

19:45-1.37A Electronic transfer credit systems

(a) A casino licensee may operate an electronic transfer credit system which permits a patron to convert cash complimentaries accumulated by the patron pursuant to 19:45-1.9(f) or received by the patron pursuant to N.J.A.C. 19:45-1.9(g) through (i) or distributed to the public pursuant to N.J.A.C. 19:45-1.46 into electronic credits and to have those credits transferred directly to a slot machine.

1. A casino licensee may, in its discretion and upon fair notice to the public, convert cash complimentaries that are issued as part of a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by N.J.A.C. 19:45-1.46 into "temporary electronic credits" that shall expire no later than 48 hours after their issuance if they are not transferred to a slot machine.

2. A casino licensee may, in its discretion and upon fair notice to the public, issue electronic transfer credits that are cashable or non-cashable. An electronic transfer credit is cashable if it can be converted into cash by the patron. An electronic transfer credit is non-cashable if it cannot be converted into cash by the patron but can only be used to activate play at a slot machine.

i. No winning slot machine wager, including a winning wager made with a non-cashable electronic transfer credit, shall be paid with non-cashable electronic transfer credits.

ii. If a slot machine has both cashable and non-cashable electronic transfer credits available for play, all non-cashable electronic transfer credits shall automatically be wagered before any cashable electronic transfer credits are wagered.

(b) All aspects of an electronic transfer credit system, including all hardware and software utilized therein, shall be subject to testing by the Division and approval by the Commission prior to the implementation of the system by the casino licensee. The internal control procedures submitted by the casino licensee shall provide for the integrity, security and control of its electronic transfer credit system and shall, without limitation, address the following:

1. An overview of the system design;

2. Computer access controls, including, at a minimum, the use of a unique operating system account by each user, except that a user assigned to a controlled area under surveillance may use a shared user account, provided that:

i. Access to the shared user account is limited to terminals in the controlled area; and

ii. The shared user account is not used to create, withdraw, or adjust electronic transfer credits;

3. Hardware and software controls;

4. Software installation procedures;

5. Override policies and restrictions;

6. Copies of all menus, screens and reports related to the creation, withdrawal, use and adjustment of electronic transfer credits and, if applicable, temporary anonymous accounts or temporary electronic credits;

7. Backup and recovery procedures, including, but not limited to, controls over backup media, such as magnetic tape and failure analysis;

8. The duties and responsibilities of the MIS, internal audit, slot and casino accounting departments with regard to the electronic transfer credit system which, at a minimum, shall provide that:

i. The MIS department shall be responsible for the receipt, control and testing of all software related to the operation of the electronic transfer system; provided that, with prior Commission approval, nothing shall preclude the MIS Department from utilizing a person who is not an employee of the MIS Department to perform such tests, if such person is licensed as a casino key employee or casino employee, except for residency, as determined by the Commission, and the final responsibility for such testing remains with the MIS Department, which shall establish the test parameters and requirements, review the test procedures and results, and certify to the Commission that the results are accurate and satisfactory prior to accepting them and utilizing the tested software; and

ii. The internal audit department shall be responsible for conducting live on-site testing, in a manner approved by the Commission, on a designated sample of slot machines upon implementation of the electronic transfer credit system, after any approved changes thereto, and on a semi-annual basis to ensure the continued accuracy, integrity and suitability of the system;

9. Patron access controls;

10. Procedures for handling customer disputes;

11. Network security;

12. Audit programs that, at a minimum, shall only permit audit data to be adjusted in the casino accounting department premises, and only by authorized casino accounting personnel;

13. The manner in which cash complimentaries in the form of electronic credits shall be issued, and how the recipients of those credits shall be identified;

14. If applicable, the manner in which temporary anonymous accounts shall be established and terminated or converted to permanent accounts, how electronic credits shall be issued and credited to such accounts, and how transfers of electronic credits from such accounts shall be recorded and reconciled with the complimentary distribution program from which they were issued; and

15. If applicable, the manner in which temporary electronic credits shall be issued, how temporary electronic credits shall be activated, transferred, converted or terminated, and how transfers and conversions of electronic credits from such accounts shall be recorded and reconciled with the complimentary distribution program from which they were issued.

