

1 **PART 547 – MINIMUM TECHNICAL STANDARDS FOR GAMING EQUIPMENT USED**
2 **WITH THE PLAY OF CLASS II GAMES**

3 Sec.

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23 system components?

24 547.16 What are the minimum standards for game artwork, glass, and rules?

25 | 547.17 How does a tribal gaming regulatory authority apply ~~for a variance from these standards?~~ to
26 implement an alternate standard to those required by this part?

27

28 | Authority: 25 U.S.C. 2706(b).
29

Updated version to correct redline

1 | **§ 547.1 __ What is the purpose of this part?**

2 | The Indian Gaming Regulatory Act, 25 U.S.C. 2703(7)(A)(i), permits the use of electronic,
3 | computer, or other technologic aids in connection with the play of Class II games. This part
4 | establishes the minimum technical standards governing the use of such aids. _

5 | ~~§ 547.2 How do these regulations affect state jurisdiction?~~

6 |
7 | ~~—Nothing in this part shall be construed to grant to a state jurisdiction over Class II gaming or to~~
8 | ~~extend a state's jurisdiction over Class III gaming.~~

9 |
10 | ~~§ 547.3 _ What are the definitions for this part?~~

11 | ___ For the purposes of this part, the following definitions apply: _

12 | ___ *Account access component.* A component within a Class II gaming system that reads or
13 | recognizes account access media and gives a patron the ability to interact with ~~his or her~~ an account. _

14 | ___ *Account access medium.* A magnetic stripe card or any other medium inserted into, or otherwise
15 | made to interact with, an account access component in order to give a patron the ability to interact
16 | with an account. _

17 | ___ *Audit mode.* The mode where it is possible to view Class II gaming system accounting functions,
18 | statistics, etc. and perform ~~non-player non-player~~-related functions. _

19 | ___ *Agent.* ~~An employee or other~~ A person authorized by the gaming operation, as approved by the
20 | ~~tribal gaming regulatory authority, designated for certain~~ TGRA, to make decisions; or perform tasks
21 | and/or actions ~~in on the behalf of~~ the gaming operation.

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1 Cancel credit. An action initiated by the Class II gaming system where some or all of a
2 ~~player's~~player's credits are removed by an attendant and paid to the player.

3 Cashless system. A ~~proprietary~~ system that performs cashless transactions and maintains records
4 of those cashless transactions.

5 Cashless transaction. A movement of funds electronically from one component to another, ~~often~~
6 ~~to or from a patron deposit account.~~

7
8 ~~CD.~~ CD-ROM. Compact Disc ~~--~~ Read Only Memory.

9
10 ~~Chairman~~ Chair. The ~~Chairman~~Chair of the National Indian Gaming Commission.

11 Class II game. ~~The same as "class gaming.~~ Class II gaming must have the same meaning as
12 defined in 25 U.S.C. 2703(7)(A).

13 Class II gaming system. All components, whether or not technologic aids in electronic, computer,
14 mechanical, or other technologic form, that function together to aid the play of one or more Class II
15 games, including accounting functions mandated by these regulations.

16 Commission. The National Indian Gaming Commission established by the Indian Gaming
17 Regulatory Act, ~~25 U.S.C. 2701~~25 U.S.C. 2701 *et seq.*

18 Coupon. A financial instrument of fixed wagering value, usually paper, that can only be used to
19 acquire ~~non~~non-cashable credits through interaction with a voucher system. This does not include
20 instruments such as printed advertising material that cannot be validated directly by a voucher
21 system.

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1 *Critical memory.* Memory locations storing data essential to the functionality of the Class II
2 gaming system. _

3 *DLL.* A ~~Dynamic~~Dynamic-Link Library file. _

4 *Download package.* Approved data sent to a component of a Class II gaming system for such
5 purposes as changing the component software. _

6 *DVD.* Digital Video Disk or Digital Versatile Disk. _

7 *EPROM.* Erasable Programmable Read Only Memory – a non-volatile storage chip or device that
8 may be filled with data and information, that once written is not modifiable, and that is retained even
9 if there is no power applied to the machine.

10 *Electromagnetic interference.* The physical characteristic of an electronic component to emit
11 electronic noise either into free air, onto the power lines, or onto communication cables.

12 ~~Electrostatic discharge. A single event, rapid transfer of electrostatic charge between two objects,~~
13 ~~usually resulting when two objects at different potentials come into direct contact with each other.~~

14
15 ~~EPROM. Erasable Programmable Read Only Memory—a storage area that may be filled with data~~
16 ~~and information, that once written is not modifiable, and that is retained even if there is no power~~
17 ~~applied to the machine.~~

18
19 *Fault.* An event that when detected by a Class II gaming system causes a discontinuance of game
20 play or other component functions. _

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1 Financial instrument. Any tangible item of value tendered in Class II game play, including, but
2 not limited to, bills, coins, vouchers and coupons.

3 Financial instrument acceptor. Any component that accepts financial instruments, such as a bill
4 validator.

5 Financial instrument dispenser. Any component that dispenses financial instruments, such as a ticket
6 printer.

7 Financial instrument storage component. Any component that stores financial instruments, such
8 as a drop box.

9 Flash memory. Non-~~volatile~~volatile memory that retains its data when the power is turned off and
10 that can be electronically erased and reprogrammed without being removed from the circuit board.

11 Game software. The operational program or programs that govern the play, display of results,
12 and/or awarding of prizes or credits for Class II games.

13 Gaming equipment. All electronic, ~~electro~~electro-mechanical, mechanical, or other physical
14 components utilized in the play of Class II games.

15 Hardware. Gaming equipment.

16 Interruption. Any form of ~~mis~~mis-operation, component failure, or interference to the Class II
17 gaming equipment.

18 Modification. A revision to any hardware or software used in a Class II gaming system.

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1 | Non-cashable credit. Credits given by an operator to a patron; placed on an Class II gaming
2 | system through a coupon, cashless transaction or other approved means; and capable of activating
3 | play but not being converted to cash._

4 | Patron. A person who is a customer or guest of the gaming operation and may interact with a
5 | Class II game. Also may be referred to as a “player”._

6 | Patron deposit account. An account maintained on behalf of a patron, for the purpose of
7 | depositing and withdrawing cashable funds for the primary purpose of interacting with a gaming
8 | activity._

9 | Player interface. Any component or components of a Class II gaming system, including an
10 | electronic or technologic aid (not limited to terminals, player stations, handhelds, fixed units, etc.),
11 | that directly enables player interaction in a Class II game._

12 | Prize schedule. The set of prizes available to players for achieving ~~prepre~~-designated patterns in
13 | the Class II game._

14 | Program storage media. An electronic data storage component, such as a ~~CD~~CD-ROM, EPROM,
15 | hard disk, or flash memory on which software is stored and from which software is read._

16 | Progressive prize. A prize that increases by a selectable or predefined amount based on play of a
17 | Class II game._

18 | Proprietary Class II System Component. A system component that is only interoperable with a
19 | single manufacturer’s Class II system. Examples include vouchering systems, accounting systems,
20 | and cashless systems.

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1 | Random number generator (RNG). A software module, hardware component or combination of
2 | these designed to produce outputs that are effectively random.

3 | *Reflexive software*. Any software that has the ability to manipulate and/or replace a randomly
4 | generated outcome for the purpose of changing the results of a Class II game.

5 | *Removable/rewritable storage media*. Program or data storage components that can be removed
6 | from gaming equipment and be written to, or rewritten by, the gaming equipment or by other
7 | equipment designed for that purpose.

8 | *Server*. A computer that controls one or more applications or environments within a Class II
9 | gaming system.

10 | *Test/diagnostics mode*. A mode on a component that allows various tests to be performed on the
11 | Class II gaming system hardware and software.

12 | Testing laboratory. An organization recognized by a ~~tribal gaming regulatory authority~~ TGRA
13 | pursuant to § 547.45(f).

14 | TGRA. Tribal gaming regulatory authority. ~~The, which is the~~ entity authorized by tribal law to
15 | regulate gaming conducted pursuant to the Indian Gaming Regulatory Act.

16 | *Voucher*. A financial instrument of fixed wagering value, usually paper, that can only be used to
17 | acquire an equivalent value of cashable credits or cash through interaction with a voucher system.

18 | Voucher system. A proprietary component of the Class II gaming ~~system or an external~~ system
19 | that securely maintains records of vouchers and coupons; validates payment of vouchers; records

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1 successful or failed payments of vouchers and coupons; and controls the purging of expired vouchers
2 and coupons.

3 **§ 547.3 Who is responsible for implementing these standards?**

4 (a) *Minimum Standards.* These are minimum standards and, recognizing that TGRAs also
5 regulate Class II gaming, a TGRA may establish and implement additional technical standards that
6 do not conflict with the standards set out in this Part.

7 (b) *No Limitation of Technology.* This part should not be interpreted to limit the use of technology
8 or to preclude the use of technology not specifically referenced.

9 (c) *Only applicable standards apply.* Gaming equipment and software used with Class II gaming
10 systems must meet all applicable requirements of this part. For example, if a Class II gaming system
11 lacks the ability to print or accept vouchers, then any standards that govern vouchers do not apply.

12 (d) *State Jurisdiction.* Nothing in this part shall be construed to grant to a state jurisdiction over
13 Class II gaming or to extend a state's jurisdiction over Class III gaming.

