

BASIS AND PURPOSE FOR RULE 4

The purpose of Rule 4 is to specify the rights, responsibilities, and duties of licensees; specify certain duties of licensees related to permitting access to the Division of information, records, and premises controlled by the licensee; require licensees to maintain sufficient financial reserves; establish restrictions on the use of skills and proposition players; require that certain information be publicly posted; direct the licensee to prohibit certain conduct; and establish procedures for patron disputes, dissolution of corporations, transfers of interests and terminations of licensee employment or licensure. The statutory basis for Rule 4 is found in sections 44-30-201, C.R.S., 44-30-203, C.R.S., 44-30-301, C.R.S., 44-30-302, C.R.S., and 44-30-502, C.R.S., 44-30-510, C.R.S., 44-30-528, C.R.S., and 44-30-833, C.R.S.

RULE 4 RIGHTS AND DUTIES OF LICENSEES

30-409.5 EMERGENCY IDENTIFICATION CREDENTIALS.

- (1) UPON SUBMISSION OF A WRITTEN REQUEST FROM A RETAIL GAMING LICENSEE TO THE DIRECTOR OR DESIGNEE, THE DIVISION MAY ISSUE UP TO TEN (10) EMERGENCY IDENTIFICATION CREDENTIALS TO EACH RETAIL GAMING LICENSEE FOR USE IN ACCORDANCE WITH THE PROVISIONS OF THIS REGULATION.
 - (A) IN THE WRITTEN REQUESTS, THE RETAIL GAMING LICENSEE MUST PROVIDE:
 - (i) THE NUMBER OF EMERGENCY IDENTIFICATION CREDENTIALS REQUESTED; AND
 - (ii) A LIST OF INDIVIDUALS THAT THE RETAIL GAMING LICENSEE WILL AUTHORIZE TO ISSUE EMERGENCY IDENTIFICATION CREDENTIALS TO ITS SUPPORT EMPLOYEES OR KEY EMPLOYEES IN ACCORDANCE WITH THE PROVISIONS OF THIS REGULATION.
 - (iii) THE RETAIL GAMING LICENSEE MUST OBTAIN PERMISSION FROM THE DIRECTOR OR DESIGNEE BEFORE AMENDING THE LIST OF INDIVIDUALS IN SUBSECTION (1)(A)(II) OF THIS REGULATION
 - (B) THE DIRECTOR HAS SOLE DISCRETION WHETHER TO ISSUE EMERGENCY IDENTIFICATION CREDENTIALS TO A RETAIL GAMING LICENSEE.
 - (C) AT THE TIME OF ISSUANCE OF EMERGENCY IDENTIFICATION CREDENTIALS TO A RETAIL GAMING LICENSEE, THE DIVISION WILL CREATE A UNIQUE IDENTIFIER FOR EACH ISSUED EMERGENCY IDENTIFICATION CREDENTIAL.
 - (D) EACH EMERGENCY IDENTIFICATION CREDENTIAL WILL EXPIRE AT A DATE NOT TO EXCEED THREE (3) YEARS FROM THE DATE OF ISSUANCE BY THE DIVISION TO THE RETAIL GAMING LICENSEE. THE DIRECTOR OR DESIGNEE MAY RENEW OR REISSUE THE EMERGENCY IDENTIFICATION CREDENTIALS UPON WRITTEN REQUESTS FROM A RETAIL GAMING LICENSEE PRIOR TO THE EXPIRATION DATE.
 - (E) EMERGENCY IDENTIFICATION CREDENTIALS MAY ONLY BE ISSUED FOR USE AT A SINGLE RETAIL GAMING LICENSEE LOCATION AND ARE NOT TRANSFERRABLE TO ANOTHER RETAIL GAMING LICENSEE, SUPPORT EMPLOYEE LICENSEE OR KEY EMPLOYEE LICENSEE.
- (2) A SUPPORT OR KEY EMPLOYEE LICENSEE ("EMPLOYEE") WHO DOES NOT HAVE HIS OR HER PHYSICAL GAMING LICENSE IDENTIFICATION MAY OBTAIN AN EMERGENCY IDENTIFICATION CREDENTIAL, ISSUED IN ACCORDANCE WITH SUBSECTION (1) OF THIS REGULATION, FROM THEIR EMPLOYING RETAIL GAMING LICENSEE TO ENABLE THE EMPLOYEE TO PERFORM THEIR DUTIES AT THE LICENSED FACILITY.
- (3) AN EMPLOYEE SEEKING AN EMERGENCY IDENTIFICATION CREDENTIAL SHALL PRESENT THEMSELVES IN-PERSON TO AN INDIVIDUAL AT THE RETAIL GAMING LICENSEE WHO IS AUTHORIZED BY THE RETAIL GAMING LICENSEE TO ISSUE EMERGENCY IDENTIFICATION CREDENTIALS.

