



**APPROVED NSW Technical Standards: 'Regulation 2015' Changes**

**Introduction**

The Gaming Machines Amendment Regulation 2015 provides a number of changes to gaming equipment operation. The Regulation takes effect on 3 July 2015 and a brief summary of changes are as follows:

- Player loyalty & Promotional systems can be operated from off-site
- Player account card limit increased to \$5,000
- Cashback terminal limit increased to \$5,000
- Cheque issuing limit increased to \$5,000
- Authority to approve technical standards for jackpot GMs

The ClubsNSW MOU with the NSW Government also results in the following gaming equipment operational changes:

- Jackpot transfer payment increased to \$5,000
- TITO limit increased to \$5,000
- Cash insertion limit (and CCCE In) decreased to \$7,500

**TECHNICAL STANDARDS CHANGES**

The following technical standard changes will come into effect on **3 January 2016** for all applications (except for bug fixes); and can be adopted earlier:

**Gaming Machine National Standard (2015 section 11.2 and 10.3 section 8.3):**

**BKNTLIM:** \$7,500 – GMs must stop accepting tickets, coins and CCCE transfers when a limit is reached.

**NSW Appendix (2015):**

**2.3.1:** CCCE-in \$7,500

**The Note:**

Delete: LJC related 1<sup>st</sup> paragraph requirement

EPGS: \$5,000

Inwards transfer of... \$7,500

**2.3.9:** The Note: \$5,000 for single-copy ticket lockup

**NSW Appendix (10.3):**

**2.4.8:** CCCE-in \$7,500

**The Note:**

Delete: LJC related 1<sup>st</sup> paragraph requirement

EPGS: \$5,000

Inwards transfer of... \$7,500

**2.4.91:** The Note: \$5,000 for single-copy ticket lockup

**NSW Communication Protocol (version 2.4):**

**GM Printed Vouchers**

The Authority will consider the approval of printed vouchers (other than meal vouchers).

**Skill based games**

The Authority will consider the approval of skill-based feature games where GM printed vouchers are awarded as prizes (no effect on a game's RTP).

**2.2.1:** An exemption on 2 way communication is in-place for MTGM terminals to communicate with the unit's central hub game/display controller.

**3.1.11: The Note:**

The normalised probability of the progressive winning event for transmitting on communication data block (FDB) is the unconditional probability of triggering jackpot winning event for each jackpot level, based on BCV transmitted in the SDB.

*This is to enable multi-denomination GMs to participate in jackpot links.*

**5.1.26 (a):** Link controller transfer limit: \$5,000

**6.6.2 (c):** Note: \$5,000

**6.6.2 (d):** Note: \$5,000

**NSW Jackpot Standard (version 1.3):**

**2.2.14:** Jackpot transfer limit: \$5,000

**Note:** *There are to be no jackpot transfers using the old A1/A2 CCCE commands if a GM supports the CCCE extension command classes for jackpot payments.*

**2.11.2.3:** Isolation requirement for mains switch is removed.

**NSW TITO Standard (version 4.20):**

**2.1:** Ticket-in / Ticket-out: \$5,000

**2.2.16:** \$5,000

**2.9:** \$5,000

**Notes:**

Technical standard versions are not changed in order to simplify submissions.

The NSW Gaming Systems Checklist (dated 3 July 2015) is to be used for system submissions that support the Regulation 2015 & MOU changes.

Venues should consider signage to indicate which GMs can accept tickets/cards with the new limits.

Luke Freeman  
**Assistant Director Gaming Technology**  
**Delegate of the Authority**