

The Gambling (Gaming and Betting) Control Act. 2015

REGULATIONS

Made by the Minister under section 95 of the Gambling (Gaming and Betting) Control Act, 2015

The Gambling (Gaming and Betting) Control (Gaming Devices and Equipment) Regulations, 2015

PART ONE – PRELIMINARY

1. Citation

These regulations may be cited as the Gambling (Gaming and Betting) Control (Gaming Devices and Equipment) Regulations, 2015.

2. Interpretation & Definitions

In these Regulations,

- “the Act” means the Gambling (Gaming and Betting Control) Act, 2015;
- “chip” means a non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a holder of a gaming license issued by the Commission for use in gaming other than in electronic gaming devices in the license holder’s gaming facility;
- A “component part” of a slot machine is a part (including equipment, system, or device) which is necessary for the proper operation and essential function of the slot machine as it relates to accepting money or tokens, paying out money or tokens, determining or displaying the outcome of the game, record keeping, and security, and includes hoppers, coin acceptors, microprocessors and related circuitry, programmed EPROMS, bill acceptors, progressive systems, slot monitoring systems that record their own slot machine meters, and any other parts the GCC determines are component parts. A component part does not include those parts which, if removed, do not impair the essential function of a slot machine, such as light bulbs, lamps, buttons, switches, speakers, wires, cabinets, decorative glass, batteries, fuses, screws, bolts, nuts, brackets, hinges, locks, springs, handles, pay-table glass, video display units, stepper motors, reel strips, and power supplies.
- “drop” means the total amount of money, tickets, and coupons removed from any slot, table or kiosk;
- “electronic gaming device” includes any electrical device or machine which upon payment of consideration is available to play or operate, the operation of which, whether by reason of the skill of the operator, application of the element of chance, or both, may deliver or entitle the person playing or operating the machine to receive premiums, merchandise, tokens, redeemable game credits, or anything of value other than unredeemable free games whether the payoff is made automatically from the machines or in any other manner;
- “progressive controller” means the hardware and software that controls all communications within a progressive game link and its associated progressive meter;

- “progressive jackpot” means a value determined by a holder of a gaming license issued by the Commission and arrived at by income of an independent, local, or interlinked gambling game. This value shall be clearly displayed to players of the interlinked gambling game and metered incrementally by a progressive controller. A progressive game must prominently display signage indicating either that a progressive jackpot is to be paid or indicating the current amount of the jackpot. An automated controller is not required in games of live poker where the incrementing and distribution processes are defined in the approved rules of the game;
- “shoe” means a device used to dispense cards in gambling games;
- “signature” means the definitive identity of an individual specific Program Storage Device (PSD), determined by electronic analysis and reflective of the PSD’s game behaviour capability;
- “slot machine” means a type of electronic gaming device;
- “TITO” or “Ticket-In-Ticket-Out” means any system that accepts and verifies tickets with a ticket-in reader and that prints tickets in the appropriate format as specified by the Commission for credits that can be redeemed at cashiers or be inserted back into an electronic gaming device and/or TITO system. Banknote readers frequently double as ticket readers;
- “tokens” —A metal object or other representation of value for use in an electronic gaming device that is approved by the Commission and which is sold by a gaming facility licensed by the Commission and redeemable only for cash or other forms of value approved by the Commission;

PART TWO – GAMING DEVICES AND EQUIPMENT

3. Approvals of gaming devices and equipment

- (1) No slot machine, bill token or coin acceptor, hopper, ticket printer system, progressive controller, accounting system, player tracking system, monitoring system, card table with electronic or electromechanical components, mechanical shuffling device, card shoe, cards, chips or tokens or other gaming equipment designated by the Commission, may be used for gaming by any licensee before the Commission authorizes their inclusion in the commission's database of approved items and technologies.
- (2) Each individual slot machine, progressive system and card table shall be approved by the Commission before it is used for gaming.
- (3) No licensed manufacturer, distributor, operator or retailer shall sell, offer for sale, offer for play or use for any other gaming purpose, any slot machine or component part that the licensee knows, or reasonably should know, will malfunction in any manner that affects game play or the accuracy of the required meters.
- (4) Licensed manufacturers and distributors shall notify the Commission and its independent testing laboratory in writing within seven days of the discovery of a malfunction that affects game play or the accuracy of the required meters in a model of slot machine, component part or game programme submitted and approved for use in Trinidad and Tobago.

4. Testing

- (1) To be eligible for approval and inclusion in the Commission's database described in Section 3(1) of this rule, a manufacturer or vendor of any device, software, hardware or other technology must submit the device, software, hardware or other technology for scientific testing and technical evaluation by the certified independent testing laboratory under contract with the Commission and obtain certification from such independent testing laboratory that it complies with technical standards approved by the Commission.
- (2) The cost of such testing shall be paid for by those licensees requesting approval of the any device, software, hardware or other technology.

