TECHNICAL STANDARDS FOR GAMING DEVICES

AND ASSOCIATED EQUIPMENT

STANDARD 4
MOBILE GAMING SYSTEMS

4.010 User Authorization.
1.   Mobile gaming systems must employ a mechanism approved by the chairman which is capable of verifying that the mobile communications device is being operated by an authorized person.
2.   The mechanism used to verify that the mobile communications device is being operated by an authorized person must be capable of being initiated both on demand and on a regular basis.
3.   Authorization information transmitted by the mobile communications device to the mobile gaming system for identification purposes must be collected at the time of the request from the mobile gaming system and may not be stored on the mobile communications device.
4.   The chairman, in his/her sole and absolute discretion, may waive the requirements of this section for mobile communications devices that cannot be reasonably moved by a patron.
(Adopted: 3/06)

4.020 Mobile Communications Device Communication with a Mobile Gaming System.
1.   Communication between a mobile communications device and a mobile gaming system must be conducted using a method that securely links the mobile communications device to the mobile gaming system and authenticates both the mobile communications device and mobile gaming system as authorized to communicate over that link.
2.   Mobile gaming system components which interface mobile communications devices must sufficiently isolate the mobile communications devices from the server portion of the mobile gaming system.
3.   A mobile communications device must be designed or programmed such that it may only communicate with authorized mobile gaming systems.
(Adopted: 3/06)

4.030   Location Restrictions. Mobile gaming systems must be designed to restrict the gaming operation of the mobile communications device to public areas as defined by Regulation 5.220.
(Adopted: 3/06)

4.040 Mobile Communications Device Volume. Mobile communications devices must be capable of adjusting and/or muting the volume on the device.
(Adopted: 3/06)

End – Technical Standard 4