

# New Gaming Device Approval Process

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# Key Points

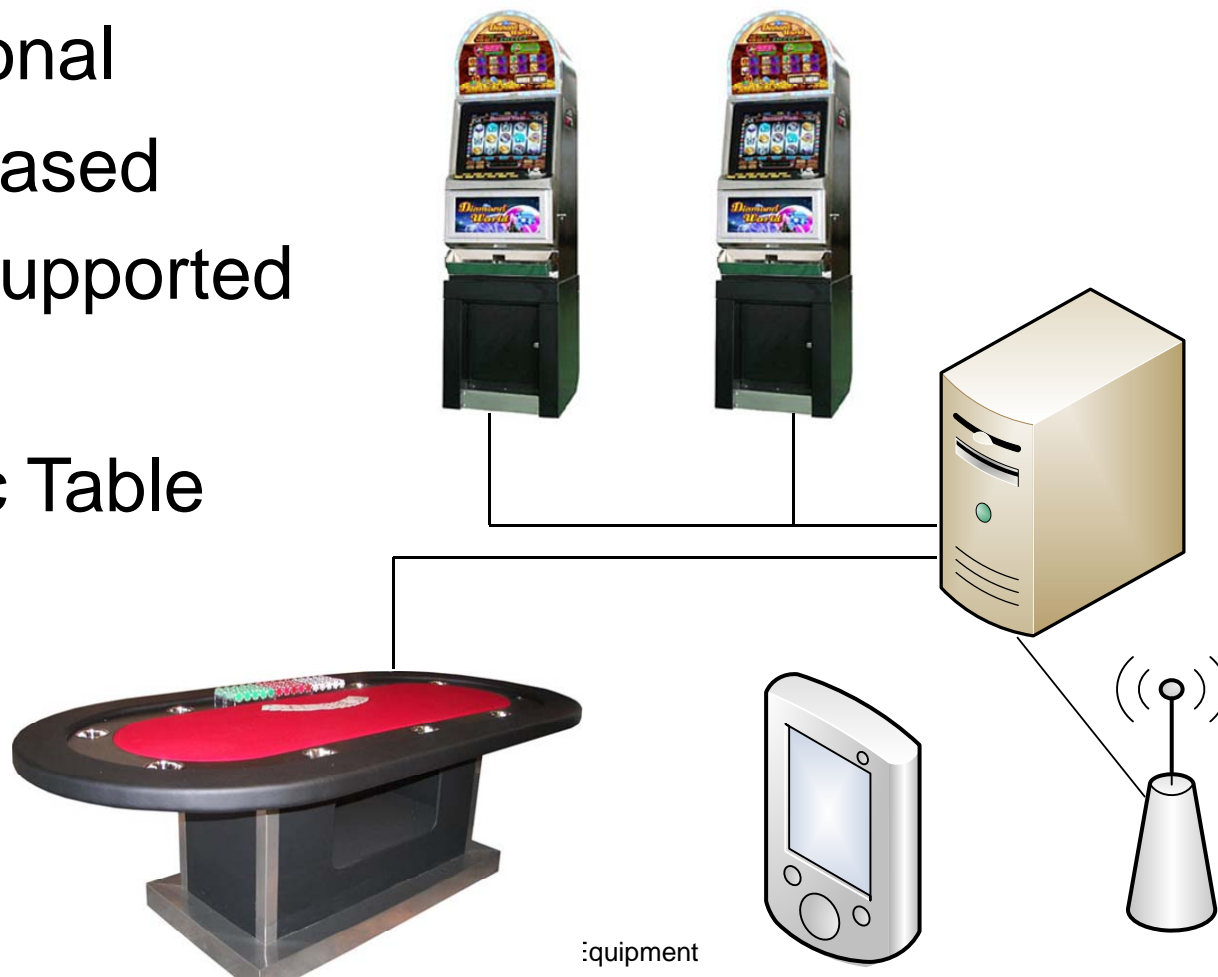
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- NRS 463.0155 “Gaming Device” defined:
  - Any equipment or mechanical, electromechanical or electronic contrivance, component or machine used remotely or directly in connection with gaming or any game which affects the result of a wager by **determining win or loss.**
- Approval process described in Regulation 14
- Requires manufacturer’s license to officially submit
  - Offer compliance consulting for non licensed MFGs



# Gaming Device Examples

- ❑ Conventional
- ❑ System Based
- ❑ System Supported
- ❑ Mobile
- ❑ Electronic Table Games





