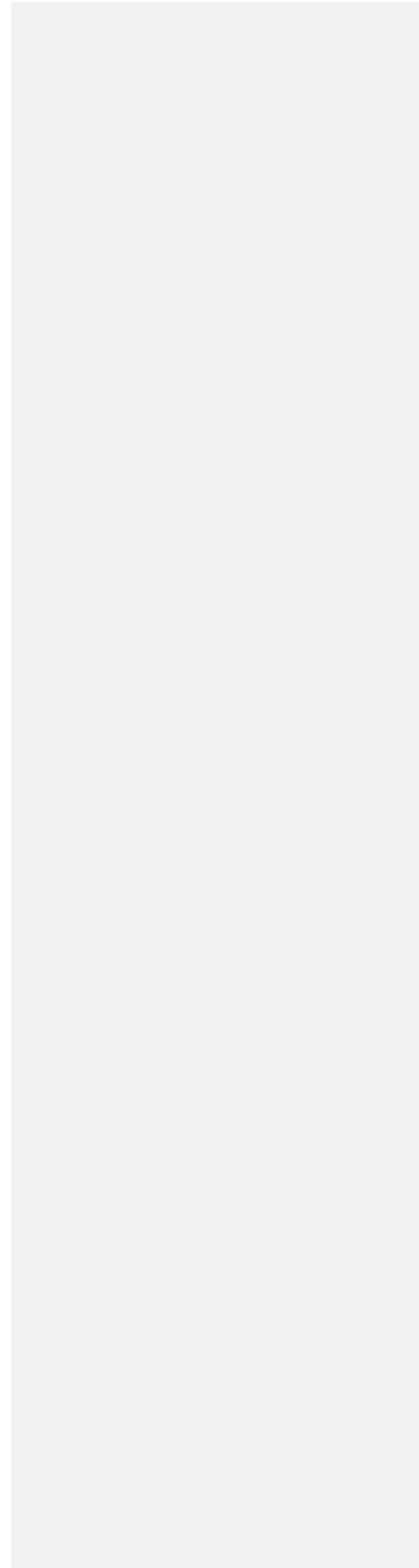
- d) Requests for the conduct of specific Tournaments, Enhanced Payouts and Give-aways involving Gaming must be received in writing and approved by the Administrator ~~at least 14 days~~ prior to the proposed date of implementation.
- e) Any Tournament, Enhanced Payout or Give-away for which eligibility or amount of any award or prize is determined by an information system shall be reasonably tested in advance to ensure the integrity of the Tournament, Enhanced Payout or Give-away.

Section 3000.615 Payout Percentage for Electronic Gaming Devices

| A holder of any Owner's License [an Organization Gaming License](#) shall display the minimum Theoretical Aggregate Payout Percentage of all of the Electronic Gaming Devices in operation.

Section 3000.616 Cashing-In

| A holder of an Owner's License [an Organization Gaming License](#) shall comply with all federal and State regulations for the withholding of taxes from winnings and/or the filing of Currency Transaction Reports. The patron shall produce an identification card confirming information required by these forms, prior to the disbursement of winnings.



Section 3000.620 Submission of Chips for Review and Approval

Each holder of an Owner's license [an Organization Gaming License](#) shall submit to the Administrator for approval a sample of each denomination of Value and Non-Value Chip in its primary and secondary sets and shall not utilize such Chips for Gaming purposes until approved by the Administrator.

- a) In requesting approval of such Chips, a holder of an Owner's license [an Organization Gaming License](#), prior to having any such Chips manufactured, shall first submit to the Administrator a detailed schematic of its proposed Chips, or a sample Chip, which shall show the front, back and edge of each denomination of Value Chip and each Non-Value Chip and the design and wording to be contained thereon, all of which shall be depicted on such schematic or Chip as they will appear, both as to size and location, on the actual Chip. Once the design schematics or Chip are approved by the Administrator, no Value or Non-Value Chip shall be issued or utilized until and unless a sample of each denomination of Value Chip and each color of Non-Value Chip is also submitted to and approved by the Administrator.
- b) No holder of an Owner's license [an Organization Gaming License](#) or other person licensed by the Board shall manufacture for, sell to, distribute to or use in any casino outside of Illinois, any Value or Non-Value Chips having the same edge design as those approved for use in Illinois.

Section 3000.625 Chip Specifications

a) Value Chips

- 1) Each Chip issued by a holder of an Owner's License an Organization Gaming License shall be round in shape, have clearly and permanently impressed, engraved or imprinted thereon the name and location of the issuing Riverboat Gaming Operation and the specific value of the Chip, except that a holder of an Owner's License an Organization Gaming License may issue Gaming Chips without a value impressed, engraved or imprinted thereon for Roulette. Chips with a value contained thereon shall be known as "Value Chips" and Chips without a value contained thereon shall be known as "Non-Value Chips."
- 2) Value Chips may be issued by the holder of the Owner's License an Organization Gaming License in denominations of \$.25, \$.50, \$1.00, \$2.50, \$5.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000.00 and \$5,000.00. The holder of the Owner's License an Organization Gaming License shall have the discretion to determine the denominations to be utilized on its Riverboat premises and the amount of each denomination necessary for the conduct of Gaming operations.
- 3) Each denomination of Value Chip shall have a different primary color from every other denomination of Value Chip. Value Chips shall fall within the colors set forth below when such Chips are viewed both in daylight and under incandescent light. In conjunction with such primary colors, each holder of an Owner's License an Organization Gaming License shall utilize contrasting secondary colors for the edge spots on each denomination of Value Chip. Unless otherwise approved by the Administrator, no holder of an Owner's License an Organization Gaming License shall use a secondary color on a specific denomination of Chip identical to the secondary color used by another holder of an Owner's License an Organization Gaming License on that same denomination of the Value Chip. The primary color to be utilized by each holder of an Owner's License an Organization Gaming License for each denomination of Value Chip shall be:
 - A) \$0.25 – "Blue";
 - B) \$0.50 – "Mustard Yellow";
 - C) \$1.00 – "White";
 - D) \$2.50 – "Pink";
 - E) \$5.00 – "Red";

- F) \$20.00 – "Yellow";
 - G) \$25.00 – "Green";
 - H) \$100.00 – "Black";
 - I) \$500.00 – "Purple";
 - J) \$1,000.00 – "Fire Orange"; and
 - K) \$5,000.00 – "Gray".
- 4) Each denomination of Value Chip utilized by a holder of an Owner's License an Organization Gaming License shall, unless otherwise authorized by the Administrator:
- A) Have its center portion, which contains the value of the Chip and the ~~Riverboat~~ Gaming Operation issuing it, of a different shape for each denomination;
 - B) Be designed so as to be able to determine on closed circuit black and white television the specific denomination of such Chip when placed in a stack of Chips of other denominations; and
 - C) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 5) The Board shall have the discretion to approve a Value Chip in the denomination of \$1,000.00 or \$5,000.00 at variance with the requirements of this Section provided that any variation is specifically identified as such by the holder of the Owner's License an Organization Gaming License and provided further that said variation does not affect the control, security or integrity of said Chips or the operation of the Games.

6) The Administrator shall have the discretion to approve a Value Chip in a denomination other than those outlined above.

b) Non-Value Chips

- 1) Each Non-Value Chip utilized by a Riverboat shall be issued solely for the purpose of Gaming at roulette. The Non-Value Chips at each roulette table shall:
 - A) Have the name of the ~~Riverboat~~ Gaming Operation issuing it molded into its center;

- B) Contain a design, insert or symbol differentiating it from the Non-Value Chips being used at every other roulette table in the Riverboat gaming operation;
 - C) Have "roulette" impressed on it; and
 - D) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 2) Non-Value Chips issued at a roulette table shall only be used for Gaming at that table and shall not be used for Gaming at any other table in the Riverboat nor shall any holder of an Owner's License an Organization Gaming License or its employees allow any Riverboat patron to remove Non-Value Chips permanently from the table from which they were issued.
- 3) No person at a roulette table shall be issued or permitted to Game with Non-Value Chips that are identical in color and design to Value Chips or to Non-Value Chips being used by another person at the same table. When a patron purchases Non-Value Chips, a Non-Value Chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker button denoting the value of a stack of 20 Chips of that color shall be placed in the slot or receptacle.
- 4) Non-Value Chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the Riverboat Gaming Operation. When so presented, the dealer at such table shall exchange them for an equivalent amount of Value Chips which may then be used by the patron in Gaming or redeemed as any other Value Chips.
- 5) Each holder of an Owner's License an Organization Gaming License shall have the discretion to permit, limit or prohibit the use of Value Chips in Gaming at roulette provided, however, that it shall be the responsibility of the holder of an Owner's License an Organization Gaming License to keep accurate account of the Wagers being made at roulette with Value Chips so that the Wagers made by the one player are not confused with those made by another player at the table.

Section 3000.630 Primary, Secondary and Reserve Sets of Gaming Chips

Unless otherwise authorized by the Administrator, each Riverboat-gaming operation shall have a primary set of Value Chips, a separate secondary set of Value Chips and a Non-Value Chip reserve which shall conform to the color and design specification set forth in Section 3000.625. An approved secondary set of Value Chips and reserve Non-Value Chips shall be placed into active play whenever the primary set is removed.

- a) The secondary set of Value Chips shall have different secondary colors than the primary set, and shall be required for all denominations.
- b) Each holder of an Owner's License an Organization Gaming License shall have a Non-Value Chip reserve for each color utilized in the Riverboat-gaming operation with a design insert or symbol different from those Non-Value Chips comprising the primary set.
- c) The holder of an Owner's License an Organization Gaming License shall remove the primary set of Gaming Chips from active play whenever:
 - 1) A determination is made by the holder of an Owner's License an Organization Gaming License and the Board agent that the Riverboat Gaming Operation is taking on a significant number of counterfeit Chips;
 - 2) Any other impropriety or defect in the utilization of the primary set of Chips makes removal of the primary set necessary; or
 - 3) The Board or the Administrator so directs.
- d) Whenever the primary set of Chips is removed from active play the holder of the Owner's License an Organization Gaming License shall immediately notify a representative of the Board as to the reason for such occurrence.

Section 3000.631 Tournament Chips

| The Administrator may authorize a ~~Riverboat~~ Gaming Operation to possess a set of Chips, separate from required Value and Non-Value Chips, for use in a Tournament as authorized in Section 3000.614.

- | a) The Internal Control System of the ~~Riverboat~~ Gaming Operation shall prescribe the procedures for the receipt, storage, use, accounting and destruction of a set of Chips solely for use in a Tournament.
- b) Chips approved under this Section 3000.631 shall be of a design and of such color, quality and denomination as the Administrator determines to be consistent with accounting, surveillance and security requirements of the Board, in consideration of the limited use intended for such Chips.
- c) A set of Chips approved by the Administrator for use in a Tournament may only be used in a Tournament and may not, in any instance, be redeemed as Value Chips or used in any Game, other than in an approved Tournament.
- d) Nothing in this Section shall preclude the use of Value Chips in a Tournament, except that Value Chips and a set of Chips approved under this Section solely for use in a Tournament may not be utilized in the same Tournament.

Section 3000.635 Issuance and Use of ~~Tokens and~~ Vouchers for Gaming

- ~~a) — No holder of an Owner's license shall issue or cause to be utilized in a Riverboat Gaming Operation any Tokens for Gaming unless those Tokens are approved by the Administrator. In requesting approval of Tokens, the holder of an Owner's license shall first submit to the Administrator a detailed schematic of its proposed Token that shows its front, back and edge, its diameter and thickness, and any logo, design or wording to be contained on the Token, all of which shall be depicted on the schematic as they will appear, both as to size and location, on the actual Token. Once the design schematics are approved by the Administrator, no Token shall be issued or utilized until a sample of the Token is also submitted and approved by the Administrator.~~
-
- ~~b) — A holder of an Owner's license may, with the approval of the Administrator, issue metal Tokens designed for Gaming. Those Tokens shall:~~
 -
 - ~~1) — Clearly identify the name and location of the Riverboat Gaming Operation issuing them;~~
 -
 - ~~2) — Clearly state the face value of the Token;~~
 -
 - ~~3) — Contain the statement "Not Legal Tender";~~
 -
 - ~~4) — Not be deceptively similar to any current or past coin of the United States or a foreign country;~~
 -
 - ~~5) — Be of a size or shape or have other characteristics that will physically prevent their use to activate lawful vending machines or other machines designed to be operated by coins of the United States; and~~
 -
 - ~~6) — Not be manufactured from a ferromagnetic material or from a three-layered material consisting of a copper nickel alloy clad on both sides of a pure copper core or from a copper based alloy except if the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds 25 percent of the Token's weight.~~
 -
- ~~e) — Tokens approved for issuance by a holder of an Owner's license shall be:~~
 -
 - ~~1) — Issued to a patron upon payment, or in accordance with a complimentary distribution program authorized pursuant to the Act;~~
 -
 - ~~2) — Capable of insertion into designated Electronic Gaming Devices operated by the holder of an Owner's license for the purpose of activating play;~~
 -
 - ~~3) — Available as a payout from the hopper of Electronic Gaming Devices equipped with a Token hopper; and~~

~~4) Redeemable by the patron in accordance with the Act.~~

ad) A holder of an Owner's license an Organization Gaming License may, with the prior approval of the Administrator, issue Vouchers through approved Voucher Printers in Electronic Gaming Devices, betting terminals or at the cashier cage. The Vouchers shall:

- 1) Clearly identify the name and location of the ~~Riverboat~~ Gaming Operation issuing them;
- 2) Clearly identify the specific Electronic Gaming Device, betting terminal or cashier cage location issuing them;
- 3) Contain a unique validation number or code that shall be automatically generated by or caused to be generated by the Voucher System and not be alterable by any mechanical, electronic, digital or other means prior to issuance;
- 4) Clearly state the face value of the Voucher in both words and numbers;
- 5) Contain a date and time of issuance;
- 6) Clearly state a 120 day Redemption Period during which the Voucher may be redeemed at an Electronic Gaming Device, betting terminal, Voucher Validation Terminal or cashier cage of a holder of an Owner's license an Organization Gaming License;
- 7) Be available as a payout from Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System, provided that both the Electronic Gaming Device or betting terminal -and the Voucher System are functioning;
- 8) Be individually printed for face values of not less than \$0.01 and not more than \$3,000;
- 9) Contain a bar code that shall enable the Voucher System to access and validate the alpha or numeric information contained in subsections (d)(1) through (6) and display the information when the Voucher is redeemed, provided that only numeric information must be displayed on the System;
- 10) Clearly state that the Voucher may be redeemed for cash at the cashier cage of the holder of an Owner's license an Organization Gaming License for one year from the date of issuance;

- 11) Clearly state the following: "Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed at this Riverboat Gaming Operation.";
 - 12) List the unique validation number on the leading edge of each Voucher issued from a Voucher Printer;
 - 13) Not be deceptively similar to the currency of the United States or a foreign country;
 - 14) Contain at least one anti-counterfeiting measure, such as a unique bar code, that shall appear on one or both sides of the Voucher; and
 - 15) Be promptly redeemable by the patron in accordance with this Part.
- e) Vouchers must be capable of insertion into Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System for the purpose of obtaining Electronic Credits.

