

## CHAPTER 7

### CHIPS, TOKENS, TICKETS AND OTHER ITEMS OF VALUE

#### SECTION 1 DEFINITIONS

- A. “Chip” means a non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a gaming operator for use at table games or counter games on the licensed premises as approved by the Commission.
- B. “Token” means a metal representative of value, redeemable for cash, and issued and sold by a gaming operator for use in slot machines and at table games or counter games on the licensed premises as approved by the Commission.
- C. “Ticket” means a paper representation of value, redeemable for cash, and issued and/or sold by a gaming operator for use in slot machines and at table games or counter games on the licensed premises, as approved by the Commission.
- D. “Other Item of Value” means any representation of value, redeemable for cash, and issued and/or sold by a gaming operator for use in slot machines and at table games or counter games on the licensed premises as approved by the Gaming Commission.

**SECTION 2 APPROVAL OF CHIPS AND TOKENS; APPLICATIONS AND PROCEDURES**

- A. A gaming operator shall not issue any chips or tokens for use in the licensed premises or sell or redeem any such chips or tokens, unless the chips or tokens have been approved in writing by the Gaming Commission. A gaming operator shall not issue any chips or tokens for use in the licensed premises, or sell or redeem any such chips or tokens, that are modifications of chips or tokens previously approved by the Gaming Commission unless the modifications have been approved in writing by the Gaming Commission.
- B. Applications for approval of chips, tokens, and modifications to previously-approved chips or tokens must be made, processed, and determined in such a manner and using such forms as the Gaming Commission may approve or prescribe. Each application must include, in addition to such other items or information as the Gaming Commission may require:
1. An exact drawing, in color or in black-and-white, of each side of the edge of the proposed chip or token, drawn to actual size or drawn to larger than actual size and scale, and showing the measurements of the proposed chip or token in each dimension;
  2. Written specifications for the proposed chips or tokens;
  3. The name and address of the manufacturer; and
  4. The gaming operator's intended use for the proposed chips or tokens.
- C. If, after receiving and reviewing the items and information described in paragraph (B) of this Section, the Gaming Commission is satisfied that the proposed chips or tokens conform with the requirements of this regulation, the Gaming Commission shall notify the gaming operator in writing and shall request, and the gaming operator shall thereupon submit, a sample of the proposed chips or tokens in final, manufactured form. If the Gaming Commission is satisfied that the sample conforms with the requirements of this regulation and with the information submitted with the gaming operator's application, it shall approve the proposed chips or tokens and notify the gaming operator in writing. As a condition of approval of chips or tokens issued for use at a specific table or counter game, the Gaming Commission may prohibit the gaming operator from using the chips or tokens other than at the specified game. The Commission may retain the sample chips and tokens submitted pursuant to this paragraph.

### **SECTION 3 SPECIFICATIONS FOR CHIPS AND TOKENS**

- A. Chips and tokens must be designed, manufactured, and constructed in compliance with all applicable statutes, regulations, and policies of the United States, the Tribe and other states, so as to prevent counterfeiting of the chips and tokens to the extent reasonably possible. Chips and tokens must not deceptively resemble any current or past coinage of the United States or any other nation.
  
- B. In addition to such other specifications as the Gaming Commission may approve:
  - 1. The name of the issuing gaming establishment must be inscribed on each side of each chip and token, and the city or other locality and the state where the establishment is located must be inscribed on at least one side of each chip and token;
  - 2. The value of the chip or token must be inscribed on each side of each chip and token, other than chips used exclusively at roulette;
  - 3. The manufacturer's name or a distinctive logo or other mark identifying the manufacturer must be inscribed on at least one side of each chip and token; and
  - 4. Each chip must be designed so that when stacked with chips and tokens of other denominations and viewed on closed-circuit, black-and-white television, the denominations of the chip can be distinguished from that of other chips and tokens in the stack.
  
- C. The name of the Tribe and the community where the establishment is located must be inscribed on at least one side of each chip and token unless the Commission finds, after application by a gaming operator, that such an inscription is not necessary because:
  - 1. The name of the issuing establishment is unique to one readily identifiable establishment; and
  - 2. The inclusion of the community is not necessary or beneficial for any regulatory purpose relating to the applicant.
  
- D. Any application submitted pursuant to paragraph (C) of this Section must be signed by the chief executive officer of the applicant and be on a form prescribed or approved by the Gaming Commission.

- E. Any approval for the deletion of such an inscription shall be in writing and be limited to that period of time in which the name of the gaming operator is limited to one establishment and conditioned so that it may be withdrawn in the future if the Gaming Commission determines that the deletion results in confusion with the chips or tokens of another establishment or if such inclusion is deemed necessary or beneficial for any regulatory purpose.

#### **SECTION 4 ADDITIONAL SPECIFICATION FOR TOKENS**

- A. Tokens must not be manufactured from material possessing sufficient magnetic properties so as to be accepted by a coin mechanism, other than that of a slot machine.
- B. Tokens must 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 aluminum, magnesium, and other alloying materials is at least twenty percent (20%) of the token's weight.

