

Gaming Commission Regulations
Regulation # R400-04:GC-02

Chapter 2 – Gaming Devices, Equipment, and Supplies

Section 1. Purpose; Authority

- 1-1. *Purpose.* This regulation is intended to preserve the integrity of gaming by setting and maintaining the standards necessary for fair play in the use of gaming equipment, devices, and supplies. As part of the Gaming Commission’s regulatory oversight, these regulations address the equipment, devices, and supplies that are used in gaming operations within its jurisdiction. This chapter establishes the process for seeking and obtaining regulatory approval of gaming devices, equipment, and supplies; inventory, maintenance, and disposal of gaming devices, equipment, and supplies; and defines gaming devices, equipment, and supplies.
- 1-2. *Authority.* These rules and regulations are issued under and pursuant to the authority of Gaming Ordinance #10-400-01 and Gaming Commission Ordinance #04-400-04.
- 1-3. *General.* For purposes of this regulation, certain terms are defined in this regulation. The word “shall” is always mandatory and not merely advisory. Unless defined elsewhere, terms defined in this chapter are defined for the purposes of all Gaming Commission Regulations.

Section 2. Definitions

- 2-1. *Cashless wagering system* means a method of wagering and accounting:
 - a. In which the validity and value of a wagering instrument or wagering credits are determined, monitored, and retained by a computer operated and maintained by a licensee which maintains a record of each transaction involving the wagering instrument or wagering credits, exclusive of the game or gaming device on which wagers are being made. The term includes computerized systems which facilitate electronic transfers of money directly to or from a game or gaming device; or
 - b. Used in a race book or sports pool in which the validity and value of a wagering instrument or wagering credits are determined, monitored, and retained on a computer that maintains a record of each transaction involving the wagering instrument or wagering credits and is operated and maintained by a licensee.
- 2-2. *Cheques* means cash substitutes, in various denominations, issued by a gaming enterprise operation and used for wagering.
- 2-3. *Chips* means cash substitutes used for wagering purposes, which have no monetary value when removed from the specific table (i.e., roulette, tournament, or promotional).
- 2-4. *Game of chance* means a game in which randomness determines all outcomes of the game as determined over a period of continuous play.

- 2-5. *Game of skill* means a game in which the skill of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.
- 2-6. *Game outcome* is the final result of the wager.
- 2-7. *Game variation* means a change or alteration in a game or gambling game that affects the manner or mode of play of an approved game. This includes, but is not limited to, the addition or removal of wagering opportunities or a change in the theoretical hold percentage of the game.
- 2-8. *Gaming equipment and supplies* means any equipment, or mechanical, electromechanical, or electronic contrivance, component or machine used in connection with gaming. (i.e., Roulette wheel, CPU boards, TITO stock, table layouts, shufflers, cheque trays, etc.)
- 2-9. *Gaming session* means the period commencing when a player initiates a game or series of games on a gaming device by committing a wager and ending at the time of a final game outcome for that game or series of games.
- 2-10. *Hybrid game* means a game in which a combination of the skill of the player and chance affects the outcome of the game as determined over a period of continuous play.
- 2-11. *Identifier* means any specific and verifiable fact concerning a player or group of players which is based upon objective criteria relating to the player or group of players, including, without limitation:
- a. The frequency, value or extent of predefined commercial activity
 - b. The subscription to or enrollment in particular services
 - c. The use of a particular technology concurrent with the play of a gaming device
 - d. The skill of the player
 - e. The skill of the player relative to the skill of any other player participating in the same game
 - f. The degree of skill required by the game
 - g. Any combination of (a) through (f), inclusive
- 2-12. *Independent contractor* means any person who:
- a. Is not an employee of a licensed manufacturer
 - b. Pursuant to an agreement with a licensed manufacturer:

1. Designs, develops, programs, produces, or composes a control program on behalf of the licensed manufacturer
 2. Designs, develops, produces, or composes software, source language or executable code intended to be compiled into a control program by the licensed manufacturer
- c. Meets the IRS definitions of independent contractor. See IRS Publication 1779.

