

## MINIMUM ELECTRONIC GAMING EQUIPMENT STANDARDS

These standards establish the minimum requirements for electronic gaming equipment. The commission may require electronic gaming equipment requirements that are more stringent than those set forth by these standards based upon electronic gaming equipment technology developments or as necessary to ensure the integrity of casino gaming.

Each reference to slot machine payout percentage in these standards is replaced by not less than eighty-five percent of the theoretical payout percentage as approved by the commission.

The commission does not adopt the introduction, acknowledgment of other standards, or revision history sections of these standards.

### **Standard One: Gaming Devices in Casinos**

Electronic gaming equipment shall comply with GLI standard 11 “Gaming Devices in Casinos,” version 3.0, dated September 21, 2016.

### **Standard Two: Progressive Gaming Devices in Casinos**

Electronic gaming equipment shall comply with GLI standard 12 “Progressive Gaming Devices in Casinos,” version 2.1, dated September 6, 2011.

### **Standard Three: On-Line Monitoring and Control Systems**

Electronic gaming equipment shall comply with GLI standard 13 “On-Line Monitoring and Control Systems and Validation Systems in Casinos,” version 2.1. dated September 6, 2011.

### **Standard Four: Cashless Systems in Casinos**

Electronic gaming equipment shall comply with GLI standard 16 “Cashless Systems in Casinos,” version 2.1, dated September 6, 2011.

### **Standard Five: Bonusing Systems in Casinos**

Electronic gaming equipment shall comply with GLI standard 17 “Bonusing Systems in Casinos,” version 1.3, dated September 6, 2011.

### **Standard Six: Promotional Systems in Casinos**

Electronic gaming equipment shall comply with GLI standard 18 “Promotional Systems in Casinos,” version 2.1, dated September 6, 2011.

### **Standard Seven: Kiosks**

Electronic gaming equipment shall comply with GLI standard 20 “Kiosks,” version 2.0, dated May 14, 2019.

### **Standard Eight: Client-Server Systems**

Electronic gaming equipment shall comply with GLI standard 21 “Client-Server Systems,” version 2.2, dated September 6, 2011.

### **Standard Nine: Electronic Table Game Systems**

Electronic gaming equipment shall comply with GLI standard 24 “Electronic Table Game Systems,” version 1.3, dated September 6, 2011.

### **Standard Ten: “Dealer Controlled Electronic Table Games”**

Electronic gaming equipment shall comply with GLI standard 25 “Dealer Controlled Electronic Table Games,” version 1.2, dated September 6, 2011.

### **Standard Eleven: “Wireless Gaming Systems”**

Electronic gaming equipment shall comply with GLI standard 26 “Wireless Gaming Systems,” version 2.0, dated February 24, 2015.

### **Standard Twelve: “Player User Interface Systems”**

Electronic gaming equipment shall comply with GLI standard 28 “Player User Interface Systems,” version 1.0, dated February 14, 2011.

### **Standard Thirteen: “Card Shufflers and Dealer Shoes”**

Electronic gaming equipment shall comply with GLI standard 29 “Card Shufflers and Dealer Shoes,” version 1.0, dated July 20, 2012.