Section 3000.636 Distribution of Coupons for Complimentary Chips, Tokens, Vouchers, Cash and Electronic Credits

- a) The holder of an Owner's license an Organization Gaming License may, for specified marketing purposes, provide patrons of its ~~Riverboat~~ Gaming Operation coupons redeemable for complimentary Chips, ~~Tokens~~, cash or electronic credits with the approval of the Administrator and subject to the following requirements:
 - 1) The processes and procedures for the control, accountability and distribution of coupons for Chips, ~~Tokens~~, cash or electronic credits and for the redemption of such coupons are provided for in the holder of an Owner's license's or an Organization Gaming Licensee's Internal Control System and in conformance with the Internal Control System;
 - 2) The aggregate dollar value of Chips, ~~Tokens~~, cash or electronic credits authorized for complimentary purposes is not excessive in light of the specific marketing objectives of the licensee; and
 - 3) Periodic internal audits validate the integrity and accountability of the processes and procedures authorized and required under this Section.
- b) Any provider of goods or services involved in approved coupon distribution processes and procedures under this Section may be required under this Part and the Act to be licensed as a Supplier.
- c) The holder of an Owner's license or an Organization Gaming License may not use Vouchers as a complimentary item or in any marketing promotion nor issue or cause to be issued Vouchers, except as authorized pursuant to Section 3000.635(d).

Section 3000.640 Exchange of Chips, ~~Tokens,~~ and Vouchers

- a) Chips shall be issued to a person only at the request of such person and shall not be given as change in any other transaction. Chips shall only be issued to ~~Riverboat~~ patrons at cashier cages or at the Live Gaming Devices and shall be redeemed only at a cashier cage.
- ~~b) Tokens shall only be issued upon the request of a patron from a cashier cage, Token Dispenser or from employees of the holder of an Owner's license at the Electronic Gaming Device area. Tokens shall be redeemed only at a cashier cage.~~
- ~~eb)~~ Vouchers shall only be issued by approved Voucher Printers in Electronic Gaming Devices, betting terminals or at a cashier cage.
 - 1) Prior to their Redemption Dates, Vouchers may be redeemed for:
 - A) Electronic Credit at Electronic Gaming Devices or betting terminals, which Credit may then be redeemed as a new Voucher ~~or in Tokens, for EGDs equipped for Tokens~~; and
 - B) United States currency at Voucher Validation Terminals and a cashier cage at the holder of an Owner's license or an Organization Gaming License.
 - C) Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or an Organization Gaming License.
 - 2) After their Redemption Dates and prior to their Expiration Dates, Vouchers may be redeemed for United States currency or monetary and gaming instruments/transactions only at a cashier cage of the holder of an Owner's license or an Organization Gaming License.
- d) Chips, ~~Tokens~~ or Vouchers shall only be redeemed by a holder of an Owner's license or an Organization Gaming License from its patrons and shall not be knowingly redeemed from any non-patron source, except where:
 - 1) employees of the holder present for redemption Chips ~~or Tokens~~ as provided in the approved Internal Control System of the holder;
 - ~~2) another holder of an Owner's License presents for redemption Tokens which have been lawfully received by that holder;~~

~~3) subject to approval by the Administrator, a person licensed to conduct Gaming in another jurisdiction presents for redemption Tokens which have been lawfully received by that person; or~~

42) the prior written approval for the redemption of the Chips ~~or Tokens~~ is obtained in each instance from the Administrator.

e) Each Riverboat Gaming Operation shall promptly redeem its own Chips, ~~Tokens~~ and Vouchers by cash or by check dated the day of such redemption on an account of the Riverboat gaming operation, as requested by the patron, except when the Chips, ~~Tokens~~ and Vouchers were obtained or used unlawfully.

f) Each Riverboat gaming operation may demand the redemption of its Chips, ~~Tokens~~ or Vouchers from any person in possession of them and that person shall redeem the Chips, ~~Tokens~~ or Vouchers upon presentation by the Riverboat Gaming Operation of an equivalent amount of cash or check dated the same day on an account of the Riverboat gaming operation.

g) Each Riverboat gaming operation shall cause to be posted and remain posted in a prominent place:

1) On the front of a cashier cage a sign that reads as follows: "Gaming Chips, ~~Tokens~~ or Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed in this Riverboat Gaming Operation";

~~2) On Electronic Gaming Device Token redemption booths a sign that reads as follows: "Tokens or Vouchers issued by another Riverboat may not be used, exchanged or redeemed in this Riverboat"; and~~

~~32)~~ On Voucher Validation Terminals a sign that reads as follows: "Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed in this Riverboat Gaming Operation".

Section 3000.645 Receipt of Gaming Chips ~~or Tokens~~ from Manufacturer or Distributor

- a) When Chips ~~or Tokens~~ are received from the manufacturer or distributor thereof, they shall be opened and checked by at least two (2) employees of the holder of an Owner's License or an Organization Gaming License from different departments. Any deviation between the invoice accompanying the Chips ~~or Tokens~~ and the actual Chips ~~or Tokens~~ received or any defects found in such Chips ~~or Tokens~~ shall be reported promptly to the Administrator. An agent of the Board will be notified of the time of delivery of any Chips ~~or Tokens~~ to the holder of an Owner's License or an Organization Gaming License.
- b) After checking the Chips received, the holder of the Owner's License or an Organization Gaming License shall cause to be reported in a Chip inventory ledger the denomination of the Chips received, the number of each denomination of Chip received, the number and description of all Non-Value Chips received, the date of such receipt and the signature of the individuals who checked such Chips.
- c) If any of the Chips received are to be held in reserve and not utilized either at the Gaming tables or at a cashier's cage, they shall be stored in a separate locked compartment either in the vault or in a cashier's cage and shall be recorded in the Chip inventory ledger as reserve Chips.
- d) Any Chips received that are part of the secondary set of Chips of the ~~Riverboat~~ gaming operation shall be recorded in the Chip inventory ledger as such and shall be stored in a locked compartment in the ~~Riverboat-gaming operation~~ gaming operation vault separate from the reserve Chips.

Section 3000.650 Inventory of Chips

- a) Chips shall be taken from or returned to either the reserve Chip inventory or the secondary set of Chips in the presence of at least two (2) individuals. The denominations, number and amount of Chips so taken or returned shall be recorded in the Chip inventory ledger together with the date and signatures of the individuals carrying out this process.
- b) Each holder of an Owner's License or an Organization Gaming License shall, on a daily basis, compute and record the unredeemed liability for each denomination of Chips and cause to be made an inventory of Chips in circulation and cause the result of such inventory to be recorded in the Chip inventory ledger. On a monthly basis, each holder of an Owner's License or an Organization Gaming License shall cause an inventory of Chips in reserve to be made and cause the result of such inventory to be recorded in the Chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory Chips in circulation and reserve shall be submitted to the Administrator for approval. A physical inventory of Chips in reserve shall be required annually if the inventory procedures incorporate the sealing of the locked compartment.
- c) During non-Gaming hours all Chips in the possession of the Riverboat-gaming operation shall be stored in the Chip bank, in the vault, or in a locked compartment in a cashier's cage except that Chips may be locked in a transparent compartment on Gaming tables provided that there is adequate security as approved by the Administrator.

| **Section 3000.655 Destruction of Chips, ~~Tokens,~~ and Vouchers**

- | a) Prior to the destruction of Chips the holder of an Owner's license or an Organization Gaming License shall notify the Administrator, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of Value Chips to be destroyed, the description and number of Non-Value Chips to be destroyed and a detailed explanation of the method of destruction. Unless otherwise authorized by the Administrator the destruction of Chips shall be carried out in the presence of at least 2 individuals, one of whom shall be an agent of the Board. The denomination, number and amount of Value Chips or, in the case of Non-Value Chips, the description and number so destroyed shall be recorded in the Chip inventory ledger together with the signatures of the individuals carrying out such destruction and the date on which said destruction took place.
- | ~~b) The holder of an Owner's license shall submit to the Administrator for approval procedures to record the receipt, inventory, storage and destruction of Gaming Tokens.~~
- | ~~eb)~~ The holder of an Owner's license shall submit to the Administrator for approval procedures to record the physical destruction of Vouchers.

Section 3000.660 Minimum Standards for Electronic Gaming Devices

- a) Electronic Gaming Devices shall pay out a mathematically demonstrable percentage of all amounts Wagered, which must not be less than 80% nor more than 100% unless otherwise approved by the Administrator. Electronic Gaming Devices that may be affected by player skill must meet this standard when using a method of play that will provide the greatest return to the player over a period of continuous play.
- b) Electronic Gaming Devices shall, at a minimum:
 - 1) Be controlled by a microprocessor or the equivalent;
 - 2) Be compatible to on-line data monitoring;
 - 3) Contain an EPROM or other non-alterable storage media that has been approved by the Administrator subsequent to a review of the EPROM or other non-alterable storage media by an independent laboratory designated by the Administrator;
 - 4) Have a separate locked internal enclosure within the device for the circuit board containing the EPROM and for all other non-alterable storage media program storage that has an effect on the game's integrity; if using other non-alterable storage media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility by other than by an approved method and personnel and only in the presence of a Gaming Board agent;
 - 5) Be able to continue a Game with no data loss after a power failure. Voucher systems must be capable of allowing up to 20 vouchers to be printed in the event of a system outage;
 - 6) Have previous and current Game data recall;
 - 7) Have a random selection process that must not produce detectable patterns of Game elements or detectable dependency upon any previous Game outcome, the amount Wagered, or upon the style or method of play;
 - 8) Clearly display applicable rules of play and the payout schedule;
 - 9) Display an accurate representation of each Game outcome. After selection of the Game outcome, the Electronic Gaming Device must not make a variable secondary decision which affects the result shown to the player;

- 10) Have a complete set of nonvolatile meters including amounts wagered, amounts awarded, amounts redeemed, total Vouchers issued, total quantity of Vouchers issued and United States currency, Vouchers, and Tokens dropped;
- 11) Make available for random selection at the initiation of each play each possible permutation or combination of Game elements which produce winning or losing Game outcomes;
- 12) Not automatically alter pay-tables or any function of the Electronic Gaming Device based on internal computation of the hold percentage; and
- 13) If interfaced with a Voucher System, meet the minimum requirements for a Voucher System as set forth in this Part.

14) May have operational USB ports, if certified, on the machines for patron use.

- c) When an Electronic Gaming Device is unable to ~~drop sufficient Tokens or~~ issue a Voucher in a sufficient amount for payment of jackpots requiring the payment to be made by the Riverboat gaming operation, jackpot payout tickets must be prepared containing the following information:

- 1) The location of the Electronic Gaming Device;
- 2) The date;
- 3) The time of day;
- 4) The Electronic Gaming Device number;
- 5) The amount of the jackpot payout in numeric form if the ticket is machine generated, or in written and numeric form if the ticket is prepared manually;
- 6) The signature of the holder of an Owner's license or an Organization Gaming License or ~~Riverboat~~ Gaming Operation employee making the payment; and
- 7) A signature of at least one other ~~Riverboat~~ Gaming Operation employee attesting to the accuracy of the form.

- d) Electronic Gaming Devices or Live Gaming Devices linked to any Progressive Jackpot system shall meet the following specifications:

- 1) The value of a Progressive Jackpot shall be clearly displayed above the interlinked Electronic Gaming Devices or Live Gaming Devices, and metered incrementally by a Progressive Controller or incremented by other means as outlined in the Internal Control Submissions. Any Electronic Gaming Device or Live Gaming Device that offers a Progressive Jackpot, or that is linked to a Progressive Jackpot, must prominently display a manufacturer-supplied glass -meter display or other means to indicate ~~indicating~~ either that a Progressive Jackpot is to be paid or indicating the current amount of the jackpot. Multiple live gaming devices that are linked to a progressive jackpot may share a common display All Electronic Gaming Devices or Live Gaming Devices linked and contributing to a common Progressive Jackpot shall have the same probability of hitting the combination that will award the Progressive Jackpot;
- 2) A Progressive Jackpot may be transferred to another progressive Electronic Gaming Device or Live Gaming Device at the same location in the event of a device malfunction or replacement, with approval of the Administrator;
- 3) A holder of an Owner's license or an Organization Gaming License may impose a limit on the Progressive Jackpot of Electronic Gaming Devices or Live Gaming Devices which are linked ~~to any Progressive Controller~~;
- 4) No Progressive Jackpot indicator shall be cancelled or turned back to a lesser amount unless one of the following circumstances occurs:
 - A) The amount shown on the progressive meter /display, or some portion thereof, is paid to a player as a jackpot;
 - B) It becomes necessary to adjust the progressive meter /display to prevent the jackpot indicator from displaying an amount greater than the limit imposed by the ~~Riverboat~~ Gaming Operation pursuant to subsection (d)(3) of this Section; and
 - C) It becomes necessary to change the jackpot indicator because of an Electronic Gaming Device or Live Gaming Device malfunction or employee error, in which case ~~such the~~ malfunction/error and adjustment must be recorded by an appropriate Electronic Gaming Device or Live Gaming Device monitoring on-line data system or progressive monitoring system;
- 5) A holder of an Owner's license or an Organization Gaming License who is liable for payment of a Progressive Jackpot must secure the amount of same by a cash deposit, a performance bond, or a security instrument nationally recognized in the Gaming industry. The Administrator must

approve all deposits, bonds, or other instruments, and the security instrument must be secured in a method approved by the Administrator.

- e) The Administrator may approve, for use in a Tournament involving Electronic Gaming Devices, a Tournament EPROM or other non-alterable storage media subject to the following requirements:
 - 1) The Tournament EPROM or other non-alterable storage media has been tested and approved for use as may be required by the Administrator.
 - 2) The installation, use and secure storage of the Tournament EPROM or other non-alterable storage media is provided for in the Internal Control System of the ~~Riverboat~~ Gaming Operation.
 - 3) The Tournament EPROM or other non-alterable storage media is installed and removed from an Electronic Gaming Device only in the presence of a Board agent.
 - 4) An Electronic Gaming Device is rendered unavailable for wagering or play, except in the conduct of a Tournament, when a Tournament EPROM or other non-alterable storage media is installed in the Electronic Gaming Device and is set in tournament mode.
 - 5) As applicable, the Administrator has waived or modified the data reporting and monitoring requirements of Section 3000.670 so as to prevent inapplicable Tournament payout information from being used in the calculation of Adjusted Gross Receipts.
 - 6) Patrons engaging in a Tournament have been given proper information as to the effect that play with a Tournament EPROM or other non-alterable storage media has on the rules of play and the payout information that is posted on Electronic Gaming Devices used in the Tournament.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.

