

NOTICE ON AUXILIARY TABLE GAME SYSTEMS

CASINO CONTROL (GAMING EQUIPMENT) REGULATIONS 2009

1. INTRODUCTION

- 1.1 This notice is issued by the Casino Regulatory Authority of Singapore (the “Authority”) pursuant to regulation 20(4) of the Casino Control (Gaming Equipment) Regulations 2009.
- 1.2 This notice shall take effect from 14 October 2009.
- 1.3 All terms used in this notice, unless the context otherwise requires or otherwise defined, shall have the same meanings as in the Casino Control Act (Cap. 33A) (the “Act”) and any regulations made thereunder.

2. UNDERLYING PRINCIPLES

- 2.1 The evaluation of gaming equipment serves to ensure that the operation of a casino is and remains free from criminal influence or exploitation and that gaming in a casino is conducted honestly.
- 2.2 Hence, all gaming equipment must be designed and manufactured to allow operations of a casino to be conducted in a manner that is honest, secure, auditable and reliable.

3. SCOPE OF AUXILIARY TABLE GAME SYSTEMS

- 3.1 This notice applies to auxiliary table game systems. Auxiliary table game systems means dealer-operated electronic systems that:-
 - 3.1.1 Utilise random number generators to determine gaming outcomes; and/or
 - 3.1.2 Track bets wagered, winnings and losses.
- 3.2 For avoidance of doubt, table game systems that automate the functions of accepting wagering instruments as well as making of payouts are not auxiliary table game systems and are not subject to the requirements of this notice. Such table game systems are deemed to be gaming machines and must therefore comply with the technical standards on Electronic Gaming Machines and Electronic Table Games issued by the Authority.

4. REQUIREMENTS FOR AUXILIARY TABLE GAME SYSTEMS

- 4.1 Every auxiliary table game system shall contain a proven and robust mechanism which has the capability to internally authenticate that programme files and/or support files had not been corrupted or altered prior to use or loading. Such mechanism shall prevent further operation of any auxiliary table game system if unexpected data or inconsistencies are found.
- 4.2 If a Random Number Generator (“RNG”) is present and used to determine game outcomes, the RNG shall comply with Section 3.4 Random Number Generator of the Technical Standards for Electronic Gaming Machines issued by the Authority.
 - 4.2.1 If the system simulates an existing live table game, the RNG shall comply with the live game correlation requirement stated in Section 2.2 Live Game Correlation of the Technical Standards for Electronic Gaming Machines – Electronic Table Games Appendix.
- 4.3 If the system assists in the tracking of bets wagered, winnings and losses, the system shall contain a mechanism to allow the review and reconstruction of the gaming activity of at least five previous games.
- 4.4 Role Based Access Control whereby users are only allowed access to programmes and menu items related to their job functions shall be supported.
- 4.5 The Authority reserves the right to:-
 - 4.5.1 Require test report(s) from a recognised testing laboratory to demonstrate compliance with any or all of the requirements in this notice; and/or
 - 4.5.2 Review the Quality Management System documentation of the manufacturer of an auxiliary table game system as well as to conduct site visits to ascertain that there are sufficient security measures, internal controls and quality verification criteria in place during the manufacturing, quality control, packing, storage, delivery and destruction processes.