National Indian Gaming Commission Comparison of Part 547 Test Requirements

Standards required for grandfathered systems

§547.4 rules of general application

1. §547.4(a) fairness

§547.8 technical software standards

2. §547.8(b) Game initiation and play

3. §547.8(f) Software signature verification

§547.14 technical standards for electronic random number generation

4. §547.14(a) Properties

5. §547.14(b) Statistical randomness

6. §547.14(c) Unpredictability

7. §547.14(d) Non-repeatability

8. §547.14(e) General requirements

9. §547.14(f) Scaling algorithms and scaled numbers

§547.16 standards for game artwork, glass, and rules

10. §547.16(a) Rules, instructions, and prize schedules, generally

11. §547.16(b) Disclaimers

12. §547.16(c) Odds notification

Additional Standards required for fully compliant systems.

§547.6 enrolling and enabling

1. §547.6(a) General requirements.

2. §547.6(b) Specific requirements.

§547.7 hardware standards

3. §547.7(a) Printed circuit boards

4. §547.7(b) Electrostatic discharge

5. §547.7(c) Physical enclosures

6. §547.7(d) Player interface

7. §547.7(e) Account access components

8. §547.7(f) Financial instrument storage components

9. §547.7(g) Financial instrument acceptors

10. §547.7(h) Financial instrument dispensers

11. §547.7(i) Game outcome determination components

12. §547.7(j) Door access detection

§547.8 technical software standards

13. §547.8(a) Player interface displays

14. §547.8(c) Audit mode

15. §547.8(d) Last game recall

16. §547.8(e) Voucher and credit transfer recall

17. §547.8(g) Test, diagnostic, and demonstration modes

18. §547.8(h) Multigame

19. §547.8(i) Program interruption and resumption

20. §547.8(j) Class II gaming system components acting as progressive controllers

21. §547.8(k) Critical memory

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Standards required for grandfathered systems	**Additional Standards required for fully compliant systems.**
	22. §547.8(l) Secured access

Additional Standards required for fully compliant systems.

22. §547.8(l) Secured access

§547.9 technical standards for system accounting functions

23. §547.9(a) Required accounting data

24. §547.9(b) Accounting data storage

25. §547.9(c) Rollover

26. §547.9(d) Credit balance display and function

§547.10 standards for critical events

27. §547.10(a) Fault events

28. §547.10(b) Door open/close events

29. §547.10(c) Non-fault events

§547.11 technical standards for money and credit handling

30. §547.11(a) Credit acceptance, generally

31. §547.11(b) Credit redemption, generally

§547.12 technical standards for downloading on a Class II gaming system?

32. §547.12(a) Downloads

33. §547.12(b) Verifying downloads

§547.13 technical standards for program storage media

34. §547.13(a) Removable program storage media

35. §547.13(b) Nonrewritable program storage media

36. §547.13(c) Writable and rewritable program storage media

37. §547.13(d) Identification of program storage media

Standards required for grandfathered systems	Additional Standards required for fully compliant systems.
	§547.15 technical standards for electronic data communications between system components
	38. §547.15(a) Sensitive data
	39. §547.15(b) Wireless communications
	40. §547.15(c) Methodologies must be used that will ensure the reliable transfer of data and provide a reasonable ability to detect and act upon any corruption of the data.
	41. §547.15(d) Class II gaming systems must record detectable, unauthorized access or intrusion attempts.
	42. §547.15(e) Remote communications may only be allowed if authorized by the TGRA.
	43. §547.15(f) Failure of data communications must not affect the integrity of critical memory.
	44. §547.15(g) The Class II gaming system must log the establishment, loss, and re-establishment of data communications between sensitive Class II gaming system components.