Section 3000.661 Minimum Standards for Voucher Systems

A Voucher System shall, at a minimum:

- a) Perform the following minimum functions to control access to the System:
 - 1) Generate daily monitoring logs of user access, security incidents and unusual transactions, and immediately notify or cause to immediately notify the Board and the MIS Department pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls of critical security incidents and unusual transactions;
 - 2) Assign rights and privileges to each user, including:
 - A) allowance for the secure administration of user accounts to provide an adequate separation of duties; and
 - B) adequate password parameters, such as lockout, minimum length, and expiration interval;
 - 3) Use appropriate access protocols to restrict unauthorized users from viewing, changing or deleting critical files and directories;
 - 4) Utilize encryption or password protection or equivalent security for files and directories containing critical or sensitive data. If encryption is not used, users shall be restricted from viewing the contents of such files and directories, which at a minimum shall provide for:
 - A) the effective segregation of duties and responsibilities with regard to the system in the MIS Department; and
 - B) the automatic monitoring and recording by the system of access by any person to such files and directories;
- b) Perform the following minimum functions to control system operations:
 - 1) Validate the identity of those devices from which a transmission is received;
 - 2) Ensure that all data sent through a transmission is completely and accurately received; and
 - 3) Detect the presence of corrupt, or instances of lost, data and, as necessary, reject the transmission;
- c) Perform the following minimum functions to control the integrity of data:

- 1) Generate or cause to be generated a validation number for each Voucher, either utilizing a unique algorithm, or by such other method approved by the Administrator and the certification laboratory, which method shall prevent the ability to predict the composition of any other validation number generated by the system;
 - 2) Validate the data type and format of all inputs to critical fields and reject any corrupt data;
 - 3) Provide for the automatic and independent recordation of critical data upon issuance of a Voucher and redemption; and
 - 4) Provide for verification of the information contained on a Voucher presented for redemption and for the record of unredeemed Vouchers to a source that separately records and maintains transaction data, or such other compensating procedure as approved by the Administrator and the certification laboratory, which procedure shall independently verify the accuracy of the validation number and value prior to redeeming the Voucher;
- d) Perform the following minimum functions to address business continuity:
- 1) Utilize data redundancy techniques that ensure system data preservation;
 - 2) Utilize environmental controls, such as uninterruptible power supplies, and fireproof and waterproof materials to protect critical data from natural disaster; and
 - 3) Immediately notify or cause to immediately notify the Board pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls and MIS of any malfunction that threatens the integrity of the Voucher System;
- e) Insure that the Voucher System is not capable of issuing or validating a duplicate Voucher on demand;
- f) Insure that if the validation information cannot be sent to the Voucher System, an alternate method of payment is provided:
- 1) By the Voucher System possessing unique features to identify duplicate Vouchers and prevent fraud by redeeming an unexpired and/or unvalidated Voucher that was previously issued by the EGD; or
 - 2) Pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls;

- g) Insure that once the validation information is stored in the database, the data may not be altered in any way;
- h) Insure that any device that holds Voucher information in its memory shall not allow removal of the information unless it has first transferred that information to the database or other secured components of the Voucher System;
- i) Insure that only designated Vouchers can be issued and redeemed;
- j) Insure that each Voucher System is designed and is operated so as to prevent the use of counterfeit Vouchers, previously redeemed Vouchers, incomplete Vouchers if the validation information is missing, expired Vouchers, or Vouchers issued at other ~~Riverboat~~ Gaming Operations and by other holders of an Owner's license or an Organization Gaming License;
- k) Insure that remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures;
- l) Insure that all Voucher transactions are retained for the prior three years, either on-line or in a media approved by the Administrator and capable of being restored to the Voucher System upon request; and
- m) Insure that Electronic Credits from a Voucher that are not evenly divisible by the minimum wager amount of an Electronic Gaming Device or betting terminal, including the accumulation of fractional amounts from multiple vouchers, are issued to the patron in a Voucher for the full value of the fractional Electronic Credit.

Section 3000.665 Integrity of Electronic Gaming Devices

Electronic Gaming Devices shall, at a minimum:

- a) With the exception of a Bill Validator that is part of the EGD, be cashless in operation, and as such, must accept only Electronic Credits ~~or Tokens~~ as Wagers;
- b) If equipped with a Bill Validator, accept the conversion of the value of cash, ~~Tokens~~, Vouchers, coupons or Electronic Cards to Electronic Credits for use as Wagers;
- c) Be electronic and/or electro-mechanical in design and operation and not be ~~electro-mechanical or~~ mechanical in operation;
- d) Not subject a player to physical hazards;
- e) Contain a surge protector on the line that feeds power to the Electronic Gaming Device. The battery backup or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the Electronic Gaming Device. The backup shall be kept within the locked logic board compartment;
- f) Have an on/off switch that controls the electrical current used in the operation of the Electronic Gaming Device and any associated equipment, including a Voucher Printer, which shall be located in an accessible place within its interior;
- g) Be designed so that it shall not be adversely affected by static discharge or other electromagnetic interference;
- ~~h) If capable of accepting or providing tokens, have at least one electronic Token acceptor. Token acceptors must be designed to accept designated Tokens and reject others. The Token receiver on an Electronic Gaming Device must be designed to prevent the use of cheating methods such as slugging, stringing, or spooning. All Token acceptors are subject to approval by the Administrator. Tokens accepted but which are inappropriate "token ins" must be returned to the player by activation of the hopper or credited toward the next play of the Electronic Gaming Device. The Electronic Gaming Device control program must be capable of handling rapidly fed Tokens so that occurrences of inappropriate "token ins" are prevented;~~
- ih) Have no more than one Voucher Printer;
- ji) Not be readily accessible in its internal space of the Electronic Gaming Device when the front door is both closed and locked;

~~kj)~~ Have logic boards and EPROMS or Non-Alterable Storage Media, in a locked area within the Electronic Gaming Device, sealed with evidence tape. The evidence tape must be affixed by an authorized Board agent and must include the date, signature and I.D. number of the agent. This tape may only be removed in the presence of an authorized Board agent. If using Non-Alterable Storage Media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility except in the presence of a Gaming Board agent and by a method other than those approved by the Administrator;

~~l)~~ ~~If capable of accepting or providing tokens, have a Token compartment contained in a locked area within or attached to the Electronic Gaming Device;~~

~~m)~~ Not contain any hardware switches that alter the pay-tables or payout percentages in its operation. Hardware switches may be installed to control graphic routines, speed of play, and sound;

~~nn)~~ Contain an unremovable identification plate containing the following information, appearing on the exterior of the Electronic Gaming Device and on the Voucher Printer located in the Electronic Gaming Device:

- 1) Manufacturer;
- 2) Serial Number; and
- 3) Model Number;

~~oo)~~ Contain the rules of play for each Electronic Gaming Device displayed on the face or screen. No rules shall be incomplete, confusing, or misleading. Each Electronic Gaming Device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. All information required by this Section must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information;

~~po)~~ Have equipment that enables the Electronic Gaming Device to communicate with a Computer Monitoring System accessible to the Board, using an industry standard protocol data format approved by the Administrator;

~~qp)~~ Be capable of continuing the current Game with all current Game features after a malfunction is cleared. This rule does not apply if an Electronic Gaming Device is rendered totally inoperable. The current Wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron;

~~r)~~ ~~Have attached a drop bucket housed in a locked compartment separate from any compartment of the Electronic Gaming Device;~~

sr) Be capable of detecting and displaying the following error conditions which an attendant may clear:

~~1) Token in jam;~~

-

~~2) Token out jam;~~

-

~~3) Hopper empty or time out;~~

41) Program error;

~~5) Hopper runaway or extra Token paid out;~~

-

~~6) Reverse token in;~~

-

72) Reel error;

38) Voucher Printer paper jam;

94) Voucher Printer low ink, if applicable;

~~105)~~ Voucher Printer low on paper;

~~116)~~ Voucher Printer Paper out/depleted, or comparable message;

~~127)~~ Voucher Printer presentation error, or comparable message indicating that the Voucher Printer is unable to print completely and/or accurately;

~~138)~~ Voucher Printer print failure;

~~149)~~ Voucher Printer not connected/not communicating, or comparable message;

~~1510)~~ Voucher System interruption, or comparable message; and

~~1611)~~ Door open;

ts) Use a communication protocol that ensures that erroneous data or signals will not adversely affect the operation of the Electronic Gaming Device;

tt) Display an Illinois Gaming Board registration number permanently imprinted, affixed or impressed on the outside of the Electronic Gaming Devices;

vu) Have the capacity to display on the front of each Electronic Gaming Device its rules of play, character combinations requiring payouts, and the amount of the

related payouts. In addition, the holder of an Owner's License shall display on each Electronic Gaming Device either:

- 1) A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of an Owner's License or an Organization Gaming License establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or
- 2) The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in subsection ~~(v)~~(1) shall be displayed in a prominent location approved by the Board near the Electronic Gaming Device;

~~w~~y) Have a mechanical, electrical, or electronic device that automatically precludes a player from operating the Electronic Gaming Device after a jackpot requiring a manual payout and requires an attendant to reactivate the Electronic Gaming Device;

~~w~~w) Maintain or have an approved device that can maintain a separate bill history of at least the last 10 bills or Vouchers vended;

~~x~~x) In the event that an EGD has lost communication with the Voucher System, insure that, when a patron redeems electronic credits, the EGD must:

~~1)~~ ~~revert to an active hopper device; or~~

~~2)~~ lockup and, after reset, result in a hand pay in accordance with procedures

approved in the Owner licensee's or an Organization Gaming Licensee's internal controls; or

~~3)~~ issue no more than ~~one~~twenty vouchers;

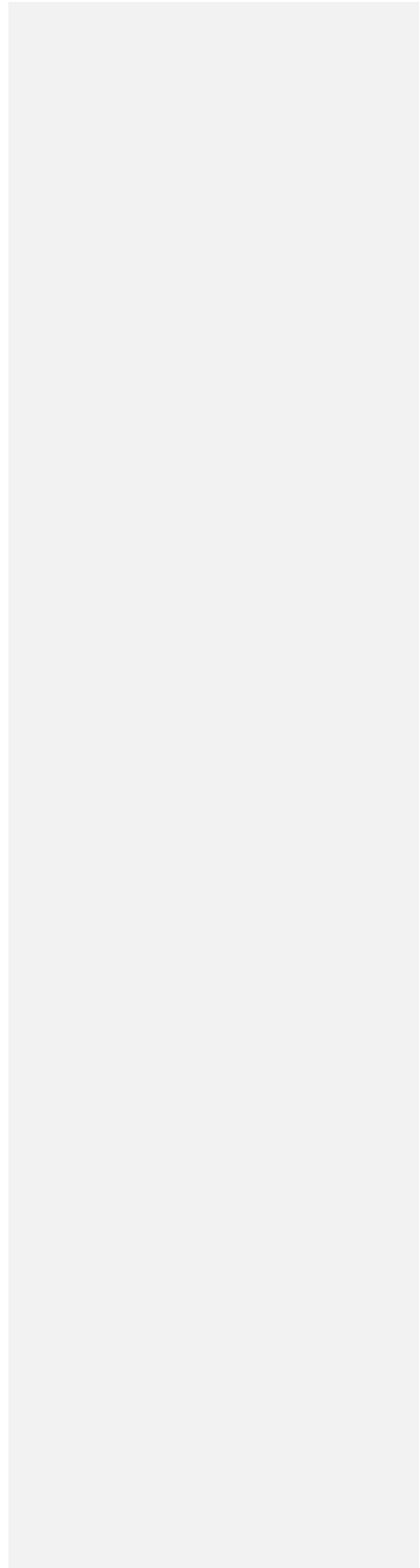
~~y~~y) Insure that jackpots that require completion of a W2-G shall cause the EGD to lockup, and after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's or an Organization Gaming Licensee's internal controls;

~~z~~z) Insure that the EGD is not capable of printing a new Voucher or reprinting a duplicate Voucher on demand;

~~baa~~baa) Insure that the identification and value of the last 35 Vouchers issued by each Voucher Printer and last 10 Vouchers redeemed at each EGD is recorded

and available for display; and

- | [eebb](#)) Insure that the EGD not have any devices, components or other apparatus to accept wagers or issue payouts that are not specifically authorized.



Section 3000.666 Bill Validator Requirements

- a) Bill Validators shall be limited to accepting:
 - 1) United States currency in denominations of not less than \$1.00 and not more than \$100;
 - 2) Vouchers with a value of no less than \$0.01 and no more than \$3,000 in United States currency; and
 - 3) Coupons redeemable for complimentary electronic credits.
- b) Bill Validators may only accept designated Vouchers.
- c) Each bill or Voucher accepted by the Bill Validator shall be registered at its face value as a bill or Voucher vended and this information must interface with the ~~Riverboat~~ Gaming Operation's centralized, on-line computer monitoring system and Voucher System.
- d) All currency and Vouchers accepted and stored within the Bill Validator shall be accessible only to designated ~~Riverboat~~ Gaming Operation personnel via an externally locked compartment door that does not allow for access to the Electronic Gaming Device or betting terminal door.

Section 3000.667 Integrity of Voucher Systems

Voucher Systems, including Voucher Validation Terminals, shall:

- a) Be approved by the Administrator prior to their use at a ~~Riverboat~~ Gaming Operation;
- b) Be approved by the Administrator prior to any programming changes or upgrades to an approved Voucher System;
- c) Ensure against manipulation, alteration, or change of the approved Voucher System;
- d) Be operated in such a manner as to cause immediate notification to the Board of any malfunction that affects the integrity of the Voucher System;
- e) Provide for on-line real-time monitoring; and
- f) Be subject to testing by an independent laboratory and review by the Board as deemed necessary or appropriate to ensure the continued integrity of the Voucher System or any of its component parts.

Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices

- a) The holder of an Owner's License or an Organization Gaming License must have a computer connected to all Electronic Gaming Devices in the Riverboat gaming operation to record and monitor the activities of such devices. No Electronic Gaming Device shall be operated unless it is on-line and communicating to a Computer Monitoring System approved by the Administrator. Such Computer Monitoring System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.

