

# TECHNICAL COMPLIANCE CHECKLIST

This non-exhaustive Technical Compliance Checklist is not mandatory and is provided by the Victorian Commission for Gambling and Liquor Regulation (VCGLR) as a guide only. It does not profess to represent the complete extent of the legislative requirements. Gaming Industry Employees (GIE) using this checklist should also perform whatever checks they deem necessary to enable them to certify the gaming equipment to be operating in the manner in which it was designed and programmed to function. (Machines must fully comply with the gaming machine and game approvals pursuant to the Australia/New Zealand Gaming Machine National Standards and the Victorian Appendix).

Venue: \_\_\_\_\_ Date: \_\_\_\_\_

GIE Licensee name: \_\_\_\_\_ Licence #: \_\_\_\_\_

## Legislative instruments

- Gambling Regulation Act 2003 (GRA)
- Gambling Regulation Regulations 2005 (GRR)
- Australia/New Zealand Gaming Machine National Standards Revision 10.0 (A/NZ GMNS)
- Victorian Appendix to the Australia/New Zealand Gaming Machine National Standards Revision 10.0 (V)
- Victorian Central Monitoring and Control System Requirements document – 31 January 2012 (CMCS)
- Victorian Systems Document Revision 2.0 (VSD)

## Gaming machine layout

GRA 3.3.16	Is the gaming equipment to be tested located in accordance with the approved plan?	Y / N
	Do the gaming machine floor position numbers correspond with the approved plan?	Y / N

## Gaming machine compliance

GRA 3.5.8	<b>Gaming machine identification:</b> Are all gaming machines fitted with one external and one internal label (metal plate) showing the 10 digit identification number issued by the Commission (VCGLR)?	Y / N
	Are the labels securely fixed to the machine cabinet?	Y / N
	Does the VCGLR identification number on the machine correspond with the number shown on the manifest of scheduled work?	Y / N
A/NZ GMNS 2.3.1	Is there a manufacturer's identification badge fixed to the exterior of the machine showing: manufacturer, serial number, model number and date of manufacturer?	Y / N
A/NZ GMNS 5.3.9, 5.3.17 (d) & 8.3	<b>Banknote acceptor disable limit:</b> Is it set at \$9949 (for games assessed & approved prior to 26/9/09 under A/NZ GMNS v9.0)?	Y / N
	Is it set at \$1000 (for games assessed & approved after 27/9/09 under A/NZ GMNS v10.0)?	Y / N
GRR 22 - 25, A/NZ GMNS 3.9.9 and V9.16	<b>Electronic Game &amp; Player Information (or PID):</b> Does the PID display the correct information as required by the Regulations?	Y / N
GRR 29 & 30 and V9.17	<b>Jackpot Information (if applicable):</b> Is the gaming machine part of a linked jackpot arrangement?	Y / N
	If yes, does it display a statement that it is part of a linked jackpot arrangement?	Y / N
	Does the PID (or talker displayed on machine) contain the information required by the Regulations in relation to the linked jackpot?	Y / N
GRA 3.5.29, A/NZ GMNS 5.1.6 and V9.14a	<b>Banknote acceptor:</b> Does the gaming machine reject a \$100 banknote?	Y / N
GRA 3.2.3(d) and A/NZ GMNS 3.9.20 & 8.3	<b>Bet limit:</b> Does a bet limit of \$5 apply to all gaming machine games?	Y / N
A/NZ GMNS 4.1.1 & 5.3.7 and V9.11.9	<b>Tokenisation &amp; metering data:</b> Is the gaming machine set to the correct denomination?	Y / N
V9.11.8	<i>If a denomination sign is displayed above bank/gaming machines, it should match denomination of game.</i> Is it correct?	Y / N / NA

A/NZ GMNS 3.3 & 3.7 and V3.17	<b>Coin and banknote test:</b> <i>Prior to testing with coins and banknotes, record the soft and hard meter readings</i> <i>Insert coins/banknotes, check credits displayed on screen before collecting credits</i> Are the number of credits for \$value displayed on the screen correct?  Does Coin In equal Coin Out?  Does Banknotes In equal Money out, Ticket refund or Book pay?	 Y / N  Y / N  Y / N
A/NZ GMNS 3.3 and V3.17	Credit value - Are the number of credits displayed on the screen correct?	Y / N
A/NZ GMNS 3.6.2 & 3.7.6	Check soft & hard meter readings upon collecting credits from the coin and banknote test. Have meters incremented correctly?	Y / N

**Significant Events reported on the Intralot Gaming Services (IGS) Monitoring System**

A/NZ GMNS 5.1.8 & 5.3.1	<b>Non acceptance of invalid banknotes (e.g. foreign currency) and excessive rejects:</b> Does the machine reject invalid banknotes?  <i>Insert an invalid banknote (or piece of paper cut to the size of a banknote) ten times to create an excessive rejects scenario</i>  After 10 consecutive rejects, is game play disabled and is an “Excessive banknote rejects” message displayed on the screen?			 Y / N  Y / N
A/NZ GMNS 2.3.27, 3.5 & 3.16	<b>Event:</b>	<b>1<sup>st</sup> door opened @ time</b>	<b>Last door Opened @time</b>	<b>Game play Inhibited?</b>
	Cash box door			Y / N
V8.12 & 8.13	Main cabinet door			Y / N
CMCS 4.5 & 10	Banknote acceptor / secondary door			Y / N
	Banknote stacker removed			Y / N
A/NZ GMNS 2.3.39 and V3.5 & 8.14-8.16	Seals broken / logic door open			Y / N
V8.2 and CMCS 4.5	All significant events accurately reported on CMCS?			Y / N

**Record of access to logic area of gaming equipment**

Condition of GIE Licence	GIE (Technician) recorded details of access to logic area of gaming equipment in Log Book kept inside the machine or cabinet?	Y / N
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**Gaming machine signature check**

A/NZ GMNS 8.2.4	All machines passed Signature check and enabled for game play after testing?	Y / N
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Comments and abnormalities:

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GIE Signature: \_\_\_\_\_ Date: \_\_\_\_\_