

(e) Access records. (1) Procedures must be established to ensure computer access records, if capable of being generated by the computer system, are reviewed for propriety for the following at a minimum:

- (i) Class II gaming systems;
- (ii) Accounting/auditing systems;
- (iii) Cashless systems;
- (iv) Voucher systems;
- (v) Player tracking systems; and
- (vi) External bonusing systems.

(2) If the computer system cannot deny access after a predetermined number of consecutive unsuccessful attempts to log on, the system must record unsuccessful log on attempts.

(f) Remote access controls. (1) For computer systems that can be accessed remotely, the written system of internal controls must specifically address remote access procedures including, at a minimum:

- (i) Record the application remotely accessed, authorized user's name and business address and version number, if applicable;
- (ii) Require approved secured connection;
- (iii) The procedures used in establishing and using passwords to allow authorized users to access the computer system through remote access;
- (iv) The agents involved and procedures performed to enable the physical connection to the computer system when the authorized user requires access to the system through remote access; and
- (v) The agents involved and procedures performed to ensure the remote access connection is disconnected when the remote access is no longer required.

(2) In the event of remote access, the information technology employees must prepare a complete record of the access to include:

- (i) Name or identifier of the employee authorizing access;
- (ii) Name or identifier of the authorized user accessing system;
- (iii) Date, time, and duration of access; and
- (iv) Description of work performed in adequate detail to include the old and new version numbers, if applicable of any software that was modified, and

details regarding any other changes made to the system.

## PARTS 544-546 [RESERVED]

### PART 547—MINIMUM TECHNICAL STANDARDS FOR GAMING EQUIPMENT USED WITH THE PLAY OF CLASS II GAMES

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AUTHORITY: 25 U.S.C. 2706(b).

SOURCE: 73 FR 60525, Oct. 10, 2008, unless otherwise noted.

#### §547.1 What is the purpose of this part?

The Indian Gaming Regulatory Act, 25 U.S.C. 2703(7)(A)(i), permits the use of electronic, computer, or other technologic aids in connection with the