- (3) Such cost shall include the actual costs of any required testing and the cost of the Commission employee's time involved in reviewing the test results.
- (4) Testing shall be conducted by an independent testing laboratory selected by the Commission through a competitive procurement process approved by the Commission.
- (5) Testing shall be billed at a cost as approved by the Commission.
- (6) No subsequent modifications or upgrades to any device approved by the Commission pursuant to Section 3(1) may be made by any licensee without the prior written approval of the Commission.
- (7) Testing of computerised generated output that affects the reporting of gross gaming winnings or of statistical data required to be generated and maintained by a licensee may be subject to field testing as directed by the Commission or as established by procedures approved by the Commission.
- (8) For good cause shown the Commission may waive any of the requirements imposed by this regulation.
- (9) The Commission may approve an expedited approval process for inclusion of systems in place prior to the effective date of this rule so long as it ensures the integrity of the system and established documentation that the system is operating in conformance with technical standards approved by the Commission.

5. Appeal of test results

Any person requesting approval of gaming equipment under Section 3(1) and, is denied by the Commission, may appeal such denial in writing to the Commission within ten (10) days of receipt of notice of denial.

6. All electronic gaming equipment, except software, shall only be transported in accordance with this rule. All gaming operators and gaming-related vendors must comply with this rule before any electronic gaming equipment is imported, exported or transported within Trinidad and Tobago.
 - a. Transportation notification under this rule is not required for the movement of electronic gaming equipment on the gaming floor or within a gaming facility. However, notice under IX of this rule is required prior to such movement.
 - b. Prior to the transportation of any electronic gaming equipment, except software, the gaming operator or gaming-related vendor shall first notify the Commission of the proposed shipment at least seven days in advance, unless a time is otherwise approved by the Commission. The notice shall include the following information:
 - i. The full name and address of the person or persons shipping or moving the electronic gaming equipment;
 - ii. The full name and address of the person who owns the electronic gaming equipment, if different from the person(s) shipping or moving the electronic gaming equipment;
 - iii. The full name(s) and address(es) of any new owner(s) in the event ownership is being changed in conjunction with the shipment or movement;
 - iv. The method of shipment or movement and the name and address of the common carrier or carriers, if applicable;
 - v. The full destination address for the electronic gaming equipment;
 - vi. The quantity of electronic gaming equipment being shipped to each location if more than one destination;
 - vii. The manufacturer's serial number of each piece of electronic gaming equipment;
 - viii. The expected date and time of delivery to any authorized location or to any port of entry or exit, if the origin or destination of the electronic gaming equipment is outside Trinidad and Tobago; and
 - ix. The reason for transporting or moving the electronic gaming equipment.
 - c. All EPROMs, compact flash cards, or other program storage device, which is defined as media or an electronic device that contains the critical control program components, shall be transported separately from the shipment of electronic gaming equipment . If electronic gaming equipment is not being utilized by the gaming operator and is being

stored off of the casino floor, the EPROM, compact flash card or other program storage device shall be stored separately in a locked safe or the equivalent as approved by the commission.

7. The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the commission, possess gaming equipment in Trinidad and Tobago for the purposes provided herein, provided that the equipment is kept only in such locations as may be specifically approved in writing by the commission and that any machines located outside of a licensed casino facility not be used for gaming activity:
 - a. An applicant for or holder of:
 - i. A gaming operator, management company or holding company license at a gaming facility to conduct gaming;
 - ii. A gaming related vendor license, for the purpose of distributing, repairing or servicing slot machines;
 - iii. An employee or agent of the commission, for the purpose of fulfilling official duties or responsibilities;
 - iv. The testing lab appointed by the commission to test and certify gaming equipment on behalf of the commission;
 - v. A common carrier, for the purpose of transporting such slot machines; or
 - vi. Any other person the commission may approve after finding that possession of slot machines by such person in this state is necessary and appropriate to fulfill the goals and objectives of the Act and the rules adopted thereunder.
8. Each gaming operator, management company and holding company licensee shall file, prior to the commencement of gaming and every thirty days thereafter, at the office of the commission's agent in the casino facility comprehensive lists of:
 - a. Unless the licensee uses an online database that updates its inventory of electronic gaming equipment in real-time, the electronic gaming equipment (including bill validators and/or bill changers) on its gaming floor (the "Slot Machine Master List");
 - b. The electronic gaming equipment possessed by the licensee in restricted areas off the gaming floor but on the premises of its gaming facility;
 - c. The electronic gaming equipment possessed by the licensee at locations in Trinidad and Tobago but off the premises of its gaming facility.
 - d. At a minimum, each list of gaming equipment required by this rule shall contain the following information, as applicable, for each slot machine and any accompanying bill validator and/or bill changer on the "Slot Machine Master List," in consecutive order by location number:
 - i. The date on which the list was prepared;
 - ii. A description of each electronic gaming device by:
 1. Slot machine model and serial number;
 2. Computer program number;
 3. Denomination;
 4. Manufacturer and machine type, noting with particularity whether the machine has a bill validator or bill changer attached or is a progressive machine;
 5. Whether the slot machine has an activated electronic funds transfer (EFT) feature; and
 6. Whether the slot machine has an activated voucher feature;
 7. A cross reference for each slot machine by zone and serial number;
 8. The area within the gaming facility where the device is located for each device included on the list;
 9. The address of the slot machine storage facility where the slot machine is located; and
 10. Such other information as the commission may require.
9. Any building located outside of a casino facility where slot machines will be kept shall meet, at a minimum, the following requirements:
 - a. All access doors and windows must be locked and alarmed;

