

### **3772-19-06 Surveillance department.**

(A) The director of surveillance, ~~the individual with direct responsibility and oversight of the surveillance department,~~ must be subject only to the direct control of the ~~licensed organization's casino operator's~~ outside senior corporate or organizational management, including, but not limited to, an appropriate board of directors or other executives within the casino operator's corporate or organizational structure regarding matters of policy, purpose, responsibility, and authority. The director of surveillance shall remain impartial and must not be subject to the control of the general manager or other casino facility manager.

(B) Surveillance employees shall ~~be trained in surveillance techniques, the operation of all surveillance equipment, the requirements of Chapter 3772. of the Revised Code, the rules promulgated thereunder, and the casino operator's internal control procedures and surveillance plan.~~

~~(C) Surveillance employees shall~~ only perform tasks ~~in the course of~~during their employment that further the purpose of the surveillance operation.

~~(D) AC) The~~ casino operator may not divert surveillance ~~system~~ resources or surveillance employees from their intended surveillance purposes or functions without the permission of the ~~commission or the commission's agent. This prohibition does not forbid a casino operator from using existing surveillance recordings for operational or other legitimate purposes when necessary and at the ultimate discretion of the commission or the commission's agent.~~ Additionally, surveillance executive director.

(D) Surveillance employees are not permitted to transfer to gaming-related positions within the casino prior to one year after leaving the surveillance department, unless otherwise approved by the commission at a meeting held under section 3772.02 of the Revised Code.

(E) All surveillance employees must be employees of the casino operator. ~~Surveillance functions may not be outsourced to an unlicensed entity.~~