**** As used in this regulation “licensed manufacturer” includes any affiliate that is owned or controlled by or under common control with the licensee.***

- 2-13. *Mobile gaming systems* means a system that allows for the conduct of games through mobile communications devices operated solely within a public area of the licensed gaming operation using communications technology that allows a patron to bet or wager, and corresponding information related to the display of the game, gaming outcomes or other similar information.
- 2-14. *Non-duplicable key* means a patent-protected key whose design is legally restricted from unauthorized duplication. Duplication can only be performed by an authorized locksmith or the manufacturer. A key stamped with “Do Not Duplicate” does not make it a non-duplicable key.
- 2-15. *Randomness* is the observed unpredictability and absence of pattern in a set of elements or events that have definite probabilities of occurrence.
- 2-16. *Secured storage* means a location that utilizes surveillance and physical security measures to protect the inventory of gaming devices, equipment, and supplies from unauthorized access. Physical access is controlled by the Security Department.
- 2-17. *Sensitive or controlled keys* mean keys designated by the gaming operation or the Gaming Commission as sensitive and require strict control over custody and issuance in accordance with Tribal Minimum Internal Controls and the gaming operation’s approved procedures. These keys provide access to restricted areas, cash, and assets critical to the gaming operation.
- 2-18. *Skill* means the knowledge, dexterity or any other ability or expertise of a natural person.
- 2-19. *System based games* are gaming devices comprised of a server or system part and client stations that, together, form a single integrated device where the system portion of the game determines the outcomes of the individual games conducted on the client stations and the client stations cannot operate independently from the system. Both the system portion and the clients of the system-based gaming device will reside in a single gaming facility.
- 2-20. *System supported games* are gaming devices comprised of a collection of conventional gaming devices or client stations connected to a system for the purpose of downloading control programs and other software resources to the conventional

gaming device or client station on an intermittent basis. The system portion as well as the client stations are installed in a single gaming facility. The client stations connected to the system can operate independently from the system once the downloading process has been completed. This configuration encompasses cases where the system may take control of peripheral devices or associated equipment typically considered part of a conventional gaming device such as a bill validator or a printer. In a system supported game, game outcome is determined by the conventional gaming devices or client stations connected to the system and not by the system itself.

Section 3. Policy

3-1. Gaming devices and associated equipment that incorporate innovative, alternative, and advanced technology are beneficial to and in the best interests of the Gaming Commission to encourage the development and deployment of such technologies by manufacturers, distributors, and gaming operations to the extent consistent with this regulation.

Section 4. Minimum Standards for Gaming Devices

4-1. All gaming devices shall:

- a. Theoretically pay out a mathematically demonstrable percentage of all amounts wagered, which shall comply with Section 16.
- b. Determine game outcome solely by the application of:
 1. Chance
 2. The skill of the player
 3. A combination of the skill of the player and chance
- c. Display in an accurate and non-deceptive manner:
 1. The rules of play
 2. The amount required to wager on the game or series of games in a gaming session
 3. The amount to be paid on winning wagers
 4. Any rake-off percentage or any fee charged to play the game or series of games in a gaming session
 5. Any monetary wagering limits for games representative of live gambling games
 6. The total amount wagered by the player

