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## Header 10

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## General Information

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Procurement Folder: 420101

Procurement Type: Central Master Agreement

Vendor ID: VS0000015359

Legal Name: BMM North America, Inc.

Alias/DBA:

Total Bid: \$194,000.00

Response Date: 02/27/2018

Response Time: 11:24

SO Doc Code: CRFQ

SO Dept: 0705

SO Doc ID: LOT1800000010

Published Date: 2/22/18

Close Date: 2/27/18

Close Time: 13:30

Status: Closed

Solicitation Description: ADDENDUM 2- THIRD PARTY ACCEPTANCE TESTING

Total of Header Attachments: 10

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Purchasing Division  
 2019 Washington Street East  
 Post Office Box 50130  
 Charleston, WV 25305-0130

**State of West Virginia  
 Solicitation Response**

**Proc Folder :** 420101

**Solicitation Description :** ADDENDUM 2- THIRD PARTY ACCEPTANCE TESTING

**Proc Type :** Central Master Agreement

Date issued	Solicitation Closes	Solicitation Response	Version
	2018-02-27 13:30:00	SR 0705 ESR02211800000003662	1

<b>VENDOR</b>
VS0000015359 BMM North America, Inc.

**Solicitation Number:** CRFQ 0705 LOT1800000010

**Total Bid :** \$194,000.00      **Response Date:** 2018-02-27      **Response Time:** 11:24:08

**Comments:**

**FOR INFORMATION CONTACT THE BUYER**  
 Michelle L Childers  
 (304) 558-2063  
 michelle.l.childers@wv.gov

<b>Signature on File</b>	<b>FEIN #</b>	<b>DATE</b>
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All offers subject to all terms and conditions contained in this solicitation

Line	Comm Ln Desc	Qty	Unit Issue	Unit Price	Ln Total Or Contract Amount
1	GAMING SYSTEM TESTING	1000.00000	HOUR	\$194.000000	\$194,000.00

Comm Code	Manufacturer	Specification	Model #
80101507			

**Extended Description :** HOURLY RATE TO PROVIDE TESTING SERVICES. ALL LODGING, MEALS, AND TRAVEL SHOULD BE INCLUDED IN THE HOURLY RATE BID.  
 QUANTITY OF HOURS IS ESTIMATED AND TO BE USED FOR BIDDING AND EVALUATION PURPOSES. NO FUTURE USE OF THIS CONTRACT IS GUARANTEED OR IMPLIED.

**Comments:** Please Note: Our hourly rate will be \$194.00 and we anticipate it going over 1000 hours that are listed. Additionally, we are estimating delivery days to be 60 business days for all 3 phases (i.e., 20 business days per each phase). Please reference our project plan for a timeline example.



**bmm** testlabs

**Proposal for:  
The West Virginia Purchasing Division on  
behalf of the West Virginia Lottery  
RFQ for Third Party Acceptance Testing Software (Staff and  
Services)**

**Due Date: February 27<sup>th</sup>, 2018**

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## Letter of Submission

### State of West Virginia, Purchasing Division

C/O Ms. Michelle L Childers  
2019 Washington Street East  
Post Office Box 50130  
Charleston, WV 25305-0130

### RE: RESPONSE TO: REQUEST FOR PROPOSAL FOR THIRD PARTY TESTING SOFTWARE (STAFF AND SERVICES)

Dear Ms. Childers:

BMM Testlabs is pleased to respond to the RFQ from The West Virginia Purchasing Division on behalf of the West Virginia Lottery (WVL) for third-party acceptance testing software (Staff and Services). BMM has over 36 years of experience as an independent testing lab solely focused on the gaming and wagering market for Lotteries, Casinos and Internet gaming. We understand the complexity and scope involved in the project through our experience over the past years of conducting testing in conjunction with IGT systems globally for over twenty years. We remain confident in our ability to deliver the services requested on-time and on budget.

Over the last 36 years, BMM has invested specifically with the goal to be a global company and to provide worldwide coverage for the fast-growing regulated gaming markets. As BMM currently has 13 offices globally, servicing approximately 440 separate gaming jurisdictions, we are well within reach of our goals and continue to expand those goals.

We understand that WVL is seeking a firm that can provide full system acceptance testing services. BMM delivers a customized approach to our system acceptance testing services through a process we use, known to our clients and us as, the "BMM Way." It includes:

- project management
- risk assessments
- audits
- field evaluations
- test methods
- test scripts
- client engagement methods
- invoicing practices

As a private company, BMM has the business flexibility to react quickly to client and market needs and to invest in resources to build capacities fast, without dependence on budget cycles and procurement constraints. It is BMM preference to first invest in and retain expert talent, ensuring highest levels of expertise in current technologies, game designs, regulatory trends and changes. We believe our people are the foundation of the success of our company, particularly because every BMM resource is passionate and focused on serving the gaming community.

When we evaluate or assess a Lottery system, we review all elements including security, financials, and internal controls from a process perspective as well as the technical aspect of daily operations. This approach ensures that the Lottery operates with the highest levels of assurance of integrity in their practices and the security of daily operations.

BMM has delivered these services with similar, or in some instances, the same scope for many other clients including:

- Northstar Lottery group & Illinois Lottery
- Atlantic Lottery
- Loto-Québec
- Ohio State Lottery
- Oklahoma Lottery Commission
- Maryland Lottery
- GTech Indiana

The industry has high expectations, and we hold ourselves to exceed those high standards, constantly learning and improving based on the changes in the technology, market, and requirements. As industry experts, we know that public trust and confidence is paramount for any lottery system or operation of such system to be successful.

We can offer WVL with UAT testing which will include the following:

- End-user acceptance testing from a buyer, retailer, operator, and redemption center
- Validation of product offerings such as online draws, scratch tickets and other product offerings
- Financial reconciliation
- Validate how all supported devices work in accordance to the SRS documentation and business processes.
- Daily processes such as the start of the day, draws, winning number entry, winning number verification, winning number processing and validation. Ticket redemption processes billing and balancing reconciliation and reporting as well as the end of day processing.
- Validation of all operating system processes is aligned with business processes.



BMM is reliable, knowledgeable, experienced and steadfast in our commitment to excellence. We are confident that WVL and BMM will have a successful business relationship by working together to reach your end goals in the time frame needed, within the budget and with 100% accuracy.

Should members of the reviewing committee associated with our proposal have any questions or require additional information or clarification, please do not hesitate to contact me directly:

Travis Foley, Executive Vice President, Operations BMM North America Inc.  
815 Pilot Road, Suite G  
Las Vegas, NV 89119

E-mail: [travis.foley@bmm.com](mailto:travis.foley@bmm.com)  
telephone: +1 702 407 2420  
fax: +1 702 407 2421  
mobile: +1 702 806 8121

As the Executive Vice President, Operations, I certify the accuracy and our commitment to the information presented in this proposal to meet the needs and conditions of the RFQ.

We thank you for the opportunity to submit our response.

Respectfully,



**Travis Foley**  
Executive Vice President, Operations  
BMM North America Inc.

## **BMM Response: PROPOSAL CONTENT**

**BMM Overview**

Our services in the United States are delivered in our state of the art testing facility located in Las Vegas, Nevada. BMM expanded our Global HQ in 2014 adding an additional 10,000 square feet of space making our total headquarters space approximately 32,000 square feet.

Please find pictures of our Las Vegas facility, including our test lab, training area, and staff lounge.



*Diagram 01 – Main Entrance*



*Diagram 02 – Partial BMM Lab*



Diagram 03 – BMM Training Room



Diagram 04 – BMM Staff Lounge

This proposal may be summarized into five main categories:

1. Company Inception
2. Lottery Services & Industry Firsts
3. Client Engagements
4. Accreditations and Certifications
5. Company Mission

### **Company Inception**

BMM has been providing testing and compliance services on behalf of regulators and government agencies worldwide since our inception in 1981. BMM is a privately held company, originally incorporated as CJ Bellamy and Associates in Melbourne, Victoria, Australia in November 1981 and is now owned by our President and CEO, Martin Storm.

In 2001 BMM opened our first office in the United States (US) in Las Vegas, Nevada and is our company headquarters. As the longest operating independent testing and certificate laboratory in the world, servicing the regulated wagering and gaming market for more than 36 years, BMM has continued to grow our business in North America, serving multiple government regulatory bodies and jurisdictions, specifically within the United States.

BMM is now recognized or licensed as an Independent Test Lab in over 440 gaming jurisdictions globally with a fully functional laboratory in Las Vegas, Nevada.

### **Lottery Services & Industry Firsts**

With lottery systems constantly evolving around the globe, BMM services have also continued to evolve with the market needs to ensure our service levels exceed client expectations and requirements. We are confident in our ability to continue to provide the specified services requested.

