

## **BASIS AND PURPOSE FOR RULE 1**

The purpose of Rule 1 is to present definitions of various terms used throughout the rules of the Colorado Limited Gaming Control Commission so that the rules can be uniformly applied and understood. The statutory basis for Rule 1 is found in sections 44-30-102 C.R.S., 44-30-103, C.R.S., 44-30-104, C.R.S., 44-30-201, C.R.S., 44-30-203, C.R.S., and 44-30-302, C.R.S. *Amended 2/14/14, Amended 1/14/15*

## **RULE 1 GENERAL RULES AND REGULATIONS**

### **30-101 Purpose and statutory authority.**

These Rules and Regulations are adopted by the Colorado Limited Gaming Control Commission governing the establishment and operation of limited gaming in Colorado pursuant to the authority provided by article 30, title 44, C.R.S. The Commission will, from time to time, promulgate, amend and repeal such regulations, consistent with the policy, objects and purposes of the Colorado Limited Gaming Act (**THE ACT**), as it may deem necessary or desirable in carrying out the policy and provisions of that Act. *Amended 1/14/15*

### **30-104 Authorized games.**

Limited gaming permitted pursuant to article 30 of title 44, C.R.S., shall include only the following games: blackjack (21); poker; slot machines; craps; and roulette. All such games shall be conducted by licensees only in accordance with rules and regulations promulgated by the Commission.

### **30-105 Unauthorized gambling.**

- (1) No licensee shall conduct or permit on its licensed premises any wagering or gambling, except limited gaming **whichTHAT** is conducted according to all the rules and regulations promulgated by the Commission and except other wagering activities licensed or approved by an agency of the State of Colorado.
- (2) No person shall make any unauthorized wager or conduct any gambling activity on licensed premises unless in accordance with the **A**act, the rules and regulations promulgated by the Commission, or the laws and regulations governing other wagering activities which are licensed or approved by an agency of the State of Colorado.

### **30-106 Definitions.**

The following definitions of terms, in addition to those set forth in section 44-30-103, C.R.S., shall apply to all rules and regulations promulgated pursuant to article 30 of title 44, of the Colorado Revised Statutes:

- (3) "Background investigation" means the **INQUIRY INTO THE** personal history, character, reputation, associations, **PERSONAL AND PROFESSIONAL** record, criminal history, **CIVIL LITIGATION HISTORY**, and financial **checkHISTORY AND ACTIVITIES** of an applicant for a license to establish the suitability of such applicant to become a licensee. *Amended 1/14/15*
- (6) "Chip" means a nonmetal or partly metal representative of value issued and/or sold by a licensee for use **atIN LIMITED** gaming. *Amended 11/30/2012*
- (8) "Costs" means sums of money to be paid to the Commission. *Amended 1/14/15*

**(8-59)** *note to publisher: remove this space and move the following paragraphs up.*

- (a) "Credit" means allowing any person any length of time in which to make payment or otherwise honor a financial obligation, whether express or implied and includes lending of cash or cash equivalent. *Amended 11/30/2012, Amended 1/14/15*
- (b) **CREDIT INSTRUMENTS INCLUDE** Mmarkers, promissory notes, IOUs or similar transactions or instruments constituting a memorandum of debt accepted for purposes of participating in limited gaming, **which are not EXCLUDING** checks. **are credit instruments.** *Amended 11/30/2012*
- (eA) "Credit" does not include:
- (8-710) "Dice" means small cubes, each with a different number of spots (1-6) on each side, used in games of chance to generate random numbers.
- (911) "Drop" means the total amount of money, chips, tickets, coupons, Mobile ATM Receipts and tokens removed from the drop boxes. *Amended 7/1/13*
- (102) "Drop box" means: (1) a locked container permanently marked with the game and a number corresponding to a permanent number on the table for blackjack, poker, craps, and roulette tables; OR (2) for slot machines, a container in a locked portion of the machine or its cabinet used to collect the money and tokens retained by the machine that is not used to make automatic payouts from the machine.
- (116) "Financial institution" means a bank, savings and loan association, credit union, trust company, or other similar entity chartered by the United States, a state, or a territory or commonwealth of the United States.
- (127) [Free play - Repealed eff. 05/15/2014]
- (138) "Gaming contract" means an agreement in which a person does business with or on the premises of an entity licensed under article 30 of title 44, C.R.S.;
- (13-59) "Gaming device" or "gaming equipment" includes, in addition to the definition set forth in section 44-30-103(13), C.R.S., any progressive system, slot monitoring or control system, ticket redemption kiosk, or cashless system, and also includes any "physical or electronic versions," pursuant to section 44-30-103(13), (1922), C.R.S., to the extent such physical or electronic versions function in the manner of: *Eff 04/30/2007, Amended 2/14/14*
- (1420) "Gaming employee" means, in addition to the definition set forth in section 44-30-103(14):
- (214-5) "House banked" means a game in which players with winning hands are paid by the dealer with money from the chip bank on the poker table and/or by hand with money belonging to the retail licensee. In a house banked game, player's wagers will not be pulled into a common pot, nor will such a pot be awarded to players with winning hands.
- (1522) "Imprest bank" means a predetermined dollar amount of chips, tokens, or cash kept by the licensee.
- (1623) "Jackpot verification mode" means the period of time between the progressive jackpot activation of a progressive slot machine and the resetting of the device which caused its activation.
- (1724) "Lammer" or "lammer button" means a chip-like implement with a numeral.
- (1825) "Licensee" means a person holding any license issued by the Commission, and an employee, agent, or representative of any such person.

