

# FORM CHANGES FOR T@T & PT

TG Opener/Closer (Forms Sec 2-IMCP Sec 14)

Before

A - 1001

**OPENER / CLOSER TABLE INVENTORY**

Licensee Name: \_\_\_\_\_

Date	Time
Game Description	Table No.
Denomination	Dollar Amount
\$0.25	
\$0.50	
\$1.00	
\$5.00	
\$10.00	
\$25.00	
\$100.00	
\$500.00	
GRAND TOTAL	
Memo	
OFF-GOING TOP SIGNER SIGNATURE	
ON-COMING TOP SIGNER SIGNATURE	

AFTER

A - 1001

**OPENER / CLOSER TABLE INVENTORY**

Licensee Name: \_\_\_\_\_

Date	Time
Game Description	Table No.
Denomination	Dollar Amount
\$0.25	
\$0.50	
\$1.00	
\$5.00	
\$10.00	
\$25.00	
\$100.00	
\$500.00	
Tickets	
GRAND TOTAL	
Memo	
OFF-GOING TOP SIGNER SIGNATURE	
ON-COMING TOP SIGNER SIGNATURE	

# FORM CHANGES FOR T@T & PT

Request for Fill/Credit (Forms Sec 2-IMCP Sec 14)

Before

A - 1001

**REQUEST FOR FILL/CREDIT**

Licensee Name: \_\_\_\_\_

FILL                       CREDIT

Date	Time	Shift
Game Description	Table No.	
Denomination	Dollar Amount	
\$0.25		
\$0.50		
\$1.00		
\$5.00		
\$10.00		
\$25.00		
\$100.00		
\$500.00		
<b>GRAND TOTAL</b>		
Memo		
Gaming Mgr. _____		
Top Signer	Runner	
Dealer		

AFTER

A - 1001

**REQUEST FOR FILL/CREDIT**

Licensee Name: \_\_\_\_\_

FILL                       CREDIT

Date	Time	Shift
Game Description	Table No.	
Denomination	Dollar Amount	
\$0.25		
\$0.50		
\$1.00		
\$5.00		
\$10.00		
\$25.00		
\$100.00		
\$500.00		
Tickets		
<b>GRAND TOTAL</b>		
Memo		
Gaming Mgr. _____		
Top Signer	Runner	
Dealer		

# FORM CHANGES FOR T@T & PT

Fill/Credit (Forms Sec 2-IMCP Sec 14)

Before

A - 1001

**FILL/CREDIT**

Licensee Name: \_\_\_\_\_

FILL
  CREDIT

Date	Time
Shift	
Graveyard	Day
Swing	
Game Description	Table No.
Denomination	Dollar Amount
\$0.25	
\$0.50	
\$1.00	
\$5.00	
\$10.00	
\$25.00	
\$100.00	
\$500.00	
<b>GRAND TOTAL</b>	
Memo	
Request for Fill/ Credit Slip # _____	
Runner	Pit Supervisor
Dealer	Cashier

AFTER

A - 1001

**FILL/CREDIT**

Licensee Name: \_\_\_\_\_

FILL
  CREDIT

Date	Time
Shift	
Graveyard	Day
Swing	
Game Description	Table No.
Denomination	Dollar Amount
\$0.25	
\$0.50	
\$1.00	
\$5.00	
\$10.00	
\$25.00	
\$100.00	
\$500.00	
Tickets	
<b>GRAND TOTAL</b>	
Memo	
Request for Fill/ Credit Slip # _____	
Runner	Pit Supervisor
Dealer	Cashier

# FORM CHANGES FOR T@T & PT

## Player Banked Poker Bank Exchange Form (IMCP Sec 3)

Before

PLAYER BANKED POKER BANK EXCHANGE FORM					
Licensee Name			Date		
Bank Number			Time		
AMOUNT FROM POKER BANK			AMOUNT TO POKER BANK		
Currency	Qty.	\$ Amount	Currency	Qty.	\$ Amount
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
\$10.00	_____	\$ _____	\$10.00	_____	\$ _____
\$20.00	_____	\$ _____	\$20.00	_____	\$ _____
\$50.00	_____	\$ _____	\$50.00	_____	\$ _____
\$100.00	_____	\$ _____	\$100.00	_____	\$ _____
Chips	_____	_____	Chips	_____	_____
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
\$10.00	_____	\$ _____	\$10.00	_____	\$ _____
\$25.00	_____	\$ _____	\$25.00	_____	\$ _____
\$100.00	_____	\$ _____	\$100.00	_____	\$ _____
\$500.00	_____	\$ _____	\$500.00	_____	\$ _____
Tokens	_____	_____	Tokens	_____	_____
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$2.00	_____	\$ _____	\$2.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
<b>TOTAL AMOUNT</b>		<b>\$ _____</b>	<b>TOTAL AMOUNT</b>		<b>\$ _____</b>
_____ Top Signer's Signature			_____ Cashier's Signature		
_____ Runner's Signature (if applicable)					
Accounting's Review:					