Some engagements to note within the last eight (8) years that involve similar requests to those listed in this RFQ are as follows:

- *Selected Primary vendor for ALC*
- *Selected vendor for NorthStar Lottery Group & Illinois Lottery*
- *Selected vendor for Indiana Hoosier Lottery*
- *Selected third-party to partner with IGT for the bid for Maryland Lottery System*
- *Selected vendor to perform QA Testing on the Sci-Games Lottery System*

BMM has been conducting testing in conjunction with IGT systems globally for over twenty years. As noted above, most recent work for IGT Lottery Systems have been awarded contracts through an RFP process and were performed for:

- NorthStar Lottery Group & Illinois Lottery and,
- IGT Indiana on behalf of Hoosier Lottery.

A large part of our history includes being part of many industry firsts as well as developing market processes and benchmarks. For example, the technical standards BMM authored on behalf of the Victorian gaming regulator served as the basis for the Australian and New Zealand Gaming Machines National Standards and have since been used in the development of some other widely recognized electronic gaming machine technical standards globally, including in the United States.

We were a part of other industry firsts such as:

- Assisting the Victorian government regulator, overseeing wagering with the upgrade of the computer systems for its off-track betting system, the '*Victorian TAB.*' The result was a highly reliable system that ran successfully for over 20 years.
- Providing gaming machine software validation in 1983 on behalf of the Tasmanian Gaming Commission.
- Conducting and managing testing, certification and interoperability tests for the fast-growing Australian casino industry and on behalf of all Australian regulators for more than ten years.
- Perform CAT (Customer Acceptance Testing) for the first US Internet wagering site for the Illinois Lottery and Northstar.

### Client Engagements

The most relevant recent experience completed by BMM is CAT for IGT Indiana. The work requested leveraged our experience and capabilities to complete CAT and provided our client with the results they needed to deploy their products into the market. In the past few years, BMM has completed the following work for IGT Indiana:

- CAT script development in preparation of CAT of Lottery gaming system
- CAT of new Lottery gaming system supplied by IGT
- CAT for new product offerings
- CAT of product modifications/enhancements

If we take a look back further in our history as the gaming market grew and evolved, we responded by widening our product and service offerings. In 1992 BMM established a full hardware, software, and integration laboratory to meet the compliance certification requirements for the newly established gaming industry in Victoria, Australia. Based on the success of that facility, BMM further expanded our operations to cover all Australian and New Zealand gaming jurisdictions, continuing to test and certify all forms of gaming, wagering and lottery systems.

By the late 1990s, BMM was firmly established as the leading independent test lab focused on wagering systems and electronic gaming devices. We were recognized by all regulated gaming jurisdictions in Australia, New Zealand, and Southeast Asia, and widely recognized as the most experienced and technically proficient.

BMM has unmatched global experience in consulting and testing with wagering systems as well as demonstrated knowledge and expertise in the assessment of information systems and communications systems.

BMM has also been deeply involved in the assessment, evaluation, and testing of complex networks, such as TAB Limited Statewide EGM monitoring system – a network with up to 100,000 electronic gaming machines in 3000 locations.

BMM has played a key role in the development of the technical standards adopted by virtually all Australian and Asian gaming regulators, and is commonly recognized as the largest, most thorough and experienced Accredited Testing Facility (ATF) in Australia and Asia.

Since relocating our company headquarters to Las Vegas, Nevada, BMM has dedicated a large part of our strategic direction to developing tailored services for all branches of the gaming market, including:

TESTING SERVICES	MANUFACTURER SERVICES
<ul style="list-style-type: none"> <li>Class II &amp; Class III</li> </ul>	<ul style="list-style-type: none"> <li>Consulting for technical compliance</li> </ul>
<ul style="list-style-type: none"> <li>Mathematical analysis RTP &amp; Odds</li> </ul>	<ul style="list-style-type: none"> <li>Managing testing &amp; certification</li> </ul>
<ul style="list-style-type: none"> <li>Source Code analysis</li> </ul>	<ul style="list-style-type: none"> <li>Hardware testing</li> </ul>
<ul style="list-style-type: none"> <li>Random Number Generators</li> </ul>	<ul style="list-style-type: none"> <li>Operating system (OS) software testing</li> </ul>
<ul style="list-style-type: none"> <li>Volatility analysis</li> </ul>	<ul style="list-style-type: none"> <li>Game content testing</li> </ul>
<ul style="list-style-type: none"> <li>Peripheral Devices Bill Validators/Printers/Mobile Gaming devices MTGM, FATG, ETG</li> </ul>	<ul style="list-style-type: none"> <li>Peripheral device testing</li> </ul>
<ul style="list-style-type: none"> <li>Sweepstakes</li> </ul>	<ul style="list-style-type: none"> <li>Mathematical model analysis</li> </ul>
<ul style="list-style-type: none"> <li>Bingo</li> </ul>	<ul style="list-style-type: none"> <li>Casino Management system testing</li> </ul>
<ul style="list-style-type: none"> <li>Kiosks</li> </ul>	<ul style="list-style-type: none"> <li>Central Monitoring system testing</li> </ul>
<ul style="list-style-type: none"> <li>VLT</li> </ul>	<ul style="list-style-type: none"> <li>Expert Witness</li> </ul>
<ul style="list-style-type: none"> <li>AWP</li> </ul>	
<ul style="list-style-type: none"> <li>Central Communication Systems</li> </ul>	
<ul style="list-style-type: none"> <li>Video Gaming Terminals</li> </ul>	
<ul style="list-style-type: none"> <li>Ticket Payout Systems</li> </ul>	
<ul style="list-style-type: none"> <li>Promotional and Bonusing Systems</li> </ul>	

<b>LOTTERY SERVICES</b>	<b>OPERATOR SERVICES</b>
RNG & Math evaluation	Consulting for technical compliance
Game evaluation	Forensic evaluation
Point of Sale devices	System & related audits
Lottery Gaming systems/CGS (LAN & Internet Base)	IT System security
Video Lottery Gaming system (SAS, DXS, G2S)	Education & training services
iGaming Platforms	Technical support
Monitoring Systems	Manage testing & certifications
Functional Testing	Technology assets for compliance management
Customer/User Acceptance Testing (CAT/UAT)	Test lab Implementation
Performance, Stress and Load Testing	Table Games
Security and Penetration testing	Math

*Diagram 05 – BMM Services*

<b>REGULATOR SERVICES</b>
Consulting for regulatory models
iGaming consulting services
Development of technical standards
Industry development services
Education & training services
Technical support
Managing testing & certification
Managing inspection services
Technology assets for compliance management

*Diagram 06 – BMM Services*

Each of these segments of the market has very specific needs for service providers to understand. The unique challenges associated in their business need to be understood and managed effectively, and this is a central strength of ours. We at BMM have been able to build our business by understanding yours.



## Accreditations and Certifications

BMM maintains several accreditations throughout its global organization. This includes ISO/IEC 17020, 17025 and most recently 17065 in North America. BMM continues to expand its ISO accreditations including the addition of 17065 in Europe. These accreditations are typically required by regulatory bodies in order to be recognized to perform testing, field inspections, and certifications. The important accreditation for independent testing for certification purposes is ISO 17025. BMM was the first gaming lab to be ISO accredited (1995) and holds many ISO17020, 17025, and 17065 accreditations. ISO shows BMM’s commitment to its own formal processes but remains only one part of overall quality.

Additionally, BMM is partnered with the International Software Testing Qualifications Board (hereafter, ISTQB). ISTQB is the world's most successful scheme for certifying software testers, and this partnership recognizes BMM for its demonstrated commitment to software testing training and qualifications.

	Australia	Canada	North America	Europe /Italy	South Africa	Spain	Singapore
ISO 17025	X	X	X	X*	X	X	X
ISO 17020			X			X	
ISO 17065			X			X*	
ISTQB	Gold	Platinum	Gold				

\* Pending

*Diagram 07– BMM Accreditations by Geography*

BMM staff also maintains various accreditations and recognitions beyond ISTQB. This includes accreditations such as project management professionals (PMP) and information systems auditor (CISA).

### BMM also holds memberships in the following associations:

- World Lottery Association (WLA)
- International Association of Gaming Regulators (IAGRA)
- American Gaming Association (AGA)
- Non-voting member of Gaming Standards Associations (GSA)
- Australasian Gaming Machine Manufacturers Association (AGMMA)
- Australian Gaming Council (AGC)
- Casino Association of South Africa (CASA)
- Latin American Gaming Association (LAGA)
- Minnesota Indian Gaming Association (MIGA)

- Oklahoma Tribal Gaming Regulators Association (OTGRA)
- California Native Indian Gaming Association (CNIGA)
- National Tribal Gaming Commissioners and Regulators (NTGCR)

Being an active part of these groups ensures BMM is aware of the latest industry trends, technology solutions and challenges within the market.

**Company Mission**

BMM’s mission is to continue to provide exceptional client services by delivering outstanding results. We strive for success in meeting our mission by addressing the four C’s in our own business and when working with our clients. The four C’s are:

- Complexity
- Control
- Compliance
- Cost

BMM always provides an engagement which reduces the complexity, enhances control for our clients, while increasing product compliance, typically reducing the total cost of compliance. We do this by clearly understanding our clients’ products, development style, and providing assistance along the way allowing them to develop compliant products more efficiently. This allows our clients to move forward in development with a clear understanding of requirements for compliance and reduces unnecessary resubmissions for compliance purposes.

