

Executive Summary of Changes for “GLI-13 V3.0, Standards for Monitoring and Control Systems and Voucher Systems” Public Comment Draft, Issued April 17, 2024

Below is an Executive Summary of the proposed changes in “GLI-13 V3.0, Standards for Monitoring and Control Systems and Voucher Systems” public comment draft:

- Re-titled document. Updated layout and formatting of the document to provide a modern feel to the standard.
- Reorganized and restructured document into more consumable chapters and sections, providing better distinction among the major technical areas of General Systems, Monitoring and Control Systems, Validation Systems, and Interface Elements.
- Added Glossary of Key Terms.
- Incorporated requirements based upon industry best practices.
- The document has been reorganized to provide better clarity between technical requirements, which can be evaluated in the lab, and internal controls, which can be evaluated on-site.
- Generalized applicability of technical standard beyond gaming devices such that this standard applies to systems used in operations of other forms of Gaming Equipment (e.g. gaming devices, electronic table games, electronic wager stations, live game management components, kiosks, cashier station, etc.) used at all types of gaming venues (casinos, racetracks, card rooms, bingo halls, gaming halls, establishments used for video lottery and other forms of distributed gaming, etc.).
- Revised definitions for Monitoring and Control Systems, and Validation Systems. Included term “Gaming System” to cover all types of landbased gaming systems. (S 1.5.1)
- Added reference to the GLI Gaming Security Framework (GLI-GSF) which will house the technical security controls and testing requirements for these systems. Also removed requirements which will be covered in the GLI-GSF.
- Incorporated limited alignment with widely-accepted jurisdictional and international standards.
- Reorganized General System Requirements into a chapter which is intended to contain requirements applicable to all types of landbased gaming systems. (chapter 2)
- Added various content to General System Requirements based on alignment with other GLI Standards and current best practices, including but not limited to, control program verification, common critical components and functions, communications, information to be maintained. (chapter 2)
- Updated with testable communication requirements for landbased gaming systems within a laboratory setting consistent with requirements within other markets. (S 2.4.1)
- Incorporate database audit trail requirements. (S 2.4.2)
- Added requirements regarding data purging consistent with requirements within other markets. (S 2.4.3)
- Inserted new requirements for access to system workstations. (S 2.4.4)
- Revised address requirements to provide clarity for cases where an interface element is/isn't used. (S 2.4.5)
- Updated requirement regarding loss of communication with connected Gaming Equipment (either directly or through an interface element). (S 2.4.6)
- Added logging requirements specifying what needs to be recorded by the system consistent with other GLI Standards and other markets. (S 2.5, 3.4.2, 4.2.2)
- Made updates to some report requirements to add flexibility within generation and specificity regarding some of the report content. (S 2.6, 3.5, 4.7)
- Added reporting requirements for system significant events and alterations consistent with other GLI Standards and other markets (S 2.6.2)
- Reorganized Monitoring and Control System Requirements into its own chapter and expanded the scope to cover support for forms of gaming other than just gaming devices (chapter 3).

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- Separated and tweaked requirements for handpay slips and fill/credit slips. (S 3.2, 3.3)
- Enhanced previous “slot file” requirements into a requirement for a Gaming Equipment Asset Registry (GEAR) and included support for Multi-Venue Systems (S 3.4.2)
- Simplified communication of significant events and metering to reference sections from GLI-11 for content (S 3.4.3)
- Added Machine Entry Authorization Log (MEAL) requirements for cases where the ability to automatically record access to Gaming Equipment is supported (S 3.4.4).
- Reorganized reports specific to Monitoring and Control Systems to its own section and added reports pertaining to metered vs. actual wins comparison and game performance (S 3.5)
- Refreshed Validation System Requirements chapter and expanded its scope to cover support for coupons in addition to vouchers (chapter 4).
- Incorporated and revised wording from GLI-11 to provide coverage for all forms of Gaming Equipment (S 4.2.2, 4.3.1, 4.3.2, 4.3.6, 4.4.2, 4.6)
- Expanded requirements pertaining to wagering instrument records to record additional information for redeemed, voided, and expired items as well as add support for Multi-Venue Systems (S 4.2.3)
- Consolidated offline wagering issuance requirements and removed requirements which were previously “recommended” (S 4.3.6)
- Expanded cashier redemption methods to include manual input of validation number (S 4.5.1)
- Clarified invalid notification requirements to cover attempted redemptions of voided and expired wagering instruments (S 4.5.2)
- Reorganized reports specific to Validation Systems to its own section and added reports pertaining to wagering instrument meter reconciliation and cashier sessions (S 4.7)
- Added log required to record at least 35 transactions for any wagering instruments issued and redeemed by the Gaming Equipment as required in other markets (S 4.6.3)
- Reworded and moved around some Interface Element requirements to cover cases where the requirement would still need to be met if the Gaming Equipment communicates directly with the system.
- Reorganized remaining Interface Element requirements into its own chapter, covering hardware, software, critical NV memory, and communications consistent with other GLI Standards. (Chapter 5)
- Provided clarity on the applicability of the hardware requirements to off-the-shelf components. (S 5.2.1)
- Revised system environmental and safety requirements to limit applicability to interface elements which have local critical NV memory and/or installed software. Also lessened severity of testing. (S 5.2.2)
- Revised installation requirements to allow locations outside of the gaming equipment provided there is sufficient security (S 5.2.7)
- Expanded requirements for software updates to allow methods of updating interface element software beyond FLASH technology (S 5.3.5)
- Revised handling of unrecoverable memory corruption to be consistent with other GLI Standards (S 5.4.5)
- Added interface element communication requirements consistent with requirements within other markets (S 5.5.1)
- Expanded focus of information storage and buffering at the interface element to be used with any Gaming Systems (S 5.5.2, 5.5.3)
- Added various notes to improve clarity of requirements, and to better document known conditions or restrictions.

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- Made various grammatical changes throughout the document to improve clarity and readability.
- Added appendix pertaining to Internal Controls in order to further help regulators and operators create more efficient and alternative processes to monitor gaming operations.