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NOTICE TO LICENSEES

Notice # 2026-15

Issuing Division: Technology

DATE: **March 5, 2026**

TO: **ALL LICENSEES AND INTERESTED PERSONS**

FROM: **JEREMY EBERWEIN, TECHNOLOGY DIVISION CHIEF**

SUBJECT: **UPDATED SUBMISSION STANDARDS AND FORMS**

Following the adoption of Nevada Gaming Commission (NGC) Regulation 14 updates dated February 26, 2026, the Technology Division will be implementing new submission procedures for gaming devices, associated equipment, and live games.

Gaming devices must be reviewed and approved by the Nevada Gaming Control Board (Board) or NGC prior to installation and use at any gaming licensee establishment as required by NGC Regulations 14.030 and 14.110. Application for approval of a gaming device must be made to the Board's Technology Division as described on the Board's website here:

Game Device Submission Instructions

<https://www.gaming.nv.gov/siteassets/content/forms/gaming-device-submission-instructions.pdf>

Associated equipment must be reviewed and approved by the Board prior to installation and use at any gaming licensee establishment as required by NGC Regulation 14.260. Application for approval of associated equipment must be made to the Board's Technology Division as described on the Board's website here:

Associated Equipment Submission Instructions

<https://www.gaming.nv.gov/siteassets/content/forms/associated-equipment-submission-instructions.pdf>

Live games must be reviewed and approved by the Board prior to being offered for play at any gaming licensee establishment as required by NGC Regulation 14.230. Application for approval of live games must be made to the Board's Technology Division as described on the Board's website here:

Live Game Submission Instructions

<https://www.gaming.nv.gov/siteassets/content/forms/live-game-submission-instructions.pdf>

Gaming Devices, Associated Equipment, or Live Games that have been previously approved by the Board will not require any filings, notifications or communications to the Board as a result of this industry letter.

The major changes to these instructions/procedures are as follows:

- Software images and source code are no longer required.
- ITL certifications no longer need to be included with the submission, but they do need to be referenced by certification number on submission forms.
- The Live Game instructions are heavily updated including changes such as no longer requiring trademark, patent, or proof of intellectual property.

Important note: Beginning April 13, 2026, submissions may be rejected if current forms and procedures are not utilized.