- b. Access is restricted to those individuals permitted to maintain slot machines pursuant to this rule; and
 - c. Any other requirements as deemed appropriate by the commission.
10. Except when necessary due to a malfunction, a gaming operator shall notify the chief executive officer of the commission in writing and receive written approval at least five days before moving electronic gaming equipment within a gaming floor. In the event of a malfunction, the gaming operator shall immediately notify the commission of the movement.
 - a. All movements of electronic gaming equipment shall be recorded in a log that shall be performed according to procedures approved in writing by the commission.
11. No electronic gaming equipment may be placed into operation at a gaming facility unless the equipment is in a suitable operating condition.
12. A gaming operator shall notify the commission's gaming agents about and remove from operation any electronic gaming equipment that becomes unsuitable for operation at a gaming facility.
13. Any maintenance, repair or other type of servicing of electronic gaming equipment that is to be or has been placed into operation at a gaming facility must occur in a secure location approved by the commission, including the gaming floor.
14. A gaming operator shall keep a log of electronic gaming equipment undergoing any maintenance, repair or other type of servicing.
 - a. The log, at a minimum, shall include the:
 - i. Name of the person(s) involved in the maintenance, repair or other type of servicing;
 - ii. Date and time of the maintenance, repair or other type of servicing;
 - iii. Areas or components of the equipment accessed; and
 - iv. The electronic gaming equipment's asset number of identification.
 - b. The log shall be maintained in accordance with the record retention requirements of Trinidad and Tobago.
 - c. The log shall be made available to the commission upon request.
15. Upon completion of any maintenance, repair or other type of servicing of any electronic gaming equipment or the determination not to return the equipment to operation at a gaming facility, a gaming operator shall submit a written report to the commission detailing the issue with the equipment and describing either how it was resolved or why it could not be resolved.
16. Any remote access to gaming equipment in Trinidad and Tobago must be performed with the prior written approval of the commission according to written procedures approved by the commission.
17. All electronic gaming equipment used by gaming operators after July 1, 2017 shall provide means for the use of third party authentication tools approved by the commission.
18. All gaming equipment used by gaming operators after January 1, 2018 shall support a port and protocol, referred to as game authentication terminal (GAT), for gaming equipment verification.
19. Redemption kiosks are devices that accept redeemable ticket vouchers issued from electronic gaming equipment for cash. Redemption kiosks and associated components shall meet the commission's approved technical standards.

PART THREE – TABLE GAMES

20. Each gaming operator licensee or applicant shall submit written internal control plans for the operation of table games at least sixty days before the operator or applicant's anticipated gaming facility opening. The internal controls for table games shall be submitted to the commission for approval and shall detail all procedures addressing the rules in this chapter and any others required to operate the games with integrity.
21. Any gaming operator providing table games shall detail the operations of a table game department in the internal controls. That department shall be supervised by a person located at the gaming facility who functions as the table games manager. Unless otherwise approved by

the commission, the department shall be mandatory and shall cooperate with yet perform independently of other mandatory departments.