- b) The Computer Monitor System permitted by subsection (a) of this Section shall be designed and operated to automatically perform and report functions relating to Electronic Gaming Device meters, and other exceptional functions and reports ~~in~~ at the Riverboat gaming operation as follows:
 - 1) Record the number and total value of United States currency, ~~Tokens~~ or Vouchers placed in the Electronic Gaming Device for the purpose of activating play;

 - ~~2) Record the number and total value of Tokens deposited in the drop bucket of the Electronic Gaming Device;~~

 - ~~3) Record the number and total value of Tokens automatically paid by the Electronic Gaming Device as the result of a jackpot;~~

 - ~~4) Record the number and total value of Tokens to be paid manually as the result of a jackpot;~~

 - 5) Record the number and total value of Vouchers issued by the Electronic Gaming Device;

 - 6) Record the number and total value of Vouchers and currency received by the Electronic Gaming Device;

 - 7) Have an on-line computer alert, alarm monitoring capability to insure direct scrutiny of any device malfunction, any type of tampering, and any open door to the Electronic Gaming Device, drop area or Voucher Printer. In addition, any person opening the Electronic Gaming Device or the drop area shall complete the machine entry authorization log including time, date, machine identity and reason for entry; and

 - ~~8) Be capable of logging in and reporting any revenue transactions not directly monitored by Token meter, such as Tokens placed in the Electronic Gaming Device as a result of a fill, and any Tokens removed from the Electronic Gaming Device in the form of a credit; and~~

- 95) Identify any Electronic Gaming Device taken off-line or placed on-line of the computer monitor system, including date, time, and Electronic Gaming Device identification number.
- c) The holder of an Owner's License or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for the period of five years. The holder of an Owner's License or an Organization Gaming License shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the Administrator.
- d) In addition to the requirements of subsection (c), the owner licensee or an Organization Gaming License shall store, in machine-readable format and by date, time and type of occurrence, all exceptions or events that result in an Electronic Gaming Device malfunction or tilt for a period of 21 days.
- e) The secured office facilities for the sole accessibility of Board personnel provided in accordance with Section 3000.810 of these rules shall house a dedicated computer monitoring line which provides computer accessibility to Board personnel to review, monitor and record data identical to that specified in this Section.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.
- g) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.
- h) Licensees must provide a notification in writing to the Administrator at least 30-days prior to the implementation date of any non-critical gaming system upgrades or installations.

Section 3000.671 Computer Monitoring Requirements of Voucher Systems

- a) A Voucher System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) A Voucher System shall be designed and operated to automatically perform and report functions relating to the issuance, validation, redemption and accounting for Vouchers as follows:
 - 1) Record the validation numbers and value of Vouchers issued by each Electronic Gaming Device and betting terminal;
 - 2) Record the validation numbers and value of Vouchers redeemed in each Electronic Gaming Device and betting terminal for Electronic Credits;
 - 3) Record the validation numbers and value of Vouchers redeemed at locations other than Electronic Gaming Devices and betting terminals;
 - 4) Record the identification and value of each Voucher that is not redeemed prior to its Expiration Date; and
 - 5) Calculate the Voucher Float.
- c) The holder of an Owner's license or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for a period of three years. The holder of an Owner's license or an Organization Gaming License shall store all information in a secure area and certify that this information is complete, accurate and unaltered. This information shall be available in the format and media approved by the Administrator.

September 2, 2021

Joe Miller
Illinois Gaming Board Director of Policy
Illinois Gaming Board
160 North LaSalle, Suite 300
Chicago, IL 60601

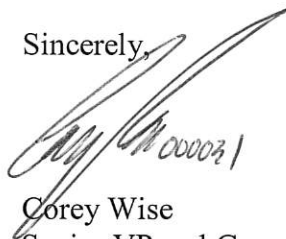
RE: Modernization of Conduct of Gaming Rules - Addendum

Dear Joe Miller,

Rivers Casino – Des Plaines is respectfully requesting to submit the attached addendum to the previously submitted Modernization of Conduct of Gaming Rules request. The IGB Legal team requested that this addition be submitted as an addendum. The additional proposed revisions include an update to Section 3000.1070 Tips and Gratuities to allow the Owner Licensee the option to not pool tips and gratuities earned in the poker room.

Please contact me if you have any questions and/or concerns regarding this request at 847-768-5211.

Sincerely,

Handwritten signature of Corey Wise in black ink, with the number 000031 written below it.

Corey Wise
Senior VP and General Manager
Rivers Casino – Des Plaines
847-768-5211

CC: Fernando Cepeda Jr., IGB
Stephanie Budnyk

Section 3000.1070 Tips or Gratuities

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- a) No dealer shall accept currency as a tip or gratuity from any patron.
- b) No ~~Riverboat~~Gaming Operation Key Person, boxperson, floorperson or any other employee who serves in a supervisory position shall accept any tip or gratuity from any player or patron of the ~~Riverboat~~Gaming Operation where he is employed. No ~~Riverboat~~Gaming Operation Key Person or employee shall solicit any such tip or gratuity. The holder of an Owner's license or Organization license shall not permit any practices prohibited by subsection (a) above.
- c) All tips and gratuities given to table games dealers shall be:
 - 1) Immediately deposited in a transparent locked box reserved for that purpose, except that:
 - A) One dollar Chips received as tips shall be either immediately deposited into the transparent locked box or immediately placed in the clear Chip tube which is permanently mounted on the top of the Gaming table. Once the Chip tube is full, the floorperson shall witness the exchange of the one dollar Chips for a higher denomination Chip from the Chip rack. The higher denomination Chip will be immediately deposited into the transparent locked box and the one dollar Chips will be placed in the Chip rack.
 - B) If Non-Value Chips are received at a roulette table, the marker button indicating their specific value shall not be removed from the slot or receptacle attached to the outer rim of the roulette wheel until after a dealer in the presence of a supervisor has converted them into Value Chips which are immediately deposited in a transparent locked box reserved for the purpose;
 - 2) Accounted for by a recorded count conducted by a randomly selected dealer and a randomly selected non-gaming employee;
 - 3) Placed in a pool for pro rata distribution among the designated employees. Tips or gratuities from this pool shall be deposited into the holder of an Owner's license's or Organization Licensee's payroll account. Distributions from this pool shall be made following the holder of an Owner's license's or Organization Licensee's payroll accounting practices and shall be subject to all applicable state and federal withholding taxes.

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d) All tips and gratuities received by a dealer assigned to the poker room, under the discretion of the Owner Licensee, may be distributed to the individual dealer and not placed in a pool for pro rata distribution. Distributions shall be made

following the holder of an Owner's license's payroll accounting practices and shall be subject to all applicable state and federal withholding taxes.

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Section 3000.100 Definitions

For purposes of this Part the following terms shall have the following meanings:

"Act": The Illinois Gambling Act [230 ILCS 10].

"Adjusted Gross Receipts": The gross receipts less winnings paid to wagerers. The value of expired vouchers shall be included in computing adjusted gross receipts.

"Affiliate": An "Affiliate of", or person "Affiliated with", a specified person shall mean a person that directly, or indirectly through one or more intermediaries, controls, or is controlled by, or is under common control with, such person.

"Alcoholic Liquors": Includes alcohol, spirits, wine and beer, and every liquid or solid, patented or not, containing alcohol, spirits, wine or beer, and capable of being consumed as a beverage by a human being.

"Attributed Interest": A direct or indirect interest in a Business Entity deemed to be held by a person not through the person's actual holdings but either through the holdings of the person's relatives or through a third party or parties on behalf of the person pursuant to a plan, arrangement or agreement.

"Betting Terminal": An electronic device that houses a bill validator to accept United States currency, vouchers, and electronic cards to place wagers on Live Gaming Devices.

"Bill Validator": Any electro-mechanical device attached either on or into an Electronic Gaming Device or betting terminal which accepts and analyzes the legitimacy of United States currency and/or Vouchers, validates the currency and/or Vouchers, stores the currency and/or Vouchers, and issues Electronic Credits equal to the value of currency and/or Vouchers inserted into the device.

"Board": The Illinois Gaming Board.

"Business Entity": A partnership, incorporated or unincorporated association or group, firm, corporation, limited liability company, partnership for shares, trust, sole proprietorship or other business enterprise.

"Chip": A non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a holder of an owners license or organization gaming license for use in Gaming other than in Electronic Gaming Devices and betting terminals on that holder's Gaming Operation.

"Chip Float": The difference between the total face value of Chips received from vendors and the total face value of Chips accounted for through an inventory conducted by the Gaming Operation.

"Computer Monitoring System": The gaming related system used to provide on-line, real-time monitoring of Electronic Gaming Devices and data acquisition capability in the format and media approved by the Administrator.

"Dependent": Any individual who received over half of his support in a calendar year from any other individual.

"Electronic Card": A card purchased from a holder of an owners license or organization gaming license for use at that holder's Gaming Operation as a substitute for Tokens in the conduct of gaming on an Electronic Gaming Device.

"Electronic Credit": A value owed to a patron on an Electronic Gaming Device and betting terminal.

"Electronic Gaming Device": Includes as approved Games under Section 3000.605 Single- and Multiple-Position Reel-Type, Single- and Multiple-Position Single-Game Video and Single- and Multiple-Position Multi-Game Video Electronic Gaming Devices.

"Electronic Gaming Device Drop": The total face value of Tokens or representations of Tokens (including without limitation foreign Tokens and slugs) collected from the drop bucket and United States currency and/or Vouchers collected from the Bill Validator drop box.

"Electronic Gaming Device Win": The Electronic Gaming Device Drop minus hand-paid jackpots minus hopper fills minus Vouchers issued.

"EPROM": An acronym for Erasable, Programmable, Read Only Memory, which is a microprocessor component that stores memory and affects payout percentage and/or contains a random number generator that selects the outcome of a Game on an Electronic Gaming Device.

"Excluded Person": Any person whose name appears on any Exclusion List, or any person whose name does not appear on an Exclusion List but who is excluded or ejected pursuant to Section 5(c)(12) of the Act or as a result of meeting one or more of the criteria in Section 3000.720 of this Part.

"Exclusion List": A list or lists which contain the identities of persons who are to be excluded or ejected from any licensed Gaming operation in any jurisdiction. The list may include any person whose reputation or conduct is such that his/her presence within a Gaming Operation may, in the opinion of the Board

or the Administrator, call into question the honesty or integrity of the Gaming Operation or pose a threat to the interests of the State of Illinois.

"Expiration Date": The one-year period, starting on the day of issuance, during which Vouchers may be redeemed for United States currency at a cashier cage of a Gaming Operation.

"Game": A gambling activity which is played for money, property, or anything of value, including without limitation those played with cards, Chips, Tokens, dice, implements, or electronic, electrical, or mechanical devices or machines.

"Gaming": The dealing, operating, carrying on, conducting, maintaining or exposing for play of any Game.

"Gaming Equipment/Supplies": A machine, mechanism, device, or implement which is integral to the operation of a Game or affects the result of a Game by determining win or loss, including without limitation: electronic, electrical, or mechanical devices or machines; cards or dice; layouts for Live Gaming Devices; any representative of value used with any Game, including without limitation Chips, Tokens, or Electronic Cards; Voucher Systems; Voucher Printers; Voucher Validation Terminals; Computer Monitoring Systems; and hardware and software related to any item described herein.

"Gaming Operation": The owners licensee, organization gaming licensee or, as the context requires, the conducting of gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, at a casino, an Organization Gaming Facility or on a Riverboat and at its Support Facilities.

"Gaming Operations Manager": A person or business entity other than the holder of an owners license or organization gaming license who has the ultimate responsibility to manage, direct or administer the conducting of Gaming.

"Hand": Either one Game in a series, one deal in a card Game, or the cards held by a player.

"Indirect Interest": An interest in a Business Entity that is deemed to be held by the holder of an owners license or organization gaming license not through the holder's actual holdings in the business entity but through the holder's holdings in other business entities.

"Institutional Investor": A "qualified institutional buyer" as defined by Securities and Exchange Commission Rule 144A (17 CFR 230.144A) under the Securities Act of 1933, as amended.

"Internal Control System": Proprietary internal procedures and administration and accounting controls designed by the holder of an owners license or organization gaming license for the purpose of exercising control over the Gaming Operation.

"Junketeer": A person or entity that facilitates a patron's participation in gaming at a Gaming Operation and is compensated, not as an employee but as an independent contractor, by that Operation based upon how much the patron actually wagers or loses.

"Key Person": A Person identified by the Board under Section 3000.222 as subject to regulatory approval as a Person able to control, or exercise significant influence over, the management, assets, or operating policies of an owners, organization gaming or supplier licensee.

"Live Gaming Device": Any apparatus, other than an Electronic Gaming Device, upon which Gaming is conducted or which determines an outcome which is the object of a wager. This definition includes but is not limited to roulette wheels, keno machines, punchboard tickets and tables with layouts utilized in Games approved by the Board.

"Marketing Agent": A person or entity, other than a junketeer or an employee of a Gaming Operation, who is compensated by the Gaming Operation in excess of \$100 per patron per trip for identifying and recruiting patrons.

"Non-Alterable Storage Media": An electronic storage medium that contains the program files that operate the game, which medium cannot be altered through the use of the circuitry or programming of the gaming device.

"Non-Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation, but bearing no value designation.

"Notice of Board Action": A Notice of Denial, Restriction, Suspension, Revocation, Nonrenewal, Fine, Exclusion or other action issued by the Board.

"Organization Gaming Facility": That portion of an organization licensee's racetrack facilities at which gaming authorized under Section 7.7 of the Act is conducted, including both the publicly accessible gaming area and restricted access areas, including but not limited to cashier cages, count rooms, surveillance rooms, and gaming equipment storage and repair areas.

"Parent Company": A "parent company" of a specified person is an affiliate controlling such person directly, or indirectly through one or more intermediaries.

"Payout": Winnings earned on a wager.

"Person": "Person" includes both individuals and Business Entities.

"Petitioner": An applicant, licensee or Excluded Person who requests a hearing upon issuance of a Notice of Board Action.

"Progressive Controller": The hardware and software that controls all communications among the machines within a progressive Electronic Gaming Device link and its associated progressive meter.

"Progressive Jackpot": An award for winning play in a Game, the value of which is determined by the contribution of a portion of each Wager placed into play or the combined amount of several wagers linked to a common jackpot award.

"Redemption Period": The 120-day period during which a Voucher may be used to acquire electronic credits from an Electronic Gaming Device or to obtain United States currency from a Voucher Validation Terminal. After their Redemption dates and prior to their Expiration dates, Vouchers may be redeemed for United States currency only at a cashier cage of a Gaming Operation.

"Relative": Spouse, parents, grandparents, children, siblings, uncles, aunts, nephews, nieces, fathers-in-law, mothers-in-law, sons-in-law, daughters-in-law, brothers-in-law, and sisters-in-law, whether by the whole or half blood, by marriage, adoption or natural relationship, and Dependents.

"Remote Access": Communication with an electronic information system from a remote location or facility through a data link.

"Riverboat": A navigable vessel or a permanently moored vessel comprised of one or more barges that are permanently attached to operate as one barge. Except as appropriate by context, all references to riverboats in this Part apply to casinos and organization gaming facilities as well.

"Riverboat Gaming Operation": The owner licensee, Gaming Operations Manager, or, as the context requires, the conducting of Gaming and all related activities, including without limitation the purveying of food, beverages, retail goods and services, and transportation, on a Riverboat and at its Support Facilities. Except as appropriate by context, all references to Riverboat Gambling Operations in this Part apply to all Gaming Operations.

"Signature": The definitive identity of an individual specific EPROM chip or other non-alterable storage media, determined by electronic analysis and reflective of the EPROM chip's game behavior capability.

"Substantial Owner": A person who has an ownership interest of 25% or more in a Business Entity.