(c) Each transfer of electronic credits to a slot machine authorized by this section shall be initiated by a patron using an access control approved by the Commission. All patron access controls shall require the use of a unique access code for each patron that shall be:

1. Selected by and only available to the patron;
2. Encrypted in a manner approved by the Commission at all times during its use and transmission; and
3. Stored at the casino licensee's casino-hotel premises and verified at that location prior to each transaction at that casino facility.

(d) Notwithstanding (c) above, an access control for the transfer of electronic credits issued pursuant to a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by N.J.A.C. 19:45-1.46 shall not require a unique access code provided that the electronic credits are:

1. Temporary electronic credits issued pursuant to (a) above; or
2. Transferred from a temporary anonymous account established pursuant to (f) below.

(e) An electronic transfer credit system shall:

1. Prohibit the transfer of more than \$1,000 in electronic transfer credits to a slot machine in a single transaction; and
2. Notify the casino licensee of any frequent withdrawals of electronic transfer credits from a slot machine, as well as the dollar amounts of such withdrawals, within a prescribed period of time. The parameters for frequency and amount of the transfers, as well as the prescribed period of time and the manner of notice, shall be approved by the commission.

(f) A record of each transfer of electronic credits to a slot machine authorized by this section shall be maintained by the casino licensee in an individual account established for each patron, which account shall be identified by, at a minimum, an identification number assigned to the patron who initiated the transaction and shall include, at a minimum, the date, time and amount of the transfer, as well as the asset number of the slot machine to which the transfer occurred. The identification number assigned to each patron for the purposes of this subsection shall be different from the unique access code selected by that patron as part of a patron access control. Notwithstanding the foregoing, a casino licensee may, in its

discretion, establish a "temporary anonymous account" for any patron who is converting cash complimentarys issued as part of a mass marketing program governed by N.J.A.C. 19:45-1.9(h) or a complimentary distribution program governed by N.J.A.C. 19:45-1.46. A temporary anonymous account shall expire no later than 48 hours after its activation; provided, however, that a temporary anonymous account which has not expired may be converted into a permanent account, if a permanent record is created that identifies the original temporary account status and its activity, the date and time the temporary account was converted into a permanent account, the name of the patron on the permanent account, and any other information required by the Commission.

(g) In addition to the requirements of N.J.A.C. 19:45-1.37(b), each slot machine at which play can be activated through the use of an electronic transfer credit shall:

1. Be equipped with an "electronic transfer credit meter" that continuously and automatically increments in an amount equal to the value of any cash complimentarys converted into electronic credits and transferred to and accepted by that slot machine and, if the slot machine utilizes non-cashable electronic transfer credits, shall also be equipped with a "value non-cashable electronic transfer credit meter" that continuously, automatically and separately counts and displays the total value of all non-cashable electronic transfer credits accepted by the slot machine; and

2. Be part of an electronic transfer credit system that shall:

- i. Store the information required by (g)1 above in a machine-readable form that is not susceptible to unauthorized alteration or deletion by any person;

- ii. Have the capability to permit a member of the casino accounting department to generate reports on a daily basis that:

- (1) Compare by slot machine denomination and by each slot machine the amounts withdrawn from patron accounts to each electronic transfer credit meter required by (g)1 above, which reports shall be attached to the Slot Win Report in accordance with (i) below; and

- (2) Identify each asset with a variance between the amounts withdrawn from patron accounts and the electronic transfer credit meter required by (g)1 above, which reports shall be reviewed in accordance with (i) below.

(h) No slot machine or other device may be connected to, or disconnected from, an electronic transfer credit system without the prior written approval of the Commission.

(i) A casino accounting department employee shall review the reports required by (g)2ii above, and then:

1. Record the total patron withdrawal amounts on the Slot Win Report prepared pursuant to N.J.A.C. 19:45-1.43;

2. Prepare a summary schedule of all cashable and non-cashable electronic transfer credit variances that details the date, the asset number of the slot machine, the variance amount and the reason for the variance; and

3. Report a manual adjustment to increase the Slot Win Report amount for any cashable and non-cashable electronic transfer credit variances where the meter exceeds the patron withdrawal amount, unless the reason for the variance documented in (i)2 above is sufficient to support a determination that a patron withdrawal transaction did not occur as listed on the supporting documentation.