7. The game outcome
 8. Such additional information sufficient for the player to reasonably understand the game outcome
- d. Satisfy the technical standards in Section 5.
- 4-2. Once a game is initiated by a player on a gaming device, the rules of play for that game, including the probability and award of a game outcome, cannot be changed. In the event the game or rules of play for the game, including probability and award of a game outcome, change between games during a gaming session, notice of the change shall be prominently displayed to the player.
- 4-3. Gaming devices connected to a common payoff schedule shall:
- a. All be of the same denomination and have equivalent odds of winning the common payoff schedule/common award based as applicable on either or both combined influence of the attributes of chance and skill; or
 - b. If of different denominations, equalize the expected value of winning the payoff schedule/common award on the various denominations by setting the odds of winning the payoff schedule in proportion to the amount wagered based as applicable on either or both the combined influence of the attributes of chance and skill, or by requiring the same wager to win the payoff schedule/award regardless of the device's denomination. The method of equalizing the expected value of winning the payoff schedule/award shall be conspicuously displayed on each device connected to the common payoff schedule/common award. For the purposes of this requirement, equivalent is defined as within a 5 percent (5%) tolerance for expected value and no more than a 1 percent (1%) tolerance on return to player or payback.
- 4-4. All possible game outcomes shall be available upon the initiation of each play of a game upon which a player commits a wager on a gaming device.
- 4-5. For gaming devices that are representative of live gambling games, the mathematical probability of a symbol or other element appearing in a game outcome shall be equal to the mathematical probability of that symbol or element occurring in the live gambling game.
- 4-6. Gaming devices that offer games of skill or hybrid games shall indicate prominently on the gaming device that the outcome of the game is affected by player skill.
- 4-7. Gaming devices shall not alter any function of the device based on the actual hold percentage.
- 4-8. Gaming devices may use an identifier to determine which games are presented to or available for selection by a player.

- 4-9. Installation of a system-based game or a system supported game. A gaming operation shall not install or use a system-based game or system supported game without prior approval of the system network implementation by the Gaming Commission, including any modifications.

Section 5. Approval of Gaming Devices, Equipment and Supplies

- 5-1. No gaming device, equipment, or supply shall be purchased, leased, or otherwise acquired by the gaming operation unless:
- a. The vendor is properly licensed by the Gaming Commission
 - b. Usage of new gaming devices, equipment, or supplies has been approved by the Gaming Commission
 - c. Certified by Gaming Laboratories International (GLI), BMM Labs, or other recognized testing laboratory in accordance with Section 17, provided that all certification or approval letters identify that the testing standards meet or exceed the State of Nevada or the State of New Jersey technical standards
- 5-2. Approval of new gaming platforms and new technologies (i.e., internet gaming, daily fantasy sports, mobile gaming) shall be:
- a. Approved by the Gaming Commission
 - b. Shall have jurisdictional approval or legal determination (if applicable)
 - c. The vendor is properly licensed by the Gaming Commission
 - d. Equipment and software shall be approved and certified by Gaming Laboratories International (GLI), BMM Labs, or other recognized testing laboratories in accordance with Section 17, provided that all certification or approval letters identify that the testing standards meet or exceed the State of Nevada or the State of New Jersey technical standards
- 5-3. The gaming operation shall not install, use, or offer for play any new technology or new game platform without Gaming Commission approval (Section 5-2) and:
- a. A minimum ninety (90) calendar days advanced written notice to the Gaming Commission that includes:
 1. Type of technology or games to be installed
 2. Manufacturer
 3. Approval letters from an approved gaming laboratory (if applicable)

4. Date of proposed installation
 5. Date of proposed implementation
 6. Name of gaming operation contact person
 7. Rules for the proposed game (if applicable)
- 5-4. Proposed procedures shall be submitted to the Gaming Commission for approval sixty (60) calendar days in advance of implementation.
- 5-5. New technologies include, but are not limited to:
- a. Slot Accounting Systems
 - b. Revenue Accounting Systems
 - c. Server supported games
 - d. Server based games
 - e. Player Tracking Systems
 - f. Cashless Wagering Systems
- 5-6. New game categories include, but are not limited to:
- a. Bingo
 - b. Pull Tabs
 - c. Keno
 - d. Pari-Mutuel
 - e. Sports Book
 - f. Internet Gaming
 - g. Any other form of gambling
- 5-7. New technologies and game categories shall not be offered to the gaming public until Tribal Minimum Internal Control Standards and/or System of Internal Control Standards have been approved by the Gaming Commission and implemented by the gaming operation.