"Supplier": A provider of Gaming Equipment/Supplies, Gaming Equipment maintenance or repair services, security services or a lessor of a Riverboat, dock, casino or Organization Gaming Facility.

"Support Facility": A place of business that is part of, or operates in conjunction with, a Gaming Operation of an owners licensee and is owned in whole or in part by a holder of an owners or suppliers license or any of their Key Persons, including, without limitation, Riverboats, offices, docking facilities, casinos, parking facilities and land-based hotels or restaurants.

"Table Drop": The total amount of cash or cash equivalents contained in the drop box for Chips purchased at a Live Gaming Device and cash or vouchers contained in the bill validator of betting terminals for credits purchased.

"Table Win": The dollar amount won by the holder of an owners license through play at a live Game which is the total of the Table Drop plus ending Chip inventory plus credits minus opening Chip inventory minus fills and the betting terminal drop minus hand-paid jackpots minus Vouchers issued.

"Theoretical Payout Percentage": The percentage of Tokens or Electronic Credits from amounts wagered that will be returned to players by an Electronic Gaming Device.

~~"Token": A metal representative of value, redeemable for cash only at the issuing Gaming Operation, and issued and sold by a holder of an owners license or organizational gaming license for use in Gaming.~~

~~"Token Dispenser": Any mechanical or electrical device designed for the purpose of dispensing an amount of Tokens equal to the amount of currency inserted into the device.~~

~~"Token Float": The difference between the total face value of Tokens received from vendors and the total face value of Tokens accounted for through an inventory conducted by the Gaming Operation.~~

"Tournament EPROM": A specially designed EPROM with a mode of play that provides for a mathematically demonstrable payout of more than 100 percent.

"Value Chip": A Chip, clearly and permanently impressed, engraved or imprinted with the name of the Gaming Operation and the specific value of the Chip.

"Video Game of Chance": As used in the Act, means an Electronic Gaming Device.

"Voucher": A printed paper scrip representing the value in United States currency stated on the face of the scrip that is:

issued by a Voucher Printer connected to an Electronic Gaming Device, betting terminal or at a cashier cage at a Gaming Operation; and

redeemable for electronic credits or United States currency and is not a coupon or other promotional item.

"Voucher Float": The difference between the total face value of unexpired Vouchers issued by a Gaming Operation and the total face value of Vouchers accounted for by the Gaming Operation as redeemed or expired.

"Voucher Printer": A device designed for the purpose of issuing Vouchers at Electronic Gaming Devices, betting terminals, or at a cashier cage at a Gaming Operation.

"Voucher System": The hardware and software used to issue and validate Vouchers, record redemptions and account for Vouchers.

"Voucher Validation Terminal": A hard-wired and interfaced device that accepts Vouchers and communicates the Voucher information to the Voucher System for the System to validate the information. If the System confirms that the Voucher is valid, the terminal then stores the Voucher and issues United States currency equal to the value of the Voucher.

"Wager": A sum of money or thing of value risked.

Section 3000.600 Wagering Only with Electronic Credits, Approved Chips, ~~Tokens~~ and Electronic Cards

- a) Except as provided in subsection (b), ~~Riverboat~~ Gaming Wagers may be made only with Electronic Credits, ~~Tokens~~, Chips, or promotional coupons issued by the holder of an Owner's license or an Organizational Gaming license and approved by the Administrator. All Chips, ~~Tokens~~ and Electronic Cards must be approved by the Administrator and purchased from the holder of an Owner's license or an Organizational Gaming license. Chips, ~~Tokens~~ or Electronic Cards may only be used as set forth in the owner licensee's Internal Control System. Promotional coupons may only be used as wagers as set forth in the Owner's licensee's or an Organizational Gaming licensee's Internal Control System. At the patron's option, Electronic Credits may ~~either~~ be used as a Wager on an Electronic Gaming Device or betting terminal, uploaded to an Electronic Wagering Account WAT account or be withdrawn only in the form of ~~Tokens~~ and/or a Voucher issued from the Electronic Gaming Device or betting terminal.

- b) ~~Riverboat~~ Gaming Wagers may be made with Electronic Credits downloaded from an owner licensee's or an Organizational Gaming licensee's computer management system or acquired through the insertion of a Voucher issued by an Electronic Gaming Device or betting terminal authorized for wagering at a holder of an Owner's license or an Organizational Gaming license or at the cashier cage, or acquired through insertion of a coupon redeemable for complimentary electronic credits, as set forth in the Owner licensee's or an Organizational Gaming licensee's Internal Control System.
- 1) -Prior to the Redemption Period, Vouchers may, at the patron's option, be:
 - A) -used to obtain electronic credits to place a wager in Electronic Gaming Devices or betting terminal registered with the Board;
 - B) -withdrawn only in the form of ~~Tokens or~~ Vouchers from the Electronic Gaming Device or betting terminal; or
 - C) -redeemed ~~only~~ for United States currency at a Voucher Validation Terminal or at the cage of a holder of an Owner's license or Organization gaming license.
 - D) redeemed for Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or Organization gaming license.
 - 2) At any time prior to the Expiration Date, Vouchers may be redeemed for United States currency at the cage of a holder of an Owner's license or Organization gaming license.

Section 3000.602 Disposition of Unauthorized Winnings

Any jackpot or other winnings claimed by patrons of a ~~Riverboat~~ Gaming Operation as a result of unauthorized or prohibited Gaming shall not be paid to such patrons. Such jackpot or winnings shall be paid immediately by the ~~O~~owner licensee or Organization gaming license to the Board and deposited into the Education Assistance Fund, with the exception of jackpots or winning of a member of the Illinois Statewide Self Exclusion List as outlined in Section 3000.770. The Board shall treat such payments as winnings for the purposes of wagering tax liability calculations.

Section 3000.605 Authorized Games

- a) No holder of an Owner's License or Organization gaming license shall permit any Game to be played other than those approved by the Board. The Administrator shall maintain an up to date list of Board-approved Games and the definitions of those Games on the

Illinois Gaming Board website. For each Game for which approval of the Board is sought, the holder of an Owner's License or Organization gaming license or the holder of a supplier license providing the game shall provide a definition of the Game as well as a set of Game rules to the Administrator ~~120~~ 60 days in advance of the Game's proposed operation or within such time period as the Administrator may designate.

b) New games or variations on an existing game shall be approved utilizing the following procedures:

1) A letter shall be submitted to the Illinois Gaming Board by the authorized licensed supplier with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or

2) A letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee with a letter from an approved testing lab detailing the game including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game; or

3) In the case of a game that has no approval letter available from an approved lab or manufacturer, a letter shall be submitted to the Illinois Gaming Board by an Owner's Licensee or an Organization Gaming Licensee including the rules of the game requesting approval of the game. Within 60 days the Illinois Gaming Board will either approve or deny, with cause, the game. The Illinois Gaming Board will then notify all Owner's Licensees and Organization Gaming Licensees of the approval or denial and immediately enter an approved game on their website. Once approved all gaming operators can submit requests to add the approved game.

Section 3000.606 Gaming Positions

- a) Each holder of an owners license or organization gaming license shall limit the number of gaming positions concurrently available for play to the maximum permitted by its license under the Act.
- b) Gaming positions shall be counted as follows:

- 1) Positions for Games utilizing Electronic Gaming Devices shall be determined ~~at~~ 90 percent of the total number of devices available for play.
- 2) Positions for Games available for play that do not utilize an Electronic Gaming Device shall be determined by the ~~Administrator. The Administrator shall make this determination at the time the internal controls for the Game are approved, using the following standards~~ following.
 - A) Any Game ~~with a drop box, with internal controls approved before September 1, 2019~~ shall count as 5 positions, except craps, which shall count as 10 positions.
 - B) ~~Every 25 betting terminals shall count as 5 positions. Any Game with a betting terminal shall count as 5 positions for every 25 betting terminals. In determining the number of gaming positions for a Game, the Administrator shall consider the following:~~
 - ~~i) The number of positions assigned to the same Game in the approved controls of any owners licensee or organization gaming licensee;~~
 - ~~ii) The nature and scope of differences between the internal controls of the Game and those other instances of the same or similar games operated by any owners licensee or organization gaming licensee; and~~
 - ~~iii) The possible maximum number of concurrent players.~~
- c) The total gaming positions shall not include:
 - 1) Any Electronic Gaming Device or betting terminal that is disabled or otherwise not operational for play by a patron.
 - 2) Any live gaming device that is not currently operational and available to play.
 - 3) Any promotional give-away or tournament for which there is no entry fee required for any participant.
 - 4) Sports wagering conducted pursuant to the Sports Wagering Act [230 ILCS 45].
 - 5) Pari-mutuel wagering conducted pursuant to the Illinois Horse Racing Act of 1975 [230 ILCS 5].

- d) Licensees may reallocate gaming positions at any time with ~~prior~~-written notice to the Board after the completion of the reallocation.
- e) Owners licensees and organization gaming licensees shall adopt internal controls regarding the allocation of gaming positions and logging of any reallocation.
- f) Owners licensees and organization gaming licensees shall, immediately upon request, provide to Board agents an accounting of the current allocation of gaming positions.
- g) Logs of gaming position allocation must be retained for at least as long as prescribed by the published Records Retention Schedule (see Section 3000.115), or longer upon written notice by the Administrator or his or her designee.

Section 3000.607 Betting on others-

A holder of an Owners License or an Organization License may allow individuals at table games to bet on other players outcomes (over the shoulder betting)

Section 3000.608 Table drops, counting of table games tokes and poker dealer toke allocation

- a) Table drops may be performed on a schedule other than daily with the approval of the Administrator. A method of estimating taxes shall be developed for those days when table drops do not occur.
- b) Tokes may be counted at a location approved by the Administrator.
- c) Poker dealers may be allowed to keep their individual tips.

Section 3000.609 Boxberson at craps tables

————A Boxberson is not required at craps tables as long a Table Games Supervisor is located in the pit.

Section 3000.610 Publication of Rules and Payout Ratio for Live Gaming Devices

A holder of an Owner's License or an Organization Gaming License shall provide in printed form to all patrons who request one, the rules and accurate payout ratio for each live Game in the area in which the Game is played. A holder of an Owner's License or an Organization Gaming License shall make payment in strict accordance with such published payout ratios.

Section 3000.614 Tournaments, Enhanced Payouts and Give-aways

- a) For purposes of this Section, the following terms shall have the following meanings:
- a. Enhanced Payout: An event sponsored by a ~~Riverboat~~ Gaming Operation wherein Gaming patrons participate in a Game or an approved variation of a Game and thereby qualify for receiving, upon a specified outcome in such Game, a payment or thing of value in excess of payouts contained in the Internal Control System or as displayed on the Gaming Device. The cost of such excess payment or thing of value may be subtracted from Gross Receipts in determining Adjusted Gross Receipts.
 - b. Tournament: A contest sponsored by a ~~Riverboat~~ Gaming Operation wherein patrons play or wager on a Game or Games and receive, separate from any applicable winnings from wagers, prizes that include the total of any entry fees to the contest and cash or non-cash prizes offered by the ~~Riverboat~~ Gaming Operation in conjunction with the contest. The cost of cash or non-cash prizes and entry fees for a Tournament may not be subtracted from Gross Receipts in determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
 - c. Give-away: A game sponsored by a holder of an Owner's license or an Organization license wherein a patron is given an item or award based upon meeting a certain criterion, or based upon the attainment of a certain outcome, or based upon the accumulation of point/credits on a gaming device. A Game where patron entry to the Game is determined by attendance on at a riverboat gaming operation or the attainment of a certain outcome or an accumulation of points/credits on a Gaming Device. The cost of prizes paid in a Give-away may not be subtracted from Gross Receipts in Determining Adjusted Gross Receipts, except for those expenses allowed to be deducted in accordance with Section 13 (a-9) of the Illinois Gambling Act.
- b) Tournaments, Enhanced Payouts or Give-aways may only be conducted when:
- a. Documented in the Internal Control System of the holder of an Owner's License or Organization's Gaming License;
 - b. In conformance with the Act, this Part and the Internal Control System; and
 - c. Approved by the Administrator.
- c) The Internal Control System provisions for the conduct of Tournaments, Enhanced Payouts or Give-aways involving Gaming shall be submitted by the holder of an Owner's License an Organization Gaming License pursuant to Sections 3000.300 through 3000.320.

- d) Requests for the conduct of specific Tournaments, Enhanced Payouts and Give-aways involving Gaming must be received in writing by the Administrator at least 14 days prior to the proposed date of implementation.
- e) Any Tournament, Enhanced Payout or Give-away for which eligibility or amount of any award or prize is determined by an information system shall be reasonably tested in advance to ensure the integrity of the Tournament, Enhanced Payout or Give-away.

Section 3000.615 Payout Percentage for Electronic Gaming Devices

A holder of any Owner's License an Organization Gaming License shall display the minimum Theoretical Aggregate Payout Percentage of all of the Electronic Gaming Devices in operation.

Section 3000.616 Cashing-In

A holder of an Owner's License an Organization Gaming License shall comply with all federal and State regulations for the withholding of taxes from winnings and/or the filing of Currency Transaction Reports. The patron shall produce an identification card confirming information required by these forms, prior to the disbursement of winnings.

Section 3000.620 Submission of Chips for Review and Approval

Each holder of an Owner's license or an Organization Gaming License shall submit to the Administrator for approval a sample of each denomination of Value and Non-Value Chip in its primary and secondary sets and shall not utilize such Chips for Gaming purposes until approved by the Administrator.

- a) In requesting approval of such Chips, a holder of an Owner's license or an Organization Gaming License, prior to having any such Chips manufactured, shall first submit to the Administrator a detailed schematic of its proposed Chips, or a sample Chip, which shall show the front, back and edge of each denomination of Value Chip and each Non-Value Chip and the design and wording to be contained thereon, all of which shall be depicted on such schematic or Chip as they will appear, both as to size and location, on the actual Chip. Once the design schematics or Chip are approved by the Administrator, no Value or Non-Value Chip shall be issued or utilized until and unless a sample of each denomination of Value Chip and each color of Non-Value Chip is also submitted to and approved by the Administrator.

~~b)c)~~ No holder of an Owner's license or an Organization Gaming License or other person licensed by the Board shall manufacture for, sell to, distribute to or use in any casino outside of Illinois, any Value or Non-Value Chips having the same edge design as those approved for use in Illinois.