(j) On at least a monthly basis, each casino licensee using an electronic transfer credit system shall provide a statement to each patron whose account established and maintained in accordance with (f) above has been active or whose account balance has changed during the month. These statements may be provided either on paper or electronically pursuant to (k) below, unless the patron indicates to the casino licensee that the patron does not want to receive such statements or if the casino licensee has on file, prior to August 18, 2008, a written request from the patron that he or she be sent no mailings. The preference of each patron shall be obtained, verified and documented by the casino licensee in a manner approved by the Commission, provided that a paper statement shall be provided if requested by the patron. The statement shall include, at a minimum, the patron's beginning and ending monthly balance, credits issued, received or otherwise made available pursuant to (a) above, including whether they are cashable or non-cashable, credits transferred to a slot machine pursuant to this section and credits that expired during the month. In addition, if requested by a patron, the casino licensee shall provide a detailed account of all electronic transfer credit transactions initiated by that patron. Notwithstanding the foregoing, a monthly statement shall not be required to include transfers of temporary electronic credits or transfers of electronic credits from a temporary anonymous account, or credits offered or otherwise made available to a patron but which never reside in the account because of the failure of the patron to redeem them.

(k) A casino licensee that provides electronic statements to patrons in accordance with (j) above shall utilize a secure process approved by the Commission that physically and logically isolates the licensee's electronic transfer credit system and the data therein from any other system or network, such as a proxy server and firewall, or by the transfer of data by magnetic tape or other removable media in accordance with procedures approved by the Commission.

(l) If a slot monitoring system is used to convey any transfers of electronic credits or other data between a slot machine and the casino computer system that maintains the patron withdrawal amounts and balances, the slot monitoring system shall generate, on a daily basis and in a manner ap-

proved by the Commission, a report that compares the electronic transfer credit meters required pursuant to (g)1 above for each slot machine to the information maintained by the slot monitoring system, and lists all variances over \$100.00. The casino licensee shall be required to have its slot department, in cooperation with its casino accounting department, investigate the cause of each reported variance, and to prepare and file an incident report documenting the variance with the casino controller, the director of surveillance, the Commission and the Division. The casino licensee shall report the actual cause of the variance unless the cause cannot be definitively determined after a diligent investigation, in which case the probable cause of the variance shall be reported.

(m) No adjustment to the amount of any electronic transfer credit shall be made by a casino licensee without the approval of the Commission.

(n) Any slot machine that utilizes non-cashable electronic transfer credits as well as all written promotional materials and application forms relating to such credits shall disclose all restrictions upon the use of non-cashable electronic transfer credits. Such disclosure shall, at a minimum, provide notice that a non-cashable electronic transfer credit:

1. Cannot be converted into cash by a patron;
2. Must be wagered or abandoned; and
3. Is automatically wagered before any cashable electronic transfer credits are wagered.

New Rule, R.1996 d.486, effective October 21, 1996.

See: 27 N.J.R. 4992(a), 28 N.J.R. 4601(a).

Amended by R.1997 d.248, effective June 16, 1997.

See: 29 N.J.R. 541(a), 29 N.J.R. 2674(c).

In (a), amended N.J.A.C. reference; and added (b)13.

Amended by R.2005 d.216, effective July 5, 2005.

See: 36 N.J.R. 3242(a), 37 N.J.R. 2561(a).

In (b), substituted "provide for" for "address" and "address the following" for "include" in the second sentence of the introductory paragraph, substituted "Computer" for "System" in 2 and "Patron access" for "Access" in 9; in (c), inserted references to "Patron" preceding "access" throughout; in (e), inserted "amount of the transfer, as well as" preceding "the asset number" and inserted "a patron" preceding "access control".

Amended by R.2005 d.267, effective August 15, 2005.

See: 36 N.J.R. 4431(a), 37 N.J.R. 3069(a).

Rewrote (a) through (e) and (i); and added (k). As a part of R.2005 d.267, effective August 15, 2005 (operative August 15, 2006), rewrote (f).

Amended by R.2008 d.235, effective August 18, 2008.

See: 39 N.J.R. 4390(a), 40 N.J.R. 4830(a).