Section 6. Responsibility to Report

- 6-1. Any person who has evidence or reason to believe that any gaming device, equipment, or supply used or proposed for use at the gaming facility has been tampered with or altered shall immediately report such evidence or belief to the Gaming Commission.
- 6-2. Any person who has evidence or reason to believe that any individual has unauthorized possession of any gaming equipment, machine, or other device used in the gaming facility, shall immediately report such evidence or belief to the Gaming Commission.
- 6-3. Upon receipt of information described in Section 6-1 or 6-2, a Gaming Commission agent may secure and/or take custody of the suspected equipment or device, and any evidence required to be reported pursuant to this subsection.

Section 7. Gaming Device Control Programs

- 7-1. Gaming device control programs shall:
 - a. Be shipped to and verified by the Gaming Commission
 - b. After verification is completed by the Gaming Commission, verified control programs shall be transferred to the gaming operation's Slot Performance Department for inventory, storage, and access in accordance with this regulation.
 - c. Gaming device software NOT requiring verification will be turned over to the gaming operation's Slot Performance Department.
- 7-2. All RAM Clear, RAM Reset, Set or other maintenance software will always remain in the custody of the Gaming Commission except when the vendor brings in these types of media, in which case they shall always remain in the vendor's possession.

Section 8. Required Notifications to the Gaming Commission

- 8-1. New gaming device, equipment, or supply notice. Prior to the shipment of any gaming device, equipment, or supply, the vendor is required to notify the Gaming Commission of the pending shipment. The Gaming Commission shall receive the notice at least five (5) calendar days prior to the shipment of any gaming device, equipment, or supply. The shipping notice shall include the following information:
 - a. Description of the gaming device, equipment, or supply
 - b. Number of each item being shipped
 - c. The serial number of each item (if applicable) being shipped
 - d. The control program manufacturer and ID Number
 - e. Date of shipment and expected arrival date
 - f. Method of shipment

- g. Certification from an approved independent gaming laboratory
- 8-2. Replacement of malfunctioning, broken or damaged gaming device, equipment, or supply notice. Prior to the immediate shipment of any replacement(s) (identical replacement) for malfunctioning, broken or damaged gaming device, equipment, or supply, the vendor shall give the Gaming Commission notification of shipment. The shipping notification shall include the following information:
- a. Description of the gaming device, equipment; or supply
 - b. Number of each item being shipped
 - c. The serial number of each item (if applicable) being shipped
 - d. The control program manufacturer and ID Number (if applicable)
 - e. Date of shipment and expected arrival date
 - f. Method of shipment
- 8-3. Request for shipping waiver. The vendor may request a waiver from the shipping notification requirements. The waiver request shall be made to the Gaming Commission. Any request for waiver shall include:
- a. Justification for the waiver
 - b. Items listed in 8-2 above
 - c. Contact information of the requestor
- *All waiver requests will be evaluated on a case-by-case basis and are only granted for valid mitigating circumstances. A request for a waiver is not a guarantee. Approved waivers will be sent to the vendor's contact person and may contain specific instructions.***
- 8-4. Failure to comply with any required notification requirements set forth in Section 8 may result in the following fines levied against the vendor, unless defined otherwise by Gaming Commission Order.
- a. \$2,000.00 – first offense
 - b. \$4,000.00 – second offense
 - c. \$6,000.00 – third offense
 - d. \$10,000.00 – fourth offense
- 8-5. Offenses shall be cumulative within a twelve (12) month period from the date of the last offense.

Section 9. Receipt of Gaming Devices, Equipment and Supplies

- 9-1. No gaming devices, equipment, or supplies may be accepted by the gaming operation unless:
- a. Proper notification has been received by the Gaming Commission prior to shipment
 - b. A Gaming Commission agent is present to verify the delivery and inspect gaming devices, equipment, and supplies at the time of receipt. This includes verification of the items delivered, physical condition of items, the number delivered, and serial number(s) if applicable compared to the shipment notification. (This does not include software which is delivered directly to the Gaming Commission)

Section 10. Gaming Cheques

10-1. Approval of Cheques.