AFTER

PLAYER BANKED POKER BANK EXCHANGE FORM					
Licensee Name			Date		
Bank Number			Time		
AMOUNT FROM POKER BANK			AMOUNT TO POKER BANK		
Currency	Qty.	\$ Amount	Currency	Qty.	\$ Amount
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
\$10.00	_____	\$ _____	\$10.00	_____	\$ _____
\$20.00	_____	\$ _____	\$20.00	_____	\$ _____
\$50.00	_____	\$ _____	\$50.00	_____	\$ _____
\$100.00	_____	\$ _____	\$100.00	_____	\$ _____
Chips	_____	_____	Chips	_____	_____
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
\$10.00	_____	\$ _____	\$10.00	_____	\$ _____
\$25.00	_____	\$ _____	\$25.00	_____	\$ _____
\$100.00	_____	\$ _____	\$100.00	_____	\$ _____
\$500.00	_____	\$ _____	\$500.00	_____	\$ _____
Tokens	_____	_____	Tokens	_____	_____
\$1.00	_____	\$ _____	\$1.00	_____	\$ _____
\$2.00	_____	\$ _____	\$2.00	_____	\$ _____
\$5.00	_____	\$ _____	\$5.00	_____	\$ _____
<b>Tickets &amp; Purchase Tickets</b>		<b>\$ _____</b>	<b>Tickets &amp; Purchase Tickets</b>		<b>\$ _____</b>
<b>TOTAL AMOUNT</b>		<b>\$ _____</b>	<b>TOTAL AMOUNT</b>		<b>\$ _____</b>
_____ Top Signer's Signature			_____ Cashier's Signature		
_____ Runner's Signature (if applicable)					
Accounting's Review:					



# FORM CHANGES FOR T@T & PT

## D&C Schedule (ICMP Sec 5)

### Before

DROP/COUNT, OPERATING HOURS AND GAMING DAY SCHEDULE Email completed form to dor_coloradocasinos@state.co.us	
Licensee Name	License Number
Date of Request	Effective Date

#### PART A DROP/COUNT SCHEDULE & PERMANENT CHANGES

Permanent changes to drop and/or count times must be submitted three (3) days prior to requested change date. Complete Part A for initial schedule and permanent changes only. See Part B for temporary changes. Complete Part A in its entirety. For example, if you have a permanent change in coin drop, but no change for table drop, you still must enter all days and times for all drop and count activities. Use ACTUAL day and time for drop and count, including a.m. or p.m.

DAY	SLOT		BV & TICKET		KIOSK		TABLE GAMES DROP (see note)			COUNT
	COIN						GRAVE	DAY	SWING	
	DROP	COUNT	DROP	COUNT	DROP	COUNT				
MONDAY										
TUESDAY										
WEDNESDAY										
THURSDAY										
FRIDAY										
SATURDAY										
SUNDAY										

TG Drop Note: Provide hours under shift name for applicable shifts. (Ex. 7 am-7 pm or 6 am-6 am) Minimum of one shift per 24 hours. Use "N/A" as necessary. If poker jackpot drop times are different than normal drop, specify both times.

#### PART B TEMPORARY CHANGES TO DROP/COUNT SCHEDULE

Track and document, in writing, all unscheduled and temporary (e.g. one time only) changes to drops and counts throughout the month. For each change include:

1. The event (drop and/or count)
2. The area (slot, kiosk, table)
3. Day of the week and time
4. The reason for the change

You may document this in any manner you desire, preferably in a single document, as long as the minimum information listed above is included. At the end of each month, email the monthly summary to the Division of Gaming at: dor\_coloradocasinos@state.co.us

#### PART C OPERATING HOURS SCHEDULE

Provide your hours of operation for each day, including a.m. and p.m. For example, if the casino will not be open 24 hours on a weekday, provide the hours the casino will be open that day.