14 **§ 547.4 What are the rules of general application for this part?**

15 (a) *Fairness.* No Class II gaming system may cheat or mislead users. All prizes advertised must
16 be available to win during the game. Test laboratory must calculate and/or verify the mathematical
17 expectations of game play, where applicable, in accordance with the manufacturer stated submission.
18 The results must be included in the test laboratory's report to the TGRA. At the request of the TGRA,
19 the manufacturer must also submit the mathematical expectations of the game play to the TGRA.

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1 (b) *Approved equipment and software only.* All gaming equipment and software used with Class
2 II gaming systems must be identical in all respects to a prototype reviewed and tested by a testing
3 laboratory and approved for use by the TGRA pursuant to § 547.5(a) through (c). Unapproved
4 software must not be loaded onto or stored on any program storage medium used in a Class II
5 gaming system, except as provided in § 547.5(e).

6 (c) *Proper functioning.* All gaming equipment and software used with Class II gaming systems
7 must perform according to the manufacturer's design and operating specifications.

8 **§ 547.5 How does a tribal government, ~~tribal gaming regulatory authority~~ TGRA, or tribal**
9 **gaming operation comply with this part?**

10 (a) *Grandfathered Gaming systems:* For all Class II gaming systems available for use at any
11 tribal gaming facility that were manufactured or placed in a tribal facility on or before November 10,
12 2008, the TGRA must:

13 (1) ~~Require~~ Have required that all Class II gaming system software that affects the play of the
14 Class II game ~~be and was in operation prior to November 10, 2008 was~~ submitted, together with the
15 signature verification required by § 547.8(f), to a testing laboratory recognized pursuant to paragraph
16 (f) of this section within 120 days after November 10, 2008.

17 (2) ~~Require~~ Have required that the testing laboratory ~~test~~ tested the submission to the standards
18 established by § 547.4(a), § 547.8(b), § 547.8(f), § 547.14, ~~the minimum probability standards of §~~
19 547.5(e), and to any additional technical standards adopted by the TGRA;

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1 ~~___~~ (3) ~~Require~~Have required that the testing laboratory provide the ~~tribal gaming regulatory-~~
2 ~~authority~~TGRA with a formal written report setting forth and certifying to the findings and
3 conclusions of the test;

4 ~~___~~ (4) ~~Make~~Have made a finding, in the form of a certificate provided to the supplier or
5 manufacturer of the Class II gaming system, that the Class II gaming system qualifies for grandfather
6 status under the provisions of this section, but only upon receipt of a testing ~~laboratory's~~laboratory's
7 report that the Class II gaming system is compliant with § 547.4(a), § 547.8(b), § 547.8(f), the-
8 ~~minimum probability standards of § 547.5(e),~~ § 547.14, and any other technical standards adopted by
9 the ~~tribal gaming regulatory authority.~~TGRA. If the ~~tribal gaming regulatory authority does~~TGRA
10 ~~did~~ not issue the certificate, or if the testing laboratory ~~finds~~found that the Class II gaming system is
11 not compliant with § 547.4(a), § 547.8(b), § 547.8(f), the minimum probability standards of §-
12 ~~547.5(e),~~ § 547.14, or any other technical standards adopted by the ~~tribal gaming regulatory-~~
13 ~~authority~~TGRA, then the gaming system ~~shall~~must immediately be removed from play and not be
14 utilized;

15 ~~___~~ (5) Retain a copy of any testing laboratory's report ~~so long as the Class II gaming system that is-~~
16 ~~the subject of the report remains available to the public for play; and~~ any certificate of grandfather
17 status so long as the Class II gaming system that is the subject of the ~~certificate~~report remains
18 available to the public for play; and

19
20 ~~(7) Require~~ ~~___~~ (6) ~~Have required~~ the supplier of any player interface to designate with a permanently
21 affixed label each player interface with an identifying ~~number and the date of manufacture or a~~
22 ~~statement that the date of manufacture was on or before the effective date of this part. The tribal~~

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~~gaming regulatory authority shall also require the supplier to provide a written declaration or affidavit affirming that the date of manufacture was on or before November 10, 2008. plate consistent with § 547.7(d) and any other information required by the TGRA.~~

(b) *Grandfather provisions.* All Class II gaming systems manufactured or placed in a tribal facility on or before ~~the effective date of this part~~November 10, 2008 and that have been certified pursuant to paragraph (a) of this section are grandfathered Class II gaming systems for which the following provisions apply:

(1) Grandfathered Class II gaming systems may continue in operation for a period of five years from November 10, 2008.

(2) Grandfathered Class II gaming ~~system shall~~systems may only be ~~available for use~~used at ~~any~~any tribal gaming facility ~~subject to approval~~approved by the ~~tribal gaming regulatory authority, which shall~~TGRA. The TGRA must transmit its notice of that approval, identifying the grandfathered Class II gaming system and its components, to the Commission.

(3) Remote communications must only be allowed if authorized by the TGRA. Grandfathered systems must have the ability to enable or disable remote access, and the default state must be set to disabled.

(4) As permitted by the TGRA, individual hardware or software components of a grandfathered Class II gaming system may be repaired or replaced to ensure proper functioning, security, or integrity of the grandfathered Class II gaming system.

~~(4)~~

(5) All modifications that affect the play of a grandfathered Class II gaming system must be approved pursuant to paragraph (c) of this section, except for the following:

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1 | ____ (i) Any software modifications that the ~~tribal gaming regulatory authority~~ TGRA finds will
2 | maintain or advance the system's overall compliance with this part or any applicable provisions of
3 | ~~parts 542 and part~~ part 543 of this chapter, after receiving a new testing laboratory report that the
4 | modifications are compliant with the standards established by § 547. ~~8(b), the minimum probability~~
5 | ~~requirements of~~ 4(a), § 547. ~~5(e)8(b)~~, § 547.14, and any other standards adopted by the ~~tribal gaming~~
6 | ~~regulatory authority; TGRA;~~

7 | ____ (ii) Any hardware modifications that the ~~tribal gaming regulatory authority~~ TGRA finds will
8 | maintain or advance the ~~system's~~ system's overall compliance with this part or any applicable
9 | provisions of ~~parts 542 and part~~ part 543 of this chapter; and

10 | ____ (iii) Any other modification to the software of a grandfathered Class II gaming system that the
11 | ~~tribal gaming regulatory authority~~ TGRA finds will not detract from, compromise or prejudice:

12 | ____ (A) The proper functioning, security, or integrity of the Class II gaming system, and

13 | ____ (B) The gaming ~~system's~~ system's overall compliance with the requirements of this part or any
14 | applicable provisions of ~~parts 542 and part~~ part 543 of this chapter.

15 | ____ (iv) No such modification may be implemented without the approval of the ~~tribal gaming~~
16 | ~~regulatory authority; TGRA.~~ The ~~tribal gaming regulatory authority shall~~ TGRA must maintain a
17 | record of the modification so long as the Class II gaming system that is the subject of the
18 | modification remains available to the public for play and ~~shall~~ must make the record available to the
19 | Commission upon request. The Commission will only make available for public review records or
20 | portions of records subject to release under the Freedom of Information Act, ~~5 U.S.C. 552; the~~
21 | ~~Privacy Act of 1974, 5 U.S.C. 552a; or the Indian Gaming Regulatory Act, 25 U.S.C. 2716(a)-(e)~~

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~~Submission, testing, and approval~~ generally. Except as provided in paragraphs (b) and (d) of this section, ~~no tribal gaming regulatory authority shall permit in a tribal gaming operation~~ 5 U.S.C. 552; the Privacy Act of 1974, 5 U.S.C. 552a; or the Indian Gaming Regulatory Act, 25 U.S.C. 2716(a).

(c) Submission, testing, and approval – generally. Except as provided in paragraphs (b) and (d) of this section, a TGRA must not permit the use of any Class II gaming system, or any associated cashless system or voucher system or any modification thereto, in a tribal gaming operation unless:

(1) The Class II gaming system, cashless system, voucher payment system, or modification thereto has been submitted to a testing laboratory;

(2) The testing laboratory ~~tests~~ is required by the TGRA to test the submission to the standards established by:

(i) This part;

(ii) Any applicable provisions of ~~parts 542 and part~~ 543 of this chapter that are testable by the testing laboratory; and

(iii) The ~~tribal gaming regulatory authority;~~ TGRA;

(3) The testing laboratory provides a formal written report to the party making the submission, setting forth and certifying to its findings and conclusions; and noting compliance with any applicable federal laws or regulations;

(4)~~(i)~~ The testing laboratory’s written report certifies that the operation of each player interface must not be compromised or affected by electrostatic discharge, liquid spills, electromagnetic interference, radio frequency interference, or any other risk identified by the TGRA;

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1 (5) Following receipt of the testing laboratory's report, the ~~tribal gaming regulatory authority~~
2 TGRA makes a finding that the Class II gaming system, cashless system, or voucher system
3 conforms to the standards established by:

4 (A) This part;

5 (B) Any applicable provisions of ~~parts 542 and part~~ 543 of this chapter that are testable by the
6 testing laboratory; and

7 (C) The ~~tribal gaming regulatory authority~~ (ii) TGRA.

8 (d) The ~~tribal gaming regulatory authority shall~~ TGRA must retain a copy of the testing
9 laboratory's report required by paragraph (c) of this section so long as the Class II gaming system,
10 cashless system, voucher system, or modification thereto that is the subject of the report remains
11 available to the public for play in its gaming operation.