As an overview, below are BMM corporate highlights including company milestones and a listing some of our clients.

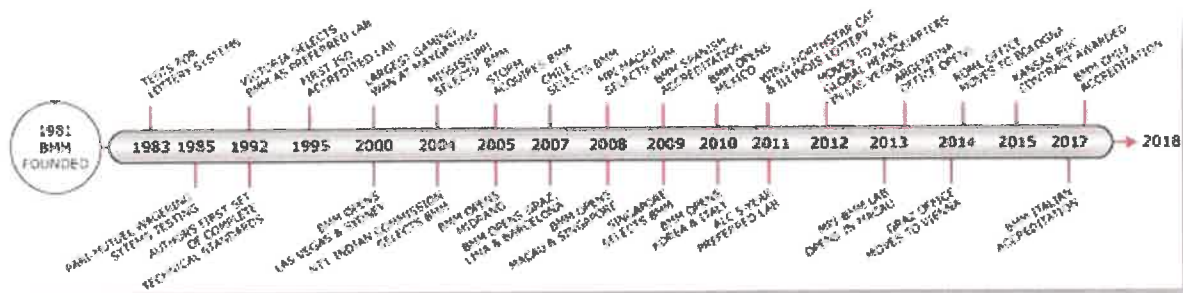


Diagram 08 – BMM Timeline

Quality and reliability remain a focus for BMM. We understand that simply completing testing is not the goal of WV. BMM has two main avenues for ensuring our quality and reliability exceeds industry standards. To start, since 1994 BMM International has been, and continues to be, an internationally accredited testing body. This status was achieved by developing, implementing, and maintaining the most stringent set of quality processes and procedures for an *'Independent Testing Laboratory'* globally.

The uniformity of our procedures, test scripts, checklists, guidelines, and templates allows the Services Delivery (SD) staff to achieve the highest level of ISO accredited testing in the world. These strict, global guidelines allow for streamlined training and testing processes for our engineering staff; allowing them to ramp up in a given area or discipline in a shorter period without sacrificing our commitment to service excellence. The BMM Way, as we refer to our own standards, is a structure of our internal operating rules and procedures which ensures we achieve our *'Level of Excellence'* on a global basis.

"The BMM Way" in relation to our test methods encompasses many facets of recognized test methods, including:

- Black Box
- White Box
- Scrum
- Waterfall
- Gray Box
- Functional
- CAT/UAT
- Regression
- Bud Regressions
- Verification test methods

BMM is required by its gaming licenses and accreditations to perform all testing. Therefore, we maintain all necessary expertise and tools in-house to perform our work independently. We believe this also provides our clients with an increased sense of trust to be working with one organization that is consistently investing in training, recruiting and retaining the best resources and ensuring our client needs remain our main priority.

While BMM maintains staff to provide all services by BMM employees, BMM also has strategic partnerships in place with colleges and universities in conjunction with our local testing offices. For example, BMM in North America has a strategic partnership with CCNB and the McKenzie College in New Brunswick, Canada. These partnerships create software curriculums for both Software Testing and QA for New Brunswick students and are either a 1 or two-year course. These curriculums went into effect 2015, and from the first 1 year course, there were a total of 10 graduates, 7 of which are now employed by BMM.

## Company Mission

BMM prides itself on assuring that we are well-staffed to meet or exceed the level of quality, efficiency, and support expected and we are prepared to remain flexible to meet the evolving needs of WVU.

A highly qualified team includes a blend of resources with exceptional experience. BMM provides such a team through consistent hiring practices, training, and constant monitoring of quality through a well-managed quality improvement program. In addition to such personnel, BMM utilizes and continuously develops tools that support its operations and industry stakeholders. Additionally, BMM strives to develop business partnerships that will optimize the services provided resulting in improved time-to-market and reduced cost.

- BMM boasts a staff of more than 260 highly trained and qualified full-time employees. Engineers typically work in the office test lab but will frequently make trips to project sites as needed for field work / testing.
- All BMM test engineers are full time employees (some key jurisdictions specifically disallow sub-contracting of testing services).
- BMM operates an “up or out” training methodology, whereby test engineers are trained and must advance to specific ISTQB standards within defined timeframes.
- Flexible workforce – when BMM expands into a new market (or significant projects are won in a particular market), BMM is very flexible in its ability to utilize project technicians throughout the world. The business model allows the Company to use resources that will be the most efficient and cost effective (products can easily be tested in other regions if a cost advantage exists to do so)
- Allows consistent utilization as resources are allocated to meet demand
- Highly scalable training platform given ISTQB standards
- Relatively easy to find new qualified engineers in local markets and train them quickly on various service offerings
- High employee morale and low turnover enable the Company to leverage the skills and knowledge it has helped to build in its workforce over time (less than 5% average historical yearly voluntary turnover rate).

BMM’s Service Delivery departments operate with excess resources, to support ad-hoc work increases, major projects, peak periods of submissions for gaming shows and to manage in-house leave requirements. As such BMM is well placed to scale up its SG test teams for any incremental or major increase in work volumes. This can be executed immediately or phased in over a period of time.

As a privately held company, BMM has the business flexibility and scalability to react quickly to WVU’s needs and to invest in resources to build capacities fast, without dependence on budget cycles and procurement constraints. It is BMM’s preference to invest in and retain expert talent and recruit domain knowledge, ensuring highest levels of expertise in current technologies, regulatory trends and changes.

BMMs assigned personnel for the WVL account will be as follows:

**Executive Manager:** Travis Foley is the EVP of Operations for North America. Travis has spent his career in various capacities in the gaming industry. Before joining BMM, Travis spent over 13 years with the Nevada Gaming Control Boards Technology Division where he was involved in the creation of regulations and standards for new technologies such as server-based gaming, system supported gaming and mobile gaming. In his role at BMM, he is responsible for the overall operations of BMM in North America.

**Senior Vice President of Service & Delivery:** Linda Lemieux is the SVP for BMM's Canada's office. Linda has over 30 years' experience in software QA consulting, strategy, and delivery. Linda has managed software development, QA, integration transition, and outsourcing activities for Fortune 500 technology clients with multiple projects ranging from 25+ to 600+ resources.

**Account Management:** Heather Stivason has been in the gaming industry for over 6 years working in the capacity of Sales, Marketing, and Operations. Heather will be ultimately responsible for the day-to-day transactions between BMM and the WVL to assure projects are being processed accordingly, on-time and within budget.



**APPENDICES**

## **BMM APPENDICES**

- APPENDIX 01:** BMM Sample Test Script - Mobile
- APPENDIX 02:** BMM Sample Project Plan
- APPENDIX 03:** BMM Sample DIRT Report
- APPENDIX 04:** BMM Sample Final Report
- APPENDIX 05:** Addendum Acknowledgement Form
- APPENDIX 06:** Certification and Signature Form
- APPENDIX 07:** Disclosure of Interested Parties to Contracts
- APPENDIX 08:** Purchasing Affidavit
- APPENDIX 09:** State of West Virginia Request for Quotation – Signature

**1004 MOBILE CONVENIENCE APP REGRESSION TESTPLAN**

**Note:** This regression testplan has been compiled to meet the regression needs of Customer Acceptance Testing (CAT) Phase 27. The Mobile Convenience App has been included in this regression testplan including and updated to reflect the specifications specified below.

LOTTERY TYPE NAME: LOTTERY	
SYSTEM NAME: LOTTERY SYSTEM	SYSTEM VERSION #:
PROJECT ID: 1007	HW SERIAL / ITS #: N/A
EXAMINER:	START DATE:

**\*\*\*Special Note\*\*\***

***If outcome reached from testing deviates or does not match with the expected outcome detailed in the test procedure in question, stop current testing and consult with a management level individual within your team to discuss if further action is required***

**Note:**

- Wherever possible meter reads or values should be placed in the comments column to verify a test has been done.
- a ✓, PASS or OK indicates that the test has been successfully performed;
- a X or FAILURE indicates that the test has been performed but was unsuccessful; a DIRT number and/or an explanation is to be noted beside this
- a N/A indicates that the test is not applicable – if not obvious, a reason MUST be included;
- All checklists are to be completed in pen. Pencils are not to be used.