DAY	START OF OPERATING HOURS	END OF OPERATING HOURS
MONDAY		
TUESDAY		
WEDNESDAY		
THURSDAY		
FRIDAY		
SATURDAY		
SUNDAY		

Track and document, in writing, all unscheduled and temporary (e.g. one time only) changes to the operating hours throughout the month. You may document this in any manner you desire, preferably in a single document, as long as all applicable information is included. At the end of each month, email the monthly summary to the Division of Gaming at: dor\_coloradocasinos@state.co.us.

#### PART D END OF GAMING DAY FOR ACCOUNTING PURPOSES

Permanent changes to the "End of Gaming Day for Accounting Purposes" must be submitted three (3) days prior to the requested change. The time provided will indicate the end of a 24 hour period used to accumulate data for accurate reporting of gaming revenues. Part C may vary, but Part D will remain the same on a daily basis.

For Division of Gaming Use Only	
Date File Updated:	File Updated By:

### AFTER

DROP/COUNT, OPERATING HOURS AND GAMING DAY SCHEDULE Email completed form to dor_coloradocasinos@state.co.us	
Licensee Name	License Number
Date of Request	Effective Date

#### PART A DROP/COUNT SCHEDULE & PERMANENT CHANGES

Permanent changes to drop and/or count times must be submitted three (3) days prior to requested change date. Complete Part A for initial schedule and permanent changes only. See Part B for temporary changes. Complete Part A in its entirety. For example, if you have a permanent change in coin drop, but no change for table drop, you still must enter all days and times for all drop and count activities. Use ACTUAL day and time for drop and count, including a.m. or p.m.

DAY	SLOT		BV & TICKET		KIOSK		TABLE GAMES DROP (see note)			COUNT
	COIN						GRAVE	DAY	SWING	
	DROP	COUNT	DROP	COUNT	DROP	COUNT				
MONDAY										
TUESDAY										
WEDNESDAY										
THURSDAY										
FRIDAY										
SATURDAY										
SUNDAY										

TG Drop Note: Provide hours under shift name for applicable shifts. (Ex. 7 am-7 pm or 6 am-6 am) Minimum of one shift per 24 hours. Use "N/A" as necessary. If poker jackpot drop times are different than normal drop, specify both times. Please specify if drop is for table, ED+ BV boxes, or BOTH.

#### PART B TEMPORARY CHANGES TO DROP/COUNT SCHEDULE

Track and document, in writing, all unscheduled and temporary (e.g. one time only) changes to drops and counts throughout the month. For each change include:

1. The event (drop and/or count)
2. The area (slot, kiosk, table)
3. Day of the week and time
4. The reason for the change

You may document this in any manner you desire, preferably in a single document, as long as the minimum information listed above is included. At the end of each month, email the monthly summary to the Division of Gaming at: dor\_coloradocasinos@state.co.us

#### PART C OPERATING HOURS SCHEDULE

Provide your hours of operation for each day, including a.m. and p.m. For example, if the casino will not be open 24 hours on a weekday, provide the hours the casino will be open that day.

DAY	START OF OPERATING HOURS	END OF OPERATING HOURS
MONDAY		
TUESDAY		
WEDNESDAY		
THURSDAY		
FRIDAY		
SATURDAY		
SUNDAY		

Track and document, in writing, all unscheduled and temporary (e.g. one time only) changes to the operating hours throughout the month. You may document this in any manner you desire, preferably in a single document, as long as all applicable information is included. At the end of each month, email the monthly summary to the Division of Gaming at: dor\_coloradocasinos@state.co.us.

#### PART D END OF GAMING DAY FOR ACCOUNTING PURPOSES

Permanent changes to the "End of Gaming Day for Accounting Purposes" must be submitted three (3) days prior to the requested change. The time provided will indicate the end of a 24 hour period used to accumulate data for accurate reporting of gaming revenues. Part C may vary, but Part D will remain the same on a daily basis.