12 ~~(d)~~

13 (e) *Emergency hardware and software modifications.*

14 (1) A ~~tribal gaming regulatory authority~~ TGRA, in its discretion, may permit modified hardware
15 or software to be made available for play without prior laboratory testing or review if the modified
16 hardware or software is:

17 (i) Necessary to correct a problem affecting the fairness, security, or integrity of a game or
18 accounting system or any cashless system, or voucher system; or

19 (ii) Unrelated to game play, an accounting system, a cashless system, or a voucher system.

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1 ____ (2) If a ~~tribal gaming regulatory authority~~TGRA authorizes new or modified software or
2 hardware to be made available for play or use without prior testing laboratory review, the ~~tribal~~
3 ~~gaming regulatory authority shall~~TGRA must thereafter require the hardware or software
4 manufacturer to: _

5 ____ (i) Immediately advise other users of the same hardware or software of the importance and
6 availability of the update; _

7 ____ (ii) Immediately submit the new or modified hardware or software to a testing laboratory for
8 testing and verification of compliance with this part and any applicable provisions of ~~parts 542-~~
9 ~~and part~~ 543 of this chapter that are testable by the testing laboratory; and _

10 ____ (iii) Immediately provide the ~~tribal gaming regulatory authority~~TGRA with a software signature
11 verification tool meeting the requirements of § 547.8(f) for any new or modified software. _

12 ____ (3) If a ~~tribal gaming regulatory authority~~TGRA authorizes a software or hardware modification
13 under this paragraph, it ~~shall~~must maintain a record of the modification and a copy of the testing
14 laboratory report so long as the Class II gaming system that is the subject of the modification remains
15 available to the public for play and ~~shall~~must make the record available to the Commission upon
16 request. The Commission will only make available for public review records or portions of records
17 subject to release under the Freedom of Information Act, ~~5 U.S.C. 552;~~5 U.S.C. 552; the Privacy Act
18 of 1974, ~~5 U.S.C. 552a;~~5 U.S.C. 552a; or the Indian Gaming Regulatory Act, ~~25 U.S.C. 2716(a);~~ 25
19 U.S.C. 2716(a).

20 ____ (e) *Compliance by charitable gaming operations.* This part ~~shall~~does not apply to charitable
21 gaming operations, provided that: _

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1 ___(1) The tribal government determines that the organization sponsoring the gaming operation is a
2 charitable organization;_

3 ___(2) All proceeds of the charitable gaming operation are for the benefit of the charitable
4 organization;_

5 ___(3) The ~~tribal gaming regulatory authority~~TGRA permits the charitable organization to be exempt
6 from this part;_

7 ___(4) The charitable gaming operation is operated wholly by the charitable
8 ~~organization's~~organization's employees or volunteers; and_

9 ___(5) The annual gross gaming revenue of the charitable gaming operation does not exceed
10 \$1,000,000.

11 (f) *Testing laboratories.*

12 (1) A testing laboratory may provide the examination, testing, evaluating and reporting functions
13 required by this section provided that:

14 ___(i) It demonstrates its integrity, independence and financial stability to the TGRA.

15 ___(ii) It demonstrates its technical skill and capability to the ~~tribal gaming regulatory authority.~~
16 TGRA.

17 ___(iii) ~~If the testing laboratory is not~~ owned or operated by , or affiliated with, the ~~same tribe or~~
18 ~~tribal gaming regulatory authority,~~ it must be independent from the manufacturer and gaming
19 operator for whom it is providing the testing, evaluating, and reporting functions required by this
20 section.__(iv) The ~~tribal gaming regulatory authority:~~TGRA:

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1 | ____ (A) Makes a suitability determination of the testing laboratory based upon standards no less
2 | stringent than those set out in §§ 533.6(b)(1)(ii) through (v) of this chapter and based upon no less
3 | information than that required by § 537.1 of this chapter, or_

4 | ____ (B) Accepts, in its discretion, a determination of suitability for the testing laboratory made by any
5 | other gaming regulatory authority in the United States._

6 | ____ (v)_ After reviewing the suitability determination and the information provided by the testing
7 | laboratory, the ~~tribal gaming regulatory authority~~TGRA determines that the testing laboratory is
8 | qualified to test and evaluate Class II gaming systems._

9 | ____ (2) The ~~tribal gaming regulatory authority shall:~~TGRA must:

10 | ____ (i) Maintain a record of all determinations made pursuant to paragraphs (f)(1)(~~iv~~iii) and
11 | (f)(1)(~~v~~iv) of this section for a minimum of three years and ~~shall~~must make the records available to
12 | the Commission upon request. The Commission will only make available for public review records
13 | or portions of records subject to release under the Freedom of Information Act, ~~5 U.S.C. 552;~~5
14 | U.S.C. 552; the Privacy Act of 1974, ~~5 U.S.C. 552a;~~5 U.S.C. 552a; or the Indian Gaming Regulatory
15 | Act, ~~25 U.S.C. 2716(a);~~25 U.S.C. 2716(a).

16 | ____ (ii) Place the testing laboratory under a continuing obligation to notify it of any adverse
17 | regulatory action in any jurisdiction where the testing laboratory conducts business._

18 | ____ (iii) Require the testing laboratory to provide notice of any material changes to the information
19 | provided to the ~~tribal gaming regulatory authority.~~TGRA.

20 | ~~§ 547.5 What are the rules of interpretation and of general application for this part?~~
21 |

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1 ~~—(a) Minimum standards. A tribal gaming regulatory authority may establish and implement~~
2 ~~additional technical standards that are as stringent as, or more stringent than, those set out in this part.~~

3
4 ~~(b) Only applicable standards apply. Gaming equipment and software used with Class II gaming~~
5 ~~systems shall meet all applicable requirements of this part. For example, if a Class II gaming system~~
6 ~~lacks the ability to print or accept vouchers, then any standards that govern vouchers do not apply.~~

7
8 ~~(c) Fairness. No Class II gaming system shall cheat or mislead users. All prizes advertised shall be~~
9 ~~available to win. No progressive prize shall have a probability of winning less than 1 in 100,000,000.~~
10 ~~No other prize shall have a probability of winning less than 1 in 50,000,000.~~

11
12 ~~(d) Approved equipment and software only. All gaming equipment and software used with Class II~~
13 ~~gaming systems shall be identical in all respects to a prototype reviewed and tested by a testing~~
14 ~~laboratory and approved for use by the tribal gaming regulatory authority pursuant to § 547.4(a)~~
15 ~~through (c). Unapproved software shall not be loaded onto or stored on any program storage medium~~
16 ~~used in a Class II gaming system, except as provided in § 547.4(d).~~

17
18 ~~(e) Proper functioning. All gaming equipment and software used with Class II gaming systems shall~~
19 ~~perform according to the manufacturer's design and operating specifications.~~

20
21 ~~(f) No Limitation of Technology. This part should not be interpreted to limit the use of technology or~~
22 ~~to preclude the use of technology not specifically referenced.~~

23
24 ~~(g) Severability. If any provision of this part is declared invalid by a court of competent jurisdiction,~~
25 ~~such decision shall not affect the remainder of this part.~~

26 **§ 547.6__ What are the minimum technical standards for enrolling and enabling Class II**
27 **gaming system components?-**

28
29 ~~—(a) General requirements. Class II gaming systems shall provide a method to:~~

30 ~~(1) Enroll and unenroll system components;~~

31 ~~(2) Enable and disable specific system components.~~

32 ~~(b) Specific requirements. Class II gaming systems shall:~~

33 ~~(1) Ensure that only enrolled and enabled system components participate in gaming; and~~

34 ~~(2) Ensure that the default condition for components shall be unenrolled and disabled.~~

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1 (a) General requirements. Class II gaming systems must provide a method to:

2 (1) Enroll and unenroll system components;

3 (2) Enable and disable specific system components.

4 (b) Specific requirements. Class II gaming systems must:

5 (1) Ensure that only enrolled and enabled system components participate in gaming; and

6 (2) Ensure that the default condition for components must be unenrolled and disabled.

7 **§ 547.7 __ What are the minimum technical hardware standards applicable to Class II gaming**
8 **systems?**

9 ~~—(a) General requirements. (1) The Class II gaming system shall operate in compliance with~~
10 ~~applicable regulations of the Federal Communications Commission.~~

11 ~~(2) Prior to approval by the tribal gaming regulatory authority pursuant to § 547.4(e), the Class II~~
12 ~~gaming system shall have obtained from Underwriters' Laboratories, or its equivalent, relevant~~
13 ~~certification(s) required for equipment of its type, including but not limited to certifications for liquid~~
14 ~~spills, electromagnetic interference, etc.~~

15 ~~(b)~~

16 (a) Printed circuit boards.

17 (1) Printed circuit boards that have the potential to affect the outcome or integrity of the game,

18 and are specially manufactured or proprietary and not ~~off~~off-the-shelf, ~~shall~~shelf, ~~must~~ must display a

19 unique identifier such as a part number and/or revision number, which ~~shall~~must be updated to reflect

20 new revisions or modifications of the board.

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1 | ____ (2) Switches or jumpers on all circuit boards that have the potential to affect the outcome or
2 | integrity of any game, progressive award, financial instrument, cashless transaction, voucher
3 | transaction, or accounting records ~~shall~~must be capable of being sealed.

4 | ~~(b)~~ (b) *Electrostatic discharge*. Class II gaming system components accessible to the public
5 | ~~shall~~must be constructed so that they exhibit immunity to human body electrostatic discharges on
6 | areas exposed to contact. Static discharges of ~~+/-~~±15 kV for air discharges and ~~+/-~~±7.5 kV for contact
7 | discharges ~~may~~must not cause damage, or inhibit operation or integrity of the Class II gaming
8 | system.