SRS/RFSS Reference #	TEST CASE	PASS	FAIL	N/A	NOTES
1.5	RFSS # [REDACTED] Mobile Convenience App (ID: 3)				
1.5.1	Global requirements (ID: 53)				
	(ID: 192) When the mobile app is downloaded, an image and the app name text "[REDACTED] Lottery" shall appear on the phone.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 193) When the "[REDACTED] Lottery" image is clicked on the phone, the JACKPOTS page is displayed.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<b>NOTE:</b> The JACKPOTS page can be considered the home page.				
	(ID: 191) The mobile app "Menu" shall display the following text/links:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	WINNING NUMBERS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Additional options are available : Notifications, Check your ticket, Build my playslip, fast play, bingo to go, claim your prize
	JACKPOTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The jackpot amounts are shown on the hom screen. The button is not available in the Menu screen
	RETAILER LOCATOR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	HOW TO PLAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	CONTACT US	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	PRIVACY POLICY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TERMS & CONDITIONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	RESPONSIBLE GAMING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	ABOUT THIS APP	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Using App version [REDACTED] snapshot.cat
	<b>NOTE1:</b> A graphic image shall precede each of the above text.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<b>NOTE2:</b> The text shall link to respective screens as indicated in this SRS.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 195 - Approved) When the [REDACTED] Lottery mobile convenience app initially loads, a [REDACTED] Lottery branded splash page shall display until the JACKPOTS page loads and displays.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SRS/RFSS Reference #	TEST CASE	PASS	FAIL	N/A	NOTES
	(ID: 232 - Approved - CR 14) Play responsibly language shall display on each screen of the app.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 234 - Approved - CR 13) The Lottery logo shall display on each screen of the app.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 197) The player shall be able to left and right scroll sequentially through the following screens:				
	JACKPOTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	WINNING NUMBERS menu screen	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	A Fast Play screen has been added.
	(ID: 62 - Approved) Ten rows of winning number data shall display on a screen. For each game, the maximum number screens of data that can be scrolled to for historical data shall be 18. For each game, if there is winning number data available to populate 18 screens, all 18 screens shall be populated.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
1.5.2	<b>Winning Numbers (ID: 13)</b>				
	(ID: 14) The mobile app shall provide winning numbers information for all Lottery online games.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 15) The text "WINNING NUMBERS" shall appear on the Menu. This text shall link to the WINNING NUMBERS screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 16) The text "WINNING NUMBERS Search By Game" shall appear on the WINNING NUMBERS screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Checking Recent Winning Numbers by Game
	(ID: 17) Game logos shall display in the following order and be clickable, on the WINNING NUMBERS screen. When game logos are clicked the WINNING NUMBERS screen for the respective game shall display.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	POWERBALL MEGA MILLIONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	LOTTO CASH 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	QUICK DRAW POKER LOTTO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DAILY 3 DAILY 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	The odds for each game should display on the WINNING NUMBERS screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

SRS/RFSS Reference #	TEST CASE	PASS	FAIL	N/A	NOTES

Powerball	Overall Odds 1:32
Mega Millions	Overall Odds 1:15
Lotto	Overall Odds 1:6
Cash 5	Overall Odds 1:9.6
Quick Draw	Overall Odds 1:9.1
Poker Lotto	Overall Odds 1:3.9
Daily 3	Odds are based on player selection.
Daily 4	Odds are based on player selection.

CONFIDENTIAL

	Game Screens				
	<p>Verify each of the following game screens listed below have the following:</p> <ul style="list-style-type: none"> <li>▪ A button to display the Menu screen</li> <li>▪ The name of the game in all caps</li> <li>▪ A close button "X" that shows the Winning Numbers main screen when clicked</li> <li>▪ The following headings: <ul style="list-style-type: none"> <li>○ DATE</li> <li>○ NUMBERS</li> </ul> </li> <li>▪ Most recent winning numbers will show first.</li> <li>▪ Ten rows of winning number data shall display on a screen.</li> <li>▪ "PREVIOUS" and "NEXT" buttons shall display on screens and the buttons shall navigate to the respective screen.</li> </ul> <p><b>NOTE:</b> Only a "NEXT" button shall display on initial screen. Only the "PREVIOUS" button shall appear on the last screen.</p>				
	POWERBALL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	MEGA MILLIONS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	LOTTO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	CASH 5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	QUICK DRAW	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	The column heading "GAME" will display between DATE and NUMBERS. (i.e. MIDDAY or EVENING)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	POKER LOTTO *Note: The NUMBERS column shall be alphanumeric.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DAILY 3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	The column heading "GAME" will display between DATE and NUMBERS. (i.e. MIDDAY or EVENING)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	DAILY 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	The column heading "GAME" will display between DATE and NUMBERS. (i.e. MIDDAY or EVENING)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>1.5.3</b>	<b>Jackpots (ID: 100)</b>				
	(ID: 101) The mobile app shall provide jackpot information for all Lottery jackpot-based games.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<b>NOTE1:</b> The current jackpot games are Powerball, Mega Millions, Lotto, and Cash 5.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

	<b>NOTE2:</b> This does not include online games with top prizes.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 102) The text "JACKPOTS" shall appear on the Menu. This text shall link to the JACKPOTS main screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Not shown in the app
	(ID: 105) The following information shall display on the JACKPOTS main screen (for each jackpot-based game):				
	Game logo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Jackpot amount	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Text: "ESTIMATED JACKPOT" (when jackpots are estimates)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Text: "NEXT DRAW:"	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Next Draw Date (example: FRI FEB. 28, 2014)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	<b>NOTE:</b> The data above for each game shall be clickable and render the respective JACKPOTS game detail page.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	The clickable aread is not selectable.
	(ID: 196) On the JACKPOTS main screen, the following buttons shall display and link to respective screens:				
	WINNING NUMBERS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	RETAILER LOCATOR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Check your ticket and build my playslip buttons have been added
	(ID: 198) From the JACKPOT main screen, individual jackpot game detail pages can be accessed. This individual JACKPOT game detail displays when the user scrolls, or clicks game content or logo on the JACKPOTS main screen. The JACKPOT game detail pages include the following:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Game logo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Jackpot amount	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Text: "ESTIMATED JACKPOT" (when jackpots are estimates)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Shown as "Est. Jackpot"
	Text: "NEXT DRAW:"	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Next Draw Date (example: FRI FEB. 28, 2014)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Text: "WINNING NUMBERS FOR <DATE>" (example: WINNING NUMBERS FOR FEB. 28, 2014)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Winning numbers (for the previous draw)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	TEXT: "SEE MORE WINNING NUMBERS" (This text shall link to the WINNING NUMBERS detail page for the respective game. This displays winning numbers for previous draws.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

	TEXT: "HOW TO PLAY" (This text shall link to the HOW TO PLAY detail page for the respective game.)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Build My Playslip
	(ID: 230) The Overall Odds for Powerball, Mega Millions, Lotto, and Cash 5 shall display on the respective Jackpot game screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Powerball	Overall Odds 1:32
Mega Millions	Overall Odds 1:15
Hoosier Lotto	Overall Odds 1:6
Cash 5	Overall Odds 1:9.6

<b>1.5.4</b>	<b>How to Play (ID: 112)</b>				
	(ID: 113) The mobile app shall provide "How to Play" instructions for all online games.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 114) The text "HOW TO PLAY" shall appear on the Menu. This text shall link to the HOW TO PLAY main screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 218) The text "How to Play" shall appear on each HOW TO PLAY detail screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 219) The respective game name shall appear on each HOW TO PLAY detail screen. (example: POWERBALL)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 231 - Approved) The Overall Odds for each game shall display within the How to Play content for the respective game.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Powerball	Overall Odds 1:32
Mega Millions	Overall Odds 1:15
Lotto	Overall Odds 1:6
Cash 5	Overall Odds 1:9.6
Quick Draw	Overall Odds 1:9.1
Poker Lotto	Overall Odds 1:3.9
Daily 3	Odds are based on player selection.
Daily 4	Odds are based on player selection.

<b>1.5.5</b>	<b>Contact Us (ID: 116)</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 117) The text "CONTACT US" shall appear on the Menu. This text shall link to the CONTACT US screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 119) The text "Contact Us" shall appear on the CONTACT US screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>1.5.6</b>	<b>Responsible Gaming (ID: 145)</b>				
	(ID: 146) The text "RESPONSIBLE GAMING" shall appear on the Menu. This text shall link to the RESPONSIBLE GAMING screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 151) The text "Responsible Gaming" shall appear on the RESPONSIBLE GAMING	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

	screen.				
<b>1.5.7</b>	<b>About This App (ID: 157)</b>				
	(ID: 158) The text "ABOUT THIS APP" shall appear on the Menu. This text shall link to the ABOUT THIS APP screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 159) The text "About This App" shall appear on the ABOUT THIS APP screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>1.5.8</b>	<b>Privacy Policy (ID: 148)</b>				
	(ID: 149) The text "PRIVACY POLICY" shall appear on the Menu. This text shall link to the PRIVACY POLICY screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 152) The text "Privacy Policy" shall appear on the PRIVACY POLICY screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>1.5.9</b>	<b>Terms &amp; Conditions (ID: 153)</b>				
	(ID: 154) The text "TERMS & CONDITIONS" shall appear on the Menu. This text shall link to the TERMS & CONDITIONS screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 156) The text "Terms & Conditions" shall appear on the TERMS & CONDITIONS screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>1.5.11</b>	<b>Retailer Locator (ID: 163)</b>				
	(ID: 164) The text "RETAILER LOCATOR" shall appear on the Menu. This text shall link to the RETAILER LOCATOR screen.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 212) In order to use retailer locator functions on the convenience app GEO Locations must be turned on at the phone device level.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 215) When Geo location is on:				
	Retailer Locator shall return the 10 closest retailers based on the phone's geo location.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Retailers shall appear on the screen of the mobile app, flagged with their location	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Selecting a flagged retailer shall display				
	Retailer name	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Street address	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	City and zip	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	Hyperlink to direction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 217) When Geo location is off, a message shall display after the player clicks the Retailer Locator link or button. The message shall be: "Please turn on geo location to use Retailer Locator"	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 216) Hyperlinking to Directions shall launch a map program on the phone using the current Lat/Long geo location of phone and the	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

	end location of Retailer address.				
1.5.13	<b>Website Requirements (ID: 221)</b>				
	(ID: 222) The com Website shall include a Web page or pages that present static content regarding the Mobile Convenience App.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
	(ID: 223) Existing Website page templates shall be used to present the content regarding the Mobile Convenience App.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