- (1927) "Link" means one or more progressive slot machines that are connected to a progressive controller and that may be played in order to achieve the stated progressive amount.
- (208) "Matched play" means the use of a coupon at table games that is issued to a patron by an establishment for play that must be accompanied by a bet. *Eff 11/30/2006*
- (2130) "Moral turpitude" means an act done contrary to honesty and good morals; it is an act of baseness, vileness, or depravity in the private and social duties which a person owes to ~~an fellowperson~~ INDIVIDUAL or to society in general.
- (2231) "Normal mode" means the mode of a progressive slot machine at all times other than when it is in the jackpot verification mode.
- (2232) "Physical skill" means an individual's physical coordination, agility, or nimbleness, or lack thereof. *Eff 11/30/2007*
- (22.533) "Player banked" means a game in which players with winning hands are awarded all or part of a pot which consists of pooled antes, blinds, and wagers made by players playing in the hand. In a player banked game, the bankroll of the retail licensee is not at risk and is not used to pay winning wagers. The licensee will maintain only an imprest bank at the table.
- (234) "Progressive controller" means the hardware and software that controls all communications among the slot machines within a progressive slot machine link and its associated progressive meter, or among the gaming tables which offer a metered progressive jackpot within a progressive table game link and its associated progressive meter.
- (2435) "Proposition player" means a person in a poker game paid a fixed sum by the licensee for the specific purpose of playing in a card game, who uses personal funds and who retains the winnings and absorbs the losses.
- (24.536) "Side Bet" means an unauthorized wager between or among a player and one or more other persons which is apart from, or independent of, wagers permitted by the rules of any approved game or wagering activity.
- (24.37) "Slot Coupon" means an encoded credit certificate which, when inserted into a slot machine, is validated by a computerized system which causes redeemable credits on the face amount to be placed on the machine. A slot coupon has no value unless inserted into a slot machine or redeemed by the casino in another approved manner.
- (2538) "Strategy card" means a small, hand-held card imprinted with information which analyzes or suggests the strategy for playing or betting to be used in any authorized casino game. The card may have a movable dial or slide, but it may not have any electronic computing or electronic display capability.
- (2639) "Substantial interest" means the lesser of: as large an interest in a corporation, partnership, or association as that of any other shareholder, partner, or principal; or any financial or equity interest equal to or greater than five percent.
- (2740) "Support licensee" means a gaming employee licensed by the Commission, but does not include licensed key employees.
- (27.241) "Table Games Mobile ATM" means a mobile payment processing device and service that allows ATM transactions at a table game. *Eff 7/1/13*