9 | ~~(c)~~ (c) *Physical enclosures*. Physical enclosures ~~shall~~must be of a robust construction designed to
10 | resist determined illegal entry. All protuberances and attachments such as buttons, identification
11 | plates, and labels ~~shall~~must be sufficiently robust to avoid unauthorized removal.

12 | ~~(d)~~ (d) *Player interface*. The player interface ~~shall~~must display the serial number and date of
13 | manufacture and include a method or means to:

14 | (1) Display information to a player; and

15 | ____ (2) Allow the player to interact with the Class II gaming system.

16 | ~~(e)~~ (e) *Account access components*. A Class II gaming system component that reads account access
17 | media ~~shall~~must be located within a secure, locked or tamper-~~evident~~evident area or in a cabinet or
18 | housing that is of a robust construction designed to resist determined illegal entry and to protect
19 | internal components. In addition, the account access component:

20 | ____ (1) ~~Shall~~Must be constructed so that physical tampering leaves evidence of such tampering; and

21 | ____ (2) ~~Shall~~Must provide a method to enable the Class II gaming system to interpret and act upon
22 | valid or invalid input or error condition.

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1 | ~~(g)(f)~~ *Financial instrument storage components.* Any Class II gaming system components that store
2 | financial instruments and that are not operated under the direct control of a gaming operation
3 | employee or agent ~~shall~~must be located within a secure and locked area or in a locked cabinet or
4 | housing that is of a robust construction designed to resist determined illegal entry and to protect
5 | internal components.

6 | ~~(h)(g)~~ *Financial instrument acceptors.*

7 | ___(1) Any Class II gaming system components that handle financial instruments and that are not
8 | operated under the direct control of an agent ~~shall~~must.

9 | ___(i) Be located within a secure, locked and tamper-~~evident~~evident area or in a locked cabinet or
10 | housing that is of a robust construction designed to resist determined illegal entry and to protect
11 | internal components;_

12 | ___(ii) Be able to detect the entry of valid or invalid financial instruments and to provide a method to
13 | enable the Class II gaming system to interpret and act upon valid or invalid input or error condition;
14 | and_

15 | ___(iii) Be constructed to permit communication with the Class II gaming system of the accounting
16 | information required by § 547.9(a) and by applicable provisions of any Commission and tribal
17 | gaming regulatory regulations governing minimum internal control standards._

18 | ___(2) Prior to completion of a valid financial instrument transaction by the Class II gaming system,
19 | no monetary amount related to that instrument ~~shall~~must be available for play. For example, credits
20 | ~~shall~~must not be available for play until currency or coupon inserted into an acceptor is secured in the
21 | storage component._

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1 ___(3) The monetary amount related to all valid financial instrument transactions by the Class II
2 gaming system ~~shall~~must be recorded as required by § 547.9(a) and the applicable provisions of any
3 Commission and ~~tribal gaming regulatory authority~~TGRA regulations governing minimum internal
4 control standards.

5 ~~(h)~~ (h) *Financial instrument dispensers.*

6 ___(1) Any Class II gaming system components that dispense financial instruments and that are not
7 operated under the direct control of a gaming operation employee or agent ~~shall~~must:

8 ___(i) Be located within a secure, locked and tamper-~~evident~~evident area or in a locked cabinet or
9 housing that is of a robust construction designed to resist determined illegal entry and to protect
10 internal components;_

11 ___(ii) Provide a method to enable the Class II gaming system to interpret and act upon valid or
12 invalid input or error condition; and_

13 ___(iii) Be constructed to permit communication with the Class II gaming system of the accounting
14 information required by § 547.9(a) and by applicable provisions of any Commission and tribal
15 gaming regulatory regulations governing minimum internal control standards.

16 ___(2) The monetary amount related to all valid financial instrument transactions by the Class II
17 gaming system ~~shall~~must be recorded as required by § 547.9(a), the applicable provisions of ~~parts-~~
18 ~~542 and~~part 543 of this chapter, and any ~~tribal gaming regulatory authority~~TGRA regulations
19 governing minimum internal control standards.

20 ~~(i)~~ (i) *Game Outcome Determination Components.* Any Class II gaming system logic components
21 that affect the game outcome and that are not operated under the direct control of a gaming operation

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1 | employee or agent ~~shall~~must be located within a secure, locked and tamper-evident area or in a
2 | locked cabinet or housing that is of a robust construction designed to resist determined illegal entry
3 | and to protect internal components. DIP switches or jumpers that can affect the integrity of the Class
4 | II gaming system must be capable of being sealed by the ~~tribal gaming regulatory authority.~~(k)TGRA.
5 | ~~—(j)~~(i) *Door access detection.* All components of the Class II gaming system that are locked in order
6 | to meet the requirements of this part ~~shall~~must include a sensor or other methods to monitor an open
7 | door. A door open sensor, and its components or cables, ~~shall~~must be secure against attempts to
8 | disable them or interfere with their normal mode of operation;
9 | ~~(j)~~(k) *Separation of functions* ~~or no~~no limitations on technology. Nothing herein ~~shall~~must prohibit the
10 | account access component, financial instrument storage component, financial instrument acceptor,
11 | and financial instrument dispenser from being included within the same component; ~~or being~~
12 | separated into individual components.

13 | **§ 547.8 What are the minimum technical software standards applicable to Class II gaming**
14 | **systems?**

15 | This section provides general software standards for Class II gaming systems for the play of
16 | Class II games

17 | (a) *Player interface displays.*

18 | (1) If not otherwise provided to the player, the player interface ~~shall~~must display the following:

19 | (i) The purchase or wager amount;

20 | (ii) Game results; and

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1 (iii) Any player credit balance.

2 | ____ (2) Between plays of any game and until the start of the next play, or until the player selects a
3 | new game option such as purchase or wager amount or card selection, whichever is earlier, if not
4 | otherwise provided to the player, the player interface ~~shall~~must display:

5 (i) The total purchase or wager amount and all prizes and total credits won for the last game
6 played;

7 | ____ (ii) The final results for the last game played, ~~including entertaining displays of results, if any;~~
8 | and

9 (iii) Any default purchase or wager amount for the next play.

10 | ____ (b) *Game initiation and play.*

11 | ____ (1) Each game played on the Class II gaming system ~~shall~~must follow and not deviate from a
12 | constant set of rules for each game provided to players pursuant to § 547.16. ~~Any change in rules~~
13 | ~~constitutes a different game.~~ There ~~shall~~must be no automatic or undisclosed changes of rules.

14 | ____ (2) ~~For bingo games and games similar to bingo, the~~The Class II gaming system ~~shall~~must not
15 | alter or allow to be altered the card permutations ~~or game rules~~ used for play of a Class II game
16 | unless specifically chosen by the player prior to commitment to participate in the game. No duplicate
17 | cards ~~shall~~must be sold for any common draw. _

18 | ____ (3) No game play ~~shall~~may commence and, no financial instrument or credit ~~shall~~may be
19 | accepted on the affected player interface, in the presence of any fault condition that affects the
20 | outcome of the game, open door, or while in test, audit, or ~~lock~~lock-up mode.

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1 (4) The player must choose to participate in the play of a game.

2 (c) *Audit Mode.*

3 (1) If an audit mode is provided, the Class II gaming system ~~shall~~must provide, for those
4 components actively involved in the audit:

5 (i) All accounting functions required by § 547.9, by applicable provisions of any Commission
6 regulations governing minimum internal control standards, and by any internal controls adopted by
7 the tribe or ~~tribal gaming regulatory authority; TGRA;~~ TGRA;

8 (ii) Display player interface identification; and

9 (iii) Display software version or game identification;

10 (2) Audit mode ~~shall~~must be accessible by a secure method such as an ~~employee agent~~ PIN ~~and~~,
11 key , or other auditable access control.

12 (3) Accounting function data ~~shall~~must be accessible by an ~~authorized person agent~~ at any time,
13 except during a payout, during a handpay, or during play.

14 (4) The Class II gaming system ~~shall~~must disable financial instrument acceptance on the affected
15 player interface while in audit mode, except during financial instrument acceptance testing.

16 (d) *Last game recall.* The last game recall function ~~shall~~must:

17 (1) Be retrievable at all times, other than when the recall component is involved in the play of a
18 game, upon the operation of an external key ~~switch~~switch, entry of an audit card, or a similar
19 method;

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1 ___(2) Display the results of recalled games as originally displayed or in text representation,
2 ~~including entertaining display results implemented in video, rather than electro-mechanical, form, if~~
3 ~~any~~, so as to enable the ~~tribal gaming regulatory authority~~TGRA or operator to clearly identify the
4 ~~game~~-sequences and results that occurred;

5 ___(3) Allow the Class II gaming system component providing game recall, upon return to normal
6 game play mode, to restore any affected display to the positions, forms and values displayed before
7 access to the game recall information; and_

8 ___(4) Provide the following information for the current and previous four games played and
9 ~~shall~~must display: _

10 ___(i) ~~GamePlay~~ start time, end time, and date; _

11 ___(ii) The total number of credits at the start of play, ~~less the purchase or wager amount;~~

12 ___(iii) The purchase or wager amount; _

13 ___(iv) The total number of credits at the end of play; ~~and~~

14 ___(v) The total number of credits won as a result of the game recalled, and the value in dollars and
15 cents for progressive prizes, if different; _

16 ___(vi) For bingo games and games similar to bingo ~~only~~, also display:

17 (A) The card(s) used by the player;

18 (B) The identifier of the bingo game played;

19 (C) The numbers or other designations drawn, in the order that they were drawn;

20 (D) The numbers or other designations and prize patterns covered on each card;

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1 | ____ (E) All prizes won by the player, including winning patterns ~~and entertaining displays~~
2 | ~~implemented in video, rather than electro-mechanical form~~, if any; and

3 | (F) The unique identifier of the card on which prizes were won;

4 | (vii) For pull-tab games only, also display:

5 | (A) The result(s) of each pull-tab, displayed in the same pattern as on the tangible pull-tab;

6 | (B) All prizes won by the player;

7 | (C) The unique identifier of each pull tab; and

8 | (D) Any other information necessary to fully reconstruct the current and four previous plays.