PASS FAIL 

Please check one of the above to indicate if this checklist has been successfully completed or not. If FAIL is checked, please list the DIRT number and/or issues, below.

**Comments:**


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**Signature:** \_\_\_\_\_ **Completion Date:** \_\_\_\_\_

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# Example Lottery Project Plan

**Project Number: WVL.1001**

**Effective Date: 2/27/2018**

**Account Manager: Heather Stivason**

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## Assumptions

### Client

- Provide a list of changes
- Verified working test environment
- Client will provide a system admin

### BMM

- Send trained resources (Lead, Testers, and Audit) to complete system testing
  - Resource 1 – (Lead)
  - Resource 2– (Tester)
  - Resource 3– (Tester)
  - Resource 4 – (Audit)

## Testing Tasks

- Review changes to system
- Test implementation functionality of new features and modified areas
- Regression test affected areas
- Regression test critical areas

## Item Pass/Fail Criteria

- New features should work correctly
- Affected and Critical areas should not regress in functionality

### Fail Criteria

- New features do not work correctly
- Affected or Critical areas regress in functionality

### Failure Strategy

Log and report issues to all stakeholders. All critical and high issues will be added to the report generated at the end of project.

### Suspension Criteria and Resumption Requirements

- System is not ready for test
  - System is made ready for testing prior to engineers leaving the site
- Testing is not complete by end of planned onsite stay
  - Client to work with business development contact to determine next steps.  
Possibility of ending project early, extending stay, or scheduling a follow up test cycle.

### Features to Be Tested

- Accounting
- Scratch Tickets
- Online Draw Games
- ESRS
- Mobile – IOS & Android systems
- Wave (Regression)
- Gemini Terminal (Regression)
- Draw Games (Regression)

### Features Not To Be Tested

- N/A

### Environmental Needs

- Installed software on CAT system
- Prepare CDC Day
- Prepare test tools
  - Mobile Phones
  - Tickets
  - Etc.

## Responsibilities

### Client

#### QA/CAT Team

- Roll lottery days
- Provide tickets or required software and hardware upon request

#### System Engineer

- Generate the Coin Test and Voucher reports for BMM.
- Security personnel
- Open the cashbox and give the money to the technician.
- Close the EGM's cashbox and move to the next available technicians.

### BMM Personnel

#### Test Lead

- Assign work items to test team
- Monitor Testing
- Provide status reports to stakeholder
- Review bugs
- Provide bug report to client stakeholders
- Write Final Evaluation

#### Testers

- Generate wagering activity
- Perform testing

## Project Master Plan & Schedule

### Test Planning

#### Phase 1

1 Resource: Complete Test Planning for 1 week – 3/05/18 - 3/9/18

3-4 Resources: Complete Onsite Testing for 2 weeks between – 3/12/18 – 4/13/18

1 Resource: Complete Report Drafting for 1 week immediately following testing.

**Phase 2**

1 Resource: Complete Test Planning for 1 week – 4/23/18 - 4/27/18

3-4 Resources: Complete Testing for 2 weeks between – 4/30/18 – 6/08/18

1 Resource: Complete Report Drafting for 1 week immediately following testing.

**Phase 3**

1 Resource: Complete Test Planning for 1 week – 8/6/18 - 8/10/18

3 - 4 Resources: Complete Onsite Testing for 2 weeks between – 8/13/18 – 9/21/18

1 Resource: Complete Report Drafting for 1 week immediately following testing

**Project Change Procedure**

If for any reason the project elements need to be changed to accommodate new project goals or operational timelines, all stakeholders will need to be included in the communication including:

Travis Foley, EVP of Operations | p: 702.407.2420 | e: [travis.foley@bmm.com](mailto:travis.foley@bmm.com)

Heather Stivason, Client Services Manager | p: 702.407.2420 | e: [heather.stivason@bmm.com](mailto:heather.stivason@bmm.com)

## DIRT Report

High = Regulatory, Medium = Functional, Low = Cosmetic, Observation = Recommendation

██████████.1008 ██████████ Lottery - ██████████ Enhancements ██████████

Date	DIRT ID	Text	Severity	Status	Closed Off Date
12/12/2016	1003 David Wang	<p>Version: ██████████</p> <p>Reference: Dual approval</p> <p>When deleting documents from the ██████████ Documents with ES, it doesn't need dual approval requirement for deletes on "Docs" tab.</p> <p>Steps To Reproduce:</p> <ol style="list-style-type: none"> <li>1. Log in to the Dashboard on the server.</li> <li>2. Go to ██████████ Store Retailer, click on the "Doc" Tab.</li> <li>3. Add random txt files.</li> <li>4. Next, try to delete the txt file by click on "Delete Document"</li> <li>5. Notice the same user can add and delete the txt file without approval from another user.</li> </ol> <p>Expected Result: The dual approval shall be required for deletes on the "Docs" tab on the ESRS Store Retailer.</p> <p>Actual Result: The same user who uploads the txt, can also delete document without 2nd approval on ESRS Store Retailer.</p> <p>Comment: SRS Title: ██████████ ██████████</p> <p>Requirements: Enhancements ██████████ (ID: 91 - Approved - Functional) ██████████ Dual approval shall be required for Deletes on the "Docs" tab. The same user shall not be allowed to make both approvals.</p>	2 - Medium	5 - Active	
12/12/2016	1001 Nichole Karr	<p>Version: ██████████</p> <p>Reference: ██████████ Expired Ticket Detail Report</p> <p>Incorrect share amount is shown in the Lotto liability xtra expire report (██████████ Ticket Detail Report).</p> <p>This is was transferred from ██████████.1007 DIRT1006</p> <p>Comment: This issue is still active in this phase of testing. NK</p> <p>Original Testing (██████████ 1001 DIRT 1008): ██████████: 414 (Incorrect share amount in ██████████ Expired Ticket Detail Report)</p> <p>Auditing: ██████████</p> <p>Issue (short description):</p> <p>Incorrect share amount is shown in the Lotto and ██████████ Draw liability ██████████ expire report (██████████ Expired Ticket Detail Report).</p> <p>Issue (full description):</p>	1 - Low	5 - Active	

## DIRT Report

High = Regulatory, Medium = Functional, Low = Cosmetic, Observation = Recommendation

The [REDACTED] Expired Ticket Detail Report from Test Day 1 (7/4/15 - CDC 9681) purges one (1) ticket. In the "SHARE" column, the ticket is shown to have three (3) shares, however, the total shares at the bottom of the report is reported as '1' and the [REDACTED] report R0539\_S also indicates only one (1) share expired for this game.

The [REDACTED] Expired Ticket Detail Report from Test Day 2 (7/5/15 - CDC 9682) purges one (1) ticket. In the "SHARE" column, the ticket is shown to have nine (9) shares, however, the total shares at the bottom of the report is reported as '3' and the [REDACTED] report R0539\_S also indicates only one (3) share expired for this game.

To Verify:

1. Access Online Reports [REDACTED].
2. Open the report:  
[REDACTED]
3. [REDACTED]
4. Compare the reports.

Expected results:

The share amounts would match in both reports.

Actual results:

The share amount for Lotto [REDACTED] while the [REDACTED] report shows '3' for the individual ticket, but a final total of one (1) share overall. I.e.:

...SET NAME	DIV NAME	SHARE	AMOUNT
[REDACTED]	10	3	\$ 3.00
		TOTALS:	1 \$ 3.00

The share amount for [REDACTED] while the [REDACTED] report shows '9' for the individual ticket, but a final total of one (3) share overall. I.e.:

...SET NAME	DIV NAME	SHARE	AMOUNT
[REDACTED]	11	3	\$ 2.00
[REDACTED]	11	3	\$ 2.00
[REDACTED]	11	3	\$ 2.00
		TOTALS:	3 \$ 6.00

Notes:

- This is a [REDACTED] issue found during auditing.
- The totals match overall to the [REDACTED] report.

