
Gaming Policy and Enforcement Branch (GPEB)

Master Document
Technical Gaming Standards

Technical Standards Document (TSD) Version 1.1



**BRITISH
COLUMBIA**

**Ministry of Public Safety
and Solicitor General**

Gaming Policy and Enforcement Branch

3rd Floor, 910 Government Street
P.O. Box 9202 Stn. Prov. Govt.
Victoria, British Columbia, Canada
V8W 9J1

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Initially published and distributed on January 4, 2006.


 BRITISH COLUMBIA	Technical Standards Document (TSD)	
	Regulatory Body:	GPEB
	Operating Body:	BCLC
	Document Reference:	Master Document
	Document Version:	Version 1.1, January 4, 2006
Gaming Policy and Enforcement Branch (GPEB)		

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1 General Statements I

The General Statements are as follows:

- a) Before being permitted to operate in the live environment, all gaming equipment used in the Province of British Columbia must be tested to the applicable requirements set forth in the following Technical Standards Documents (TSDs):
 - TGS1 – Technical Gaming Standards for Electronic Gaming Devices (EGDs) in Gaming Venues. An EGD means “A Slot Machine using physical reels as a method of game display, a slot machine using a monitor or touch screen as a method of game display, or any other equivalent casino gaming equipment.”
 - TGS2 – Technical Gaming Standards for Progressive Gaming Devices in Gaming Venues. A Progressive Gaming Device means, “A gaming device that has an increasing jackpot, based on a function of credits that are bet. This includes games that award progressive jackpots or a ‘pool’ based on criteria other than obtaining winning symbols on the machine, such as ‘Mystery Jackpot.’ However, this does not include games that incorporate a bonus feature as part of the game theme, which offers awards that increase as the game is played and, as well, is not configurable.”
 - TGS3 – Technical Gaming Standards for On-line Monitoring and Control Systems (MCSs) and Validation Systems in Gaming Venues. An MCS means, “A game management system that continuously monitors each EGD via a defined communication protocol by either a dedicated line, dial-up system, or other secure transmission method such as Wireless Ethernet Communications. An MCS is primarily tasked to provide logging, searching, and reporting of gaming significant events, collection of individual device financial and meter data, reconciliation of meter data against hard and soft counts, and systems security.”
 - TGS4 – Technical Gaming Standards for Electronic Bingo Systems in Gaming Venues. An Electronic Bingo System means “A game management system that is primarily tasked to provide logging, searching, and reporting of gaming significant events, collection of financial data, and display and verification of winning cards for Bingo games, or other similar draw games.”
 - TGS5 – Technical Gaming Standards for Internet Gaming Systems (IGSs). An IGS means “A gaming system that operates primarily using the Internet as a medium of account registration, game play, and game payout.”
- b) The British Columbia Lottery Corporation (BCLC) may select an appropriate Accredited Testing Facility (ATF), or other equivalent body, to perform this testing; however, BCLC’s selection requires approval from the Gaming Policy and Enforcement Branch (GPEB).
- c) The appointed testing body must provide their evaluation results to BCLC, who in turn must provide these evaluation results to GPEB for review, and where required, subsequent discussion.
- d) Although the appointed testing body may recommend the approval of any gaming equipment for use in the Province of British Columbia, the ultimate authority to approve gaming equipment rests solely with GPEB. Only GPEB can issue a Certificate of Technical Integrity under **Section 75 of the Gaming Control Act of British Columbia**.

Note: “Gaming Equipment” does NOT include, for purposes of this Master Document, ancillary electronic equipment used in the conduct of Table Games.

2 General Statement II

It is the policy of GPEB, in consultation with BCLC, to update this Master Document at minimum once annually, to reflect any changes in technology, testing methods, or known cheating methods.

Note: GPEB reserves the right to modify (or selectively apply) the requirements set forth in this

Master Document as deemed necessary to ensure the integrity of gaming in the Province of British Columbia.

3 General Statement III

Throughout the course of live gaming operations, it is expected that BCLC will encounter a number of field anomalies (i.e.: gaming equipment malfunctions). GPEB recognizes that a significant majority of these anomalies are to be expected in any gaming venue. Most gaming equipment is designed to gracefully handle a wide variety of error conditions, and therefore these typical field anomalies need not be reported to GPEB.

GPEB requires that BCLC officially report any malfunctions that represent a direct and adverse impact on the integrity and security of gaming in the Province of British Columbia.

4 Other Documents That May Apply

The following other documents may also apply:

- a) The Criminal Code of Canada;
- b) The Gaming Control Act (BC); and
- c) The Gaming Control Regulation (BC).

5 List of Acronyms

Please refer to the following table for a list of acronyms relevant to the Master Document, TGS1, TGS2, TGS3, TGS4 and TGS5:

Acronym	Meaning
ATF	Accredited Testing Facility
BCLC	British Columbia Lottery Corporation
CD-ROM	Compact Disk Read Only Memory
CRC	Cyclic Redundancy Check
CSA	Canadian Standards Association
DVD	Digital Versatile Disk
EBM	Electronic Bingo Card Marking Device
EGD	Electronic Gaming Device
EMC	Electrical Mechanical Component
EPROM	Erasable Programmable Read Only Memory
FEP	Front End Processor
GLI	Gaming Laboratories International
GPEB	Gaming Policy and Enforcement Branch
ID	Identification
IGS	Internet Gaming System
LAN	Local Area Network
LCTR	Large Cash Transaction Reporting
MCS	Monitoring and Control System
PC	Personal Computer
PCB	Printed Circuit Board
PSD	Program Storage Device
RAM	Random Access Memory
RFI	Radio Frequency Interference
RNG	Random Number Generator
ROM	Read Only Memory
%RTP	Percentage Return to Player
TSD	Technical Standard Document
UPS	Uninterruptible Power Supply
UL	Underwriters Laboratory
WORM	Write Once Read Many