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NOTICE TO LICENSEES

Notice #2011-31

Issuing Division: Technology

DATE: July 5, 2011
TO: All Licensed Manufacturers and Interested Parties
FROM: Mark A. Lipparelli, Chairman
SUBJECT: Proposed Technical Standard Amendments and Effective Date

In Industry Notice #2011-12 dated April 15, 2011, the Technology Division of the Gaming Control Board requested industry comments on proposed technical standard amendments and additions. The responses have been considered and amendments have been made based upon the comments submitted. No changes were made to the proposed amendments to Technical Standard 1 Definitions or Technical Standard 3. The changes from the original draft are summarized as follows:

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

Technical Standard 1.066.

This section has been amended to eliminate confusion created by interchanging references to system based gaming device, system supported gaming device, and gaming device. The term gaming device is now used unless the requirements are unique by device type. Additionally, a note has been added to define "gaming device network" for the purposes of this standard.

Technical Standard 1.066(2).

An additional subsection has been added to allow for remote access for inquiry-only type functions such as viewing logs or generating reports.

Technical Standard 1.066(5).

This subsection has been modified to clarify that the gaming device does not have to provide a mechanism to disconnect remote access in cases where the remote access is used for 24/7 system health and performance monitoring.

Technical Standard 1.066(9).

This subsection has been modified to specify that software downloaded to a gaming device must be authenticated prior to installation.

Technical Standard 1.070.

This standard has been amended to allow for certain error conditions to be cleared at the initiation of a new play sequence if sufficient error logging exists on the gaming device.

Technical Standard 1.080, 1.084, 1.086, and 1.120.

Amendments have been made to control program standards to eliminate confusion caused by the use of the term validate or validation. The term authenticate or authentication is now consistently used where the gaming device is required to authenticate control programs.

Technical Standard 1.080, 1.084, and 1.086.

Amendments have been made to control program standards to clarify that for verification purposes the gaming device must implement a hashing algorithm that is capable of producing a message digest of at least 128 bits. For the purposes of external verification the hashing mechanism must be designed to accept a user selected authentication key or seed. This brings the requirement in-line with industry standards and protocols.

Technical Standard 1.090.

The original draft language has been amended for clarification.

Technical Standard 2.040(1)(p).

In the original draft a coupon was incorrectly used as an example of a cashable wagering instrument. This reference has been removed.

Technical Standard 2.048(2).

Clarification language has been added to indicate that the standard only applies if mobile communications devices are used.

The attached amendments to the Technical Standards shall be effective August 8, 2011. Any additional comments on the proposed standards should be submitted within 30 days from the date of this notification. In accordance with Regulation 14.050(4), any objections to these proposed amendments must be submitted to the Commission no later than 45 days after service of this notice. The proposed standards are attached or can be found on the agency's website at www.gaming.nv.gov. Please contact Technology Division Chief Travis Foley at (702) 486-2048 if you have any questions regarding this notice.

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