Requirements: N/A



## DIRT Report

High = Regulatory, Medium = Functional, Low = Cosmetic, Observation = Recommendation

<p>12/12/2016</p>	<p>1002 Richard Ruiz</p>	<p>Version: [REDACTED]</p> <p>Reference: [REDACTED]</p> <p>Issue: When attempting to use the [REDACTED] feature on an old Quick Draw ticket using the old rules, the message displayed is incorrect.</p> <p>Steps to reproduce: 1. On the [REDACTED] Home Screen, select the [REDACTED] button. 2. Using an old [REDACTED] ticket that was generated under the old rules, scan bar code or enter the number manually. 3. Observe the error "Invalid Transaction".</p> <p>Note: Neither the Gemini or the CLT support the [REDACTED]</p> <p>Expected Result: According to the SRS, the system should display "SYSTEM INFORMATION [REDACTED] FEATURE IS NOT AVAILABLE FOR THIS TICKET".</p> <p>Actual Result: The error says "SYSTEM INFORMATION INVALID TRANSACTION".</p> <p>Comment: [REDACTED] - This is a documentation issue that will be corrected in the next SRS. Below is the current SRS requirement but the behavior is correct per the new SRS. [REDACTED]</p> <p>(ID: 232 - Approved - Functional) [REDACTED] functionality shall support [REDACTED] tickets placed with the new [REDACTED] wagering rules.</p> <p>The [REDACTED] tickets placed with [REDACTED] old wagering rules shall not be supported. The host shall reject all [REDACTED] requests on such tickets and the terminal shall display the message: "SYSTEM INFORMATION [REDACTED] FEATURE IS NOT AVAILABLE FOR THIS TICKET".</p>	<p>1 - Low</p>	<p>5 - Active</p>	
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## BMM EVALUATION REPORT

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**Report Issue Date:** [REDACTED]

**Issued To:** [REDACTED]  
[REDACTED]  
[REDACTED]

**Issued By:** BMM Testlabs  
Travis Foley, Executive Vice President, Operations  
815 Pilot Road, Suite G, Las Vegas, NV 89119  
(702) 407 2420, [www.bmm.com](http://www.bmm.com)

**Evaluation By:** BMM Testlabs  
815 Pilot Road, Suite G  
Las Vegas, NV 89119

**Manufacturer:** [REDACTED] [REDACTED]  
[REDACTED] [REDACTED]  
[REDACTED] [REDACTED]

**Evaluation for:**  
**System:** [REDACTED] Lottery System [REDACTED]:  
[REDACTED]  
[REDACTED]  
[REDACTED]

**Reference Numbers:**  
**BMM:** [REDACTED].1001  
**Report Number:** [REDACTED]

# BMM EVALUATION REPORT

## 1. SCOPE OF EVALUATION

██████████ has requested BMM Testlabs to evaluate ██████████ Lottery System, ██████████).

Testing included the confirmation of financial and sales activity balancing between ██████████ and the ██████████, for the ██████████ Lottery online and instant games.

## 2. EVALUATION DETAILS

During the evaluation, one (1) test pass was executed from the 19<sup>th</sup> of October, 2015 to the 3<sup>rd</sup> of November, 2015. The following table details the test suites selected for the project and the number of test cases for each:

Test Suite	Number of Test Cases
<b>Additional Tests</b> These are the tests confirming financial and sales activity balancing between the ██████████ System, ██████████	2,318
<b>Total</b>	<b>2,318</b>

## 3. DIRTS DISCOVERED

The Deficiencies and Imperfections Reported during Testing (DIRTs) discovered throughout evaluation of the ██████████ Lottery System, ██████████ and ██████████ are detailed in the tables below:

Status	Explanation
Closed	The issue has been evaluated and considered not an issue or no longer a problem. There would be no apparent fix for issues with a "Closed" status.
Fixed	The issue has been fixed.
To Verify	The issue is to be verified at a later time.
Active	The issue is still an active issue.

BMM EVALUATION REPORT

MEDIUM PRIORITY DIRTS

<b>DIRT ID:</b>	1009	<b>Date:</b>	10/21/2015	<b>Priority:</b>	Medium	<b>Status:</b>	Active
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Version: [REDACTED]

Reference: Daily Sales Summary Report

Issue:

For the test date of 7/7/15, [REDACTED] Daily Sales Summary Report (top portion - Cancels Amount) does not agree to the [REDACTED] Daily Terminal Activity Report.

Notes:

- The [REDACTED] report shows \$364.00, while the [REDACTED] Daily Sales Summary states \$64.00. Both reports show the Net Sales amount as calculated with the \$364.00 amount. Additionally, the bottom section of the Daily Sales Summary report for Cancels shows \$364.00
- This issue has been logged in [REDACTED] (Total Cancels for Scratch Tickets between [REDACTED] Host Reports).

<b>DIRT ID:</b>	1048	<b>Date:</b>	10/26/2015	<b>Priority:</b>	Medium	<b>Status:</b>	Active
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Version: [REDACTED]

Reference: Invoice Summary Report

Issue:

On the [REDACTED] Invoice Summary report, the "Net Sales" amount in the top summary portion of the report does not agree to the "Net Sales" section in the bottom summary portion of the report.

Additionally, the "Net Sales" amount in the top summary portion of the report does not agree to the "Net Sales" amount in the top summary portion of the report on the [REDACTED] Weekly Retailer Activity Report (Summary).

Notes:

- Original testing: For the test date of 5/9/15, on the Invoice Summary report, the "Net Sales" amount in the top summary portion of the report does not agree to the "Net Sales" section in the bottom summary portion of the report.
- This DIRT was transferred from [REDACTED]
- This issue has been logged [REDACTED] (CAT - Net Sales Discrepancy within Summary of Invoice Reports).

BMM EVALUATION REPORT

DIRT ID:	1049	Date:	10/26/2015	Priority:	Medium	Status:	Active
<p>Version: [REDACTED]</p> <p>Reference: Invoice Summary Report</p> <p>Issue:            For the test date of 7/11/15, on the [REDACTED] Invoice Summary report, top summary portion, the Total Sales Commission does not agree to that shown on the [REDACTED] Activity Report.</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>▪ A variance of \$114 is present.</li> <li>▪ This issue has been logged in [REDACTED] (CAT - Invoice Total Sales Commission Discrepancy with ICS).</li> </ul>							

DIRT ID:	1050	Date:	10/26/2015	Priority:	Medium	Status:	Active
<p>Version: [REDACTED]</p> <p>Reference: Invoice Summary Report</p> <p>Issue:            For the test date of 7/11/15, on the [REDACTED] Invoice Summary Report, the total cancels amount in the top portion of the report does not agree to the total cancels amount on the [REDACTED] Activity Report.</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>▪ This issue has been logged in [REDACTED] (CAT - Invoice Total Cancel Discrepancy with [REDACTED])</li> </ul>							

**BMM EVALUATION REPORT**

<b>DIRT ID:</b>	1007	<b>Date:</b>	10/21/2015	<b>Priority:</b>	Medium	<b>Status:</b>	Fixed
<p>Version: [REDACTED]</p> <p>Reference: [REDACTED]</p> <p>Issue: Although the Miscellaneous Reports/TMIR/advanced_sales_report shows advanced sales for Bingo To Go, this amount is not reflected in the game specific advanced sales report.</p> <p>To Verify:</p> <ol style="list-style-type: none"><li>1. Access Online Reports [REDACTED]</li><li>2. Open the [REDACTED]</li><li>3. Access Miscellaneous Reports [REDACTED]</li><li>4. Open the [REDACTED]</li><li>5. Compare the [REDACTED] advanced sales amounts.</li></ol> <p>Expected results: Both reports would reflect the same amount for the [REDACTED] advanced sales.</p> <p>Actual result: The [REDACTED] advanced sales report reports a zero (0) balance rather than reconciling with the [REDACTED] advanced sales report.</p> <p>Notes:</p> <ul style="list-style-type: none"><li>▪ [REDACTED] Sales Report [REDACTED] properly reconciles with the [REDACTED] advanced sales balance found in [REDACTED] advanced sales report.</li><li>▪ This is a [REDACTED] report issue found during auditing.</li><li>▪ This issue was transferred from [REDACTED] 1021 DIRT 1003.</li><li>▪ This issue was corrected starting with the test date of 7/9/15.</li></ul>							

BMM EVALUATION REPORT

DIRT ID:	1051	Date:	10/26/2015	Priority:	Medium	Status:	Fixed
<p>Version: [REDACTED]</p> <p>Reference: Weekly Retailer Activity Report</p> <p>Issue:            For the test date of 7/11/15, on the [REDACTED] Weekly Retailer Activity Report, the Instant Sales Commission at the bottom portion of the report shows a count of ten (10) while the [REDACTED] Invoice Summary Report has a count of five (5).</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>[REDACTED] corrected this issue with an updated report provided to BMM. The report was verified as corrected.</li> </ul>							

DIRT ID:	1092	Date:	10/29/2015	Priority:	Medium	Status:	Fixed
<p>Version: [REDACTED]</p> <p>Reference: Weekly Instant Activity Report</p> <p>Issue:            For the test date of 7/18/15, on [REDACTED] Weekly Instant Activity Report (Summary), the Net Sales amount does not foot.</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>[REDACTED] corrected this issue with an updated report provided to BMM. The report was verified as corrected.</li> </ul>							

BMM EVALUATION REPORT

LOW PRIORITY DIRTS

<b>DIRT ID:</b>	1008	<b>Date:</b>	10/21/2015	<b>Priority:</b>	Low	<b>Status:</b>	Active
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Version: [REDACTED]

Reference [REDACTED] Expired Ticket Detail Report

Issue:

Incorrect share amount is shown in the Lotto and [REDACTED] [REDACTED] expire report [REDACTED] [REDACTED] Ticket Detail Report).

