

Executive Summary of Changes for “GLI-16 V3.0, Standards for Cashless Systems and Technologies” Public Comment Draft, Issued April 17, 2024

Below is an Executive Summary of the proposed changes in “GLI-16 V3.0, Standards for Cashless Systems and Technologies” 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 Cashless Systems, Cashless Devices, and Player Accounts.
- 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 Cashless Devices (e.g. gaming devices, electronic table games, electronic wager stations, live game management components, kiosks, 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 definition for Cashless Systems to cover cashless transactions which do not involve player accounts, but rather electronic payment accounts. (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.
- Copied General System Requirements from GLI-13 into a chapter for Cashless System Requirements as this system might be separate from any other landbased gaming system. (chapter 2)
- Added various content to Cashless 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)
- Added logging requirements specifying what needs to be recorded by the system consistent with other GLI Standards and other markets. (S 2.5)
- Made updates to some report requirements to add flexibility within generation and specificity regarding some of the report content. (S 2.6.1)
- Added reporting requirements for system significant events and alterations consistent with other GLI Standards and other markets (S 2.6.2)
- Reorganized Cashless Device Requirements into its own chapter (chapter 3).
- Incorporated and revised wording from GLI-11 to provide coverage for all forms of Cashless Devices (S 3.3, 3.5.1)
- Updated to expand access to means of performing player identification at the device level (S 3.4.2)
- Added new requirements to support game play transactions where the player account is accessed for every transaction, as opposed to “uploading” and “downloading” credits. (S 3.4.3)
- Revised to remove printed confirmation requirements (S 3.4.4)
- Added requirements for credit or debit instrument transactions at a Cashless Device (S 3.4.6)
- Expanded log to require 35 transactions to be recorded consistent with other markets (S 3.5.3)

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- Added reference to the interface element requirements in GLI-13 for cases where Cashless Devices use them. (S 3.6.2)
- Updated to add clarification about the Cashless Device detecting this error trying to communicate with the system (S 3.6.3)
- Reorganized Player Account Requirements into its own chapter (chapter 4).
- Established player account registration and verification requirements for cases where the Cashless System directly performs these functions. (S 4.2.1)
- Added new requirements for anonymous player account balance limits should the regulatory body allow for such accounts (S 4.2.2)
- Updated to include additional means to access to player accounts at the system level, including the means to reset player authentication credentials and access lockout (S 4.2.3)
- Enhanced to provide further system-side requirements regarding financial transactions for the player account (S 4.2.4)
- Added requirements for a transaction log or account statement (S 4.2.6)
- Established requirements to support cases where the cashless system can directly manage and implement limitations and/or exclusions (S 4.3)
- Reorganized Cashless Device Requirements into its own chapter (chapter 3).
- Added Glossary of Key Terms.
- Added various notes to improve clarity of requirements, and to better document known conditions or restrictions.
- 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 cashless operations.