In the introductory paragraph of (b), substituted "testing by the Division" for "review", "provide for" for "address" and "address the following" for "include"; rewrote (b)2, (b)4, (b)6, (b)7, (b)8 and (b)12; rewrote (c); added new (c)1 through (c)3; recodified the former third sentence of (c) as the introductory paragraph of new (d); in the introductory paragraph of (d), substituted "(c) above" for "the foregoing" and inserted the second occurrence of "N.J.A.C."; recodified former (c)1 and (c)2 as new (d)1 and (d)2; in (d)2, substituted "(f)" for "(e)"; recodified former (d) through (g) as new (e) through (h); rewrote (g); in (h), inserted "or other device"; deleted former (h); added new (i); recodified former (i) as (j); rewrote (j); added new (k) and (l); and recodified former (j) and (k) as (m) and (n).

19:45-1.37B Slot machine tower light

(a) Each slot machine shall be connected to a slot machine tower light located on top of the slot machine cabinet. The slot machine tower light shall be used to identify the slot machine's denomination and the operational status of the slot machine and any device connected thereto that may affect the operation of the slot machine. The slot machine tower light shall be visible to the surveillance department closed circuit camera system from all sides of the slot machine cabinet, unless the slot machine cabinet is against a wall or is in another location approved by the Commission that results in the partial obstruction of the light.

(b) A slot machine tower light shall be approved by the Division and Commission pursuant to N.J.A.C. 19:46-1.20 and 1.28 and shall consist of two separate lights, one on top of the other, except as otherwise provided in (c) below, that function in accordance with the requirements of this section.

1. At any given point in time, each of the two lights may be in one of five states as follows:

- i. "Off" means the light is off;
- ii. "On" means the light is on continually;
- iii. "Slow flash" means the light is flashing regularly at a 500 millisecond interval;
- iv. "Medium flash" means the light is flashing regularly at a 250 millisecond interval; and
- v. "Fast flash" means the light is flashing regularly at a 125 millisecond interval.

2. The top light of the two lights shall always be white. The color of the bottom light shall indicate the denomination of the slot machine to which it is attached, provided, however, if the slot machine is multi-denominational, the color of the bottom light shall indicate either the lowest denomination available or the denomination currently selected:

- i. Gray means a penny machine;
- ii. Red means a two-cent, three-cent, four-cent or nickel machine;
- iii. Green means a dime machine;
- iv. Yellow means a quarter machine;
- v. Orange means a half-dollar machine;
- vi. Blue means a dollar machine;
- vii. Pink means a two-dollar machine; and
- viii. Purple means a five dollar or higher denomination machine.

(c) Notwithstanding the provisions of (b) above, the tower lights on any slot machine that has a horizontal display screen mounted at a bar (a "bar-top" slot machine) or an angled display screen (a "slant-top" slot machine) may be side by

side, as opposed to one on top of the other, provided the following requirements are met:

1. When viewed from the front of the slot machine, the left light shall assume the functions of the top light described in (b)2 above, and the right light shall assume the functions of the bottom light described in (b)2 above;

2. The left and right lights shall be similar in height from the floor and shall be located at or near the highest point on the slot machine;

3. The left and right lights shall be immediately adjacent with no obstruction or other object between them; and

4. The lights shall be visible to the surveillance department closed circuit camera system from all sides of the slot machine cabinet, unless the slot machine cabinet is against a wall or in another location approved by the Commission that results in the partial obstruction of the lights.

(d) For the purposes of this section, there shall be three separate methods by which a slot machine may be placed in an unplayable state.

1. "Administrative mode" means that a member of the department that is responsible for the operation of slot machines and bill changers has placed the slot machine in an unplayable state in order to access the set up or recall functions of a slot machine game.

2. "Disabled mode" means that a member of the department that is responsible for the operation of slot machines and bill changers or a computer controlled by that department has placed the slot machine in an unplayable state for any reason other than those included in administrative mode.

3. "Tilt mode" means that the slot machine placed itself in an unplayable state due to some type of malfunction or exception condition and the machine cannot be returned to a playable state without intervention by a member of the department that is responsible for the operation of slot machines and bill changers.