- (27-342) "Ticket" means an encoded credit ticket produced by a slot machine ticket printer system when cashing out redeemable credits. (PREVIOUSLY "HOPPER TICKET" 106 (8.3) added perm. 10/30/99; RENUMBERED AND AMENDED TO 106 (27.3) "TICKET" IN SEPTEMBER 2005)
- (27-544) "Tournament chip" means a chip issued by a licensee for use solely in tournaments and promotions at a licensed retail location.
- (2845) "Token" means a metal or other approved material representative of value, redeemable for cash, issued and sold by a licensee for use in gaming. (30-106(28) amended perm. 10/30/99) *Eff 11/30/2006, Amended 11/30/2012*
- (2946) "Wager" means a sum of money, electronic promotional credits or thing of value risked on an uncertain occurrence. Credit and debit cards cannot be used to place a wager in a limited gaming activity. *Eff 11/30/2006, Amended 1/14/2012, Amended 7/1/13*
- (3047) "Wireless" means a wireless handheld validation unit used with a supporting Wireless Local Area Network (WLAN) as part of an approved gaming system. *Amended 1/14/15*
- (313) "Electronic Chips" means an electronic facsimile of chip representative of value, redeemable for cash, issued and sold by a licensee when using electronic betting terminals (EBTs). *Eff 03/01/2012*
- (3214) "Electronic Dice" means an electronic facsimile of small cubes, each with a different number of spots (1-6) on each side in games of chance to generate random numbers when using electronic betting terminals. *Eff 03/01/2012*
- (3315) "Electronic betting terminal" or EBT means an electronic betting terminal or interface used on a table game that allows a patron to exchange cash for electronic chips, and make wagers utilizing those electronic chips. *Eff 03/01/2012*
- (3429) "Mobile ATM Receipt" means a receipt generated by a Table Games Mobile ATM in exchange for an authorized debit or credit card transaction. A Mobile ATM Receipt may be exchanged at a table game for physical or electronic chips. *Eff 7/1/13*
- (435) "Tip Storage Device" means a tip storage device, commonly referred to as a toke tube, used for the purpose of temporarily securing chips received by dealers as tips. Use of a tip storage device, must be exclusively for temporarily holding said chips, prior to exchanging lower denomination chips for higher denomination chips to place into the lockbox. The placement of tips into a tip storage device prior to exchanging shall be deemed to comply with C.R.S. 44-30-820, as it applies to immediately dropping tips. *Eff 7/1/13*
- (326) "Linger in a gaming area of a casino" as used in C.R.S. 44-30-809(1)(a)(I) and (3)(a)(I), means that a person under twenty-one years of age remains, for a period of thirty consecutive minutes or more, within a casino's licensed premises, as defined by C.R.S. 44-30-103(19), which licensed premises are diagrammed on a retail floor plan, pursuant to C.R.S. 44-30-508, and outlined in red, in compliance with Rule 30-313(2). *Effective 12/15/18*

## **BASIS AND PURPOSE FOR RULE 12**

The purpose of Rule 12 is to establish a procedure for the testing and approval by the Commission of gaming devices and equipment, to establish requirements for the gaming devices and equipment to be used in limited gaming in Colorado, and to establish procedures for the storage of gaming devices and equipment in compliance with section 44-30-302 (2), C.R.S. The statutory basis for Rule 12 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-302, C.R.S., and 44-30-806, C.R.S.

## **RULE 12        GAMING DEVICES AND EQUIPMENT**

### **30-1201        Device and equipment approval.**

- (1) No slot machine, ~~note acceptor~~**BILL VALIDATOR**, token acceptor, coin acceptor, hopper, ticketing (TITO) system, progressive controller, gaming system, table game with electronic or electromechanical components, mechanical or electronic shuffling device, chips, tokens, or other gaming equipment may be used for limited gaming purposes by any licensee without prior written approval of the Division. The approval must describe with particularity the equipment or device approved. (amend. perm. 03/30/02, amend. perm. 01/30/04) *Amended 11/30/14*
- (2) Each individual slot machine, ~~component part and~~ table game (**ELECTRONIC OR PHYSICAL**), **AND ALL ASSOCIATED EQUIPMENT** must be inspected for proper settings/optioning/rule text (as applicable) by the offering retailer or operator before it is used for limited gaming. This shall include inspection of all required documentation on Division approved forms for proper completion. Each licensed manufacturer, distributor, associated equipment supplier, operator or retailer must ensure that all component parts, media storage devices and slot machines shipped and offered for play in the State's limited gaming areas are approved for use in the State of Colorado. (amend. perm. 03/30/02) *Amended 2/14/14, Amended 11/30/14*