Issue (full description):

Example: The [REDACTED] Expired Ticket Detail Report from Test Day 1 (7/4/15 - [REDACTED]) purges one (1) ticket. In the "SHARE" column, the ticket is shown to have three (3) shares, however, the total shares at the bottom of the report is reported as '1' and the [REDACTED] report [REDACTED] also indicates only one (1) share expired for this game.

To Verify:

1. Access Online Reports\Lotto\[REDACTED]
2. Open the report:  
liab\_update\_[REDACTED]
3. Open [REDACTED]
4. Compare the reports.

Expected results:

The share amounts would match in both reports.

Actual results:

Example: The share amount for Lotto in [REDACTED] report shows '3' for the individual ticket, but a final total of one (1) share overall. I.e.:

...SET NAME	DIV NAME	SHARE	AMOUNT
[REDACTED]	10	3	\$ 3.00
	TOTALS:	1	\$ 3.00

Notes:

- This is an [REDACTED] found during auditing.
- The totals match overall to the [REDACTED] report.
- Games affected are Cash 5, Lotto, Quick Draw, Daily 3, and Daily 4.
- This issue has been logged in [REDACTED] (Incorrect share amount in [REDACTED] Detail Report).



BMM EVALUATION REPORT

DIRT ID:	1047	Date:	10/26/2015	Priority:	Low	Status:	Active
<p>Version: [REDACTED]</p> <p>Reference: Invoice Summary Report</p> <p>Issue:            [REDACTED] Invoice Summary and Invoice Detail reports include the column [REDACTED] at the top portion (detail) of the reports; however, at the bottom of the reports in the [REDACTED] summary section, the [REDACTED] column is not included. The reports should consistently display the information related to Cash boxes.</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>Original testing 5/17/14: For [REDACTED] \$2,677 amount in the reinvestment column is not included in the summary for the Cash Box at the bottom of the report on the Invoice Summary and Invoice Detail Reports. The assumption is that the bottom section of the reports is a summary of the activity at the top of the report.</li> <li>This DIRT was transferred from [REDACTED] DIRT 1042. It is an open issue.</li> </ul>							

DIRT ID:	1012	Date:	10/22/2015	Priority:	Low	Status:	Fixed
<p>Version: [REDACTED]</p> <p>Reference: [REDACTED] Daily Terminal Activity Detail Report</p> <p>Issue:            For the test date of 7/8/15, the [REDACTED] Daily Terminal Activity (Detail) Report is truncating the claim amount for Retailer [REDACTED]</p> <p>Notes:</p> <ul style="list-style-type: none"> <li>Original Issue: For the test date of 6/24/15, the [REDACTED] Daily Terminal Activity (Detail) Report is truncating the claim amount for [REDACTED]</li> <li>This DIRT was transferred from [REDACTED] DIRT 1044.</li> <li>[REDACTED] corrected this issue and provided BMM with updated reports that have been verified.</li> </ul>							

## BMM EVALUATION REPORT

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### 4. CONCLUSION

The statuses of the ten (10) DIRTs discovered during the evaluation are as follows:

- Six (6) DIRTs are still active and will be verified next phase.
- Four (4) DIRTs were fixed by either [REDACTED].

After review of the manual processes and testing scripts for reports produced by the [REDACTED] and the [REDACTED] Lottery System, Daily 3 and Daily 4 One Off, [REDACTED], BMM has determined that sufficient data and information is available for a user to calculate the amounts and reconcile the data between the two (2) systems' reports.

BMM finds the [REDACTED] System, Daily 3 and Daily 4 One Off, [REDACTED] and the [REDACTED] to be compliant with the requirements provided by [REDACTED] Lottery.

## BMM EVALUATION REPORT

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### 5. TERMS AND CONDITIONS

BMM Testlabs (BMM) has conducted a level of testing of the gaming product which has historically been adequate for a submission of this type. However, inherent in testing in a laboratory environment are the unavoidable limitations of it not being possible to verify the effects of all possible configurations and environments that occur in actual gaming venues.

The manufacturer named in the report is solely responsible for possession of the appropriate license to sell, lease, service or provide gaming supplies or gaming related services in the jurisdiction for which this product was tested. It is the responsibility of the manufacturer and operators to ensure that the gaming product evaluated in this report is maintained and operated correctly without defects and safely within the venue environment.

This report shall not be reproduced, except in full, without the written approval of BMM. Upon request by an authorized party, BMM will send this evaluation report via email as directed. BMM takes the precautionary measures to secure the "PDF" document but BMM does not send the email via any encrypted methodology if requested by an authorized party.

Please feel free to contact BMM Testlabs if you have any questions in regards to this evaluation report.

Yours sincerely,

Travis Foley  
Executive Vice President, Operations  
BMM Testlabs

T/ nk

G/ jg

ADDENDUM ACKNOWLEDGEMENT FORM  
SOLICITATION NO.:

Instructions: Please acknowledge receipt of all addenda issued with this solicitation by completing this addendum acknowledgment form. Check the box next to each addendum received and sign below. Failure to acknowledge addenda may result in bid disqualification.

Acknowledgment: I hereby acknowledge receipt of the following addenda and have made the necessary revisions to my proposal, plans and/or specification, etc.

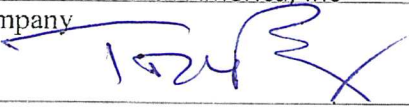
Addendum Numbers Received:

*(Check the box next to each addendum received)*

- |  |  |
|--|--|
| <input checked="" type="checkbox"/> Addendum No. 1 | <input type="checkbox"/> Addendum No. 6  |
| <input checked="" type="checkbox"/> Addendum No. 2 | <input type="checkbox"/> Addendum No. 7  |
| <input type="checkbox"/> Addendum No. 3            | <input type="checkbox"/> Addendum No. 8  |
| <input type="checkbox"/> Addendum No. 4            | <input type="checkbox"/> Addendum No. 9  |
| <input type="checkbox"/> Addendum No. 5            | <input type="checkbox"/> Addendum No. 10 |

I understand that failure to confirm the receipt of addenda may be cause for rejection of this bid. I further understand that any verbal representation made or assumed to be made during any oral discussion held between Vendor's representatives and any state personnel is not binding. Only the information issued in writing and added to the specifications by an official addendum is binding.

\_\_\_\_\_  
BMM North America, Inc  
Company

  
\_\_\_\_\_  
Authorized Signature

\_\_\_\_\_  
2/27/18  
Date

NOTE: This addendum acknowledgment should be submitted with the bid to expedite document processing.

**DESIGNATED CONTACT:** Vendor appoints the individual identified in this Section as the Contract Administrator and the initial point of contact for matters relating to this Contract.

Travis Foley, EVP Operations  
(Name, Title)

\_\_\_\_\_  
(Printed Name and Title)

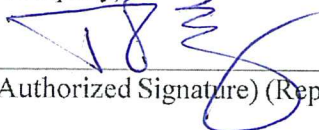
815 Pilot Road, Suite G, Las Vegas, NV 89119  
(Address)

P: 702-407-2420 F:702-407-2421  
(Phone Number) / (Fax Number)

travis.foley@bmm.com  
(email address)

**CERTIFICATION AND SIGNATURE:** By signing below, or submitting documentation through wvOASIS, I certify that I have reviewed this Solicitation in its entirety; that I understand the requirements, terms and conditions, and other information contained herein; that this bid, offer or proposal constitutes an offer to the State that cannot be unilaterally withdrawn; that the product or service proposed meets the mandatory requirements contained in the Solicitation for that product or service, unless otherwise stated herein; that the Vendor accepts the terms and conditions contained in the Solicitation, unless otherwise stated herein; that I am submitting this bid, offer or proposal for review and consideration; that I am authorized by the vendor to execute and submit this bid, offer, or proposal, or any documents related thereto on vendor's behalf; that I am authorized to bind the vendor in a contractual relationship; and that to the best of my knowledge, the vendor has properly registered with any State agency that may require registration.