Section 3000.625 Chip Specifications

a) Value Chips

- 1) Each Chip issued by a holder of an Owner's License or an Organization Gaming License shall be round in shape, have clearly and permanently impressed, engraved or imprinted thereon the name and location of the issuing Riverboat Gaming Operation and the specific value of the Chip, except that a holder of an Owner's License or an Organization Gaming License may issue Gaming Chips without a value impressed, engraved or imprinted thereon for Roulette. Chips with a value contained thereon shall be known as "Value Chips" and Chips without a value contained thereon shall be known as "Non-Value Chips."
- 2) Value Chips may be issued by the holder of the Owner's License or an Organization Gaming License in denominations of \$.25, \$.50, \$1.00, \$2.50, \$5.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000.00 and \$5,000.00. The holder of the Owner's License or an Organization Gaming License shall have the discretion to determine the denominations to be utilized on its Riverboat premises and the amount of each denomination necessary for the conduct of Gaming operations.
- 3) Each denomination of Value Chip shall have a different primary color from every other denomination of Value Chip. Value Chips shall fall within the colors set forth below when such Chips are viewed both in daylight and under incandescent light. In conjunction with such primary colors, each holder of an Owner's License or an Organization Gaming License shall utilize contrasting secondary colors for the edge spots on each denomination of Value Chip. Unless otherwise approved by the Administrator, no holder of an Owner's License or an Organization Gaming License shall use a secondary color on a specific denomination of Chip identical to the secondary color used by another holder of an Owner's License or an Organization Gaming License on that same denomination of the Value Chip. The primary color to be utilized by each holder of an Owner's License or an Organization Gaming License for each denomination of Value Chip shall be:
 - A) \$.25 – "Blue";
 - B) \$.50 – "Mustard Yellow";
 - C) \$1.00 – "White";
 - D) \$2.50 – "Pink";
 - E) \$5.00 – "Red";

- F) \$20.00 – "Yellow";
- G) \$25.00 – "Green";
- H) \$100.00 – "Black";
- I) \$500.00 – "Purple";
- J) \$1,000.00 – "Fire Orange"; and
- K) \$5,000.00 – "Gray".

4) Each denomination of Value Chip utilized by a holder of an Owner's License or an Organization Gaming License shall, unless otherwise authorized by the Administrator:

- A) Have its center portion, which contains the value of the Chip and the ~~Riverboat~~ Gaming Operation issuing it, of a different shape for each denomination;
- B) Be designed so as to be able to determine on closed circuit black and white television the specific denomination of such Chip when placed in a stack of Chips of other denominations; and
- C) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.

5) The Board shall have the discretion to approve a Value Chip in the denomination of \$1,000.00 or \$5,000.00 at variance with the requirements of this Section provided that any variation is specifically identified as such by the holder of the Owner's License or an Organization Gaming License and provided further that said variation does not affect the control, security or integrity of said Chips or the operation of the Games.

6) The Administrator shall have the discretion to approve a Value Chip in a denomination other than those outlined above. Requests shall be submitted to the Administrator under separate cover for approval.

b) Non-Value Chips

1) Each Non-Value Chip utilized by a Gaming Operation~~Riverboat~~ shall be issued solely for the purpose of Gaming at roulette. The Non-Value Chips at each roulette table shall:

- A) Have the name of the ~~Riverboat~~ Gaming Operation issuing it molded into its center;
 - B) Contain a design, insert or symbol differentiating it from the Non-Value Chips being used at every other roulette table in the ~~Riverboat~~ Gaming eOperation;
 - C) Have "roulette" impressed on it; and
 - D) Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such Chips.
- 2) Non-Value Chips issued at a roulette table shall only be used for Gaming at that table and shall not be used for Gaming at any other table in the ~~Gaming Operation Riverboat~~ nor shall any holder of an Owner's License or an Organization Gaming License or its employees allow any ~~Riverboat~~ patron to remove Non-Value Chips permanently from the table from which they were issued.
- 3) No person at a roulette table shall be issued or permitted to Game with Non-Value Chips that are identical in color and design to Value Chips or to Non-Value Chips being used by another person at the same table. When a patron purchases Non-Value Chips, a Non-Value Chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel. At that time, a marker button denoting the value of a stack of 20 Chips of that color shall be placed in the slot or receptacle.
- 4) Non-Value Chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the ~~Riverboat~~ Gaming Operation. When so presented, the dealer at such table shall exchange them for an equivalent amount of Value Chips which may then be used by the patron in Gaming or redeemed as any other Value Chips.
- 5) Each holder of an Owner's License or an Organization Gaming License shall have the discretion to permit, limit or prohibit the use of Value Chips in Gaming at roulette provided, however, that it shall be the responsibility of the holder of an Owner's License or an Organization Gaming License to keep accurate account of the Wagers being made at roulette with Value Chips so that the Wagers made by the one player are not confused with those made by another player at the table.

Section 3000.630 Primary, Secondary and Reserve Sets of Gaming Chips

Unless otherwise authorized by the Administrator, each ~~Riverboat~~ Gaming eOperation shall have a primary set of Value Chips, a separate secondary set of Value Chips- with \$100 or greater value and a Non-Value Chip reserve which shall conform to the color and design specification set forth in Section 3000.625. An approved secondary set of Value Chips and reserve Non-Value Chips shall be placed into active play whenever the primary set is removed.

- a) The secondary set of Value Chips with \$100 or greater value shall have different secondary colors than the primary set, and shall be required for all denominations.
- b) Each holder of an Owner's License or an Organization Gaming License shall have a Non-Value Chip reserve for each color utilized in the ~~Riverboat~~ Gaming eOperation with a design insert or symbol different from those Non-Value Chips comprising the primary set.
- c) The holder of an Owner's License or an Organization Gaming License shall remove the primary set of Gaming Chips from active play whenever:
 - 1) A determination is made by the holder of an Owner's License or an Organization Gaming License and the Board agent that the ~~Riverboat~~ Gaming Operation is taking on a significant number of counterfeit Chips;
 - 2) Any other impropriety or defect in the utilization of the primary set of Chips makes removal of the primary set necessary; or
 - 3) The Board or the Administrator so directs.

~~e)d)~~ Whenever the primary set of Chips is removed from active play the holder of the Owner's License or an Organization Gaming License shall immediately notify a representative of the Board as to the reason for such occurrence.

Section 3000.631 Tournament Chips

The Administrator may authorize a ~~Riverboat~~ Gaming Operation to possess a set of Chips, separate from required Value and Non-Value Chips, for use in a Tournament as authorized in Section 3000.614.

- a) The Internal Control System of the ~~Riverboat~~ Gaming Operation shall prescribe the procedures for the receipt, storage, use, accounting and destruction of a set of Chips solely for use in a Tournament.
- b) Chips approved under this Section 3000.631 shall be of a design and of such color, quality and denomination as the Administrator determines to be consistent with accounting, surveillance and security requirements of the Board, in consideration of the limited use intended for such Chips.

- c) A set of Chips approved by the Administrator for use in a Tournament may only be used in a Tournament and may not, in any instance, be redeemed as Value Chips or used in any Game, other than in an approved Tournament.
- d) Nothing in this Section shall preclude the use of Value Chips in a Tournament, except that Value Chips and a set of Chips approved under this Section solely for use in a Tournament may not be utilized in the same Tournament.

Section 3000.635 Issuance and Use of ~~Tokens and~~ Vouchers for Gaming

- ~~a) No holder of an Owner's license shall issue or cause to be utilized in a Riverboat Gaming Operation any Tokens for Gaming unless those Tokens are approved by the Administrator. In requesting approval of Tokens, the holder of an Owner's license shall first submit to the Administrator a detailed schematic of its proposed Token that shows its front, back and edge, its diameter and thickness, and any logo, design or wording to be contained on the Token, all of which shall be depicted on the schematic as they will appear, both as to size and location, on the actual Token. Once the design schematics are approved by the Administrator, no Token shall be issued or utilized until a sample of the Token is also submitted and approved by the Administrator.~~
-
- ~~b) A holder of an Owner's license may, with the approval of the Administrator, issue metal Tokens designed for Gaming. Those Tokens shall:~~
 -
 - 1) ~~Clearly identify the name and location of the Riverboat Gaming Operation issuing them;~~
 -
 - 2) ~~Clearly state the face value of the Token;~~
 -
 - 3) ~~Contain the statement "'Not Legal Tender'";~~
 -
 - 4) ~~Not be deceptively similar to any current or past coin of the United States or a foreign country;~~
 -
 - 5) ~~Be of a size or shape or have other characteristics that will physically prevent their use to activate lawful vending machines or other machines designed to be operated by coins of the United States; and~~
 -
 - 6) ~~Not be manufactured from a ferromagnetic material or from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core or from a copper based alloy except if the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds 25 percent of the Token's weight.~~
 -
 - ~~e) Tokens approved for issuance by a holder of an Owner's license shall be:~~

-
- 1) ~~Issued to a patron upon payment, or in accordance with a complimentary distribution program authorized pursuant to the Act;~~
-
- 2) ~~Capable of insertion into designated Electronic Gaming Devices operated by the holder of an Owner's license for the purpose of activating play;~~
-
- 3) ~~Available as a payout from the hopper of Electronic Gaming Devices equipped with a Token hopper; and~~
-
- 4) ~~Redeemable by the patron in accordance with the Act.~~

ae) A holder of an Owner's license or an Organization Gaming License may, with the prior approval of the Administrator, issue Vouchers through approved Voucher Printers in Electronic Gaming Devices, betting terminals or at the cashier cage. The Vouchers shall:

- 1) Clearly identify the name and location of the ~~Riverboat~~ Gaming Operation issuing them;
- 2) Clearly identify the specific Electronic Gaming Device, betting terminal, table game or cashier cage location issuing them;
- 3) Contain a unique validation number or code that shall be automatically generated by or caused to be generated by the Voucher System and not be alterable by any mechanical, electronic, digital or other means prior to issuance;
- 4) Clearly state the face value of the Voucher in both words and numbers;
- 5) Contain a date and time of issuance;
- 6) Clearly state a 120 day Redemption Period during which the Voucher may be redeemed at an Electronic Gaming Device, betting terminal, Voucher Validation Terminal or cashier cage of a holder of an Owner's license or an Organization Gaming License;
- 7) Be available as a payout from Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System, provided that both the Electronic Gaming Device or betting terminal and the Voucher System are functioning;
- 8) Be individually printed for face values of not less than \$0.01 ~~and not more than \$3,000~~;

- 9) Contain a bar code that shall enable the Voucher System to access and validate the alpha or numeric information contained in subsections (d)(1) through (6) and display the information when the Voucher is redeemed, provided that only numeric information must be displayed on the System;
 - 10) Clearly state that the Voucher may be redeemed for cash at the cashier cage of the holder of an Owner's license or an Organization Gaming License for one year from the date of issuance;
 - 11) Clearly state the following: "Vouchers issued by another Riverboat Gaming Operation may not be used, exchanged or redeemed at this Riverboat Gaming Operation.";
 - 12) List the unique validation number on the leading edge of each Voucher issued from a Voucher Printer;
 - 13) Not be deceptively similar to the currency of the United States or a foreign country;
 - 14) Contain at least one anti-counterfeiting measure, such as a unique bar code, that shall appear on one or both sides of the Voucher; and
 - 15) Be promptly redeemable by the patron in accordance with this Part.
- e) -Vouchers must be capable of insertion into Voucher equipped Electronic Gaming Devices or betting terminals connected to the Voucher System for the purpose of obtaining Electronic Credits.
- c) Systems may allow bankable downloadable credits.

Section 3000.636 Distribution of Coupons for Complimentary Chips, Tokens, Vouchers, Cash and Electronic Credits

- a) The holder of an Owner's license or an Organization Gaming License may, for specified marketing purposes, provide patrons of its Riverboat Gaming Operation coupons redeemable for complimentary Chips, Tokens, cash, or electronic credits with the approval of the Administrator and subject to the following requirements:
 - 1) The processes and procedures for the control, accountability and distribution of coupons for Chips, Tokens, cash, or electronic credits and for the redemption of such coupons are provided for in the holder of an Owner's license's or an Organization Gaming Licensee's Internal Control System and in conformance with the Internal Control System;

- 2) The aggregate dollar value of Chips, ~~Tokens~~, cash, or electronic credits authorized for complimentary purposes is not excessive in light of the specific marketing objectives of the licensee; and
 - 3) Periodic internal audits validate the integrity and accountability of the processes and procedures authorized and required under this Section.
- b) Any provider of goods or services involved in approved coupon distribution processes and procedures under this Section may be required under this Part and the Act to be licensed as a Supplier.
- c) The holder of an Owner's license or an Organization Gaming License may not use Vouchers as a complimentary item or in any marketing promotion nor issue or cause to be issued Vouchers, except as authorized pursuant to Section 3000.635(d).

Section 3000.640 Exchange of Chips, ~~Tokens~~, and Vouchers

- a) ~~Chips shall be issued to a person only at the request of such person and shall not be given as change in any other transaction. Chips shall only be issued to Riverboat patrons at cashier cages or at the Live Gaming Devices and shall be redeemed only at a cashier cage.~~
- ~~b) Tokens shall only be issued upon the request of a patron from a cashier cage, Token Dispenser or from employees of the holder of an Owner's license at the Electronic Gaming Device area. Tokens shall be redeemed only at a cashier cage.~~
- ~~c) Vouchers shall only be issued by approved Voucher Printers in Electronic Gaming Devices, betting terminals, table games or at a cashier cage.~~
- 1) Prior to their Redemption Dates, Vouchers may be redeemed for:
 - A) Electronic Credit at Electronic Gaming Devices or betting terminals, which Credit may then be redeemed as a new Voucher ~~or in Tokens, for EGDs equipped for Tokens~~; and
 - B) United States currency at Voucher Validation Terminals and a cashier cage at the holder of an Owner's license or an Organization Gaming License.
 - C) Monetary and gaming instruments/transactions; including, but not limited to marker payments, chips, check, front money deposit, cashless wagering account deposit; at the cashier cage at the holder of an Owner's license or an Organization Gaming License.

- 2) After their Redemption Dates and prior to their Expiration Dates, Vouchers may be redeemed for United States currency or monetary and gaming instruments/transactions including but not limited to; marker payments, chips, checks, front money deposits, cashless deposits, online deposits, checks or another voucher, only at a cashier cage of the holder of an Owner's license or an Organization Gaming License.
- ~~ec)~~ Chips, ~~Tokens~~ or Vouchers shall only be redeemed by a holder of an Owner's license or an Organization Gaming License from its patrons and shall not be knowingly redeemed from any non-patron source, except where:
- 1) employees of the holder present for redemption Chips ~~or Tokens~~ as provided in the approved Internal Control System of the holder;
 - ~~2) another holder of an Owner's License presents for redemption Tokens which have been lawfully received by that holder;~~
 - ~~3) subject to approval by the Administrator, a person licensed to conduct Gaming in another jurisdiction presents for redemption Tokens which have been lawfully received by that person; or~~
 - 4) the prior written approval for the redemption of the Chips ~~or Tokens~~ is obtained in each instance from the Administrator.
- ~~ed)~~ Each ~~Riverboat Gaming Operation~~ shall promptly redeem its own Chips, ~~Tokens~~ and Vouchers by cash or by check dated the day of such redemption on an account of the ~~Riverboat Gaming Operation~~, as requested by the patron, except when the Chips, ~~Tokens~~ and Vouchers were obtained or used unlawfully.
- ~~fe)~~ Each ~~Riverboat Gaming Operation~~ may demand the redemption of its Chips, ~~Tokens~~ or Vouchers from any person in possession of them and that person shall redeem the Chips, ~~Tokens~~ or Vouchers upon presentation by the ~~Riverboat Gaming Operation~~ of an equivalent amount of cash or check dated the same day on an account of the ~~Riverboat Gaming Operation~~.
- ~~gf)~~ Each ~~Riverboat Gaming Operation~~ shall cause to be posted and remain posted in a prominent place:
- 1) On the front of a cashier cage a sign that reads as follows: "Gaming Chips, ~~Tokens~~ or Vouchers issued by another ~~Riverboat Gaming Operation~~ may not be used, exchanged or redeemed in this ~~Riverboat Gaming Operation~~";
 - ~~2) On Electronic Gaming Device Token redemption booths a sign that reads as follows: "Tokens or Vouchers issued by another Riverboat may not be used, exchanged or redeemed in this Riverboat"; and~~

- 32) On Voucher Validation Terminals a sign that reads as follows: "Vouchers issued by another ~~Riverboat Gaming Operation~~ may not be used, exchanged or redeemed in this ~~Riverboat Gaming Operation~~".