# Approval Process Overview

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- ❑ Initial Submission
- ❑ Lab Evaluation and Testing
- ❑ Issue Reporting and Resolution
- ❑ Manufacturer Corrections
- ❑ Field Trial
- ❑ Board/Commission Review



# Initial Submission

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- Submission package
- Compliance Report
  - Complete, accurate, technical description of device, how it operates, and how it complies
  - Saves the most time during the test process
- Manufacturer statement
- All source code, graphics, and items necessary for device evaluation
- Installation plan, Internal controls



# Lab Evaluation and Testing

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- Develop a test plan
- Critical Components – Control Program requirements, RNG, Game Math...
- Device Testing to Technical Standards and Regulation 14
- Interoperability testing with Associated Equipment
  - Cashless Wagering System
  - Online Slot Metering System
- Audit - depending on device functionality
- Lab fee - \$150/hr



# Issue Reporting and Resolution

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- ❑ All issues will be reported in writing to Reg. 14.060 contact
- ❑ Must address issue with a proposed resolution
- ❑ Resolution proposals reviewed for compliance
- ❑ Can sometimes be an iterative process



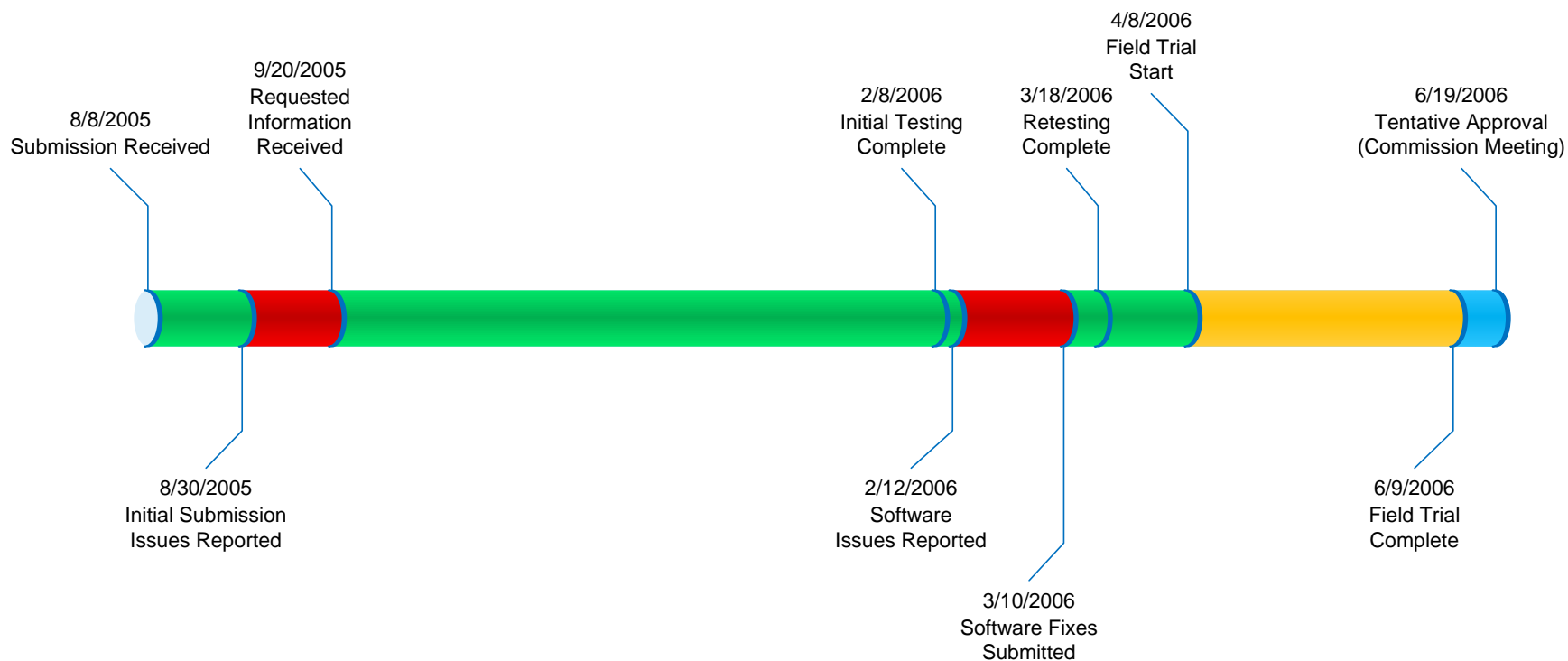
# Manufacturer Corrections

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- Non-required fixes and software updates during testing
  - Requires additional testing
  - Allowed but not recommended
- Manufacturer response time effects total turnaround time
- Lab testing resumes after all fixes have been submitted