(e) Each of the following combinations of light states shall be displayed by a slot machine tower light to indicate the slot machine operating condition that is described therewith:

1. White light off with colored light:

- i. Off means that the slot machine is idle and the slot machine door is closed;
- ii. Medium flash means the slot machine is idle and the slot machine door is open; and
- iii. Fast flash means the slot machine is idle and the drop compartment door is open;

2. White light on with colored light:

- i. Off means a patron is requesting change and the slot machine door is closed;

ii. On means that the slot machine is in disabled mode;

iii. Medium flash means either:

(1) A patron is requesting change and the slot machine door is open; or

(2) The slot machine is in disabled mode and the slot machine door is open; and

iv. Fast flash means the slot machine is in disabled mode and the drop compartment door is open;

3. White light slow flash with colored light:

i. Off means that the slot machine is in tilt mode and the slot machine door is closed;

ii. Slow flash means either:

(1) The slot machine is displaying a hand-paid jackpot and the slot machine door is closed; or

(2) The slot machine is displaying a hand-paid jackpot while in tilt mode and the slot machine door is closed;

iii. Medium flash means either:

(1) The slot machine is displaying a hand-paid jackpot and the slot machine door is open; or

(2) The slot machine is in tilt mode and the slot machine door is open; and

iv. Fast flash means the slot machine is in tilt mode and the drop compartment door is open; and

4. White light fast flash with colored light:

i. Off means the slot machine is in administrative mode and the slot machine door is closed;

ii. Medium flash means the slot machine is in administrative mode and the slot machine door is open; and

iii. Fast flash means the slot machine is in administrative mode and the drop compartment door is open.

(f) Any combination of light states capable of display by a slot machine tower light that is not assigned a particular slot machine operating condition by (d) above may be used by the casino licensee for its own internal signals if such signals are identified in the casino licensee's approved internal control submission; provided, however, that the casino licensee shall be required to conform the light states displayed by its slot machine tower lights with any future modifications to (d) above.

(g) The provisions of this section shall apply to all slot machines submitted for Commission approval after April 2, 2001. Any slot machines approved prior to April 2, 2001 and which do not conform to the above specifications shall either be modified to comply with this section or shall be removed

from the casino floor in accordance with the provisions of N.J.A.C. 19:46-1.21.

New Rule, R.2000 d.405, effective October 2, 2000.

See: 32 N.J.R. 1154(a), 32 N.J.R. 3582(a).

Amended by R.2001 d.78, effective March 5, 2001 (operative September 5, 2001).

See: 32 N.J.R. 4381(b), 33 N.J.R. 842(b).

In (b)2, added new vi, renumbered existing vi as vii.

Amended by R.2005 d.12, effective January 3, 2005.

See: 36 N.J.R. 4105(a), 37 N.J.R. 100(a).

Amended by R.2006 d.182, effective May 15, 2006.

See: 37 N.J.R. 4211(a), 38 N.J.R. 2213(a).

Rewrote (b)2.

Amended by R.2009 d.62, effective February 17, 2009.

See: 40 N.J.R. 6434(a), 41 N.J.R. 891(a).

In the introductory paragraph of (b), inserted “, except as otherwise provided in (c) below”; added new (c); and recodified former (c) through (f) as (d) through (g).

Amended by R.2010 d.184, effective September 7, 2010.

See: 42 N.J.R. 918(a), 42 N.J.R. 2141(b).

In the introductory paragraph of (b)2, inserted “either” and “available or the denomination currently selected”.

19:45-1.37C Slot machines; tokenization; residual slot credit

(a) A slot machine equipped with tokenization shall accept only slot tokens with a denomination of \$1.00 or less if the residual slot credit cannot be redeemed.

(b) Any residual slot credit not played or redeemed by a patron shall be deemed abandoned; provided, however, that any such credit shall remain on the slot machine until:

1. Played or redeemed by a patron; or

2. Cancelled by the casino licensee in a manner approved by the Commission.

(c) Any slot machine equipped with tokenization shall bear the notices required by N.J.A.C. 19:45-1.37(a)4viii.

(d) A casino licensee using slot machines equipped with tokenization shall submit and obtain approval of internal controls that set forth the manner in which tokens from different denominations of tokenized machines will be segregated, counted and recorded by denomination of slot machine including, but not limited to, the following requirements:

1. The front and back of slot drop buckets and slot drop boxes for slot machines equipped with tokenization shall be conspicuously marked in a manner approved by the Commission to identify the fact that the slot machine is equipped for tokenization, as well as the denomination of that slot machine; and

2. If a casino licensee offers slot machines which are equipped for tokenization and other slot machines which accept tokens but are not so equipped, the slot drop buckets and slot drop boxes from slot machines equipped with tokenization shall be segregated from all slot drop buckets and slot drop boxes from slot machines which accept tokens of the same denomination but are not so equipped, from the time they are removed from a slot machine until

the contents of the slot drop buckets and slot drop boxes are counted in accordance with N.J.A.C. 19:45-1.43.