Section 3000.645 Receipt of Gaming Chips ~~or Tokens~~ from Manufacturer or Distributor

- a) When Chips ~~or Tokens~~ are received from the manufacturer or distributor thereof, they shall be opened and checked by at least two (2) employees of the holder of an Owner's License or an Organization Gaming License from different departments. Any deviation between the invoice accompanying the Chips ~~or Tokens~~ and the actual Chips ~~or Tokens~~ received or any defects found in such Chips ~~or Tokens~~ shall be reported promptly to the Administrator. An agent of the Board will be notified of the time of delivery of any Chips ~~or Tokens~~ to the holder of an Owner's License or an Organization Gaming License.
- b) After checking the Chips received, the holder of the Owner's License or an Organization Gaming License shall cause to be reported in a Chip inventory ledger the denomination of the Chips received, the number of each denomination of Chip received, the number and description of all Non-Value Chips received, the date of such receipt and the signature of the individuals who checked such Chips.
- c) If any of the Chips received are to be held in reserve and not utilized either at the Gaming tables or at a cashier's cage, they shall be stored in a separate locked compartment either in the vault or in a cashier's cage and shall be recorded in the Chip inventory ledger as reserve Chips.
- d) Any Chips received that are part of the secondary set of Chips of the ~~Riverboat Gaming Operation~~ shall be recorded in the Chip inventory ledger as such and shall be stored in a locked compartment in the ~~Riverboat Gaming Operation~~ vault separate from the reserve Chips.

Section 3000.650 Inventory of Chips

- a) Chips shall be taken from or returned to either the reserve Chip inventory or the secondary set of Chips in the presence of at least two (2) individuals. The denominations, number and amount of Chips so taken or returned shall be recorded in the Chip inventory ledger together with the date and signatures of the individuals carrying out this process.
- b) Each holder of an Owner's License or an Organization Gaming License shall, on a daily basis, compute and record the unredeemed liability for each denomination of Chips and cause to be made an inventory of Chips in circulation and cause the result of such inventory to be recorded in the Chip inventory ledger. On a monthly basis, each holder of an Owner's License or an Organization Gaming

License shall cause an inventory of Chips in reserve to be made and cause the result of such inventory to be recorded in the Chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory Chips in circulation and reserve shall be submitted to the Administrator for approval. A physical inventory of Chips in reserve shall be required annually if the inventory procedures incorporate the sealing of the locked compartment.

- c) During non-Gaming hours all Chips in the possession of the Riverboat Gaming eOperation shall be stored in the Chip bank, in the vault, or in a locked compartment in a cashier's cage except that Chips may be locked in a transparent compartment on Gaming tables ~~provided that there is adequate security as approved by the Administrator.~~

Section 3000.655 Destruction of Chips, ~~Tokens,~~ and Vouchers

- a) Prior to the destruction of Chips the holder of an Owner's license or an Organization Gaming License shall notify the Administrator, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of Value Chips to be destroyed, the description and number of Non-Value Chips to be destroyed and a detailed explanation of the method of destruction. Unless otherwise authorized by the Administrator the destruction of Chips shall be carried out in the presence of at least 2 individuals, one of whom shall be an agent of the Board. The denomination, number and amount of Value Chips or, in the case of Non-Value Chips, the description and number so destroyed shall be recorded in the Chip inventory ledger together with the signatures of the individuals carrying out such destruction and the date on which said destruction took place.
- ~~b) The holder of an Owner's license shall submit to the Administrator for approval procedures to record the receipt, inventory, storage and destruction of Gaming Tokens.~~
- ~~e)b)~~ The holder of an Owner's license shall submit to the Administrator for approval procedures to record the physical destruction of Vouchers.

Section 3000.660 Minimum Standards for Electronic Gaming Devices

- a) Electronic Gaming Devices shall pay out a mathematically demonstrable percentage of all amounts Wagered, which must not be less than 80% nor more than 100% unless otherwise approved by the Administrator. The calculation of the theoretical payout percentage will not include the amount of any progressive jackpot in excess of the initial reset amount. Electronic Gaming Devices that may be affected by player skill must meet this standard when using a method of play that will provide the greatest return to the player over a period of continuous play.
- b) Electronic Gaming Devices shall, at a minimum:

- 1) Be controlled by a microprocessor or the equivalent;
- 2) Be compatible to on-line data monitoring;
- 3) Contain an EPROM or other non-alterable storage media that has been approved by the Administrator subsequent to a review of the EPROM or other non-alterable storage media by an independent laboratory designated by the Administrator;
- 4) Have a separate locked internal enclosure within the device for the circuit board containing the EPROM and for all other non-alterable storage media program storage that has an effect on the game's integrity; if using other non-alterable storage media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility by other than by an approved method and personnel and only in the presence of a Gaming Board agent;
- 5) Be able to continue a Game with no data loss after a power failure; - The voucher systems must be capable of allowing tickets to be printed in the event of a systems outage.
- 6) Have previous and current Game data recall;
- 7) Have a random selection process that must not produce detectable patterns of Game elements or detectable dependency upon any previous Game outcome, the amount Wagered, or upon the style or method of play;
- 8) Clearly display applicable rules of play and the payout schedule;
- 9) Display an accurate representation of each Game outcome. After selection of the Game outcome, the Electronic Gaming Device must not make a variable secondary decision which affects the result shown to the player;
- 10) Have a complete set of nonvolatile meters including amounts wagered, amounts awarded, amounts redeemed, total Vouchers issued, total quantity of Vouchers issued and United States currency, Vouchers, and Tokens dropped;
- 11) Make available for random selection at the initiation of each play each possible permutation or combination of Game elements which produce winning or losing Game outcomes;
- 12) Not automatically alter pay-tables or any function of the Electronic Gaming Device based on internal computation of the hold percentage; and

13) If interfaced with a Voucher System, meet the minimum requirements for a Voucher System as set forth in this Part.

14) May be utilized with all components and accessories that are included from the manufacturer at the time of independent laboratory testing.

c) When an Electronic Gaming Device is unable to ~~drop sufficient Tokens or~~ issue a Voucher in a sufficient amount for payment of jackpots requiring the payment to be made by the ~~Riverboat Gaming Operation~~, jackpot payout tickets must be prepared containing the following information:

- 1) The location of the Electronic Gaming Device;
- 2) The date;
- 3) The time of day;
- 4) The Electronic Gaming Device number;
- 5) The amount of the jackpot payout in numeric form if the ticket is machine generated, or in written and numeric form if the ticket is prepared manually;
- 6) The signature of the holder of an Owner's license or an Organization Gaming License or ~~Riverboat~~ Gaming Operation employee making the payment; and
- 7) A signature of at least one other ~~Riverboat~~ Gaming Operation employee attesting to the accuracy of the form.

d) Electronic Gaming Devices or Live Gaming Devices linked to any Progressive Jackpot system shall meet the following specifications:

- 1) The value of a Progressive Jackpot shall be clearly displayed ~~above the interlinked Electronic Gaming Devices~~, and metered incrementally by a Progressive Controller or incremented by other means as outlined in the Internal Control Submissions. ~~Any Electronic Gaming Device that offers a Progressive Jackpot, or that is linked to a Progressive Jackpot, must prominently display a manufacturer supplied glass indicating either that a Progressive Jackpot is to be paid or indicating the current amount of the jackpot. Multiple live gaming devices that are linked to a progressive jackpot may share a common display. All Electronic Gaming Devices or Live Gaming Devices linked and contributing to a common Progressive Jackpot shall have the same probability of hitting the combination that will award the Progressive Jackpot;~~

- 2) A Progressive Jackpot may be transferred to another progressive Electronic Gaming Device or Live Gaming Device ~~at the same location~~ in the event of a device malfunction or replacement, with approval of the Administrator;
 - 3) A holder of an Owner's license or an Organization Gaming License may impose a limit on the Progressive Jackpot of Electronic Gaming Devices or Live Gaming Devices which are linked ~~to any Progressive Controller~~;
 - 4) No Progressive Jackpot indicator shall be cancelled or turned back to a lesser amount unless one of the following circumstances occurs:
 - A) The amount shown on the progressive meter /display, or some portion thereof, is paid to a player as a jackpot;
 - B) It becomes necessary to adjust the progressive meter /display to prevent the jackpot indicator from displaying an amount greater than the limit imposed by the ~~Riverboat~~ Gaming Operation pursuant to subsection (d)(3) of this Section; and
 - C) It becomes necessary to change the jackpot indicator because of an Electronic Gaming Device or Live Gaming Device malfunction or employee error, in which case ~~such the~~ malfunction /error and adjustment must be recorded by an appropriate Electronic Gaming Device or Live Gaming Device ~~-~~monitoring on-line data system or progressive monitoring system;
 - 5) A holder of an Owner's license or an Organization Gaming License who is liable for payment of a Progressive Jackpot must secure the amount of same by a cash deposit, a performance bond, or a security instrument nationally recognized in the Gaming industry. The Administrator must approve all deposits, bonds, or other instruments, and the security instrument must be secured in a method approved by the Administrator.
- e) The Administrator may approve, for use in a Tournament involving Electronic Gaming Devices, a Tournament EPROM or other non-alterable storage media subject to the following requirements:
- 1) The Tournament EPROM or other non-alterable storage media has been tested and approved for use as may be required by the Administrator.
 - 2) The installation, use and secure storage of the Tournament EPROM or other non-alterable storage media is provided for in the Internal Control System of the ~~Riverboat~~ Gaming Operation.

- 3) The Tournament EPROM or other non-alterable storage media is installed and removed from an Electronic Gaming Device only in the presence of a Board agent.
 - 4) An Electronic Gaming Device is rendered unavailable for wagering or play, except in the conduct of a Tournament, when a Tournament EPROM or other non-alterable storage media is installed in the Electronic Gaming Device and is set in tournament mode.
 - 5) As applicable, the Administrator has waived or modified the data reporting and monitoring requirements of Section 3000.670 so as to prevent inapplicable Tournament payout information from being used in the calculation of Adjusted Gross Receipts.
 - 6) Patrons engaging in a Tournament have been given proper information as to the effect that play with a Tournament EPROM or other non-alterable storage media has on the rules of play and the payout information that is posted on Electronic Gaming Devices used in the Tournament.
- f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.

Section 3000.661 Minimum Standards for Voucher Systems

A Voucher System shall, at a minimum:

- a) Perform the following minimum functions to control access to the System:
 - 1) Generate daily monitoring logs of user access, security incidents and unusual transactions, and immediately notify or cause to immediately notify the Board and the MIS Department pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls of critical security incidents and unusual transactions;
 - 2) Assign rights and privileges to each user, including:
 - A) allowance for the secure administration of user accounts to provide an adequate separation of duties; and
 - B) adequate password parameters, such as lockout, minimum length, and expiration interval;
 - 3) Use appropriate access protocols to restrict unauthorized users from viewing, changing or deleting critical files and directories;

- 4) Utilize encryption or password protection or equivalent security for files and directories containing critical or sensitive data. If encryption is not used, users shall be restricted from viewing the contents of such files and directories, which at a minimum shall provide for:
 - A) the effective segregation of duties and responsibilities with regard to the system in the MIS Department; and
 - B) the automatic monitoring and recording by the system of access by any person to such files and directories;
- b) Perform the following minimum functions to control system operations:
 - 1) Validate the identity of those devices from which a transmission is received;
 - 2) Ensure that all data sent through a transmission is completely and accurately received; and
 - 3) Detect the presence of corrupt, or instances of lost, data and, as necessary, reject the transmission;
- c) Perform the following minimum functions to control the integrity of data:
 - 1) Generate or cause to be generated a validation number for each Voucher, either utilizing a unique algorithm, or by such other method approved by the Administrator and the certification laboratory, which method shall prevent the ability to predict the composition of any other validation number generated by the system;
 - 2) Validate the data type and format of all inputs to critical fields and reject any corrupt data;
 - 3) Provide for the automatic and independent recordation of critical data upon issuance of a Voucher and redemption; and
 - 4) Provide for verification of the information contained on a Voucher presented for redemption and for the record of -unredeemed Vouchers to a source that separately records and maintains transaction data, or such other compensating procedure as approved by the Administrator and the certification laboratory, which procedure shall independently verify the accuracy of the validation number and value prior to redeeming the Voucher;
- d) Perform the following minimum functions to address business continuity:

- 1) Utilize data redundancy techniques that ensure system data preservation;
 - 2) Utilize environmental controls, such as uninterruptible power supplies, and fireproof and waterproof materials to protect critical data from natural disaster; and
 - 3) Immediately notify or cause to immediately notify the Board pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls and MIS of any malfunction that threatens the integrity of the Voucher System;
- e) Ensure that the Voucher System is not capable of issuing or validating a duplicate Voucher on demand;
- f) Ensure that if the validation information cannot be sent to the Voucher System, an alternate method of payment is provided:
- 1) By the Voucher System possessing unique features to identify duplicate -
Vouchers and prevent fraud by redeeming an unexpired and/or unvalidated -Voucher that was previously issued by the EGD; or
 - 2) Pursuant to the Owner licensee's or an Organization Gaming Licensee's approved Internal Controls;
- g) Ensure that once the validation information is stored in the database, the data may not be altered in any way;
- h) Ensure that any device that holds Voucher information in its memory shall not allow removal of the information unless it has first transferred that information to the database or other secured components of the Voucher System;
- i) Ensure that only designated Vouchers can be issued and redeemed;
- j) Ensure that each Voucher System is designed and is operated so as to prevent the use of counterfeit Vouchers, previously redeemed Vouchers, incomplete Vouchers if the validation information is missing, expired Vouchers, or Vouchers issued at other ~~Riverboat~~ Gaming Operations and by other holders of an Owner's license or an Organization Gaming License;
- k) Ensure that remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures;
- l) Ensure that all Voucher transactions are retained for the prior three years, either on-line or in a media approved by the Administrator and capable of being restored to the Voucher System upon request; and

- m) ~~Ensure~~ that Electronic Credits from a Voucher that are not evenly divisible by the minimum wager amount of an Electronic Gaming Device or betting terminal, including the accumulation of fractional amounts from multiple vouchers, are issued to the patron in a Voucher for the full value of the fractional Electronic Credit.