For Division of Gaming Use Only	
Date File Updated:	File Updated By:

# FORM CHANGES FOR T@T & PT

## Soft Count Card (ICMP Sec 5)

Before

SOFT COUNT CARD		
Licensee Name		Shift
Gaming Date		
Date Counted		
Game Description		Table #
Denomination	Count	\$ Amount
Coin		
Tokens \$1		
\$5		
Other		
Chips \$1		
\$5		
\$10		
\$25		
\$100		
\$500		
Other		
Currency \$1		
\$5		
\$10		
\$20		
\$50		
\$100		
Coupons (BJ & Poker only)		
TOTAL		
Recorder's Signature		

AFTER

SOFT COUNT CARD		
Licensee Name		Shift
Gaming Date		
Date Counted		
Game Description		Table #
Denomination	Count	\$ Amount
Coin		
Tokens \$1		
\$5		
Other		
Chips \$1		
\$5		
\$10		
\$25		
\$100		
\$500		
Other		
Currency \$1		
\$5		
\$10		
\$20		
\$50		
\$100		
Coupons (BJ & Poker only)		
Tickets		
Mobile ATM Receipts		
TOTAL		
Recorder's Signature		

# FORM CHANGES FOR T@T & PT

DCS (ICMP Sec 9)

Before

DAILY CASH SUMMARY	
Licensee Name _____	
Date _____	Shift _____
Balance From Previous Shift.....	_____
Opening Cash Inventory (From Cash Inventory Sheet).....	(A) _____
Difference.....	_____
INS:	
Slot Count Accepted.....	_____
Table Count Accepted.....	_____
Bill Validator Count (if not included in Slot Count).....	_____
Table Credits.....	_____
Federal & State Income Taxes Withheld.....	_____
Child Intercept Withheld.....	_____
Change Bank Check Ins.....	_____
Patron Deposits To Cashless Gaming Account.....	_____
Other Misc. Receipts (LIST SEPARATELY)	_____
Found Tickets.....	_____
Duplicate Tickets.....	_____
Test Tickets.....	_____
SUBTOTAL.....	(B) _____
OUTS:	
Jackpot Payouts (Total Hand Pay Before Taxes).....	_____
Hopper Fills.....	_____
Ticket Payouts.....	_____
Tickets As Tips.....	_____
Paid-Unredeemed Tickets.....	_____
Table Fills.....	_____
Initial Fills.....	_____
Change Bank Check Outs.....	_____
Patron Withdrawals From Cashless Gaming Account.....	_____
Other Departmental Paid Outs (LIST SEPARATELY).....	_____
Misc. Paid Outs (LIST SEPARATELY)	
Found Tickets.....	_____
Duplicate Tickets.....	_____
Test Tickets.....	_____
Test Money.....	_____
Slot Coupons.....	_____
DEPOSITS.....	_____
SUBTOTAL.....	(C) _____
EXPECTED ENDING CASH INVENTORY (Subtotal A+B-C).....	_____
ACTUAL ENDING CASH INVENTORY (From Cash Inventory Sheet).....	_____
OVERAGE/SHORTAGE.....	_____
Cashier's Signature _____	
Accounting Use Only	
Figures Check _____	Supporting Documents _____
Approval _____	Date _____

AFTER

DAILY CASH SUMMARY	
Licensee Name _____	
Date _____	Shift _____
Balance From Previous Shift.....	_____
Opening Cash Inventory (From Cash Inventory Sheet).....	(A) _____
Difference.....	_____
INS:	
Slot Count Accepted.....	_____
Table Count Accepted.....	_____
Bill Validator Count (if not included in Slot Count).....	_____
Table Credits.....	_____
Federal & State Income Taxes Withheld.....	_____
Child Intercept Withheld.....	_____
Change Bank Check Ins.....	_____
Patron Deposits To Cashless Gaming Account.....	_____
Other Misc. Receipts (LIST SEPARATELY)	_____
Found Tickets.....	_____
Duplicate Tickets.....	_____
Test Tickets.....	_____
SUBTOTAL.....	(B) _____
OUTS:	
Jackpot Payouts (Total Hand Pay Before Taxes).....	_____
Hopper Fills.....	_____
Ticket Payouts.....	_____
Purchase Ticket Payouts.....	_____
Tickets As Tips.....	_____
Paid-Unredeemed Tickets.....	_____
Table Fills.....	_____
Initial Fills.....	_____
Change Bank Check Outs.....	_____
Patron Withdrawals From Cashless Gaming Account.....	_____
Other Departmental Paid Outs (LIST SEPARATELY).....	_____
Misc. Paid Outs (LIST SEPARATELY)	
Found Tickets.....	_____
Duplicate Tickets.....	_____
Test Tickets.....	_____
Test Money.....	_____
Slot Coupons.....	_____
DEPOSITS.....	_____
SUBTOTAL.....	(C) _____
EXPECTED ENDING CASH INVENTORY (Subtotal A+B-C).....	_____
ACTUAL ENDING CASH INVENTORY (From Cash Inventory Sheet).....	_____
OVERAGE/SHORTAGE.....	_____
Cashier's Signature _____	
Accounting Use Only	
Figures Check _____	Supporting Documents _____
Approval _____	Date _____