- a. The gaming operation shall not issue or redeem any cheques for use in connection with gaming operations or promotions unless the Gaming Commission has approved the cheques.
- b. The gaming operation shall not modify, in any manner, cheques previously approved by the Gaming Commission.
- c. Requests for approval of cheques or requests to modify previously approved cheques shall be made in such a manner as the Gaming Commission may prescribe. The request shall include, at a minimum, the following information:
 1. An exact drawing, in color, of each side and the edge of the proposed cheque, drawn to actual size or drawn larger than actual size in scale, and showing the measurements of the proposed cheque in each dimension
 2. Written specifications for the proposed cheque
 3. The name and address of the manufacturer
 4. The gaming operation's intended use for the proposed cheque
 5. A verification upon oath or notarized affirmation, executed by the cheque manufacturer, or a person with equivalent responsibilities, that has a written System of Internal Controls, which describes in detail the current administrative, accounting, and security procedures which are utilized in the manufacture, storage and shipment of the cheques, and related material
 6. The Gaming Commission must provide written approval for any deviations from the specific requirements of this regulation, provided it determines that the alternative controls and procedures fulfill the regulation's intended purpose.

- d. If after receiving and reviewing the items and information described by this regulation the Gaming Commission is satisfied that the proposed cheques, and related information conform to the requirements of this regulation, the Gaming Commission shall notify the gaming operation in writing. The gaming operation shall provide a sample of the proposed cheques in final, manufactured form. If the Gaming Commission is satisfied that the sample conforms with the requirements of this regulation and the information submitted with the application, the Gaming Commission may approve the proposed cheques and shall notify the gaming operation in writing. The Gaming Commission shall retain the sample cheques submitted pursuant to this subsection.

10-2. *Cheques Specifications.* Cheques shall be designed, manufactured, and constructed in compliance with the standards of the State of Nevada and this regulation, and in such a manner as to prevent counterfeiting of the cheques to the extent reasonably possible.

- a. In addition to such other specifications as the Gaming Commission may approve.
 - 1. The name and location of the gaming operation shall be inscribed on each side of each cheque
 - 2. The value of the cheque shall be inscribed on each side of each cheque
 - 3. The manufacturer's name or distinctive logo or other mark identifying the manufacturers shall be inscribed on at least one side of each cheque
 - 4. Each cheque shall be designed so that when stacked with other cheques of other denominations and viewed on closed circuit, black and white television, the denomination of the cheque can be distinguished from that of the other cheques in the stack

10-3. *Additional Cheques Specifications.* Unless the Gaming Commission approves otherwise, the color of the cheques shall be:

- a. \$0.50 cheques shall be predominantly blue in color
- b. \$1.00 cheques shall be predominantly white in color
- c. \$5.00 cheques shall be predominantly red in color
- d. \$25.00 cheques shall be predominantly green in color
- e. \$100.00 cheques shall be predominantly black in color
- f. \$500.00 cheques shall be predominantly purple in color
- g. \$1,000.00 cheques shall be predominantly orange in color

10-4. *Use of Cheques.* Cheques are only representatives of value which evidence a debt owed to their custodian by the gaming operation and are not the property of anyone other than the gaming operation.

- a. If cheques are to be used at the gaming operation, management of the gaming operation shall:
 1. Comply with all applicable laws and regulations of the Little River Band of Ottawa Indians and the United States of America pertaining to cheques
 2. Issue cheques only to patrons of the gaming operation and only at their request
 3. Promptly redeem its own cheques from its patrons by cash or check drawn on an account of the gaming operation
 4. The gaming operation shall not redeem cheques if presented by a person who the gaming operation knows or reasonably should know is not a patron except that the gaming operation shall promptly redeem its cheques if presented by:
 - A. Another gaming operation who represents that it redeemed the cheques from its patrons or received them unknowingly, inadvertently, or unavoidably
 - B. An employee of the gaming operation who presents the cheques in the normal course of employment

10-5. *Redemption and disposal of discontinued cheques.* If the gaming operation permanently removes from use or replaces approved cheques at its gaming operation, or ceases operation of its gaming operation, the gaming operation shall prepare a plan for redeeming discontinued cheques that remain outstanding at the time of discontinuance or cease of operation. The gaming operation shall submit a plan in writing to the Gaming Commission no later than thirty (30) calendar days before the proposed removal, replacement, or closure. The Gaming Commission may approve the plan or require reasonable modifications as a condition of approval. Upon approval of the plan, the gaming operation shall implement the plan as approved.

