

THE PRELIMINARY TEXT OF THE PROPOSED RULE DEVELOPMENT IS:

61D-14.084 Player Tracking System Credits.

(1) Player Tracking System Credits earned in any transaction with a slot machine licensee may be provided to a slot machine gaming patron either free of charge or for a charge.

(a) Non-redeemable Credits: Credits provided free of charge and that may not be redeemed for anything of value shall be considered non-redeemable credits and treated as such for all rule applications. Non-redeemable credits shall only be deducted from taxable slot machine revenues after they are metered as credit into a slot machine and recorded in the facility based monitoring system.

1. Any such credit provided free of charge shall be treated as a non-redeemable credit pursuant to Chapter 551, F.S. and Chapter 61D-14, and 15, F.A.C.

2. Is strictly restricted to use in a slot machine licensee's slot machine games.

(b) Player Reward Credits: Any credits provided to a patron as the result of some affirmative act required of the patron involving the exchange or wagering of a patron's money. Player reward credits are considered to have been provided for a charge. Therefore, if a patron is required to be physically playing a slot machine game or to have paid any fee or charges of any description in order to earn or be awarded credits, those credits are considered to have been awarded at a cost to the patron. The value of player reward credits awarded to patrons that are not metered into a slot machine shall not be deducted from taxable slot machine revenues.

1. Any such credit awarded at a cost to the patron shall not be treated as non-redeemable credits pursuant to Chapter 551, F.S. and Chapter 61D-14, and 15 F.A.C. and

2. May be:

(I) Redeemed for items of value; or

(II) Restricted to the exclusive redemption in slot machine gaming as the slot machine licensee so designates within its promotional literature.

(2) Player tracking system credits expire when they have no further use or value to the slot machine patron. Credits:

(a) Shall "expire" if:

1. A slot machine patron has not claimed the credit before the designated expiration date of a slot machine licensee's promotion program;

2. The slot machine licensee has established a date certain for expiration of claimed credits in its promotion literature or in the slot machine licensee's system of internal controls.

(b) Shall not "expire":

1. If a slot machine patron has successfully claimed the credit before the designated expiration date of a slot machine licensee's promotion program; or

2. A slot machine patron has successfully claimed the credit as part of an on-going patron loyalty program or player club program; and

3. The Slot machine licensee has not established a date certain for expiration of claimed credits in its system of internal controls; or

4. The slot machine licensee has not notified the slot machine patron by way of written notice that awarded credits shall expire on a date certain subsequent to the award of those credits to the patron.

*Specific Authority 551.103(1), 551.122 FS. Law Implemented 551.103(1)(d), (e) FS. History—New 1-16-07.*