22. A gaming operator licensee or applicant shall submit the rules for playing any table games that the gaming operator wants to provide. Each table game, the rules of the game, and associated equipment shall be evaluated by the commission for the following:
 - a. Conformance with industry standard rules;
 - b. The object of the game and method of play, including what constitutes win, loss, or tie bets;
 - c. Physical characteristics of the game, gaming equipment, and gaming table;
 - d. Wagers and payout odds for each type of available wager;
 - e. The applicable inspection procedures for any of the following required by the game:
 - i. Cards;
 - ii. Dice;
 - iii. Wheels and balls; or
 - iv. Manual and electronic devices used to operate, display the outcome, or monitor live games;
 - f. For each game that uses cards, a description of the following:
 - i. Shuffling procedures;
 - ii. Card cutting procedures;
 - iii. Procedures for dealing and taking cards; and
 - iv. Burning cards;
 - g. Procedures for the collection of bets and payouts including requirements for internal revenue service purposes;
 - h. Procedures for handling suspected cheating or irregularities and immediate notification of commission gaming agent on duty;
 - i. Procedures for immediate notification to the commission gaming agent on duty when equipment is defective or malfunctioning; and
 - j. Procedures to describe irregularities of the game, including dice off the table and soiled cards.
23. The commission may use an independent testing laboratory to evaluate the proposed table game, its rules, and associated equipment.
24. The commission may require a trial period to assess the functionality of the table game, rules of the game, and associated equipment in a live gaming environment. The conduct of the trial period shall be subject to compliance by the gaming operator with any conditions that may be required by the commission, including duration of the trial.
25. A gaming operator shall not install a table game or associated equipment unless the table game, rules of the game, and associated equipment have been approved by the commission for use at the gaming facility.
26. A gaming operator may only offer commission-approved table games for play, and must operate the games according to the approved rules.
27. The gaming operator shall notify the chief executive officer in writing and receive written approval at least five days before moving or disposing of a table game or associated equipment that has been approved.
28. Any modification to a table game or the associated equipment may be authorized by the chief executive officer on an emergency basis to prevent cheating or malfunction. The emergency request shall be documented by the gaming operator. The request shall specify the name and employer of any persons to be involved in the installation of the modification and the manner in which the installation is to be effected. Within fifteen days of receipt of any authorization to install an emergency modification, the gaming operator shall submit the modification for full evaluation and approval in accordance with this chapter.
29. Each gaming operator shall notify the commission's gaming agent on duty of any known or suspected defect or malfunction in any table game or associated equipment installed in the gaming facility no later than four hours after detection. The gaming operator shall comply with any instructions from the commission staff for the use of the table game or associated equipment.

30. A gaming operator licensee or applicant may only purchase table games, chips, dice, and playing cards from gaming-related vendor licensees, or vendor applicants so long as the purchase is approved in writing by the chief executive officer.
31. Each gaming operator shall not:
 - a. Permit the use of any table game or associated table
 - b. game equipment that could have been marked, tampered with, or otherwise placed in a condition or operated in a manner that might affect the normal game play and its payouts;
 - c. Permit known cheating;
 - d. Permit any cheating device to remain in or upon any gaming facility;
 - e. Conducting, carry on, operate, or deal any cheating or thieving game or device on the gaming facility premises;
 - f. Permit any gambling device that tends to alter the normal random selection of criteria that determines the results of the game or deceives the public in any way to remain in or upon any gaming facility; or
 - g. Permit a patron to possess any calculator, computer, or other electronic, electrical, or mechanical device at any table game that meets any of the following conditions:
 - i. Assists in projecting the outcome of a game;
 - ii. Keeps track of cards that have been dealt;
 - iii. Keeps track of changing probabilities; or
 - iv. Keeps track of playing strategies being utilized, except as permitted by the commission.
32. A person who, without the assistance of another person or without the use of a physical aid or device of any kind, uses the person's own ability to keep track of the value of cards played and uses predictions formed as a result of the tracking information in their playing and betting strategy shall not be considered to be in violation of commission rules.
33. Each gaming operator shall prominently post and provide a copy of the rules and payoff schedules for any table game if requested by a patron. No payoff schedule shall be worded in a manner that misleads the public.
34. A gaming operator may submit a written request to the commission for a waiver for one or more of the requirements in this chapter. The request shall be filed with the commission and shall include supporting documentation demonstrating how the table game controls for which the waiver has been requested will still meet the operational integrity requirements of the Act and the rules adopted thereunder.
35. Whenever cash is presented by a patron at a gaming table to obtain gaming chips, the following requirements shall be met:
 - a. The cash shall be spread on the top of the gaming table by the dealer or boxperson accepting the cash, in full view of the patron who presented the cash and the supervisor assigned to that gaming table;
 - b. The cash value amount shall be announced by the dealer or boxperson accepting the cash, in a tone of voice calculated to be heard by the patron and the supervisor assigned to that gaming table;
 - c. The boxperson or dealer shall count and appropriately break down an equivalent amount of chips in full view of surveillance and the patron; and
 - d. The cash shall be taken from the top of the gaming table and placed by the dealer or boxperson into the drop box attached to the gaming table.
36. No cash wagers shall be allowed to be placed at any gaming table. The cash shall be converted to chips before acceptance of a wager.
37. Cards - Receipt and storage
 - (1) When decks of cards are received for use in a licensed establishment, they shall be stored in a locked cabinet, which shall in turn be located in a secure location approved by the Commission.
 - (2) A secondary storage area shall be located in a secure area approved by the Commission and before the beginning of a shift or a day, the licensee or the licensee's agent shall open

the cabinet and remove the appropriate number of decks of cards for that shift or day, distribute the decks to the dealer at each table and place the extra decks in a card reserve, which reserve shall be a locked compartment approved by the Commission.