- a. In addition to such other reasonable provisions as the Gaming Commission may approve or require, the plan shall provide for:
 1. Redemption of outstanding discontinued cheques in accordance with this regulation for at least ninety (90) calendar days after the removal or replacement of the cheques
 2. Redemption of the cheques at the premises of the gaming facility
 3. Publication of notice of the discontinuance of the cheques and of the redemption and the pertinent times and location in at least

two (2) newspapers of general circulation in the state of Michigan. The publication shall run at least twice during each week of the redemption period, subject to the Gaming Commission's approval of the form of notice, the newspapers selected for publication, and the specific days of the publication.

4. Conspicuous posting of the notice described in Section 10-6 (a) (3) at the gaming facility and at all buildings of the Little River Band of Ottawa Indians
5. Destruction or such other disposition of the discontinued cheques as required in Section 10-7 below
6. Alternative destruction and disposal methods require Gaming Commission approval

10-6. *Destruction and Disposal of Cheques.* The gaming operation shall establish procedures for the destruction of cheques. These procedures shall include, at a minimum:

- a. Recording the number and/or denominations of the cheques, to be destroyed, or otherwise disposed of, pursuant to this section
- b. Approved methods of destruction or disposition
- c. Department responsible for carrying out the destruction or other disposition on behalf of the gaming operation
- d. The gaming operation shall maintain each record required by this subsection for at least five (5) years

Section 11. Storage of Gaming Devices, Equipment or Supplies

11-1. The gaming operation shall develop and implement (upon Gaming Commission approval), procedures for the secure storage of gaming devices, equipment, or supplies. Access to the secured storage locations shall be controlled by the Security Department.

11-2. Used cards, dice, and layouts (with tribal logo present) shall be maintained by a department independent of the Table Games Department. They shall be secured in a location until "marked", "scored", or "destroyed" within seven (7) calendar days.

11-3. The gaming operation shall establish procedures for the destruction and/or disposal of gaming devices, sensitive or controlled keys, sensitive locks, cards, dice, TITO stock, control programs, and layouts with the Tribal logo present. Included in these procedures shall be, at a minimum:

- a. Maintain a log documenting all items destroyed or disposed of

- b. Clearly define the destruction method, responsible personnel, and authorization requirements
- c. Ensure all destruction activities include notification to the Surveillance Department

Section 12. Suspicious Instruments

12-1. All suspicious instruments (i.e., lights, magnets, coins, etc.) found by or delivered to the gaming operation shall be forwarded to the Gaming Commission within twenty-four (24) hours.

Section 13. Sensitive or Controlled Keys and Locks

13-1. Sensitive or controlled keys and locks are considered gaming equipment. The gaming operation shall develop, and the Gaming Commission shall approve procedures for the inventory, access, tracking, and “re-keying” or replacement of all sensitive or controlled keys and locks.

- a. The gaming operation shall provide a list of identified sensitive or controlled keys annually.
- b. The gaming operation shall provide the Gaming Commission with any changes or updates to the list required in Section 13-1 (a) within twenty-four (24) hours.

13-2. The required procedures in Section 13-1 shall include:

- a. Provisions to replace or “re-key” all associated locks of any sensitive or controlled key lost or removed from the gaming facility. These procedures shall include a notification to the Gaming Commission. The notification required to the Gaming Commission shall include:
 - 1. Identification of affected locks
 - 2. Number of locks affected
 - 3. Department(s) affected
 - 4. Action to be taken (replace or “re-key”)
 - 5. Date action taken

13-3. The only exception to Section 14-2 is if the key in question is a non-duplicable key, as defined. In this instance, the gaming operation shall send a written notification to the Gaming Commission that includes, at a minimum, the following:

- a. Specific key or locks affected.

b. A signed attestation from an authorized locksmith or the key manufacturer that confirms the affected key is a non-duplicable key, as defined in Section 2-15 above

c. Corrective actions to prevent future occurrence.

