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**NOTICE TO LICENSEES**

Notice # 2011-12

Issuing Division: Technology

**DATE:** April 15, 2011  
**TO:** All Licensed Manufacturers and Interested Parties  
**FROM:** Mark A. Lipparelli, Chairman  
**SUBJECT:** Proposed Technical Standard Amendments

The Technology Division of the Gaming Control Board is requesting industry comments on proposed technical standard amendments and additions. The changes are summarized as follows:

**All standard numbers represent the new numbering scheme in the proposed standards unless otherwise noted.**

**Technical Standard 1.010(8), 1.010(11), and 1.010(12).**

Definitions have been added to define a "Dealer Operated Electronic Table Game," "Electronic Table Game" and "Electronic Table Game System." These definitions are needed to clarify when a table game becomes a gaming device and when it is considered associated equipment.

**Technical Standard 1.010(29) and 1.010(30).**

Language has been deleted from the definition of system based game and system supported game to bring the definitions in line with the definitions in Regulation 1. The removal of this language eliminates the restriction that these systems are required to be wholly located within a single gaming establishment.

**Technical Standards 1.050(2)(b), 1.050(3)(b), 1.066(6), 1.066(7), 1.084(5), 1.084(6), 1.086(5), and 1.086(6).**

These changes provide flexibility for a manufacturer of a system supported or system based gaming device to eliminate the need for a secondary logging device. The new language allows for the manufacturer to implement a scheme on the primary system that will ensure that transactional information cannot be altered.

**Technical Standard 1.066(1) and 1.066(2).**

The original language of this technical standard was modified to allow for greater flexibility. The new language provides clarification on what actions can be performed remotely and makes the requirements less restrictive and open for implementing new technologies that provide the necessary safeguards.

**Technical Standard 1.066(8) and 1.066(9).**

Clarifications have been added to remove confusion that has been experienced following adoption.

**Technical Standard 1.080(2)(d).**

Language has been added to this standard that requires gaming devices to implement a "seed" or authentication key to the required user program validation mechanism. It also requires that the gaming device be capable of allowing the validation mechanism to be initiated through a user interface on the gaming device and for the results to be displayed on the screen.

The new requirements are to account for advances in current technology. In previous gaming devices the games were typically operated from conventional storage devices (EPROMs) that could be removed from the gaming device and validated. Gaming devices now more commonly rely on non-conventional media devices such as hard drives and flash media. Removal of such devices risks damage to the media or they would have to obtain a custom device at significant costs. The new requirements will allow the operator to verify the media on screen and use the results to verify the validity and the approval status of the programs through the use of a database provided through the Board's website. Operators are required to perform such validations in Slot minimum internal control standards (MICS) 91. The new language anticipates a grace period to allow the manufacturers that need to make changes time to implement without interrupting their current development cycles.

**Technical Standard 1.080(7).**

Clarification language has been added for the game recall requirements. The current language provides clarity to the requirements and will likely reduce disapproval or rejections of submissions due to confusion on the part of the manufacturer.

**Technical Standard 1.084(3).**

Clarification language has been added to assist manufacturers in understanding the requirement. The language represents current requirements and does not result in a new requirement.

**Technical Standard 1.084(11). Standard # reflects current effective language.**

This standard has been removed as it is redundant language that is covered in existing standards.

**Technical Standard 1.090.**

New language has been added to allow flexibility for new game types that did not exist when the standard was adopted. The change allows for the automatic action in a community or linked style gaming device where the inaction of a patron will interfere with the game play of another patron.

**Technical Standard 1.140(1).**

Clarification language has been added.

**Technical Standard 1.140(2).**

Language has been added to the standard to protect against the removal of a game from a gaming device where the game is participating in an in-house or inter-casino linked payoff schedule. This language does not eliminate the ability to remove such a game but brings attention that such a removal must be done in compliance with Regulation 5.

**Technical Standard 2.040(1).**

Clarification language has been added to reflect that gaming devices must be capable of reporting required metering information to an on-line slot metering system. This addition will not impact manufacturers as this is already understood and implemented.

**Technical Standard 2.040(1)(a)(2).**

Clarification language has been added to defining "information necessary."

**Technical Standard 2.040(1)(b).**

The metering requirements for Coin Out have been expanded to cover monies awarded to a player from a means other than from a payable award. For example, earned eligibility in a community game that has cashable value. These amounts are factored into the theoretical payback percentage of the game and should be included into the calculated payback percentage for statistical analysis purposes. Without this change manufacturers do not have a method to properly meter such payments as they do not fall within any other metering definition and therefore would not be able to implement such features.

**Technical Standard 2.040(1)(p) and 3.150(6)(h)**

A new meter has been added to account for cashable promotional credits that have been wagered. The meter has been added to allow for the proper taxable win calculation on the slot analysis report required by Technical Standard 3 and eliminates the need for manual adjustment to the report. This meter classification already exists in industry protocols and in gaming devices.

**Technical Standard 2.047, 2.048, 2.049.**

These standards create reporting requirements for system based games. Currently these requirements exist in the Minimum Internal Control Standards.

**Technical Standard 3.060(2).**

Clarification language has been added to allow for flexibility. The current language is too broad and requires unnecessary requirements on non-critical data or databases.

**Technical Standard 3.070(3).**

Removes unnecessary language.

**Technical Standard 3.110 Note 3.**

Clarification has been added to the note by using correct term of "wager category" to eliminate confusion.

**Technical Standard 3.140(1)(e), 3.140(1)(f), 3.140(1)(Note 1 and Note 2), 3.160(1)(e), 3.160(1)(f), and 3.160(1)(Note).**

Existing requirements have been added to the documentation requirements for on-line slot systems and cashless wagering systems. These requirements have been in effect through policy documented in industry letters dated April 24, 2006 and February 19, 2010.

**Technical Standard 3.150(9)(i).**

Modified existing language by changing the term “ticket” to “voucher or coupon” for consistency with existing language in standards.

**Technical Standard 3.150(16).**

Modifies existing language to clarify data protection for all critical data regardless of whether it is stored in a database or not.

**Technical Standard 3.161**

The title of the standard has been amended for clarification purposes.

All interested parties are encouraged to provide written comments. All comments should be submitted within 30 days from the date of this notification. The proposed standards are attached or can be found on the agency’s website at [www.gaming.nv.gov](http://www.gaming.nv.gov). Please contact Technology Division Chief Travis Foley (702) 486-2048 if you have any questions regarding this issue.

MAL/TF:je

cc: A.G. Burnett, Board Member  
Shawn R. Reid, Board Member  
Lynda Hartzell, Chief, Audit Division  
Records and Research Services

Enclosures: Technical Standard Definitions  
Technical Standards 1 – 2  
Technical Standard 3