## **SECTION 5 USE OF CHIPS AND TOKENS**

- A. A gaming operator that uses chips or tokens at its licensed premises shall:
1. Comply with all applicable statutes, ordinances, regulations, and policies of the Mississippi Band of Choctaw Indians, the Choctaw Gaming Commission and of the United States pertaining to chips or tokens;
  2. Sell chips and tokens only to patrons of its gaming establishment and only at their request;
  3. Promptly redeem its own chips and tokens from its patrons;
  4. Post conspicuous signs at the licensed premises notifying patrons that federal laws prohibits the use of the gaming operator's tokens, and that the Regulations of the Choctaw Gaming Commission prohibits the use of the gaming operator's chips, outside the establishment for any monetary purpose whenever; and
  5. Take responsible steps, including examining chips and tokens and segregating those issued by other gaming operators to prevent sales to its patrons of chips and tokens issued by another casino.
- B. A gaming operator shall not accept chips as payment for any goods or services offered at the gaming operator's gaming establishment with the exception of the specific use for which the chips or tokens were issued, and shall not give chips or tokens as change in any other transaction.
- C. A gaming operator shall not redeem its chips or tokens if presented by a patron who the gaming operator knows or reasonably should know is not a patron of its own gaming establishment, except that a gaming operator shall promptly redeem its chips and tokens if presented by:
1. Another gaming operator who represents that it redeemed the chips and tokens from its patrons and received them unknowingly, inadvertently, or unavoidable; or
  2. An employee of the gaming operator who presents the chips and tokens in the normal course of employment.
- D. A gaming operator shall not knowingly sell, use, permit the use of, accept, or redeem chips or tokens issued by another gaming operator, except as follows:
1. A gaming operator may redeem tokens issued by another gaming operator if:
    - a. The tokens are presented by a patron for redemption to a cashier of the gaming operator and the patron states that he or she received the

tokens at the licensed premises from the payout chutes of slot machines or from an employee of the gaming operator; or

- b. The tokens are presented by a patron at a table game, and the gaming operator redeems the tokens with tokens of its own, places the redeemed tokens in the table's drop box, and separates and properly accounts for the redeemed tokens during the count performed pursuant to the gaming operator's system of internal control; and

2. A gaming operator may redeem chips issued by a gaming operator of the Mississippi Gaming Commission if:

- a. The chips are presented by a patron for redemption at the cashier's cage of the gaming operator's gaming establishment; or
- b. The chips are presented by a patron at a table game and the gaming operator redeems the chips with chips of its own, placed the redeemed chips in the table's drop box, and separates and properly accounts for the redeemed chips during the count performed pursuant to the gaming operator's system of internal control.

E. Chips whose use is restricted to uses other than at table games or other than at specified table games may be redeemed by the issuing gaming operator at table games or non-specified table games if the chips are presented by a patron, and the gaming operator redeems the chips with chips issued for use at the game, places the redeemed chips in the table's drop box, and separates and properly accounts for the redeemed chips during the count performed pursuant to the gaming operator's system of internal control.

**SECTION 6 REDEMPTION AND DISPOSAL OF DISCONTINUED CHIPS AND TOKENS**

- A. A gaming operator that permanently removes from use or replaces approved chips or tokens at its licensed premises, or that ceases operating its licensed premises whether because of closure or transfer of license or any other reason, must prepare a plan for redeeming discontinued chips and tokens that remain outstanding at the time of discontinuance. The gaming operator must submit the plan in writing to the Gaming Commission, not later than thirty (30) days before the proposed removal, replacement, sale or closure, unless the closure or other cause for discontinuance of the chips or tokens cannot reasonably be anticipated, in which event the gaming operator must submit the plan as soon as reasonably practicable. The Gaming Commission may approve the plan or require reasonable modifications as a condition of approval. Upon approval of the plan, the gaming operator shall implement the plan as approved.
- B. In addition to such other reasonable provisions as the Gaming Commission may approve or require, the plan must provide for:
1. Redemption of outstanding, discontinued chips and tokens in accordance with this regulation for at least one hundred twenty (120) days after the removal or replacement of the chips or tokens or for at least one hundred twenty (120) days after operations cease as the case may be, or for such longer or shorter period as the Gaming Commission may for good cause approve or require;
  2. Redemption of the chips and tokens at the premises of the gaming establishment or at such other location as the Gaming Commission may approve;
  3. Publication of notice of the discontinuance of the chips and tokens and of the redemption and the pertinent times and locations in at least two newspapers of general circulation at least twice during each week of the redemption period, subject to the Gaming Commission's approval of the form of the notice, the newspapers selected for publication and the specific days of publication;
  4. Conspicuous posting of the notice described in paragraph B(3) of this Section on the licensed premises or other redemption location; and
  5. Destruction or such other disposition of the discontinued chips and tokens as the Gaming Commission may approve or require.