13-4. "Removed" does not apply to keys issued to on-duty gaming operation employee while executing their work duties. gaming operation employee shall return all issued keys prior to leaving the gaming operation.

Section 14. Prohibition of Electronic and Mechanical Aids

14-1. Except as specifically permitted by the Gaming Commission, no person shall possess, with the intent to use in connection with gaming, either individually, or in concert with others, any calculator, computer, or other electronic or mechanical device to assist in projecting the outcome or odds of such gaming, to keep track of cards, or to change probabilities of any game or the playing strategy regularly utilized in such gaming.

Section 15. Requirements for Percentage Payouts

15-1. Gaming devices shall meet the following minimum theoretical percentage pay outs during the expected lifetime of the gaming device:

a. The gaming device shall pay out at least eighty percent (80%) for games of chance not involving skill.

b. The gaming device shall pay out at least eighty-five percent (85%) for games of chance that involves some skill. (i.e., video poker).

Section 16. Independent Testing Laboratories Recognition

Independent testing laboratories may request recognition from the Gaming Commission. Recognition means that the Gaming Commission recognizes the independent testing laboratory as an independent testing facility and will accept testing results, certification results, and verification information from the recognized independent testing laboratories. The Gaming Commission will recognize independent testing laboratories at its sole discretion.

16-1. To gain recognition, the independent testing laboratory shall:

a. Send an official communication to the Gaming Commission stating its request to be recognized as an independent testing laboratory.

b. Provide support documentation that demonstrates:

1. Integrity

2. Independence from any manufacturer, distributor, or operator of any game, gaming device, associated equipment, cashless wagering

system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, regardless of whether or not such person or entity is licensed, registered, or otherwise does business within the jurisdiction of the Little River Band of Ottawa Indians.

- A. Shall not have a financial or other interest, direct or otherwise, in a manufacturer, distributor, or operator of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, regardless of whether or not the person or entity is licensed, registered, or otherwise does business within the jurisdiction of the Little River Band of Ottawa Indians.
 - B. Shall not participate, consult, or otherwise be involved in the design, development, programming, or manufacture of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto.
 - C. Shall not have any other interest in or involvement with a manufacturer, distributor, or operator that could cause the independent testing laboratory to act in a manner that is not impartial; and
 - D. Such individuals shall not serve in any capacity with a manufacturer, distributor, or operator beyond the scope of the independent testing laboratory's engagement pursuant to these regulations.
- 3. Be accredited in accordance with ISO/IEC 17025 by an accreditation body that is a signatory to the International Laboratory Accreditation Cooperation Mutual Recognition Agreement, unless the independent testing laboratory is only seeking registration for the inspection and certification of games and game variations.
 - 4. Demonstrate it is technically competent in testing the category of game, device, or system in which it is seeking registration.
 - 5. Demonstrate it is technically competent to test compliance with the applicable Nevada and/or New Jersey statutes, regulations, standards, and policies.

16-2. The Gaming Commission shall maintain a list of recognized independent testing laboratories.

- 16-3. The restrictions in this section are not intended to limit an independent testing laboratory, or the above listed individuals from providing consulting services to a manufacturer, distributor, or operator, provided that such services do not directly or indirectly indicate, suggest, or imply how to design, develop, program or manufacture a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any components thereof or modification thereto.

****The Gaming Commission recognizes Gaming Laboratories International (GLI) and BMM Test Labs.***

Section 17. Violation of the Rules

- 17-1. Failure to comply with this regulation may result in the initiation of action under Little River Band of Ottawa Indians Gaming Commission Regulations –Chapter 10 – Compliance and Enforcement.