38. Cards - Inspection and removal from use

- (1) Prior to their use at a table, decks must be inspected by the dealer who shall check the back of each card to ensure that it is not flawed, scratched or marked in any way.
- (2) If, after checking the cards, the dealer finds that certain cards are damaged or improper, a substitute deck shall be brought from the card reserve and the damaged or improper cards shall be placed in a sealed envelope or container, identified by table number, date and time and signed or initialled by the dealer and a pit supervisor.
- (3) Cards damaged during the course of play shall be replaced and the damaged cards shall be placed in a sealed envelope or container, identified by the table number, date and time and shall be signed or initialled by the dealer and a pit supervisor.
- (4) The licensee shall remove the cards at any time if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game or at the request of an authorised representative of the Commission and the damaged cards shall be placed in a sealed envelope or container, identified by table number, date and time, and shall be signed or initialled by the dealer and a pit supervisor.
- (5) A label shall be attached to an envelope or container which identifies the date and time and which must be signed or initialled by a pit supervisor.
- (6) Where a licensee has no reason to believe that damaged or flawed cards in a sealed envelope or container were so damaged or flawed as a result of an unlawful act, motive or scheme, the licensee may dispose of such cards after thirty days in any manner designed to prevent their future use in gaming.
- (7) All envelopes and containers containing cards which indicate purposeful tampering shall be turned over to the Commission which may inspect them for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.
- (8) The Commission may request that a licensee remove all or designated cards from play or storage for the purpose of inspection.
- (9) The Commission may conduct the inspection or may request an employee of the licensee to conduct the inspection and the procedures to be followed in either case shall include, at a minimum –
 - (a) the completion of a work order setting out the procedures performed and listing the tables from and time at which the cards were removed; or
 - (b) sorting of the cards sequentially by suit and inspect the sides of the cards for crimps, bends cuts, shaving or other defects.
- (10) A written report and copies of the completed work order and any cards discovered to be damaged or otherwise altered or tampered with shall be submitted to the offices of the Commission.
- (11) Cards that are inspected and found to be without any indication of tampering, marks, alteration, missing or additional cards, or anything that might indicate unfair play may be returned to the licensee.
- (12) Cards that are that inspected and indicate evidence of damage, alteration or tampering, or anything that might indicate unfair play shall be destroyed according to procedures established by the Commission.

39. Dice

- (1) Except as otherwise provided in section (2) of this section, each dice used in gaming shall—
 - a. Be formed in the shape of a perfect cube and of a size no smaller than .750 of an inch (.750") on each side nor any larger than .775 of an inch (.775") on each side;

- b. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the gaming facility licensee and serial numbers or letters contained thereon;
 - c. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
 - d. Have all edges and corners perfectly square and forming perfect ninety degree (90°) angles;
 - e. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
 - f. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
 - g. Have its six (6) sides bearing white circular spots from one to six (1)–(6) respectively with the diameter of each spot equal to the diameter of every other spot on the die;
 - h. Have spots arranged so that the side containing one (1) spot is directly opposite the side containing six (6) spots, the side containing two (2) spots is directly opposite the side containing five (5) spots and the side containing three (3) spots is directly opposite the side containing four (4) spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch (.0004"); and
 - i. Have the name or trade name of the gaming facility licensee in which the die is being used imprinted or impressed thereon.
- (2) Each dice used in gaming at pai gow poker shall comply with the requirements of section (1) except as follows:
- a. Each dice shall be formed in the shape of a perfect cube not larger than .8 of an inch (.8") on each side;
 - b. Instead of the name or trade name of the gaming facility licensee, the commission may approve an identifying mark or logo to be imprinted or impressed on each dice;
 - c. The spots on each dice do not have to be equal in diameter;
 - d. Edges and corners may be beveled so long as beveling is similar on each edge and each corner;
 - e. Tolerances required by subsection (1)(h) of this regulation as applied to pai gow poker dice shall require accuracy of only .004 of an inch (.004"); and
 - f. Dice designs shall be submitted by the gaming facility licensee to the commission and must be approved by the commission prior to use.

40. Gaming tables

Gaming tables shall have their specifications approved by the Commission before being used in licensed establishments.

41. Approval of chips and tokens

(1) A licensee shall not issue chips or tokens or sell or redeem chips or tokens unless the specifications of the chips or tokens have been approved, in writing, for use in the licensed gaming facility by the Commission.

(2) A licensee shall not issue chips or tokens or sell or redeem chips or tokens that are modifications of chips or tokens previously approved by the Commission unless the modifications have been approved by the Commission.