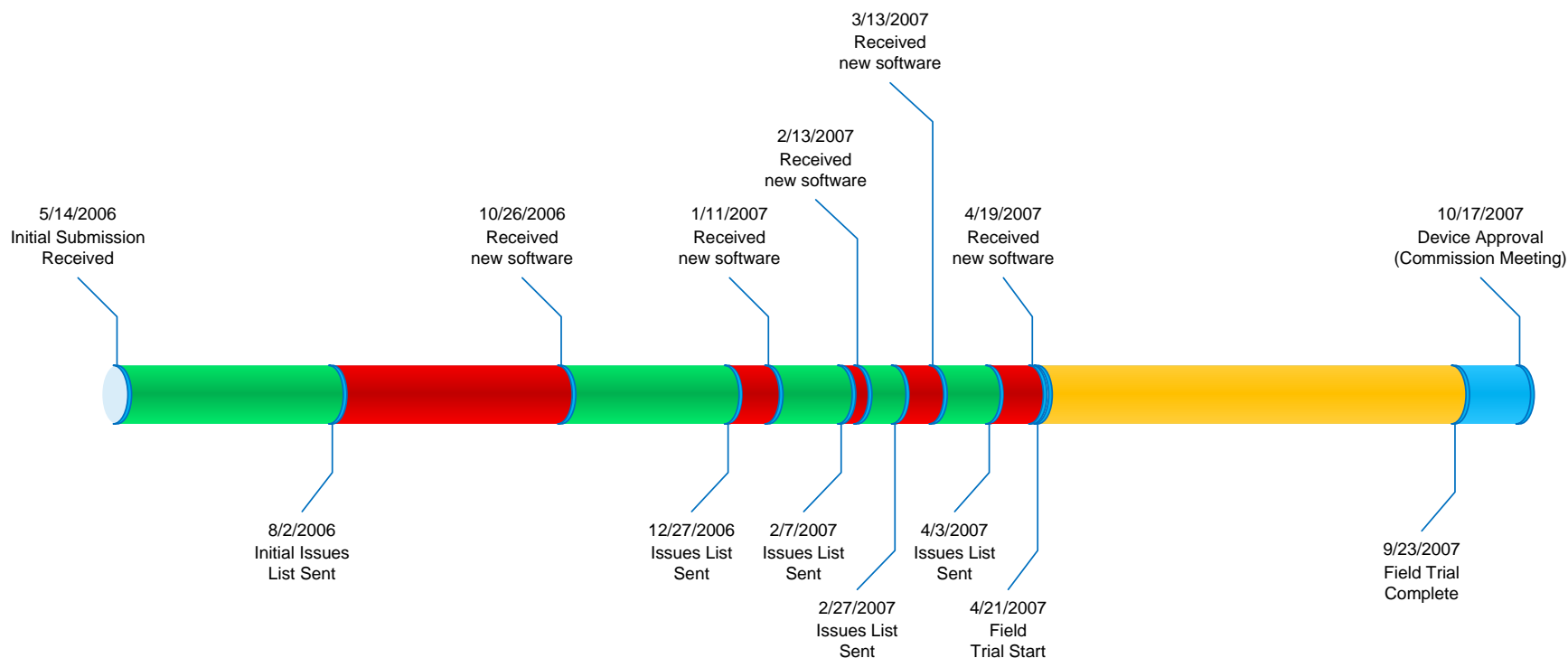


# Example Project Timeline 1





# Example Project Timeline 2



IGI Gaming Device and Associated Equipment



# Field Trial

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- Per Regulation 14.080:
  - Device found to meet requirements of 14.040
  - Minimum 60 Days
  - No more than 180 Days
- Manufacturer and location must follow trial procedures
  - No unauthorized modifications to device
  - Proper weekly reporting



# Final Review and Approval

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- Technology Division
  - Performs testing to ensure regulatory compliance
  - Makes recommendation for approval to Board
- Gaming Control Board
  - Reviews lab evaluation and field trial performance
  - Makes recommendation for approval to Commission
- Nevada Gaming Commission
  - Acts on Board recommendation
  - Final authority on gaming device approvals

# Questions/Comments

Contact Adam Fong

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