### **30-1202        Gaming device and gaming system testing.**

- (5) All **GAMING** devices, including slot machines, equipment and gaming systems required to be tested under this section shall be tested to the standards established by this Rule 12 at the time the device is tested. Amendments to this Rule 12 shall not be retroactively applied to any device tested and approved before the effective date of the amendment unless the device is required to be retested at the independent laboratory after the effective date as the result of any modification, alteration or upgrade. A retest shall be performed to the new standards unless the manufacturer or associated equipment supplier can demonstrate to the Division that the new standards would hinder the design of the device or would otherwise pose a hardship due to capacity limitations in the device's originally approved platform. *Eff 03/02/2007, Amended 2/14/14, Amended 11/30/14*

### **30-1221        Definitions for slot machines.**

The following definitions apply to all slot machine hardware and software requirements: *Eff 03/02/2007*

- (3) "Par sheet" means documentation which depicts the possible outcomes from the play of a slot machine, the probability of occurrence ~~of each~~ **FOR THE ADVERTISED AWARDS**, and the contribution of each winning outcome to the payback percentage of a slot machine. The documentation must also list the applicable game and personality program version(s), as well as the payable identification numbers (as identified in the machine's configuration menus and/or display) of the media operating within the slot machine. **THE DIVISION MAY APPROVE VARIATIONS TO THE SPECIFIC PAR SHEET REQUIREMENTS, PROVIDED THE SLOT MACHINE MANUFACTURER'S DOCUMENTATION SATISFIES THE OBJECTIVES OF THIS REGULATION.** *Eff 03/02/2007, Amended 11/30/14*

### **30-1222        Control program requirements.**

- (2) The program residing in the slot machine must be contained in a media storage device which is not alterable through any use of the circuitry or programming of the slot machine itself. Hard disk, CD ROM, and other media storage devices in lieu of EPROMs may be acceptable; however, the media storage device must be approved by the Division. Non-volatile memory chips (e.g., a flash EPROM) may be used for the ~~note acceptor~~**BILL VALIDATOR**, ticket printer, sound and graphic programs if the procedure used to send information to the flash EPROM is secure from unauthorized tampering and the procedure has been approved by the Division. Flash EPROMs

must not contain any information related to the security, operation, or metering of the game except as directly related to the operation of the ~~note-acceptor~~**BILL VALIDATOR**, ticket printer, sound and graphics routines. *Eff 03/02/2007, Amended 11/30/14*

- (4) All slot machines must have the capacity to display a complete play history for the last ten games. Retention of play history for additional prior games is encouraged. The display must indicate the game outcome (or a representative equivalent), intermediate play steps (such as a hold and draw sequence or a double-down sequence), credits available, bets placed, credits or coins paid, and credits cashed out. Slot machines offering games with a variable number of intermediate play steps per game may satisfy this requirement by providing the capability to display the last 50 play steps. Slot machines interfaced to any bonusing event or system must display a complete transaction history for the most recent transaction and the previous ~~thirty-four~~**34** transactions prior to the most recent transaction that incremented any of the meters. Last game recall must also be time and date stamped, to allow for determination of credit meter incrementation (i.e., coins, ~~notes~~**BILLS**, tickets, slot coupons, or won credits). If a game incorporates take-or-risk bonus play, then last game recall must recall all award values presented or offered, and the ordering and outcome of the risk events.
- (7) Slot machines equipped with ~~note-acceptors~~**BILL VALIDATORS** must maintain an audit log that records, at a minimum, the last five ~~notes~~**BILLS** accepted. Upon ~~note~~**BILL** acceptance, the log shall properly update with the ~~note~~**BILL** information, including the date and time of acceptance, and the ~~note~~**BILL** value. This log must not be cleared upon removal of the stacker. *Eff 03/02/2007, Amended 11/30/14*
- (8) The slot machine must clearly display all game program and version identification numbers on demand, including peripheral devices such as the ~~note-acceptor~~**BILL VALIDATOR** and the ticket printer installed in the game. The game program and version identification numbers displayed must ~~agree~~**CORRESPOND** with the contracted test laboratory's certification reports. *Effective 11/30/14*