9 | (e) *Voucher and credit transfer recall*. Notwithstanding the requirements of any other section in
10 | this part, a Class II gaming system ~~shall~~must have the capacity to:

11 | (1) Display the information specified in § 547.11(b)(5)(ii) through (vi) for the last five vouchers
12 | or coupons printed and the last five vouchers or coupons accepted; and

13 | (2) Display a complete transaction history for the last five cashless transactions made and the last
14 | five cashless transactions accepted.

15 | ____ (f) *Software signature verification*. The manufacturer or developer of the Class II gaming system
16 | must provide to the testing laboratory and to the ~~tribal gaming regulatory authority~~TGRA an
17 | industry-~~standard~~standard methodology, acceptable to the ~~tribal gaming regulatory authority~~TGRA,
18 | for verifying the Class II gaming system game software. By way of illustration, for game software

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1 stored on rewritable media, such methodologies include signature algorithms and hashing formulas
2 such as ~~SHASHA~~-1.

3 (g) *Test, diagnostic, and demonstration modes*. If test, diagnostic, and/or demonstration modes
4 are provided, the Class II gaming system ~~shall~~must, for those components actively involved in the
5 test, diagnostic, or demonstration mode:

6 (1) Clearly indicate when that component is in the test, diagnostic, or demonstration mode;

7 (2) Not alter financial data on that component other than temporary data;

8 (3) Only be available after entering a specific mode;

9 (4) Disable credit acceptance and payment unless credit acceptance or payment is being tested;

10 and

11 (5) Terminate all mode-specific functions upon exiting a mode.

12 (h) ~~Multi-game~~Multigame. If multiple games are offered for player selection at the player
13 interface, the player interface ~~shall~~must:

14 (1) Provide a display of available games;

15 (2) Provide the means of selecting among them;

16 (3) Display the full amount of the ~~player's~~player's credit balance;

17 (4) Identify the game selected or being played; and

18 (5) Not force the play of a game after its selection.

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1 | ____ (i) *Program interruption and resumption.* The Class II gaming system software ~~shall~~must be
2 | designed so that upon resumption following any interruption, the system:

3 | (1) Is able to return to a known state;

4 | ____ (2) ~~Shall~~Must check for any fault condition upon resumption;_

5 | ____ (3) ~~Shall~~Must verify the integrity of data stored in critical memory;_

6 | ____ (4) ~~Shall~~Must return the purchase or wager amount to the player in accordance with the rules of
7 | the game; and_

8 | ____ (5) ~~Shall~~Must detect any change or corruption in the Class II gaming system software._

9 | ____ (j) *Class II gaming system components acting as progressive controllers.* This paragraph applies
10 | to progressive controllers and components acting as progressive controllers in Class II gaming
11 | systems._

12 | ____ (1) Modification of progressive parameters ~~shall~~must be conducted in a secure manner approved
13 | by the ~~tribal gaming regulatory authority~~TGRA. Such parameters may include:

14 | (i) Increment value;

15 | (ii) Secondary pool increment(s);

16 | (iii) Reset amount(s);

17 | ____ (iv) Maximum value(s); and

18 | (v) Identity of participating player interfaces.

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1 | ____ (2) The Class II gaming system component or other progressive controller ~~shall~~must provide a
2 | means of creating a progressive balancing report for each progressive link it controls. At a minimum,
3 | that report ~~shall~~must provide balancing of the changes of the progressive amount, including
4 | progressive prizes won, for all participating player interfaces versus current progressive amount(s),
5 | plus progressive prizes. In addition, the report ~~shall~~must account for, and not be made inaccurate by,
6 | unusual events such as:

7 | (i) Class II gaming system critical memory clears;

8 | (ii) Modification, alteration, or deletion of progressive prizes;

9 | (iii) Offline equipment; or

10 | (iv) Multiple site progressive prizes.

11 | (k) *Critical memory*.

12 | (1) Critical memory may be located anywhere within the Class II gaming system. Critical
13 | memory is any memory that maintains any of the following data:

14 | (i) Accounting data;

15 | (ii) Current credits;

16 | (iii) Configuration data;

17 | ____ (iv) Last game ~~play~~play recall information required by § 547.8(d);

18 | ____ (v) Game ~~play~~play recall information for the current game ~~play~~play, if incomplete;

19 | ____ (vi) Software state (the last normal state software was in before interruption);

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- 1 (vii) RNG seed(s), if necessary for maintaining integrity;
- 2 (viii) Encryption keys, if necessary for maintaining integrity;
- 3 (ix) Progressive prize parameters and current values;
- 4 (x) The five most recent financial instruments accepted by type, excluding coins and tokens;
- 5 (xi) The five most recent financial instruments dispensed by type, excluding coins and tokens;
- 6 and
- 7 (xii) The five most recent cashless transactions paid and the five most recent cashless
- 8 transactions accepted.

9 | ___(2) Critical memory ~~shall~~must be maintained using a methodology that enables errors to be
10 | identified and acted upon. All accounting and recall functions ~~shall~~must be verified as necessary to
11 | ensure their ongoing integrity.

12 | ___(3) The validity of affected data stored in critical memory ~~shall~~must be checked after each of the
13 | following events:

- 14 (i) Every restart;
- 15 (ii) Each attendant paid win;
- 16 (iii) Each attendant paid progressive win;
- 17 (iv) Each sensed door closure; and

18 | ___(v) Every reconfiguration, download, or change of prize schedule or denomination requiring
19 | operator intervention or action.

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1 | ____ (l) Secured access. Class II gaming systems that use a logon or other means of secured access
2 | ~~shall~~must include a user account lockout after a predetermined number of consecutive failed attempts
3 | to access system.

4 | **§ 547.9 What are the minimum technical standards for Class II gaming system accounting**
5 | **functions?**

6 | This section provides standards for accounting functions used in Class II gaming systems.

7 | ____ (a) *Required accounting data.* The following minimum accounting data, however named,
8 | ~~shall~~must be maintained by the Class II gaming system. _

Title	Description
(1) Amount In	The total value of all financial instruments and cashless transactions accepted by the Class II gaming system. Each type of financial instrument accepted by the Class II gaming system shall be tracked independently per financial instrument acceptor, and as required by applicable requirements of any Commission and tribal gaming regulatory authority regulations

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~~(2) Amount Out~~ ~~governing minimum internal control standards.~~
The total value of all financial instruments and cashless transactions paid by the Class II gaming system, plus the total value of attendant pay. Each type of financial instrument paid by the Class II Gaming System shall be tracked independently per financial instrument dispenser, and as required by applicable requirements of any Commission and tribal gaming regulatory authority regulations governing minimum internal control standards.

1

(1) Amount In: The total value of all financial instruments and cashless transactions accepted by the Class II gaming system. Each type of financial instrument accepted by the Class II gaming system must be tracked independently per financial instrument acceptor, and as required by applicable requirements of Commission and TGRA regulations governing minimum internal control standards.

(2) Amount Out: The total value of all financial instruments and cashless transactions paid by the Class II gaming system, plus the total value of attendant pay. Each type of financial instrument

7

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1 paid by the Class II Gaming System must be tracked independently per financial instrument
2 dispenser, and as required by applicable requirements of Commission and TGRA regulations
3 governing minimum internal control standards.

4 ___(b) *Accounting data storage.* If the Class II gaming system electronically maintains accounting
5 data: _

6 ___(1) Accounting data ~~shall~~must be stored with at least eight decimal digits. _

7 ___(2) Credit balances ~~shall~~must have sufficient digits to accommodate the design of the game. _

8 ___(3) Accounting data displayed to the player may be incremented or decremented using visual
9 effects, but the internal storage of this data ~~shall~~must be immediately updated in full. _

10 ___(4) Accounting data ~~shall~~must be updated upon the occurrence of the relevant accounting event. _

11 ___(5) Modifications to accounting data ~~shall~~must be recorded, including the identity of the
12 person(s) making the modifications, and be reportable by the Class II gaming system. _

13 ___(c) *Rollover.* Accounting data that rolls over to zero ~~shall~~must not corrupt data. _

14 ___(d) *Credit balance display and function.*

15 ___(1) Any credit balance maintained at the player interface ~~shall~~must be prominently displayed at
16 all times except: _

17 ___(i) In audit, configuration, recall and test modes; or

18 (ii) Temporarily, during entertaining displays of game results.