- (3) Applications for approval of chips, tokens and modifications to previously approved chips or tokens shall be made on the prescribed forms and shall include, though not necessarily limited to the following information:
 - (4) an exact drawing of each side and the edge of the proposed chip or token, drawn to actual size or drawn in scale to larger than actual size showing the measurements of the proposed chip or token in each dimension;
 - (5) written specifications for the proposed chips or tokens;
 - (6) the name and address of the manufacturer;
 - (7) the licensee's intended use for the proposed chips or tokens, which includes the location of the chips.
- (8) Where the Commission is satisfied that the proposed chips or tokens conform with the overall requirements of these regulations the Commission shall indicate its approval of the modifications in writing, subject to the licensee submitting to the Commission a sample of the proposed chips or tokens in final, manufactured form and that sample conforming to the overall requirements of these regulations.

42. Specifications for chips

- (1) Chips and tokens shall be designed, manufactured and constructed in accordance with the applicable laws and regulations of the countries approved by the Commission for purchase of those chips and tokens and in that regard, the Commission shall publish on a regular basis a list of countries from which chips and tokens may not be purchased.
- (2) The use of chips and tokens that resemble any current or past coinage or currency of any nation is prohibited.
- (3) In addition to any other specifications that the Commission may prescribe, the following shall appear on a chip or token:
 - (a) the name of the issuing gaming facility shall be inscribed on each side of a chip or metal token or printed on each side of a paper token;
 - (b) the address of the licensed gaming facility shall be inscribed on one side of the chip or metal token or printed on the paper token;
 - (c) the value of the chip or token shall be inscribed on at least one side of the chip or token;
 - (d) be designed so that the specific denomination of a chip can be determined on surveillance camera monitors when placed in a stack of chips of other denominations; and
 - (e) be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of value chips.
- (4) The following provisions shall apply only to tournament chips:
 - (a) the design of the tournament chip shall be distinctively different from the design of the chips and tokens approved for non-tournament gaming used at the licensee's gaming establishment;
 - (b) no tournament chip shall display a word or symbol representing a monetary denomination;
 - (c) each side of each tournament chip shall conspicuously display the inscription "no cash value";
 - (d) the chip may, but need not, display a number, which represents the number of points or units of credit that the chip represents and such a number, if used, shall appear on both sides of the chip; and
 - (e) tournament chips shall not be used and licensees shall not permit their use in transactions other than the tournaments or promotions sponsored by the licensee.
- (5) No person shall be issued or permitted to game with non-value chips that are identical in colour and design to value chips or to non-value chips being used by another person at the same table.
- (6) A licensee shall have sufficient number of chips to conduct gaming.

- (7) 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 facility. When so presented, the dealer at the issuing 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.

43. Specifications for tokens

- (1) Metal tokens shall not be manufactured from material possessing sufficient magnetic properties to allow them to be accepted by a coin mechanism other than that of a slot machine.
- (2) Metal tokens shall not be manufactured from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core nor from a copper-based material unless the total of zinc, nickel, aluminium, magnesium and other alloying materials is at least twenty (20) percent of the token's weight.
- (3) Paper for TITO systems shall be the same size as the local currency and shall have security features designed to prevent counterfeiting and all paper tokens shall be approved by the Commission prior to their use in a gaming establishment.

44. Other devices

- (1) Other devices with which gaming is conducted shall be designed, manufactured, approved, used, discontinued, destroyed or otherwise disposed of in accordance with provisions approved by the Commission.

45. Drop box requirements

- (1) Drop boxes shall be affixed to every gaming table within the gaming establishment.
- (2) Drop box markings shall be visible from a distance of at least twenty (20) feet and the container shall be locked to the table with a lock or locking mechanism, separately keyed from the container itself.
- (3) Currency exchanged for chips at the table and all other items or copies of documents relating to transactions at the table shall be put into the drop box.
- (4) Each gaming facility operator's internal controls shall establish the times when drop boxes will be removed and the contents counted. The removal and counting of contents at other than the designated times shall be prohibited, unless the gaming facility operator provides advance written notice to the Commission of a change in times or the Commission requires a change of authorized times.

46. Patrons not to bring own chips or cards

No person shall bring onto the licensed premises or introduce into a game, playing cards or chips other than those obtained at the licensed gaming establishment.