- (4) PRIOR TO ISSUING THE EMERGENCY CREDENTIAL, THE INDIVIDUAL AT THE RETAIL GAMING LICENSEE WHO IS AUTHORIZED BY THE RETAIL GAMING LICENSEE TO ISSUE EMERGENCY IDENTIFICATION CREDENTIALS WILL VERIFY:
- (A) THE IDENTITY OF THE EMPLOYEE REQUESTING THE EMERGENCY IDENTIFICATION CREDENTIAL;
 - (B) THAT THE EMPLOYEE HOLDS A VALID AND CURRENT COLORADO GAMING LICENSE; AND,
 - (C) THAT FEWER THAN TEN (10) EMERGENCY CREDENTIALS HAVE BEEN ISSUED TO THE EMPLOYEE IN THE PAST TWELVE (12) MONTHS. IF THE EMPLOYEE REQUESTING THE EMERGENCY IDENTIFICATION CREDENTIAL HAS BEEN ISSUED MORE THAN TEN (10) IN THE PAST TWELVE (12) MONTHS, THE RETAIL GAMING LICENSEE SHALL DENY THE EMPLOYEE'S REQUEST.
- (5) UPON ISSUANCE OF AN EMERGENCY IDENTIFICATION CREDENTIAL, THE RETAIL GAMING LICENSEE SHALL MAINTAIN A RECORD OF:
- (A) THE EMPLOYEE'S FULL NAME;
 - (B) THE REASON PROVIDED BY THE EMPLOYEE THAT THE EMERGENCY IDENTIFICATION CREDENTIAL WAS REQUESTED;
 - (C) THE DATE AND TIME THAT THE RETAIL GAMING LICENSEE ISSUED THE EMERGENCY IDENTIFICATION CREDENTIAL TO THE EMPLOYEE; AND
 - (D) THE NAME OF THE INDIVIDUAL WHO ISSUE THE EMERGENCY IDENTIFICATION CREDENTIAL TO THE EMPLOYEE.
- (6) UPON ISSUANCE OF AN EMERGENCY IDENTIFICATION CREDENTIAL, THE RETAIL GAMING LICENSEE SHALL SUBMIT THE APPLICABLE DIVISION-APPROVED FORM WITHIN TWO (2) HOURS OF ISSUANCE, IDENTIFYING THE EMPLOYEE WHO RECEIVED THE EMERGENCY IDENTIFICATION CREDENTIAL, INCLUDING:
- (A) THE EMPLOYEE'S NAME;
 - (B) THE EMPLOYEE'S SUPPORT OR KEY LICENSEE NUMBER ISSUED BY THE COMMISSION OR THE DIVISION;
 - (C) THE DATE AND TIME THAT THE RETAIL GAMING LICENSEE ISSUED THE EMERGENCY IDENTIFICATION CREDENTIAL TO THE EMPLOYEE.
- (7) THE FOLLOWING PROVISIONS APPLY TO EMERGENCY IDENTIFICATION CREDENTIALS:
- (A) AN EMERGENCY IDENTIFICATION CREDENTIAL IS ONLY VALID FOR A TIME PERIOD NOT TO EXCEED TWENTY-FOUR (24) HOURS FOLLOWING ISSUANCE.
 - (B) UPON RECEIPT OF AN EMERGENCY IDENTIFICATION CREDENTIAL, THE EMPLOYEE MUST HAVE THE EMERGENCY IDENTIFICATION CREDENTIAL IN THEIR POSSESSION WHILE WORKING AND MUST PRESENT IT TO DIVISION STAFF UPON DEMAND.
 - (C) THE EMPLOYEE MUST RETURN THE ISSUED EMERGENCY IDENTIFICATION CREDENTIAL TO THEIR EMPLOYING RETAIL GAMING LICENSEE AT THE END OF THE EMPLOYEE'S SHIFT, NOT TO EXCEED TWENTY-FOUR (24) HOURS FOLLOWING ISSUANCE.
 - (D) A RETAIL GAMING LICENSEE SHALL NOT RENEW OR IMMEDIATELY REISSUE AN EMERGENCY IDENTIFICATION CREDENTIAL TO AN EMPLOYEE WITHOUT PRIOR APPROVAL FROM THE DIRECTOR OR DESIGNEE.
 - (E) IF AN ISSUED EMERGENCY IDENTIFICATION CREDENTIAL IS LOST, STOLEN OR UNACCOUNTED FOR

LONGER THAN TWO (2) HOURS, THE EMPLOYEE WHO RECEIVED THE EMERGENCY IDENTIFICATION CREDENTIAL MUST IMMEDIATELY INFORM THEIR EMPLOYING RETAIL GAMING LICENSEE AND THE DIVISION BY CONTACTING A DIVISION OF GAMING INVESTIGATOR.

(F) IF AN UNISSUED EMERGENCY IDENTIFICATION CREDENTIAL IS LOST, STOLEN OR UNACCOUNTED FOR LONGER THAN FOUR (4) HOURS, A RETAIL GAMING LICENSEE MUST IMMEDIATELY INFORM THE DIVISION BY CONTACTING A DIVISION OF GAMING INVESTIGATOR.