19 ___(2) Progressive prizes may be added to the ~~player's~~player's credit balance provided:

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1 (i) The player credit balance is maintained in dollars and cents;

2 (ii) The progressive accounting data is incremented in number of credits; or

3 (iii) The prize in dollars and cents is converted to player credits or transferred to the
4 ~~player's~~player's credit balance in a manner that does not mislead the player or cause accounting
5 imbalances.

6 (3) If the player credit balance displays in credits, but the actual balance includes fractional
7 credits, the Class II gaming system ~~shall~~must display the fractional credit when the player credit
8 balance drops below one credit.

9 **§ 547.10 What are the minimum standards for Class II gaming system critical events?**

10 This section provides standards for events such as system critical faults, deactivation, door open
11 or other changes of states, and lockup within the Class II gaming system.

12 ~~(a) Fault events. (1) The following events are to be treated as described below:~~

13 ~~(a) Fault events.~~

14 ~~(1) The following events are to be treated as described below:~~

15

Events

Definition and action to be taken

(i) Component fault	Reported when a fault on a component <u>is</u> detected. <u>When possible, this event message should indicate what the nature of the fault is.</u>
---------------------	--

~~is detected. When possible, this event~~

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<p>message should indicate what the nature of the fault is.</p>	
<p>(ii) Financial storage component full</p>	<p>Reported when a financial instrument <u>acceptor or dispenser includes storage, and it becomes full.</u> <u>This event message should indicate what financial storage component is full.</u></p>
<p>acceptor or dispenser includes storage, and it becomes full. This event message should indicate what financial storage component is full.</p>	
<p>(iii) Financial output component empty</p>	<p>Reported when a financial instrument <u>dispenser is empty. The event message should indicate which financial output component is affected, and whether it is empty.</u></p>
<p>dispenser is empty. The event message should indicate which financial output component is affected, and whether it is empty.</p>	
<p>(iv) Financial component fault</p>	<p>Reported when an occurrence on a <u>financial component results in a known fault state.</u></p>
<p>financial component results in a known fault state.</p>	
<p>(v) Critical memory error</p>	<p>Some critical memory error has <u>Some critical memory error has occurred. When a non-correctable critical memory error has occurred, the data on the Class II gaming system component can no longer be considered reliable. Accordingly, any game play on the affected component must cease immediately, and an</u></p>

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	<p><u>appropriate message must be displayed, if possible.</u></p>
<p>occurred. When a non-correctable critical memory error has occurred, the data on the Class II gaming system component can no longer be considered reliable. Accordingly, any game play on the affected component shall cease immediately, and an appropriate message shall be displayed, if possible.</p>	
<p>(vi) Progressive communication fault</p>	<p>If applicable; when communications <u>with a progressive controller component is in a known fault state.</u></p>
<p>with a progressive controller component is in a known fault state.</p>	
<p>(vii) Program storage medium fault</p>	<p>The software has failed its own<u>Any game play on the affected component must cease immediately, and an appropriate message must be displayed, if possible.</u></p>
<p>internal security check or the medium itself has some fault. Any game play on the affected component shall cease immediately, and an appropriate message shall be</p>	

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~~displayed, if possible.~~

1

2 ___(2) The occurrence of any event identified in paragraph (a)(1) of this section ~~shall~~must be
3 recorded. _

4 ___(3) Upon clearing any event identified in paragraph (a)(1) of this section, the Class II gaming
5 system ~~shall~~: must:

6 ___(i) Record that the fault condition has been cleared; _

7 ___(ii) Ensure the integrity of all related accounting data; and _

8 ___(iii) In the case of a malfunction, return a ~~player's~~player's purchase or wager according to the
9 rules of the game. _

10 ___(b) *Door open/close events.*

11 ___(1) In addition to the requirements of paragraph (a)(1) of this section, the Class II gaming system
12 ~~shall~~must perform the following for any component affected by any sensed door open event: _

13 ___(i) Indicate that the state of a sensed door changes from closed to open or opened to closed; _

14 ___(ii) Disable all financial instrument acceptance, unless a test mode is entered; _

15 ___(iii) Disable game play on the affected player interface;

16 (iv) Disable player inputs on the affected player interface, unless test mode is entered; and

17 (v) Disable all financial instrument disbursement, unless a test mode is entered.

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1 (2) The Class II gaming system may return the component to a ready to play state when all
 2 sensed doors are closed.

3 ~~(e) Non-fault events. (1) The following non-fault events are to be treated as described below, if~~
 4 ~~applicable:~~

5 (c) Non-fault events. (1) The following non-fault events are to be treated as described below, if
 6 applicable:

Event	Definition and action Action to be taken Taken
(i) Player interface power off during <u>play</u> play affected component(s) to indicate power has been lost during game play.	This condition is reported by the <u>affected component(s) to indicate it has been turned on.</u>
(ii) Player interface power on	This condition is reported by the <u>affected component(s) to indicate it</u> affected component(s) to indicate it has been turned on.
(iii) Financial instrument storage	This condition is reported when a
<u>(iii) Financial instrument storage</u> component container/stacker removed	<u>This condition is reported when a financial instrument storage container has been removed.</u> <u>The event message should indicated which storage container was removed</u>

~~has been removed. The event message~~
~~should indicate which storage~~
~~container was removed.~~

7
 8 **§ 547.11_What are the minimum technical standards for money and credit handling?**

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1 ___ This section provides standards for money and credit handling by a Class II gaming system. _

2 ___ (a) *Credit acceptance, generally.*

3 ___ (1) Upon any credit acceptance, the Class II gaming system ~~shall~~must register the correct number
4 of credits on the ~~player's~~player's credit balance. _

5 ___ (2) The Class II gaming system ~~shall~~must reject financial instruments deemed invalid. _

6 ___ (b) *Credit redemption, generally.*

7 ___ (1) For cashable credits on a player interface, players ~~shall~~must be allowed to cash out and/or
8 redeem those credits at the player interface except when that player interface is:

9 (i) Involved in the play of a game;

10 (ii) In audit mode, recall mode or any test mode;

11 (iii) Detecting any sensed door open condition;

12 (iv) Updating the player credit balance or total win accounting data; or

13 ___ (v) Displaying a fault condition that would prevent ~~cash~~cash-out or credit redemption. In this
14 case a fault indication ~~shall~~must be displayed. _

15 ___ (2) For cashable credits not on a player interface, the player ~~shall~~must be allowed to cash out
16 and/or redeem those credits at any time. _

17 ___ (3) A Class II gaming system ~~shall~~must not automatically pay an award subject to mandatory tax
18 reporting or withholding. _

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1 ____ (4) Credit redemption by voucher or coupon ~~shall~~must conform to the following: _

2 ____ (i) A Class II gaming system may redeem credits by issuing a voucher or coupon when it
3 communicates with a voucher system that validates the voucher or coupon. _

4 ____ (ii) A Class II gaming system that redeems credits by issuing vouchers and coupons ~~shall~~must
5 either: _

6 ____ (A) Maintain an electronic record of all information required by paragraphs (b)(5)(ii) through (vi)
7 of this section; or _

8 ____ (B) Generate two identical copies of each voucher or coupon issued, one to be provided to the
9 player and the other to be retained within the machine for audit purposes. _

10 ____ (5) Valid vouchers and coupons ~~shall~~from a voucher system must contain the following:

11 (i) Gaming operation name and location;

12 (ii) The identification number of the Class II gaming system component or the player interface
13 number, as applicable;

14 (iii) Date and time of issuance;

15 (iv) Alpha and numeric dollar amount;

16 (v) A sequence number;

17 (vi) A validation number that:

18 (A) Is produced by a means specifically designed to prevent repetition of validation numbers; and

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1 (B) Has some form of checkcode or other form of information redundancy to prevent prediction
2 of subsequent validation numbers without knowledge of the checkcode algorithm and parameters;

3 (vii) For ~~machinemachine~~-readable vouchers and coupons, a bar code or other form of machine
4 readable representation of the validation number, which ~~shall~~must have enough redundancy and error
5 checking to ensure that 99.9% of all misreads are flagged as errors;

6 (viii) Transaction type or other method of differentiating voucher and coupon types; and

7 (ix) Expiration period or date.

8 (6) Transfers from an account may not exceed the balance of that account.

9 (7) For Class II gaming systems not using dollars and cents accounting and not having odd cents
10 accounting, the Class II gaming system ~~shall~~must reject any transfers from voucher payment systems
11 or cashless systems that are not even multiples of the Class II gaming system denomination.

12 ~~(8) Voucher redemption systems shall include the ability to report redemptions per redemption~~
13 ~~location or user.~~

14 (8) Voucher redemption systems must include the ability to report redemptions per redemption
15 location or user.

16 **§ 547.12 What are the minimum technical standards for downloading on a Class II gaming**
17 **system?**

18 This section provides standards for downloading on a Class II gaming system.

19 (a) *Downloads.*

20 (1) Downloads are an acceptable means of transporting approved content, including but not

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1 limited to software, files, data, and prize schedules.

2 ~~(2) Downloads of software, games, prize schedules, or other download packages shall be conducted~~
3 ~~only as authorized by the tribal gaming regulatory authority.~~

4 ~~(3) Downloads shall~~

5 (2) Downloads must use secure methodologies that will deliver the download data without
6 alteration or modification, in accordance with § 547.15(a).

7 ~~(4)~~

8 (3) Downloads conducted during operational periods ~~shall~~must be performed in a manner that
9 will not affect game play.

10 ~~(5)~~

11 (4) Downloads ~~shall~~must not affect the integrity of accounting data.

