**Section 1900.1420 Wagering Equipment Requirements**

a) General

1) Wagering equipment software shall contain sufficient information to identify the software and revision level of the information stored on the wagering equipment.

2) Wagering equipment able to accept or redeem wagers shall have the ability to authenticate that all critical components being used are valid upon installation of the software, each time the software is loaded for use, and upon manual request. Critical components include wagering data, elements that control communication with a sports wagering system, and any component necessary to conduct wagering or redemption through the device.

3) In the event of a failed authentication or other error, the wagering equipment shall cease accepting or redeeming wagers and display an appropriate error message.

4) Any wagering equipment shall electronically record all of the following information for each wager accepted:

A) Description of event;

B) Event identifying number;

C) Wager selection;

D) Type of wager;

E) Amount of wager;

F) Odds and payout of wager;

G) Date and time of wager; and

H) Unique wager identifier.

b) Kiosk and Point of Sale System Requirements

1) Kiosks and point of sale devices shall have an identification badge affixed to the exterior of the device by the licensed supplier. The badge shall not be removable without evidence of tampering. The badge shall include the following minimum information:

A) The name and license number of the supplier;

B) A unique serial number; and

C) Model number.

2) Hardware Requirements

A) Any circuit board, including modifications, switches, or jumpers, shall be documented prior to certification by the Administrator.

B) Any reconfiguration of a circuit board, switch, or jumper shall constitute a different version of the wagering equipment.

C) Power and data cables shall be routed so that they are not accessible to the general public.

D) Wired communication ports shall be clearly labelled and must be securely housed within the device to prevent unauthorized access to ports or cable connectors.

E) Devices shall not be adversely affected, other than resets, by surges or dips of 20% or less of supply voltage.

F) Device power supplies shall be appropriately protected by fuses or circuit breakers.

G) Devices shall resist liquid spills.

3) Security Requirements

A) Kiosks and point of sale devices shall be robust enough to resist forced entry into any secured doors, areas, or compartments without extreme force.

B) External doors shall be manufactured of materials that are suitable for allowing only legitimate access to the inside of the kiosk or device, and capable of withstanding determined and unauthorized efforts to gain access to the interior of the device.

C) The seal of the door of any locked area of a device shall be designed to resist the entry of objects.

D) Doors that provide access to secure areas of a kiosk or point of sale device shall be monitored by a door access detection system.

E) Any kiosk or point of sale device shall cease wagering operations when any secured area door is open.

4) Memory Requirements

A) Nonvolatile memory shall be used to store all data elements that are considered vital to the continued operation of the kiosk or point of sale device, including device configuration and state of operations unless that information can be automatically recovered from the sports wagering system.

B) Nonvolatile memory shall not retain sensitive information outside of kiosk and point of sale device operations.

C) All devices shall have backup or archive capability for the recovery of nonvolatile memory should a failure occur.

D) Nonvolatile memory storage shall be maintained by a methodology that enables errors to be identified. Acceptable methodology includes, but is not limited to, signatures, check sums, redundant copies, database error checks or other methods.

E) Comprehensive checks of critical nonvolatile memory data elements shall be made on startup.

F) An unrecoverable corruption of critical nonvolatile memory shall result in an error. Upon detection, the device software shall cease to function. Additionally, the critical nonvolatile memory error shall cause any communication external to the device to cease.

5) Software Errors

A) After a program interruption, a point of sale device shall recover to the state it was in immediately prior to the interruption occurring.

B) After a program interruption, a kiosk shall recover to the state it was in immediately prior to the interruption, but shall not allow any further action by a patron without intervention by an attendant unless the kiosk is able to recover and complete any interrupted operation without loss or corruption of any locally stored nonvolatile memory or installed software.

C) Any communications to an external device shall not begin until the program resumption routine, including any self-test, is completed successfully.

D) Any program interruption or recovery shall be electronically logged by either the affected wagering equipment or the sports wagering system.

c) Tickets generated by a kiosk or point of sale device shall include all of the following information:

1) Name and address of the master sports wagering licensee;

2) A barcode or similar machine readable marking corresponding to a unique wager identifier;

3) Identification of the kiosk or point of sale device that dispensed the ticket;

4) If generated by a point of sale device, identification of the cashier;

5) Identification of the event and wager;

6) Amount of the wager;

7) Odds and payout upon winning;

8) Date and time of the generation of the ticket; and

9) Expiration date of the ticket.

d) Redemption Requirements

1) Winning tickets shall be redeemed by a cashier through a point of sale device or by a redemption kiosk after verifying the validity of the ticket.

2) The point of sale device or kiosk shall electronically document the redemption of the wager, and record the following information:

A) Date and time of redemption; and

B) Serial number of the device or kiosk.

3) If a ticket is unreadable or otherwise cannot be validated by a redemption kiosk, the kiosk shall return the ticket to the patron.

e) Error Detection

1) A kiosk shall be capable of recognizing limitations or errors that render the kiosk not capable of operation or not capable of operation in accordance with this Part, including but not limited to:

A) Printer failure or jam;

B) Bill dispenser or acceptor jams;

C) Insufficient funds; or

D) Communications failure. The redemption kiosk shall electronically record the error and issue an error receipt.

2) A kiosk that detects any error shall be automatically rendered inoperable until intervention by an attendant.

3) If any error occurs during the processing of a transaction of any kind, the kiosk shall electronically record the error and issue an error receipt. The electronic record and error receipt shall include, at minimum, the date and time of error and nature of error:

A) Date and time of the attempted redemption;

B) Serial number of the redemption kiosk;

C) The nature of the error; and

D) In the case of a redemption error, the amount of the redemption and amount of any currency dispensed.

4) A master sports wagering licensee shall retain a record of all logged errors for no less than one year.

5) A master sports wagering licensee shall provide the Board a weekly summary of all logged errors, including the total number of errors logged and subtotals based on the nature of the error.