# FORM CHANGES FOR T@T & PT

## Prog. Incrementation Chart (ICMP Sec 11)

Before

**PROGRESSIVE INCREMENTATION RATE CHART**

These charts provide examples of various percentage rates for various denominations. The formula for calculating the number of credits necessary to increment the liability for other percentage rates and denominations is provided.

**TABLE 1**

Game Denom	Percentage Rate								
	1.00%	0.75%	0.50%	0.25%	0.20%	0.125%	0.10%	0.0625%	
<b>Penny \$0.01</b>	a	0.0001	0.000075	0.00005	0.000025	0.00002	0.0000125	0.00001	0.00000625
# of credits for 1 cent	b	100	133.3333	200	400	500	800	1000	1600
<b>Nickel \$0.05</b>	a	0.0005	0.000375	0.00025	0.000125	0.0001	0.0000625	0.00005	0.00003125
# of credits for 1 cent	b	20	26.6667	40	80	100	160	200	320
<b>Quarter \$0.25</b>	a	0.0025	0.001875	0.00125	0.000625	0.0005	0.0003125	0.00025	0.00015625
# of credits for 1 cent	b	4	5.3333	8	16	20	32	40	64
<b>Half Dollar \$0.50</b>	a	0.005	0.00375	0.0025	0.00125	0.001	0.000625	0.0005	0.0003125
# of credits for 1 cent	b	2	2.6667	4	8	10	16	20	32
<b>1 Dollar \$1.00</b>	a	0.01	0.0075	0.005	0.0025	0.002	0.00125	0.001	0.000625
# of credits for 1 cent	b	1	1.3333	2	4	5	8	10	16

**TABLE 1:** \$0.01 through \$1.00 Denomination Games

- Multiply the game denomination by the percentage rate, this equals the incrementation rate.
- \$0.01 is then divided by the incrementation rate, this equals the number of credits needed to increment the liability by one cent.

For those amounts reflecting a fractional number of credits for incrementation, multiply this amount by additional credits (2, 3, 4, etc) until the amount is reported in a "whole number." This will tell you how many credits are needed to increment "x" number of cents (2, 3, 4, etc. used above).

Example: \$1.00 Denom @ 0.75%:  $3 \times 1.3333 = 3.9999$ , therefore it will take 3 credits to increment 4 cents

**TABLE 2**

Game Denom	Percentage Rate								
	1.00%	0.75%	0.50%	0.25%	0.20%	0.125%	0.10%	0.0625%	
<b>5 Dollar \$5.00</b>	c	0.05	0.0375	0.025	0.0125	0.01	0.00625	0.005	0.003125
one credit increments (\$)	d	\$0.05	\$0.0375	\$0.025	\$0.0125	\$0.01	\$0.00625	\$0.005	\$0.003125
<b>10 Dollar \$10.00</b>	c	0.10	0.075	0.05	0.025	0.02	0.0125	0.01	0.00625
one credit increments (\$)	d	\$0.10	\$0.075	\$0.05	\$0.025	\$0.02	\$0.0125	\$0.01	\$0.00625

**TABLE 2:** \$2.00 Denomination Games and Up

- Multiply the game denomination by the incrementation rate [a] for the corresponding percentage rate from the \$1.00 game denomination, this equals the incrementation rate.
- For each credit played, the liability will increment the amount in [c] in cents.

For those amounts reflecting a fractional number of cents, multiply this amount by additional credits (2, 3, 4, etc) until the amount is reported in a "whole number of cents." This will tell you how many credits are needed to increment "x" number of cents (the new whole number of cents).

Example: \$10.00 Denom @ 0.75%:  $2 \times .075 = 0.15$ , therefore it will take 2 credits to increment 15 cents

AFTER

**PROGRESSIVE INCREMENTATION RATE CHART**

These charts provide examples of various percentage rates for various denominations. The formula for calculating the number of credits necessary to increment the liability for other percentage rates and denominations is provided.