12 ~~(6)~~

13 (5) The Class II gaming system ~~or the tribal gaming regulatory authority shall log each~~
14 ~~download must be capable of any download package. Each log record shall contain as a~~
15 ~~minimum; providing:~~

16 (i) The time and date of the initiation of the download;

17 (ii) The time and date of the completion of the download;

18 (iii) The Class II gaming system components to which software was downloaded;

19 (iv) The version(s) of download package and any software downloaded. Logging of the unique
20 software signature will satisfy this requirement;

21 (v) The outcome of any software verification following the download (success or failure); and

22 (vi) The name and identification number, or other unique identifier, of any individual(s)

23 conducting or scheduling a download.

24 ~~(b) Verifying downloads. Following download of any game software, the Class II gaming~~
25 ~~system shall verify the downloaded software using a software signature verification method~~

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1 ~~that meets the requirements of § 547.8(f). Using any method it deems appropriate, the tribal~~
2 ~~gaming regulatory authority shall confirm the verification.~~

3 (b) Verifying downloads. Downloaded software on a Class II gaming system must be capable of
4 being verified by the Class II gaming system using a software signature verification method that
5 meets the requirements of § 547.8(f).

6
7 **§ 547.13 What are the minimum technical standards for program storage media?**

8 This section provides minimum standards for removable, (~~re~~re-)writable, and ~~nonwritable~~non-
9 rewritable storage media in Class II gaming systems.

10 (a) Removable program storage media. All removable program storage media shallmust maintain
11 an internal checksum or signature of its contents. Verification of this checksum or signature is to be
12 performed after every restart. If the verification fails, the affected Class II gaming system
13 component(s) shallmust lock up and enter a fault state.

14 (b) ~~Nonrewritable~~Nonrewritable program storage media.

15 (1) All EPROMs and Programmable Logic Devices (~~PLDs~~) that have erasure windows shallmust
16 be fitted with covers over their erasure windows.

17 (2) All unused areas of EPROMs shallmust be written with the inverse of the erased state (~~e.g.,~~
18 zero bits (00 hex) for most EPROMs), random data, or repeats of the program data.

19 (3) Flash memory storage components intended to have the same logical function as ROM, ~~i.e.,~~
20 not tomust be ~~dynamically written, shall be write~~write-protected or otherwise protected from
21 unauthorized modification.

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1 (4) The write cycle ~~shall~~must be closed or finished for all ~~CD~~CD-ROMs such that it is not
2 possible to write any further data to the CD.

3 (5) Write protected hard disks are permitted if the hardware means of enabling the write protect is
4 easily viewable and can be sealed in place Write protected hard disks are permitted using software
5 write protection verifiable by a testing laboratory.

6 (c) *Writable and rewritable program storage media.*

7 (1) Writable and rewritable program storage, such as hard disk drives, Flash memory, writable
8 CD-~~ROMs~~ROMs, and writable DVDs, may be used provided that the software stored thereon may be
9 verified using the mechanism provided pursuant to § 547.8(f).

10 ~~(2) Program storage shall be structured so there is a verifiable separation of fixed data (e.g. program,~~
11 ~~fixed parameters, DLLs) and variable data.~~

12 ~~(d) Identification of program storage media. All program storage media that is not rewritable in~~
13 ~~circuit, (e.g. EPROM, CD-ROM) shall be uniquely identified, displaying:~~

14 ~~(1) Manufacturer;~~

15 ~~(2) Program identifier;~~

16 ~~(3) Program version number(s); and~~

17 ~~(4) Location information, if critical (e.g. socket position 3 on the printed circuit board).~~

18 (2) Program storage must be structured so there is a verifiable separation of fixed data (such as
19 program, fixed parameters, DLLs) and variable data.

20 (d) *Identification of program storage media. All program storage media that is not rewritable in*
21 circuit, (EPROM, CD-ROM) must be uniquely identified, displaying:

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1 (1) Manufacturer;

2 (2) Program identifier;

3 (3) Program version number(s); and

4 (4) Location information, if critical (socket position 3 on the printed circuit board).

5 **§ 547.14_ What are the minimum technical standards for electronic random number**
6 **generation?**

7 This section provides minimum standards for electronic RNGs in Class II gaming systems.

8 (a) Properties. All RNGs ~~shall~~must produce output having the following properties:

9 (1) Statistical randomness;

10 (2) Unpredictability; and

11 (3) Non-~~repeatability~~.

12 (b) Statistical Randomness.

13 (1) Numbers ~~or other designations~~ produced by an RNG ~~shall~~must be statistically random
14 individually and in the permutations and combinations used in the application under the rules of the
15 game. For example, if a bingo game with 75 objects with numbers or other designations has a
16 progressive winning pattern of the five numbers or other designations on the bottom of the card, and
17 the winning of this prize is defined to be the five numbers or other designations ~~that~~ are matched in
18 the first five objects drawn, the likelihood of each of the 75C5 combinations are to be verified to be
19 statistically equal.

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- 1 (2) Numbers or other designations produced by an RNG ~~shall~~must pass the statistical tests for
2 randomness to a 99% confidence level; ~~which may include:~~
- 3 (i) ~~Chi~~Mandatory statistical tests for randomness include:
- 4 (A) ~~Chi~~Chi-square test;
- 5 ~~(ii) Equi-distribution (frequency) test;~~
- 6 ~~(iii) Gap test;~~
- 7 ~~(iv) Poker test;~~
- 8 ~~(v) Coupon collector's test;~~
- 9 ~~(vi) Permutation test;~~
- 10 ~~(vii) Run~~
- 11 (B) ~~Runs~~Runs test (patterns of occurrences ~~shall~~must not be recurrent);
- 12 ~~(viii) Spectral test;~~
- 13 ~~(ix and~~
- 14 (C) Serial correlation test potency and degree of serial correlation (outcomes ~~shall~~must be
15 independent from the previous game); ~~and~~
- 16 ~~(x).~~
- 17 (ii) Where applicable statistical tests for randomness may include:
- 18 (A) Equi-distribution (frequency) test;
- 19 (B) Gap test;
- 20 (C) Poker test;

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1 (D) Coupon collector's test;

2 (E) Permutation test;

3 (F) Spectral test; or

4 (G) Test on subsequences.

5 (c) Unpredictability.

6 (1) It ~~shall~~must not be ~~feasible~~possible to predict future outputs of an RNG, even if the algorithm
7 and the past sequence of outputs are known.

8 (2) Unpredictability ~~shall~~must be ensured by ~~reseeding~~reseeding or by continuously cycling the
9 RNG, and by providing a sufficient number of RNG states for the applications supported.

10 (3) ~~Re~~Re-seeding may be used where the ~~re~~re-seeding input is at least as statistically random as,
11 and independent of, the output of the RNG being ~~re~~re-seeded.

12 (d) ~~Non~~Non-repeatability. The RNG ~~shall~~must not be initialized to reproduce the same output
13 stream that it has produced before, nor ~~shall~~must any two instances of an RNG produce the same
14 stream as each other. This property ~~shall~~must be ensured by initial seeding that comes from:

15 (1) A source of ~~"true"~~ randomness, such as a hardware random noise generator; or

16 (2) A combination of timestamps, parameters unique to a Class II gaming system, previous RNG
17 outputs, or other, similar method.

18 (e) General requirements.

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1 ___(1) Software that calls an RNG to derive game outcome events ~~shall~~must immediately use the
2 output returned in accordance with the game rules. _

3 ___(2) The use of multiple RNGs is permitted as long as they operate in accordance with this
4 section. _

5 ___(3) RNG outputs ~~shall~~must not be arbitrarily discarded or selected. _

6 ___(4) Where a sequence of outputs is required, the whole of the sequence in the order generated
7 ~~shall~~must be used in accordance with the game rules. _

8 ___(5) The Class II gaming system ~~shall~~must neither adjust the RNG process or game outcomes
9 based on the history of prizes obtained in previous games nor ~~make use~~ any reflexive software or
10 secondary decision that affects the results shown to the player or game outcome. ~~Nothing in this~~
11 ~~paragraph shall prohibit the use of entertaining displays.~~ _

12 ___(f) *Scaling algorithms and scaled numbers.* An RNG that provides output scaled to given ranges
13 ~~shall~~must:

14 ___(1) Be independent and uniform over the range; _

15 ___(2) Provide numbers scaled to the ranges required by game rules, and notwithstanding the
16 requirements of paragraph (e)(3) of this section, may discard numbers that do not map uniformly
17 onto the required range but ~~shall~~must use the first number in sequence that does map correctly to the
18 range;

19 ~~(3) Be capable of producing every possible outcome of a game according to its rules; and~~

20 ~~(4) Use an unbiased algorithm. A scaling algorithm is considered to be unbiased if the measured bias~~
21 ~~is no greater than 1 in 100 million.~~

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1 (3) Be capable of producing every possible outcome of a game according to its rules; and

2 (4) Use an unbiased algorithm and any bias must be reported to the TGRA.

3 **§ 547.15_ What are the minimum technical standards for electronic data communications**
4 **between system components?**

5 This section provides minimum standards for electronic data communications with gaming
6 equipment or components used with Class II gaming systems.

7 ___(a) *Sensitive data*. Communication of sensitive data ~~shall~~must be secure from eavesdropping,
8 access, tampering, intrusion or alteration unauthorized by the ~~tribal gaming regulatory~~
9 ~~authority~~TGRA. Sensitive data ~~shall include~~includes, but is not ~~be~~-limited to:

10 (1) RNG seeds and outcomes;

11 (2) Encryption keys, where the implementation chosen requires transmission of keys;

12 (3) PINs;

13 (4) Passwords;

14 (5) Financial instrument transactions;

15 (6) Transfers of funds;

16 (7) Player tracking information;

17 (8) Download Packages; and

18 (9) Any information that affects game outcome.