## **SECTION 7 DESTRUCTION OF COUNTERFEIT CHIPS AND TOKENS**

- A. As used in this Section, “counterfeit chips or tokens” means any chip or token-like objects that have not been approved pursuant to this Regulation, including objects commonly referred to as “slugs,” but not including coins of the United States or any other nation.
- B. Unless a peace officer instructs, or a court of competent jurisdiction orders otherwise in a particular case, the gaming operator shall destroy or otherwise dispose of counterfeit chips and tokens discovered at the licensed premises in such a manner as the Gaming Commission may approve or required.
- C. Unless the Commission instructs, or a law enforcement agency or a court of competent jurisdiction orders otherwise in a particular case, the gaming operator may dispose of coins of the United States or any other nation discovered to have been unlawfully used at their establishments by including them in their own inventories or, in the case of foreign coins, by exchanging them for United States currency and including same in their currency or coin inventories, or by disposing of them in any other lawful manner.
- D. Any gaming operator shall record, in addition to such other information as the Gaming Commission may require:
  - 1. The number and denominations, actual and purported, of the coins and counterfeit chips and tokens destroyed or otherwise disposed of pursuant to this Section;
  - 2. The month during which they were discovered;
  - 3. The date, place, and method of destruction or other disposition, including, in the case of foreign coin exchanges, the exchange rate and the identity of the bank, exchange company, or other business or person at which or with whom the coins are exchanged; and
  - 4. The names of the persons carrying out the destruction or other disposition on behalf of the gaming operator.
- E. Any gaming operator shall maintain each record required by paragraph D of this Section for at least five (5) years, unless the Gaming Commission approves or requires otherwise.

**SECTION 8 PROMOTIONAL AND TOURNAMENT CHIPS AND TOKENS:  
OTHER INSTRUMENTALITIES**

- A. As used in this Section “promotional chip” means a chip or token-like object issued by a gaming operator for use in promotions or tournaments at the licensed premises.
- B. Promotional chips must be designed, manufactured, approved, and used in accordance with the provisions of this regulation applicable to chips and tokens, except as follows:
1. Promotional chips must be of such shape and size and have such other specifications so as to be distinguishable from other chips and tokens as determined by the Gaming Commission;
  2. Each side of each promotional chip must conspicuously bear the inscription “No Cash Value;”
  3. Promotional chips must not be used, and the gaming operator shall not permit their use, in transactions other than the promotions or tournaments for which they are issued; and
  4. The provisions of Section 7 of this regulation shall not apply to promotional chips.
- C. Other instrumentalities with which gaming is conducted must be designed, manufactured, approved, used, discontinued, destroyed, or otherwise disposed of in accordance with the provisions of this Regulation applicable to chips and tokens, except as follows:
1. Such other instrumentalities must be of such shape, size and design and have such other specifications as the Gaming Commission may approve or require; and
  2. The Gaming Commission, in its discretion, may deny approval of instrumentalities other than chips and tokens or may grant approval subject to such conditions as it considers appropriate.

**SECTION 9 RECEIPT OF GAMING CHIPS OR TOKENS FROM MANUFACTURER OR DISTRIBUTOR**

- A. When chips or tokens are received from the manufacturer or distributor, they shall be opened and checked by at least two (2) employees of the gaming operator from different departments. Any deviation between the invoice accompanying the chips or tokens and the actual chips or tokens received or any defects found in such chips or tokens shall be reported promptly to the Gaming Commission.
- B. After checking the chips received, the gaming operator shall cause to be reported in a chip inventory ledger the denomination of the chips received, the number of each denomination of chip received, the description of all chips received, the date of such receipt, and the signature of the individuals who checked such chips.
- C. If any of the chips received are to be held in reserve and not utilized either at the gaming tables or at a cashier's cage, they shall be stored in a separate locked compartment either in the vault or in a cashier's cage and shall be recorded in the chip inventory ledger as reserve chips.

## **SECTION 10     INVENTORY OF CHIPS**

- A.     Chips shall be taken from or returned to the reserve chip inventory in the presence of at least two (2) individuals. The denominations, number and amount of chips so taken or returned shall be recorded in the chip inventory ledger together with the date and signature of the individuals carrying out this process.
  
- B.     Any gaming operator shall, on a daily basis, compute and record the unredeemed liability for each denomination of chips and cause to be made an inventory of chips in circulation and cause the result of such inventory to be recorded in the chip inventory ledger. On a monthly basis, any gaming operator shall cause an inventory of chips in reserve to be made and cause the result of such inventory of chips to be recorded in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory chips in circulation and reserve shall be submitted to the Commission for approval. A physical inventory of chips in reserve shall be required annually if the inventory procedures incorporate the sealing of the locked compartment.
  
- C.     During non-gaming hours, all chips in the possession of the gaming operator shall be stored in the chip bank, in the vault, or in a locked compartment in the cashier's cage, except that chips may be locked in a transparent compartment on gaming tables provided that there is adequate security as approved by the Commission.