**TABLE 1**

Game Denom	Percentage Rate								
	1.00%	0.75%	0.50%	0.25%	0.20%	0.125%	0.10%	0.0625%	
<b>Penny \$0.01</b>	a	0.0001	0.000075	0.00005	0.000025	0.00002	0.0000125	0.00001	0.00000625
# of credits for 1 cent	b	100	133.3333	200	400	500	800	1000	1600
<b>Nickel \$0.05</b>	a	0.0005	0.000375	0.00025	0.000125	0.0001	0.0000625	0.00005	0.00003125
# of credits for 1 cent	b	20	26.6667	40	80	100	160	200	320
<b>Quarter \$0.25</b>	a	0.0025	0.001875	0.00125	0.000625	0.0005	0.0003125	0.00025	0.00015625
# of credits for 1 cent	b	4	5.3333	8	16	20	32	40	64
<b>Half Dollar \$0.50</b>	a	0.005	0.00375	0.0025	0.00125	0.001	0.000625	0.0005	0.0003125
# of credits for 1 cent	b	2	2.6667	4	8	10	16	20	32
<b>1 Dollar \$1.00</b>	a	0.01	0.0075	0.005	0.0025	0.002	0.00125	0.001	0.000625
# of credits for 1 cent	b	1	1.3333	2	4	5	8	10	16

**TABLE 1:** \$0.01 through \$1.00 Denomination Games

- Multiply the game denomination by the percentage rate, this equals the incrementation rate.
- \$0.01 is then divided by the incrementation rate, this equals the number of credits needed to increment the liability by one cent.

For those amounts reflecting a fractional number of credits for incrementation, multiply this amount by additional credits (2, 3, 4, etc) until the amount is reported in a "whole number." This will tell you how many credits are needed to increment "x" number of cents (2, 3, 4, etc. used above).

Example: \$1.00 Denom @ 0.75%:  $3 \times 1.3333 = 3.9999$ , therefore it will take 3 credits to increment 4 cents

**TABLE 2**

Game Denom	Percentage Rate								
	1.00%	0.75%	0.50%	0.25%	0.20%	0.125%	0.10%	0.0625%	
<b>5 Dollar \$5.00</b>	c	0.05	0.0375	0.025	0.0125	0.01	0.00625	0.005	0.003125
one credit increments (\$)	d	\$0.05	\$0.0375	\$0.025	\$0.0125	\$0.01	\$0.00625	\$0.005	\$0.003125
<b>10 Dollar \$10.00</b>	c	0.10	0.075	0.05	0.025	0.02	0.0125	0.01	0.00625
one credit increments (\$)	d	\$0.10	\$0.075	\$0.05	\$0.025	\$0.02	\$0.0125	\$0.01	\$0.00625

**TABLE 2:** \$2.00 Denomination Games and Up

- Multiply the game denomination by the incrementation rate [a] for the corresponding percentage rate from the \$1.00 game denomination, this equals the incrementation rate.
- For each credit played, the liability will increment the amount in [c] in cents.

For those amounts reflecting a fractional number of cents, multiply this amount by additional credits (2, 3, 4, etc) until the amount is reported in a "whole number of cents." This will tell you how many credits are needed to increment "x" number of cents (the new whole number of cents).

Example: \$10.00 Denom @ 0.75%:  $2 \times .075 = 0.15$ , therefore it will take 2 credits to increment 15 cents



# FORM CHANGES FOR T@T & PT

## Physical Coin-In Test (ICMP Sec 11)

Before

QUARTERLY SLOT PROGRESSIVE TESTING FORM PHYSICAL COIN-IN TEST	
Licensee Name	
Date of Current Test	Date of Previous Test
Names of Persons Involved in Testing (Accounting Personnel Must Perform or Observe the Testing Procedures)	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	

AFTER

QUARTERLY SLOT PROGRESSIVE TESTING FORM PHYSICAL COIN-IN TEST	
Licensee Name	
Date of Current Test	Date of Previous Test
Names of Persons Involved in Testing (Accounting Personnel Must Perform or Observe the Testing Procedures)	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	
Bank Number/Description	Progressive Incrementation (Number of coins to increment liability by one [1] cent)
Machine Numbers	
* for multigame progressives only: record coin-in meter for each game on the machine	
Results	



# FORM CHANGES FOR T@T & PT

## Tax Template (ICMP Sec 11)

Before

### MBA Instructions Page

**13. Variable Amounts Requirement:**

13a) Highest Slot Payout - Enter the greater of: the highest in-house progressive displayed meter amount, OR the largest non-progressive payout offered. If largest non-progressive payout is a non-cash item (e.g. car) with a cash option, use the greater of the cost of personal property or cash option. Exclude 3rd party operated wide area progressives where the 3rd party is responsible for the progressive payout. Include related party wide area progressives if the property is responsible for paying the jackpot.