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1 (b) *Wireless communications.*

2 (1) Wireless access points ~~shall~~must not be accessible to the general public.

3 (2) Open or unsecured wireless communications are prohibited.

4 (3) Wireless communications ~~shall~~must be secured using a methodology that makes
5 eavesdropping, access, tampering, intrusion or alteration impractical. By way of illustration, such
6 methodologies include encryption, frequency hopping, and code division multiplex access (as in cell
7 phone technology).

8 (c) Methodologies ~~shall~~must be used that will ensure the reliable transfer of data and provide a
9 reasonable ability to detect and act upon any corruption of the data.

10

11 ~~(d) Class II gaming systems shall record detectable, unauthorized access or intrusion attempts.~~

12 ~~(e) Remote communications shall only be allowed if authorized by the tribal gaming regulatory~~
13 ~~authority. Class II gaming systems shall have the ability to enable or disable remote access, and the~~
14 ~~default state shall be set to disabled.~~

15 ~~(f) Failure of data communications shall not affect the integrity of critical memory.~~

16 ~~(g) The Class II gaming system shall log the establishment, loss, and re-establishment of data~~
17 ~~communications between sensitive Class II gaming system components.~~

18 (d) Class II gaming systems must record detectable, unauthorized access or intrusion attempts.

19 (e) Remote communications must only be allowed if authorized by the TGRA. Class II gaming
20 systems must have the ability to enable or disable remote access, and the default state must be set to
21 disabled.

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1 | (f) Failure of data communications must not affect the integrity of critical memory.

2 | (g) The Class II gaming system must log the establishment, loss, and re-establishment of data
3 | communications between sensitive Class II gaming system components.

4 | **§ 547.16 What are the minimum standards for game artwork, glass, and rules?**

5 | This section provides standards for the display of game artwork, the displays on belly or top
6 | glass, and the display and disclosure of game rules, whether in physical or electronic form.

7 | (a) Rules, instructions, and prize schedules, generally. The following ~~shall~~must at all times be
8 | displayed or made readily available to the player upon request:

9 | (1) Game name, rules, and options such as the purchase or wager amount stated clearly and
10 | unambiguously;

11 | (2) Denomination;

12 | (3) Instructions for play on, and use of, the player interface, including the functions of all buttons;
13 | and

14 | (4) A prize schedule or other explanation, sufficient to allow a player to determine the correctness
15 | of all prizes awarded, including;

16 | (i) The range and values obtainable for any variable prize;

17 | (ii) Whether the value of a prize depends on the purchase or wager amount; and

18 | (iii) The means of division of any ~~pari~~pari-mutuel prizes; but

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1 | ~~___~~ (iv) For ~~bingo and games similar to bingo~~Class II Gaming Systems, the prize schedule or other
2 | explanation need not state that subsets of winning patterns are not awarded as additional prizes
3 | (~~e.g. for example~~, five in a row does not also pay three in a row or four in a row), unless there are
4 | exceptions, which ~~shall~~must be clearly stated. _

5 | ~~___~~ (b) *Disclaimers*. The ~~Class II gaming system shall~~Player Interface must continually display: _

6 | ~~___~~ (1) ~~"Malfunctions void all prizes and plays"~~" or equivalent; and _

7 | ~~___~~ (2) ~~"Actual Prizes Determined by Bingo [or other applicable Class II game] Play. Other~~
8 | ~~Displays for Entertainment Only"~~" or equivalent. _

9 | ~~(c) Odds notification. If the odds of hitting any advertised top prize exceeds 100 million to one,~~
10 | ~~the Player Interface must continually display "Odds of winning the advertised top prize exceeds 100~~
11 | ~~million to one" or equivalent.~~

12 | § 547.17- ~~___~~ How does a tribal gaming regulatory authority apply ~~for to implement an alternate~~
13 | ~~standard to those required by this part?~~

14 | ~~(a) Variance from these standards?~~

15 | ~~___~~ (a) ~~Tribal Gaming Regulatory Authority~~ TGRA approval.

16 | (1) A ~~tribal gaming regulatory authority~~TGRA may approve ~~a variance~~an alternate standard from
17 | ~~the requirements of those required by~~ this part if it has determined that the ~~variance~~alternate standard
18 | will achieve a level of security and integrity sufficient to accomplish the purpose of the standard it is
19 | to replace. _

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1 ~~___~~(2)- ~~___~~ For each enumerated standard for which the tribal gaming regulatory authority approves a
2 ~~variance~~~~an alternate standard~~, it ~~shall~~~~must~~ submit to the ~~Chairman~~~~Chair~~ within 30 days, a detailed
3 report, which ~~shall~~~~must~~ include the following: ~~___~~

4 (i) ~~___~~ An explanation of how the ~~variance~~~~alternate standard~~ achieves a level of security and
5 integrity sufficient to accomplish the purpose of the standard it is to replace; and

6 (ii) ~~___~~ The ~~variance~~~~alternate standard~~ as granted and the record on which it is based. ~~___~~

7 (3) ~~___~~ In the event that the ~~tribal gaming regulatory authority~~~~TGRA~~ or the ~~tribe~~~~stribes~~'s government
8 chooses to submit a ~~variance~~~~an alternate standard~~ request directly to the ~~Chairman~~~~Chair~~ for joint
9 government to government review, the ~~tribal gaming regulatory authority~~~~TGRA~~ or tribal government
10 may do so without the approval requirement set forth in paragraph (a) (1) of this section.

11 ~~___~~(b) ~~Chairman~~ ~~Chair~~ Review.

12 ~~___~~(1) The ~~Chairman~~~~Chair~~ may approve or object to a ~~variance~~~~an alternate standard~~ granted by a
13 tribal gaming regulatory authority. ~~___~~

14 (2) ~~___~~ Any objection by the ~~Chairman~~~~shall~~~~Chair~~ ~~must~~ be in written form with an explanation why
15 the ~~variance~~~~alternate standard~~ as approved by the ~~tribal gaming regulatory authority~~~~TGRA~~ does not
16 provide a level of security or integrity sufficient to accomplish the purpose of the standard it is to
17 replace. ~~___~~

18 (3) ~~___~~ If the ~~Chairman~~~~Chair~~ fails to approve or object in writing within 60 days after the date of
19 receipt of a complete submission, the ~~variance~~ ~~shall be~~ ~~alternate standard is~~ considered approved by
20 the ~~Chairman~~~~Chair~~. The ~~Chairman and the tribal gaming regulatory authority~~~~Chair~~ may, ~~by~~
21 ~~agreement~~~~upon notification to the TGRA~~, extend this deadline an additional 60 days. ~~___~~

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1 (4) No ~~variance~~alternate standard may be implemented until it has been approved by the ~~tribal~~
2 ~~gaming regulatory authority~~TGRA pursuant to paragraph (a)(1) of this section or the ~~Chairman~~Chair
3 has approved pursuant to paragraph (b)(1) of this section.

4 ~~(e) Commission Review. Should the tribal gaming regulatory authority elect to maintain its approval~~
5 ~~after written objection by the Chairman, the tribal gaming regulatory authority shall be entitled to an~~
6 ~~appeal to the full Commission in accordance with the following process:~~

7 ~~(1) Within 60 days of receiving an objection, the tribal gaming regulatory authority shall file a~~
8 ~~written notice~~

9 ~~_____ (c) Appeal of appeal with the Commission that may include a request for an oral hearing or it~~
10 ~~may request that the matter be decided upon written submissions.~~

11 ~~(2) Within 10 days after filing a notice of appeal the tribal gaming regulatory authority shall file a~~
12 ~~supplemental statement specifying the reasons why the tribal gaming regulatory authority believes~~
13 ~~the Chairman's objection should be reviewed, and shall include supporting documentation, if any.~~

14 ~~(3) Failure to file an appeal or submit the supplemental statement within the time provided by this~~
15 ~~section shall result in a waiver of the opportunity for an appeal.~~

16 ~~(4) If an oral hearing is requested it shall take place within 30 days of the notice of appeal and a~~
17 ~~record shall be made.~~

18 ~~(5) If the tribal gaming regulatory authority requests that the appeal be decided on the basis of written~~
19 ~~submission, the Commission shall issue a written Chair decision within 30 days of receiving the~~
20 ~~supplemental statement.~~

21 ~~(6) The Commission shall uphold the objection of the Chairman, only if, upon de novo review of the~~
22 ~~record upon which the Chairman's A Chair's decision is based, the Commission determines that the~~
23 ~~variance approved by the tribal gaming regulatory authority does not achieve a level of security and~~

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1 ~~integrity sufficient to accomplish the purpose of the standard it is~~may be appealed pursuant to
2 ~~replace.~~

3 ~~(7) The Commission shall issue a decision within 30 days of the oral hearing unless the tribal gaming~~
4 ~~regulatory authority elects to provide the Commission additional time, not to exceed an additional 30~~
5 ~~days, to issue a decision. In the absence of a decision by the Commission within the time provided,~~
6 ~~the decision of the tribal gaming regulatory authority shall be deemed affirmed.~~

7 ~~(8) The Commission's decision shall constitute final agency action.~~25 CFR subchapter H.

8