PART FOUR – ELECTRONIC GAMING EQUIPMENT

47. Technical Standard

All electronics submitted to the Commission for approval must comply with commission approved and accepted best practice technical standards, as applicable:

- (a) Gaming Devices;
- (b) Progressive;
- (c) Monitoring Control Systems;
- (d) Cashless Systems;
- (e) Bonusing Systems;
- (f) Promotional Systems;
- (g) Redemption Kiosks;
- (h) Client Server Systems;
- (i) Electronic Table Game Systems;
- (j) Dealer Controlled Table Game Systems;
- (k) Wireless Gaming Systems;
- (l) Player User Interface Systems;
- (m) Card Shufflers and Dealer Shoes;

48. Ownership identification on gaming devices

- (1) Where the licensee responsible for the repairs, malfunctions, payment of winnings or disputes regarding payments or a slot machine, is not the licensee of the premises in which the slot machine is placed, the premises licensee shall affix in a prominent place to each slot machine a sign or label that identifies the licensee responsible for repairs or malfunctions of the machine, payments of winnings and disputes regarding payments.

49. Controls for Progressive Operation

- (1) A progressive jackpot may be transferred to another progressive slot machine game at the same location after receiving the written permission of the Commission.
- (2) Records shall be maintained that record the amount shown on a progressive jackpot meter.
- (3) Supporting documents shall be maintained to explain any reduction in the pay-off amount from a previous entry.
- (4) Records and documents shall be retained for a period established by the Commission.
- (5) Each progressive game may be linked across telecommunication lines among more than one retail establishment, provided any such system (hereinafter referred to as "Multi-Link") complies with the following:
 - a. the provisions contained in this subsection do not affect, supersede, replace or in any way alter other provisions contained in this regulation;
 - b. jackpot verification procedures must include the following: When a jackpot is won, the vendor of, or person operating or controlling, the Multi-Link system shall have the opportunity to inspect the machine, EPROM, the error events received by the Central System, and any other data which could reasonably be used to ascertain the validity of the jackpot.
 - c. any Multi-Link vendor or person authorized to control or operate a Multi-Link system, must supply reports to the GCC or its designee(s) which support and verify the economic activity on the System. Any Multi-Link vendor, or person authorized to control or operate a Multi-Link system, must supply, as requested, reports and information to the GCC or its designee(s) indicating the amount of, and basis for, the current jackpot amount (the amount currently in play). In addition, upon the invoicing of any retail licensee participating in a Multi-Link system, each such licensee must be given a printout of each machine owned by the licensee, the coins contributed by each

- machine to the jackpot for the period for which an invoice is remitted, and any other information required by the GCC or Commission to confirm the validity of the licensee's contributions to the jackpot amount;
- d. the person authorized to control or operate a Multi-Link system, must hold a valid operator or manufacturer and distributor license issued by the Commission and must obtain approval from the Commission as to the methods of funding the progressive prize pool and calculating and receiving payments from participating retailers for operating and managing the Multi-Link system;
 - e. in calculating Gross Gaming Winnings, a retail licensee may deduct its pro-rata contribution to any progressive jackpots awarded during the month. This amount shall be listed on the detailed accounting records provided by the person authorized to control or operate the Multi-Link system. A retail licensee's contribution is based on the number of coins in from that retail licensee's machines on the Multi-Link system, compared to the total amount of coins in on the whole system for the time period(s) between jackpot(s) awarded;
 - f. in the event a retail licensee ceases operations and a progressive jackpot is awarded subsequent to the last day of the final month of operation, the retail licensee may not file an amended tax return or make claim for a gaming tax refund based on its contributions to that particular progressive prize pool;
 - g. the central monitoring system for the Multi-Link must be located within Trinidad and Tobago;
 - h. the person authorized to operate or control a Multi-Link system, must supply a copy of all lease and contractual agreements with retail licensees to the GCC;
 - i. the Multi-Link system prize fund (the amount of money contributed by the participating retail licensees) must be audited, in accordance with generally accepted auditing standards, on the Multi-link system operator's year-end basis, by an independent accountant licensed by the Institute of Chartered Accountants of Trinidad and Tobago. Two copies of this report must be submitted to the GCC within 90 days after the end of the Multi-link system operator's business year-end.
- (6) Each progressive controller linking one or more progressive slot machine games shall be housed in a double keyed compartment and the licensee shall provide the Commission with a copy of its internal controls stating with whom the keys are lodged and the controls that exist to prevent collusion between the holders of the keys.
 - (7) No person who has not been authorised by the Commission shall have access to a controller's configuration data.
 - (8) There shall be a progressive entry authorisation log within each controller and the log shall be completed by the person gaining entrance to the controller.
 - (9) The log shall be entered on a form provided by the Commission.
 - (10) A licensee may impose a limit on the jackpot of a progressive slot machine game. The licensee shall inform the public with a prominently posted notice of progressive slot machine games with the limits.
 - (11) No licensee may discontinue a progressive slot machine game until all of the advertised progressive amounts of prizes or both have been awarded or the advertised progressive amount, minus the normal non-progressive award for the combination that would have awarded the progressive amount is moved to another progressive link within the licensed establishment or this amount is disbursed in another method approved by the Commission, such as additional pay-out.
 - (12) Unless the Commission has approved the payment of prizes by annuity, a licensee who has a progressive slot machine game shall maintain a minimum cash reserve as prescribed in the mandatory internal control procedures established by the Commission to ensure the licensee has cash available to pay all progressive liabilities.