Section 3000.665 Integrity of Electronic Gaming Devices

Electronic Gaming Devices shall, at a minimum:

- a) With the exception of a Bill Validator that is part of the EGD, be cashless in operation, and as such, must accept only Electronic Credits or transfers from Electronic Wagering Accounts ~~or Tokens~~ as Wagers;
- b) If equipped with a Bill Validator, accept the conversion of the value of cash, ~~Tokens~~, Vouchers, coupons or Electronic Cards to Electronic Credits for use as Wagers;
- c) Be electronic and/or electro-mechanical in design and operation and not be ~~electro-mechanical~~ or mechanical in operation;
- d) Not subject a player to physical hazards;
- e) Contain a surge protector on the line that feeds power to the Electronic Gaming Device. The battery backup or an equivalent for the electronic meters must be capable of maintaining accuracy of all information required for 180 days after power is discontinued from the Electronic Gaming Device. The backup shall be kept within the locked logic board compartment;
- f) Have an on/off switch that controls the electrical current used in the operation of the Electronic Gaming Device and any associated equipment, including a Voucher Printer, which shall be located in an accessible place within its interior;
- g) Be designed so that it shall not be adversely affected by static discharge or other electromagnetic interference;
- ~~h) If capable of accepting or providing tokens, have at least one electronic Token acceptor. Token acceptors must be designed to accept designated Tokens and reject others. The Token receiver on an Electronic Gaming Device must be designed to prevent the use of cheating methods such as slugging, stringing, or spooning. All Token acceptors are subject to approval by the Administrator. Tokens accepted but which are inappropriate "token-ins" must be returned to the player by activation of the hopper or credited toward the next play of the Electronic Gaming Device. The Electronic Gaming Device control~~

~~program must be capable of handling rapidly fed Tokens so that occurrences of inappropriate "token ins" are prevented;~~

- ~~ih)~~ Have no more than one Voucher Printer;
- ~~ji)~~ Not be readily accessible in its internal space of the Electronic Gaming Device when the front door is both closed and locked;
- ~~kj)~~ Have logic boards and EPROMS or Non-Alterable Storage Media, in a locked area within the Electronic Gaming Device, sealed with evidence tape. The evidence tape must be affixed by an authorized Board agent and must include the date, signature and I.D. number of the agent. This tape may only be removed in the presence of an authorized Board agent. If using Non-Alterable Storage Media, provide a security device or protocol approved by the Administrator to guarantee program inaccessibility except in the presence of a Gaming Board agent and by a method other than those approved by the Administrator;
- ~~l)~~ ~~If capable of accepting or providing tokens, have a Token compartment contained in a locked area within or attached to the Electronic Gaming Device;~~
- ~~m)k)~~ Not contain any hardware switches that alter the pay-tables or payout percentages in its operation. Hardware switches may be installed to control graphic routines, speed of play, and sound;
- ~~nnl)~~ Contain an unremovable identification plate containing the following information, appearing on the exterior of the Electronic Gaming Device and on the Voucher Printer located in the Electronic Gaming Device:
 - 1) Manufacturer;
 - 2) Serial Number; and
 - 3) Model Number;
- ~~onm)~~ Contain the rules of play for each Electronic Gaming Device displayed on the face or screen. No rules shall be incomplete, confusing, or misleading. Each Electronic Gaming Device must also display the credits wagered and the credits awarded for the occurrence of each possible winning combination based on the number of credits wagered. ~~All information required by this Section must be kept under glass or another transparent substance and at no time may stickers or other removable items be placed over this information;~~
- ~~pen)~~ Have equipment that enables the Electronic Gaming Device to communicate with a Computer Monitoring System accessible to the Board, using an industry standard protocol data format approved by the Administrator;

~~410~~) Be capable of continuing the current Game with all current Game features after a malfunction is cleared. This rule does not apply if an Electronic Gaming Device is rendered totally inoperable. The current Wager and all credits appearing on the screen prior to the malfunction shall be returned to the patron;

~~r)~~ ~~Have attached a drop bucket housed in a locked compartment separate from any compartment of the Electronic Gaming Device;~~

~~411~~) Be capable of detecting and displaying the following error conditions which an attendant may clear:

~~1)~~ ~~Token in jam;~~

-

~~2)~~ ~~Token out jam;~~

-

~~3)~~ ~~Hopper empty or time out;~~

41) Program error;

~~5)~~ ~~Hopper runaway or extra Token paid out;~~

-

~~6)~~ ~~Reverse token in;~~

-

~~7)~~ Reel error;

~~38~~) Voucher Printer paper jam;

~~94~~) Voucher Printer low ink, if applicable;

~~105~~) Voucher Printer low on paper;

~~116~~) Voucher Printer Paper out/depleted, or comparable message;

~~127~~) Voucher Printer presentation error, or comparable message indicating that the Voucher Printer is unable to print completely and/or accurately;

~~138~~) Voucher Printer print failure;

~~149~~) Voucher Printer not connected/not communicating, or comparable message;

~~1510~~) -Voucher System interruption, or comparable message; and

~~1611~~) -Door open;

- ~~tsq~~) -Use a communication protocol that ensures that erroneous data or signals will not adversely affect the operation of the Electronic Gaming Device;
- ~~ttt~~) Display an Illinois Gaming Board registration number permanently imprinted, affixed or impressed on the outside of the Electronic Gaming Devices;
- ~~vts~~) Have the capacity to display on the front of each Electronic Gaming Device its rules of play, character combinations requiring payouts, and the amount of the related payouts. In addition, the holder of an Owner's License shall display on each Electronic Gaming Device either:
- 1) A clear description of any merchandise or thing of value offered as a payout, including the cash equivalent value of the merchandise or thing of value offered, the dates the merchandise or thing of value will be offered if the holder of an Owner's License or an Organization Gaming License establishes a time limit upon initially offering the merchandise or thing of value and the availability or unavailability to the patron of the optional cash equivalent value; or
 - 2) The name or a brief description of the merchandise or thing of value offered; provided, however, a sign containing the information specified in subsection ~~(vts)~~(1) shall be displayed in a prominent location approved by the Board near the Electronic Gaming Device;
- ~~wvt~~) Have a mechanical, electrical, or electronic device that automatically precludes a player from operating the Electronic Gaming Device after a jackpot requiring a manual payout and requires an attendant to reactivate the Electronic Gaming Device;
- ~~xwu~~) Maintain or have an approved device that can maintain a separate bill history of at least the last 10 bills or Vouchers vended;
- ~~yxv~~) In the event that an EGD has lost communication with the Voucher System, ~~ensure~~ that, when a patron redeems electronic credits, the EGD must:
- ~~1) — revert to an active hopper device; or~~
 - 2) lockup and, after reset, result in a hand pay in accordance with procedures approved in the Owner licensee's or an Organization Gaming License's internal controls; or
 - 3) issue additional vouchers ~~no more than one voucher;~~
- ~~zyw~~) ~~Ensure~~ that jackpots that require completion of a W2-G shall cause the EGD to lockup, and after reset, result in a hand pay in accordance with procedures

approved in the Owner licensee's or an Organization Gaming Licensee's internal controls;

~~aaazx~~) ~~E~~nsure that the EGD is not capable of printing a new Voucher or reprinting a duplicate Voucher on demand;

~~bbaay~~) - ~~E~~nsure that the identification and value of the last 35 Vouchers issued by each Voucher Printer and last 10 Vouchers redeemed at each EGD is recorded and available for display; and

~~eebbz~~) - ~~E~~nsure that the EGD not have any devices, components or other apparatus to accept wagers or issue payouts that are not specifically authorized.

Section 3000.666 Bill Validator Requirements

- a) Bill Validators shall be limited to accepting:
 - 1) United States currency in denominations of not less than \$1.00 and not more than \$100;
 - 2) Vouchers with a value of no less than \$0.01 and no more than \$3,000 in United States currency; and
 - 3) Coupons redeemable for complimentary electronic credits.
- b) Bill Validators may only accept designated Vouchers.
- c) Each bill or Voucher accepted by the Bill Validator shall be registered at its face value as a bill or Voucher vended and this information must interface with the ~~Riverboat~~ Gaming Operation's centralized, on-line computer monitoring system and Voucher System.
- d) All currency and Vouchers accepted and stored within the Bill Validator shall be accessible only to designated ~~Riverboat~~ Gaming Operation personnel via an externally locked compartment door that does not allow for access to the Electronic Gaming Device or betting terminal door.

Section 3000.667 Integrity of Voucher Systems

Voucher Systems, including Voucher Validation Terminals, shall:

- a) Be approved by the Administrator prior to their use at a ~~Riverboat~~ Gaming Operation;
- b) Be approved by the Administrator prior to any programming changes or upgrades to an approved Voucher System;

- c) Ensure against manipulation, alteration, or change of the approved Voucher System;
- d) Be operated in such a manner as to cause immediate notification to the Board of any malfunction that affects the integrity of the Voucher System;
- e) Provide for on-line real-time monitoring; and
- f) Be subject to testing by an independent laboratory and review by the Board as deemed necessary or appropriate to ensure the continued integrity of the Voucher System or any of its component parts.

Section 3000.670 Computer Monitoring Requirements of Electronic Gaming Devices

- a) The holder of an Owner's License or an Organization Gaming License must have a computer connected to all Electronic Gaming Devices and betting terminals in the Riverboat eGaming eOperation to record and monitor the activities of such devices. No Electronic Gaming Device or betting terminal shall be operated unless it is on-line and communicating to a Computer Monitoring System approved by the Administrator. Such Computer Monitoring System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) The Computer Monitor System permitted by subsection (a) of this Section shall be designed and operated to automatically perform and report functions relating to Electronic Gaming Device and betting terminal meters, and other exceptional functions and reports in at the Riverboat eGaming eOperation as follows:
 - 1) Record the number and total value of United States currency; ~~Tokens~~ or Vouchers placed in the Electronic Gaming Device and betting terminal for the purpose of activating play;
 - ~~2) Record the number and total value of Tokens deposited in the drop bucket of the Electronic Gaming Device;~~
 -
 - ~~3) Record the number and total value of Tokens automatically paid by the Electronic Gaming Device as the result of a jackpot;~~
 -
 - ~~4) Record the number and total value of Tokens to be paid manually as the result of a jackpot;~~
 - 5) Record the number and total value of Vouchers issued by the Electronic Gaming Device or betting terminal;

- 63) Record the number and total value of Vouchers and currency received by the Electronic Gaming Device or betting terminal;
 - 74) Have an on-line computer alert, alarm monitoring capability to ensure direct scrutiny of any device malfunction, any type of tampering, and any open door to the Electronic Gaming Device or betting terminal, drop area or Voucher Printer. In addition, any person opening the Electronic Gaming Device or betting terminal or the drop area shall complete the machine entry authorization log including time, date, machine identity and reason for entry; ~~and~~
 - ~~8) Be capable of logging in and reporting any revenue transactions not directly monitored by Token meter, such as Tokens placed in the Electronic Gaming Device as a result of a fill, and any Tokens removed from the Electronic Gaming Device in the form of a credit; and~~
 - 95) Identify any Electronic Gaming Device or betting terminal taken off-line or placed on-line of the computer monitor system, including date, time, and Electronic Gaming Device or betting terminal identification number.
- c) The holder of an Owner's License or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for the period of five years. The holder of an Owner's License or an Organization Gaming License shall store all information in a secure area and certify that this information is complete and unaltered. This information shall be available in the format and media approved by the Administrator.
 - d) In addition to the requirements of subsection (c), the owner licensee or an Organization Gaming License shall store, in machine-readable format and by date, time and type of occurrence, all exceptions or events that result in an Electronic Gaming Device or betting terminal malfunction- or tilt for a period of 21 days.
 - e) The secured office facilities for the sole accessibility of Board personnel provided in accordance with Section 3000.810 of these rules shall house a dedicated computer monitoring line which provides computer accessibility to Board personnel to review, monitor and record data identical to that specified in this Section.
 - f) The use of remote access is prohibited unless the Administrator has approved internal controls that specifically address remote access procedures.
 - ~~g) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or~~

installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.

Section 3000.671 Computer Monitoring Requirements of Voucher Systems

- a) A Voucher System shall provide on-line, real-time monitoring and data acquisition capability in the format and media approved by the Administrator.
- b) A Voucher System shall be designed and operated to automatically perform and report functions relating to the issuance, validation, redemption and accounting for Vouchers as follows:
 - 1) Record the validation numbers and value of Vouchers issued by each Electronic Gaming Device and betting terminal;
 - 2) Record the validation numbers and value of Vouchers redeemed in each Electronic Gaming Device and betting terminal for Electronic Credits;
 - 3) Record the validation numbers and value of Vouchers redeemed at locations other than Electronic Gaming Devices and betting terminals;
 - 4) Record the identification and value of each Voucher that is not redeemed prior to its Expiration Date; and
 - 5) Calculate the Voucher Float.
- c) The holder of an Owner's license or an Organization Gaming License shall store, in machine-readable format, all information required by subsection (b) for a period of three years. The holder of an Owner's license or an Organization Gaming License shall store all information in a secure area and certify that this information is complete, accurate and unaltered. This information shall be available in the format and media approved by the Administrator.
- d) The holder of an Owner's License or an Organization Gaming License must provide a request for approval in writing to the Administrator at least 30-days prior to the implementation date of any critical gaming system upgrades or installations. Any requests made with no response from the Illinois Gaming Board within 30 days will be deemed approved.

Section 3000.680 Live Electronic Table Gaming Devices (Stadium Gaming)

- a) Each Live Electronic Table Gaming Device shall count as 5 positions, and each device will be defined as a unique type of game. The Live Electronic Blackjack table will count as 5 positions, the Live Electronic Roulette will count as 5 positions. Live

Electronic Craps will count as 5 positions, and all other unique instances of game types approved for use by the administrator will count as 5 positions. The maximum number of betting terminals in the casino will be 25 terminals per device but the terminals are not mutually exclusive. In other words, A casino with 3 separate Live Electronic Table Gaming Devices could have up to 75 terminals, each being able to access all 3 of the Live Electronic Table Gaming Devices.

- b) The tax rates applied to the Adjusted Gross Receipts attributable to Live Electronic Table Games shall be those applied to table game adjusted gross receipts.
- c) Progressive jackpots are permissible on Electronic Table Gaming Devices.

Section 3000.690 Photos

- a) Photos of jackpot winners are allowed with the consent of the winner.
- b) Photos of promotional and/or event winners are allowed with the consent of the winner.
- c) Photo shoots for advertising, newscasts, reporting, etc. are allowed with the prior notification of the IGB dockside staff.
- d) Photos are permitted outside of the casino turnstiles.

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