

THE PRELIMINARY TEXT OF THE PROPOSED RULE DEVELOPMENT IS:

~~61D-14.033 Progressive Gaming Device Displays.~~

~~(1) The requirements of this rule apply to:~~

~~(a) One progressive gaming device linked to a progressive controller;~~

~~(b) One progressive game that is internally controlled; and~~

~~(c) Several progressive gaming devices linked to one progressive controller within one licensed facility.~~

~~(2) All progressive meter displays shall:~~

~~(a) Display the current total of the progressive jackpot in monetary value; and~~

~~(b) Allow a delay in the display of the jackpot pool. The jackpot meter need not precisely show the actual value of the progressive pool at each instance if the inaccuracy is due to:~~

~~1. The polling cycle causing a delay in the display; or~~

~~2. A device has a feature that multiplies a jackpot.~~

~~(3) A sign or prominent notice must be displayed within view of all players of a specific progressive jackpot game when a progressive award will be multiplied if won during the featured gaming round.~~

~~(4) If the progressive meter(s) achieves its maximum display amount, the meter(s) shall stop further incrementing and remain at the maximum value until the jackpot is awarded to a player.~~

~~(5) In those instances where multiple items of information are to be displayed on a gaming device or progressive meter, it is sufficient to have the information displayed in an alternating fashion.~~

~~(6) All progressive system games shall meet the game standard set forth in this rule and Rule 61D-14.022, F.A.C.~~

~~Specific Authority 551.103(1)(c), (d), (e), 551.122 FS. Law Implemented 551.103(1)(c), (d), (e), 551.121(5) FS. History New _____.~~