

**Summary of Significant Revisions
TAC/TWSG Technical Standards Draft
March 23, 2007**

SUBJECT	TSWG DRAFT	NIGC REVISION
1. SCOPE	Applies to all bingo, however played.	Applies only to bingo played in wholly electronic format. Live session bingo specifically excluded. § 547.1 Definition of “Class II gaming system” revised and definition of “live session bingo” added.
2. DEFINITION, CLASS II GAMING SYSTEM	“Components, whether or not technologic aids in electronic, computer, mechanical, or other technologic form, that function together to aid the play of one or more Class II Games, including accounting functions identified by these regulations.”	“All components and associated equipment necessary to conduct a server based, fully electronic Class II game and its integrated accounting system. This shall include but not be limited to computer server(s), player stations, and all associated hardware and software. § 547.3” Definition intended to include voucher payment systems and cashless systems when implemented.
3. DEFINITION, LIVE SESSION BINGO		“Regularly scheduled bingo games in which: (1) the numbers or other designations are drawn by a person rather than a random number generator or (2) one or more players are playing using non-electronic, tangible bingo cards purchased at a centralized retail point of sale.”
4. SOFTWARE SIGNATURE VERIFICATION	“A methodology must be provided to the Independent Testing Laboratory as well as the Tribal Gaming Regulatory Authority for the means of software signature verification.”	“The manufacturer or developer of the Class II gaming system must provide to the testing laboratory and to the tribal gaming regulatory authority an industry-standard means, acceptable to the tribal gaming regulatory authority, for verifying the Class II gaming system game software. By way of illustration, for game software stored on rewritable media, such means include, signature algorithms and hashing formulas such as

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		SHA-1. For game software stored on EPROMs, industry-standard means include Kobetron devices.”
5. WIRELESS COMMUNICATION STANDARDS	Governed by general requirement that communications be secure from unauthorized eavesdropping, access, tampering, intrusion or alteration.	<u>Wireless communications.</u> (1) Wireless access points shall not be accessible to the general public. (2) Open or unencrypted Wi-Fi communications are prohibited. (3) Wi-Fi communications shall be encrypted using a methodology that makes cryptanalytic attack impractical. By way of illustration, such methodologies include IEEE 802.11i.
6. GRANDFATHERING		All systems must be submitted to testing lab within 120 days to check for compliance with 547.8(b) (game initiation and play, generally) and 547.14 (random number generation). Compliant systems in play as of effective date of part are grandfathered for 5 years unless transferred or sold to another tribe’s gaming operation.