50. Controls for Tournament Operation

- (1) Slot machine tournaments may be conducted by a licensee upon meeting the requirement established under the Internal Control Regulations.
- (2) A tournament shall conclude no later than the 31st day following the first day of tournament play and shall only be conducted by one licensee; no two or more licensees shall jointly conduct a single tournament.
- (3) At the licensee's discretion, the licensee may establish qualification or selection criteria to limit the eligibility of players and such criteria, if used, shall be reasonably related to gaming.
- (4) For purposes of slot machine tournament play only, the gross gaming winnings for the tournament shall be the total amount received by the licensee for all entrance fees less the total amount paid to the winner or winners as prizes.
- (5) The value of merchandise awarded as prizes shall be the actual cost of purchase paid by the licensee.
- (6) Licensees awarding prizes of merchandise shall retain purchase invoices showing the cost of such merchandise.
- (7) Where the value of all prizes exceeds the amount received in tournament entrance fees, the licensee shall not declare a loss against gross gaming winnings.
- (8) Cash received for tournament entry fees shall be kept separate and apart from all other cash received by the licensee until such time as it is counted.
- (9) Cash and merchandise paid out to winners as prize money shall be accounted for on forms specified by the Commission.
- (10) The rules for the conduct of each tournament shall be reduced to writing and a copy shall be provided to all tournament players. An information copy of the rules must also be provided to the local office of the GCC at least five days in advance of the scheduled start of the tournament.
- (11) The following rules shall apply to all slot machine tournament play and shall be included in the printed rules for each tournament:
 - (a) all players shall begin the tournament with an equal amount of points, credits, or playing time;
 - (b) players shall randomly draw for initial machine assignments;
 - (c) if there is to be any reassignment of machines during subsequent rounds of play, the remaining players shall also draw for new machine assignments;
 - (d) for tournament play utilizing credits or points, players shall be eliminated from the tournament when they lose all their credits;
 - (e) play will continue until either the end of final round as such final round defined in advance by the tournament rules, or until only one player has not been eliminated;
 - (f) the winner shall be decided by the total accumulation of points for the duration of the tournament
 - (g) each player shall be permitted to play only one machine and the player shall make all decisions without advice from any other person;
 - (h) no player may play any other than his/her machine.
- (12) House rules for the tournament, which shall also be included in the printed rules, shall include as a minimum:
 - (a) the amount of the entry fee and either the starting number of machine credits or the period of time allowed for play;
 - (b) how the final round of play is to be determined and the tournament concluded;
 - (c) how many prizes are to be awarded and the exact description of each prize;
 - (d) any additional house rules governing play of the tournament.

51. Controls – Slot Operations

- (1) The Licensee shall not give the award from the slot machine to any other person other than the person playing the slot machine.
- (2) If more than one person is playing the slot machine, the award shall be given to the person who put the first coin or credit into the slot machine. If an award is abandoned in the tray or on the credit meter of the slot machine, the award becomes null and void and the property of the casino unless the person who originally won the award makes a claim for the award.
- (3) Meter readings shall be recorded before and after the electronic accounting meter is cleared.
- (4) The licensee shall maintain adequate records when electronic accounting meters are cleared.

52. Manufacturers and distributors of component parts

- (1) local Manufacturers and distributors of the component parts of a slot machine shall obtain the appropriate licence as required by the Act before selling or distributing slot machine components.
- (2) This rule shall not require a manufacturer or distributor who supplies component parts to a licensed manufacturer or distributor of slot machines to obtain a license, provided those parts are installed by the licensed manufacturer/distributor.
- (3) All component parts used in slot machines in Trinidad and Tobago shall be approved by the Commission.

53. Incidental repairs

- (1) A licensee may perform incidental repairs on its slot machines provided that persons actually performing internal service or repairs on slot machines shall display the appropriate licences to permit such servicing and repairs.
- (2) The licensee is responsible for ensuring that all service and repairs on its slot machines, including the installation or repairs of component parts such as, bill acceptors, progressive systems, slot monitoring systems, or other parts which would significantly alter the current or subsequent operation of the slot machine, are done correctly and are in compliance with Commission requirements.

54. Cheating and Compliance

The Commission shall take immediate and appropriate action against the licensee whose slot machines, including component parts, are found to be susceptible to any cheating methods, including if deemed necessary, the confiscation of the slot machines and component parts.

Made by the Honourable Minister this _____ day of _____, 2015.

Minister of Finance and the Economy