New Rule, R.2003 d.161, effective April 21, 2003.
See: 35 N.J.R. 88(a), 35 N.J.R. 1689(b).

19:45-1.37D Testing of slot machines and related equipment on the casino floor

(a) A casino licensee may only test a slot machine on the casino floor for the purpose of verifying the proper operation of the slot machine, its components and its communication with related equipment in accordance with internal controls as approved by the Commission, which shall provide, without limitation, for the following:

1. The casino licensee shall create a limited number of unique accounts in its slot monitoring system and corresponding test cards for each account to be used exclusively for the testing of slot machines that shall enable a transaction report to be generated detailing any and all activity on slot machines that results from the testing;

2. All slot machine testing shall be conducted by an employee of the slot department or internal audit department using the test card corresponding to the unique testing account;

3. The test card shall be subject to sign-out and sign-in procedures that shall provide, without limitation, that the card be signed out for testing and signed back in after testing is concluded and shall be issued by and returned to the applicable department supervisor. When not being utilized for testing, the test card shall be maintained in a secure location in the applicable department under the control of a supervisor;

4. The slot department or internal audit employee who conducts the testing shall sign for and be issued currency, slot tokens or coupons to be used for the testing from the cashiers' cage. Electronic transfer credits may also be issued for testing provided they are issued by the casino accounting department in accordance with N.J.A.C. 19:45-1.37A(b) and approved internal controls. Electronic transfer credits may be pre-loaded on to cards for use in testing that are maintained in a secure location at the cashiers' cage;

5. The slot department or internal audit employee conducting the testing shall do so in the following manner:

i. The slot department or internal audit employee shall record the start time and end time of the testing activity, as well as the actual meter readings from the slot machine, unless the casino licensee's slot monitoring system records such information and is able to generate a report with that information. If the slot monitoring system is unable to generate such a report, the employee conducting the testing shall record the meter readings, as well as the start and end time of testing, on approved documentation;

ii. The employee shall insert an amount of currency, slot tokens, coupons or gaming voucher into the bill changer of the slot machine or download electronic transfer credits sufficient to activate play on the machine. The employee may only wager one credit at the lowest denomination or lowest bet permissible on the slot machine at a time during testing unless, to test a particular feature, additional credits must be wagered;

iii. Any credits remaining on the slot machine after testing on that machine is complete, including any credits won as a result of the wager(s), shall be cashed out for a gaming voucher, which shall be secured by the employee with any remaining currency, coupons or slot tokens. If non-cashable slot credits were downloaded to the machine for testing, all of those credits must be wagered prior to the completion of testing on the machine and prior to the testing of another slot machine;

iv. If a manual slot payout is won as a result of a test wager, a manual request to pay the jackpot must be completed in accordance with N.J.A.C. 19:45-1.40 and indicate the reason for requesting the void as "Slot Machine Testing" and the manual slot payout must then be voided before testing may continue. The employee doing the testing and cashier shall sign all copies of the voided jackpot payout slip. If the manual slot payout is a progressive jackpot it must be voided and added back to the progressive meter in accordance with N.J.A.C. 19:45-1.39;

v. After any credits have been cashed out for a gaming voucher pursuant to (a)5iii above, the employee shall record the ending meter readings of the slot machine on the approved documentation unless the casino licensee's slot data system records such information and is able to generate a report with that information; provided, however, manual records shall still be required if the purpose of testing is to test the slot monitoring system's ability to accurately capture the slot machine's meter readings;

vi. After the completion of all testing, the employee shall return any unused currency, coupons, slot tokens and all gaming vouchers issued pursuant to (a)5iii above that were not used to test a subsequent slot machine and the meter readings (if not read by the slot monitoring system) to the cashiers' cage and complete documentation supporting the return of the items;

vii. Any gaming vouchers remaining after testing is completed shall be signed by the employee conducting the testing and "TEST" shall be written clearly on the voucher and the barcode shall be blacked out, so that the voucher cannot be redeemed; and

viii. Any gaming vouchers generated from testing activity that are returned to the cashiers' cage under (a)5vi above shall be voided by a cage supervisor upon the conclusion of the testing activity;