13a)

13b) Table and Card Games Progressive Liabilities - Enter the highest progressive offered, including bad beat.

13b)

13c) Tournament Payout Liability - Must include all amounts owed to patrons. Until a tournament begins, all entry fees collected must be included. After the tournament begins, all payout commitments to public must be included (e.g., weekly prizes and grand prize).

13c)

13d) Past Due Governmental Obligations - Please provide (as an attachment) detailed information by government agency, amount due, date due, and days past due for any past due government obligations.

13d)

13e) Chip/Token Float - Enter outstanding chip/token float total from last quarterly chip/token reconciliation.

13e)

13f) Estimated Gaming Taxes - Enter the taxes paid in the same period for the prior business year. New licensees with less than 1 year of reported revenue should use projections based on AGP estimates provided in pre-opening minimum bankroll.

13f)

13g) Total Variable Amounts - Automatic sum of lines 13a through 13f.

### MBA Summary Page

13	Variable Amounts Requirements	
13a	Highest Slot Payout	\$ -
13b	Table and Card Games Progressive (Including Bad Beat)	\$ -
13c	Tournament Payout Liability	\$ -
13d	Past Due Governmental Obligations	\$ -
13e	Chip/Token Float (From Last Quarterly Chip/Token Inventory)	\$ -
13f	Estimated Gaming Taxes (Prior Year, Same Period)	\$ -
		13g) \$ -

AFTER

### MBA Instructions Page

**13. Variable Amounts Requirement:**

13a) Highest Slot Payout - Enter the greater of: the highest in-house progressive displayed meter amount, OR the largest non-progressive payout offered. If largest non-progressive payout is a non-cash item (e.g. car) with a cash option, use the greater of the cost of personal property or cash option. Exclude 3rd party operated wide area progressives where the 3rd party is responsible for the progressive payout. Include related party wide area progressives if the property is responsible for paying the jackpot.

13a)

13b) Table and Card Games Progressive Liabilities - Enter the highest progressive offered, including bad beat.

13b)

13c) Tournament Payout Liability - Must include all amounts owed to patrons. Until a tournament begins, all entry fees collected must be included. After the tournament begins, all payout commitments to public must be included (e.g., weekly prizes and grand prize).

13c)

13d) Past Due Governmental Obligations - Please provide (as an attachment) detailed information by government agency, amount due, date due, and days past due for any past due government obligations.

13d)

13e) Chip/Token Float - Enter outstanding chip/token float total from last quarterly chip/token reconciliation.

13e)

13f) Estimated Gaming Taxes - Enter the taxes paid in the same period for the prior business year. New licensees with less than 1 year of reported revenue should use projections based on AGP estimates provided in pre-opening minimum bankroll.

13f)

13g) Purchase Ticket Liability - Enter outstanding (unredeemed) purchase tickets as of Gaming Date for which the MBA was prepared for.

13g)

13h) Total Variable Amounts - Automatic sum of lines 13a through 13g.

### MBA Summary Page

13	Variable Amounts Requirements	
13a	Highest Slot Payout	\$ -
13b	Table and Card Games Progressive (Including Bad Beat)	\$ -
13c	Tournament Payout Liability	\$ -
13d	Past Due Governmental Obligations	\$ -
13e	Chip/Token Float (From Last Quarterly Chip/Token Inventory)	\$ -
13f	Estimated Gaming Taxes (Prior Year, Same Period)	\$ -
13g	Purchase Ticket Liability (For MBA Gaming Day)	\$ -
		13h) \$ -

# FORM CHANGES FOR T@T & PT

Tax Template (ICMP Sec 11)

Before

Drop				
Ticket & Slot Coupon Drop				
MSRS	Ticket-In Comparison	Theoretical Hold	General Ledger	
0.00	0.00	0.00	0.00	0.00

AFTER

Drop				
Ticket & Slot Coupon Drop				
MSRS	Ticket-In Comparison + Purchase Tickets	Theoretical Hold	General Ledger	
0.00	0.00	0.00	0.00	0.00