### **30-1229 Coin and ~~note-acceptors~~ BILL VALIDATORS.**

- (1) An electronic coin or token acceptor, or a ~~note-acceptor~~**BILL VALIDATOR**, may be installed in a slot machine. Coin, token, and ~~note-acceptors~~**BILL VALIDATORS** must be approved by the Division to indicate that they meet the requirements of this section. All programmable coin acceptors with multiple programmable channels must be secured in a manner so that only one channel can be programmed unless more than one channel is required to accept different mints of the same type, value, and otherwise identical tokens of the same licensee; multiple channels must not be enabled for any other reason. Coin, token, and ~~note-acceptors~~**BILL VALIDATORS** must be designed to accept designated coin, tokens, tickets, or ~~notes~~**BILLS** and reject others on the basis of metal composition, size, composite makeup, or equivalent security. *Eff 03/02/2007*
- (2) Coin Acceptors. *Eff 03/02/2007*
  - (a) Licensees must ensure their coin acceptors do not accept and credit other consideration, such as another licensee's tokens. *Eff 03/02/2007*
  - (b) The coin acceptor, and the slot machine's related parts, must be capable of handling and accurately accounting for all accepted coins. *Eff 03/02/2007*
- (3) ~~Note Acceptors~~**BILL VALIDATORS**. *Eff 03/02/2007*
  - (a) The gaming device shall not credit the ~~note~~**BILL** or ticket received until the ~~note-acceptor~~**BILL VALIDATOR** confirms it has successfully received and stacked the ~~note~~**BILL**/ticket. *Eff 03/02/2007, Amended 11/30/14*

- (b) The **note acceptor/BILL VALIDATOR** and its related parts shall be designed to be secure from unauthorized access, tampering, and **note/BILL**/ticket removal. *Eff 03/02/2007, Amended 11/30/14*
- (c) If the **note acceptor/BILL VALIDATOR** stacker is full, the gaming device must disable the **note acceptor/BILL VALIDATOR** and refuse to accept **notes/BILLS**/tickets. The gaming device may generate an error message and hard tilt the **note acceptor/BILL VALIDATOR**. *Eff 03/02/2007, Amended 11/30/14*
- (d) If a power loss or any door open condition occurs when accepting a **note/BILL**/ticket into the **note/BILL** stacker, and no credits have been vended to the game for this **note/BILL**/ticket, the **note/BILL**/ticket should either be returned to the patron, or the appropriate credits should be vended to the game with the **note/BILL**/ticket being stacked in the **note acceptor/BILL VALIDATOR** after the error condition is cleared. *Eff 03/02/2007, Amended 11/30/14*

**30-1233 Rules of play.**

- (1) The rules of play for a slot machine game must be displayable on the slot machine face, glass or video screen. Rules of play must have approval of the Division. The Division may **reject the rules IMMEDIATELY DISABLE A SLOT MACHINE GAME FROM PATRON PLAY** if **they** **THE RULES OF PLAY** are **UNAVAILABLE**, incomplete, confusing, or misleading. *Amended 11/30/14*
- (d7) The **bonus play/SLOT MACHINE** may **include/OFFER** physical skill based components, **FEATURES, OR GAME PLAY** which affect the return to the player if the following conditions are met: *Eff 11/30/2007*
  - (i) The difference between the minimum and the maximum pay for all physical skill based outcomes or awards may not exceed **THE THEORETICAL PAY OUT REQUIREMENTS SET FORTH IN 30-1242 FOR a four percent contribution to** the overall return to the player of the gaming device. *Eff 11/30/2007, Amended 11/30/14*
  - (ii) Information explaining the physical skill based functionality must be prominently displayed on the award glass or video display. This information **should/MUST** include that there is a physical skill based advantage. *Eff 11/30/2007*
- (78) A player must be able to cash out his/her credits from a game, regardless of the amount. If the game utilizes a residual credit gamble feature, this feature shall have a theoretical return to the player of 100 percent. This requirement does not apply to non-cashable electronic promotional credits downloaded onto a slot machine.

**30-1234 Multi-game and multi-denomination slot machines.**

- (3) A multi-game slot machine must have a last game recall that can display the last ten games, including any bonus occurrences which result in awards, and any other significant events such as tilts, credit cash outs, **note/BILL** acceptor transactions, or jackpots. Last game recall must also be time and date stamped, to allow for determination of credit meter (i.e. coins, **notes/BILLS**, electronic, or won credits). *Eff 03/02/2007*

**30-1236 Error conditions-automatic reset.**

Slot machines must be capable of detecting and displaying the following conditions, which must be automatically cleared by the slot machine upon initiation of a new play sequence:

- (2) If a power loss or any door open condition occurs when accepting and escrowing a ticket while awaiting validation confirmation, the ticket should either maintain a valid status in the TITO

system and be returned to the patron, or the appropriate automatic payment should be vended with the ticket being stacked in the ~~note acceptor~~ **BILL VALIDATOR** and redeemed through the system after the error condition is cleared. *Amended 1/14/2012*

### **30-1237 Error conditions-cleared by attendant.**

Slot machines must be capable of detecting and displaying the following error conditions, which an attendant must clear: *Eff 03/02/2007*

- (7) Reverse coin in and ~~note~~**BILL**-in (coin or ~~note~~**BILL**/ticket traveling the wrong way through acceptor);  
*Eff 03/02/2007, Amended 11/30/14*

### **30-1240 Number and value of credits wagered. *Amended 11/30/14***

Redeemable credits and wagers must be accumulated from wins or from coin, token, tickets, or ~~notes~~ **BILLS**. A slot machine may not offer or allow any wagers, which violate the \$100 maximum wager restriction for any wagered game played. Any configuration setting that would allow a wager to exceed the \$100 maximum wager and/or that can be altered in any way must be maintained behind a secure means. An attendant key switch may not be used to satisfy this requirement.

A double up feature may reside within the game media, provided it is capable of being disabled via a secure means.

### **30-1242 Software requirements for percentage payout.**

The slot machine must meet the following maximum and minimum theoretical pay out during the expected lifetime of the slot machine:

- (1) The slot machine game program must theoretically pay out at least 80 percent and no more than 100 percent of the amount wagered. The theoretical payout percentage is determined using standard methods of probability theory. When applied to games whose outcome is determined in whole or in part by skill, **WHETHER BY MEANS OF STRATEGY, DEXTERITY, AGILITY OR ANY OTHER ABILITY OR EXPERTISE RELEVANT TO GAME PLAY**, the 100 percent theoretical pay out shall be computed using the optimum play strategy for compliance of the given game tested and the 80 percent theoretical payout will be computed using the lowest manufacturer's ~~expected~~ return for the game program.

### **30-1254 Progressive table games defined.**

- (6) ~~Each progressive controller linking one or more progressive tables must be housed in a dual keyed compartment or secured in a manner approved by the Division. The licensee offering the progressive must establish key control procedures TO PREVENT UNAUTHORIZED ACCESS TO THE PROGRESSIVE CONTROLLER that ensure no one person may have access to a controller's configuration data. There must be a progressive entry authorization log within each controller and the log must be completed by any person gaining entrance to the controller. The log must be entered on a form provided by the Division.~~ If the progressive controller is integrated with a personal computer software system, logical access over the personal computer software components must be designed to prevent unauthorized access to the software. *Amended 11/30/14*

### **30-1259 Incidental repairs.**

A licensed ~~MANUFACTURER OR DISTRIBUTOR~~, operator, or retailer, ~~OR ASSOCIATED EQUIPMENT SUPPLIER~~ may perform incidental repairs on its ~~slot machines~~ **GAMING DEVICES AND ASSOCIATED EQUIPMENT**. All persons actually performing ~~THE~~ internal service or repairs ~~on slot machines~~ must display a **CURRENT** Colorado gaming license. The ~~licensee~~ **Ed operator** is responsible for ensuring that all service ~~WORK, and repairs on its~~

slot machines, including the installation or repairs of component parts and associated equipment such as bill acceptors, VALIDATORS, ticket printers, gaming systems, KIOSKS or other parts which would significantly alter the current or subsequent operation of the slot machine, GAMING DEVICES OR ASSOCIATED EQUIPMENT, are done correctly and are in compliance with Division requirements. (30-1259 perm: 9/30/97) Amended 11/30/14

**30-1262 Use of slot coupons.**

- (2) The slot machines must have ~~note acceptors~~ BILL VALIDATORS in order to accept slot coupons. The ~~note acceptors~~ BILL VALIDATORS accepting slot coupons must communicate with the slot machines' microprocessors. The gaming system must validate all slot coupons before redeeming and stacking the slot coupons. Only after redeeming the slot coupons can credits be issued to the slot machine, through the gaming system. The gaming system must maintain a record of each slot coupon accepted, validated and redeemed by the system. Once a slot coupon is accepted, validated and redeemed, that coupon shall not be redeemed again. Amended 11/30/14