BMM North America, Inc dba BMM Testlabs  
(Company)

  
(Authorized Signature) (Representative Name, Title)

Travis Foley, EVP Operations  
(Printed Name and Title of Authorized Representative)

2/27/18  
(Date)

P: 702-407-2420 F:702-407-2421  
(Phone Number) (Fax Number)

# West Virginia Ethics Commission



## Disclosure of Interested Parties to Contracts

Pursuant to *W. Va. Code* § 6D-1-2, a state agency may not enter into a contract, or a series of related contracts, that has/have an actual or estimated value of \$100,000 or more until the business entity submits to the contracting state agency a Disclosure of Interested Parties to the applicable contract. In addition, the business entity awarded a contract is obligated to submit a supplemental Disclosure of Interested Parties reflecting any new or differing interested parties to the contract within 30 days following the completion or termination of the applicable contract.

For purposes of complying with these requirements, the following definitions apply:

*"Business entity"* means any entity recognized by law through which business is conducted, including a sole proprietorship, partnership or corporation.

*"Interested party"* or *"Interested parties"* means:

- (1) A business entity performing work or service pursuant to, or in furtherance of, the applicable contract, including specifically sub-contractors;
- (2) the person(s) who have an ownership interest equal to or greater than 25% in the business entity performing work or service pursuant to, or in furtherance of, the applicable contract. (This subdivision does not apply to a publicly traded company); and
- (3) the person or business entity, if any, that served as a compensated broker or intermediary to actively facilitate the applicable contract or negotiated the terms of the applicable contract with the state agency. (This subdivision does not apply to persons or business entities performing legal services related to the negotiation or drafting of the applicable contract.)

*"State agency"* means a board, commission, office, department or other agency in the executive, judicial or legislative branch of state government, including publicly funded institutions of higher education: Provided, that for purposes of *W. Va. Code* § 6D-1-2, the West Virginia Investment Management Board shall not be deemed a state agency nor subject to the requirements of that provision.

The contracting business entity must complete this form and submit it to the contracting state agency prior to contract award and to complete another form within 30 days of contract completion or termination.

*This form was created by the State of West Virginia Ethics Commission, 210 Brooks Street, Suite 300, Charleston, WV 25301-1804. Telephone: (304)558-0664; fax: (304)558-2169; e-mail: [ethics@wv.gov](mailto:ethics@wv.gov); website: [www.ethics.wv.gov](http://www.ethics.wv.gov).*

West Virginia Ethics Commission  
**Disclosure of Interested Parties to Contracts**

(Required by W. Va. Code § 6D-1-2)

Contracting Business Entity: Bmm North America, Inc Address: 815 Pilot Road  
Suite 6

Authorized Agent: Travis Foley, EVPOperations Address: Las Vegas, NV 89119

Contract Number: \_\_\_\_\_ Contract Description: \_\_\_\_\_

Governmental agency awarding contract: \_\_\_\_\_

Check here if this is a Supplemental Disclosure

List the Names of Interested Parties to the contract which are known or reasonably anticipated by the contracting business entity for each category below (attach additional pages if necessary):

1. Subcontractors or other entities performing work or service under the Contract

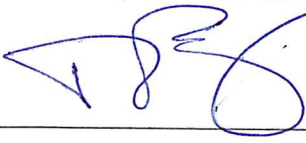
Check here if none, otherwise list entity/individual names below.

2. Any person or entity who owns 25% or more of contracting entity (not applicable to publicly traded entities)

Check here if none, otherwise list entity/individual names below.

3. Any person or entity that facilitated, or negotiated the terms of, the applicable contract (excluding legal services related to the negotiation or drafting of the applicable contract)

Check here if none, otherwise list entity/individual names below.

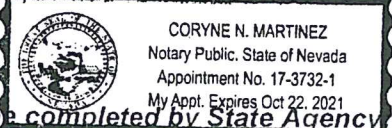
Signature:  Date Signed: 2/26/18

**Notary Verification**

State of Nevada, County of Clark:

I, \_\_\_\_\_, the authorized agent of the contracting business entity listed above, being duly sworn, acknowledge that the Disclosure herein is being made under oath and under the penalty of perjury.

Taken, sworn to and subscribed before me this 26<sup>th</sup> day of February, 2018.



Coryne N. Martinez  
Notary Public's Signature

Date Received by State Agency: \_\_\_\_\_  
Date submitted to Ethics Commission: \_\_\_\_\_  
Governmental agency submitting Disclosure: \_\_\_\_\_

STATE OF WEST VIRGINIA  
Purchasing Division

**PURCHASING AFFIDAVIT**

**CONSTRUCTION CONTRACTS:** Under W. Va. Code § 5-22-1(i), the contracting public entity shall not award a construction contract to any bidder that is known to be in default on any monetary obligation owed to the state or a political subdivision of the state, including, but not limited to, obligations related to payroll taxes, property taxes, sales and use taxes, fire service fees, or other fines or fees.

**ALL CONTRACTS:** Under W. Va. Code §5A-3-10a, no contract or renewal of any contract may be awarded by the state or any of its political subdivisions to any vendor or prospective vendor when the vendor or prospective vendor or a related party to the vendor or prospective vendor is a debtor and: (1) the debt owed is an amount greater than one thousand dollars in the aggregate; or (2) the debtor is in employer default.

**EXCEPTION:** The prohibition listed above does not apply where a vendor has contested any tax administered pursuant to chapter eleven of the W. Va. Code, workers' compensation premium, permit fee or environmental fee or assessment and the matter has not become final or where the vendor has entered into a payment plan or agreement and the vendor is not in default of any of the provisions of such plan or agreement.

**DEFINITIONS:**

**"Debt"** means any assessment, premium, penalty, fine, tax or other amount of money owed to the state or any of its political subdivisions because of a judgment, fine, permit violation, license assessment, defaulted workers' compensation premium, penalty or other assessment presently delinquent or due and required to be paid to the state or any of its political subdivisions, including any interest or additional penalties accrued thereon.

**"Employer default"** means having an outstanding balance or liability to the old fund or to the uninsured employers' fund or being in policy default, as defined in W. Va. Code § 23-2c-2, failure to maintain mandatory workers' compensation coverage, or failure to fully meet its obligations as a workers' compensation self-insured employer. An employer is not in employer default if it has entered into a repayment agreement with the Insurance Commissioner and remains in compliance with the obligations under the repayment agreement.

**"Related party"** means a party, whether an individual, corporation, partnership, association, limited liability company or any other form or business association or other entity whatsoever, related to any vendor by blood, marriage, ownership or contract through which the party has a relationship of ownership or other interest with the vendor so that the party will actually or by effect receive or control a portion of the benefit, profit or other consideration from performance of a vendor contract with the party receiving an amount that meets or exceeds five percent of the total contract amount.

**AFFIRMATION:** By signing this form, the vendor's authorized signer affirms and acknowledges under penalty of law for false swearing (*W. Va. Code §61-5-3*) that: (1) for construction contracts, the vendor is not in default on any monetary obligation owed to the state or a political subdivision of the state, and (2) for all other contracts, that neither vendor nor any related party owe a debt as defined above and that neither vendor nor any related party are in employer default as defined above, unless the debt or employer default is permitted under the exception above.

**WITNESS THE FOLLOWING SIGNATURE:**

Vendor's Name: TRAVIS Foley, EUP OPERATIONS

Authorized Signature: \_\_\_\_\_ Date: 02/26/18

State of Nevada

County of Clark, to-wit: XX

Taken, subscribed, and sworn to before me this 26<sup>th</sup> day of February, 2018.

My Commission expires 10/22, 2021.

**AFFIX SEAL HERE**

**NOTARY PUBLIC**

*Coryne N. Martinez*  
Purchasing Affidavit (Revised 01/19/2018)







Purchasing Divison  
 2019 Washington Street East  
 Post Office Box 50130  
 Charleston, WV 25305-0130

State of West Virginia  
 Request for Quotation  
 34 – Service - Prof

Proc Folder: 420101

Doc Description: THIRD PARTY ACCEPTANCE TESTING

Proc Type: Central Master Agreement

Date Issued	Solicitation Closes	Solicitation No	Version
2018-02-13	2018-02-27 13:30:00	CRFQ 0705 LOT1800000010	1

**BID RECEIVING LOCATION**

BID CLERK  
 DEPARTMENT OF ADMINISTRATION  
 PURCHASING DIVISION  
 2019 WASHINGTON ST E  
 CHARLESTON WV 25305  
 US

**VENDOR**

Vendor Name, Address and Telephone Number:

BMM North America, Inc  
 815 Pilot Road, Suite G  
 Las Vegas, NV 89119

**FOR INFORMATION CONTACT THE BUYER**

Michelle L Childers  
 (304) 558-2063  
 michelle.l.childers@wv.gov

Signature X

FEIN # 88-0510757

DATE 2/27/18

All offers subject to all terms and conditions contained in this solicitation