



# GAMBLING BUSINESS GROUP

Working for a brighter future

# GMTS Consolidation (8 qs)

- ▶ Currently 12 documents, first published in 2007. Limited updates since. Some duplication & outdated format when compared to RTS
- ▶ GC proposes a single consolidated document (85 pages):
  - ▶ **8 main standards**, which are unchanged from the existing GMTS and apply, in some form or another, to all the main categories of machines
  - ▶ And **6 standards** for specific technical requirements. Restructured text but essentially unchanged from the existing GMTS and cover legacy machines, wireless network requirements & linked progressive requirements
- ▶ Each standard reflects:
  - ▶ **AIM** - what GC is seeking to achieve
  - ▶ **REQUIREMENT**- specific requirements to meet the aim
  - ▶ **IMPLEMENTATION GUIDANCE** - how to comply with the requirement (*but not an exhaustive list of solutions*)

Applicability of requirements in each standard are defined by machine and/or game category

# Technical Standards (8 qs)

- ▶ 3 updates since first published in 2007
- ▶ GC proposes to:
  - ▶ Remove obsolete material ( eg transitional/implementation dates)
  - ▶ Align Cat B2 machine testing requirements with those for Cat B3 machines
  - ▶ Legacy machine testing requirements collated in one section
  - ▶ Clarification that:
    - ▶ a summary of each game title approved in-house (by a licensee) should only be submitted to the Commission on our request. (section 9)
    - ▶ its clearer with regards to the re-testing requirements when modifications are made to an existing gaming machines hardware or software.(section 13)

# New GMTS proposals

**APPLIES TO CAT A, B1, B2, B3**

**(\*options to exempt existing B3a & B4 in clubs)**

- limit setting functionality \*
- safer gambling messaging
- display of net position and session time \*
- awards below the stake size (*also Cat C*)
- prohibiting player-led features that permit a customer to reduce the time until the result is presented (*also Cat C*)
- SR code provision 3.3.3 (placing specific requirements on licensees making Cat B gaming machines available for use)
- New licence condition, under the powers conferred by section 86(2) of GA 2005, which will allow GC to effectively address instances whereby a machine has been illegally manufactured, supplied, installed, adapted, maintained or repaired, or does not comply with the GMTS

# No Exemptions

- GC *“will not exempt any types of existing gaming machine based upon factors such as age, shape, size or technical capability. To exempt certain types of existing gaming machine may drive harmful play to those gaming machines which would not be required to offer the proposed protections”*
- **No exemption for “community gaming machines** *(We consider it is within the gift of manufacturers to update their game coding to permit compliance with our proposals and inclusion within a ‘community’)*
- BUT seeking views on whether to exempt B3A & B4 machines sited in clubs from
  - Limit setting functionality
  - Display of net position and session time

*After the consultation GC may need to change the definition of legacy machines & the relevant section of the GMTS (to remove references to legacy machines of cat B3 and B4)*

- Excluded existing A, B & C machines from proposals on:
  - Awards below stake size
  - Prohibiting features that permit a customer to reduce the time until the result is known

# Timescales

- ▶ For **new machines and/or games**, - implementation date will be approx (but not less than) **6 months** after confirmation of the policy positions within the GC's published responses document
- ▶ For **existing machines and/or games**, - implementation date will be approx (but not less than) **24 months** after confirmation of the policy positions within the GC's published responses document

The date on the respective final external test house report or internal testing documentation (as signed off by a PML) will determine whether a gaming machine and/or game is to be classed as a new or an existing gaming machine and/or game

# Machines with more than one game

- ▶ For *‘limit setting functionality’* and the *‘display of net position and session time’*:
  - ▶ If offering new & existing games alongside one another on a single machine, - all games on that machine will be required to comply with the proposals for a **new machine**
  - ▶ Where a machine contains games of more than one category, all games on the machine will be required to comply with these based on the **highest category of game available on it** (*as proposals rest on definition of a session*)
- ▶ For *‘awards below the stake size’* and *‘prohibiting features that permit a customer to reduce the time until the result is known’*:
  - ▶ where a gaming machine offers multiple games, each game will be able to comply **as defined by its own machine category** rather than the GMTS for new games and/or the highest category of game available (*as proposals don’t rest on definition of a session*)

## Definition of a 'session'

*(limit setting / display of net position & session time) (3 qs)*

- If a session is not already in progress, a session begins when credit is inserted by any method, or when a game is played
- if the machine credit is below 20p for 60 seconds from the end of the last game cycle then the session ends
- irrespective of the machine credit, if there is no customer input for 240 seconds, then the session ends
- if a customer presses 'Collect' at any time during a session, and all possible uncommitted credit is cashed out, the session ends
- any interruption to normal machine operation, for example a power cut, power off, malfunction or door open, will end the current session
- where a gaming machine provides access to more than one game, sessional data should be collected at the machine level. This means that sessional data could cover participation across multiple games subject to the conditions previously listed



## Limit setting (1) (30 qs)

GC proposes that:

- ▶ Consumers must be presented, at the same time, with the options of using a ‘free text’ box to set their own limits or selecting the default time & monetary limits
  - ▶ **Default proposal - every 20 mins and every £150 deposited sums**
  - ▶ **Customer set proposal - 60 min max and £450 deposited sums max** (cannot choose “no limits”)
- ▶ “Deposited sums” - defined as payment made, in money or money’s worth, in respect of the use of the machine since the start of the session. It would not include winnings received during a session that are subsequently staked during the same session
- ▶ Default limits would not override any customer set limits which are above the default limit

## Limit setting (2)

GC proposes that:

- ▶ Reaching either a customer set or default limit must result in:
  - ▶ Real time **customer alerts** & a **minimum break in play of at least 30 seconds**
  - ▶ Real time **staff alerts** setting out what type of limit has been reached and detail sessional information in relation to elapsed time, value of deposited sums and net position
- ▶ Modification of a customer set or default limit prior to it being reached must result in a break in play of at least 30 seconds
- ▶ NOT mandating that an interaction is required each time a limit reached - but ensure that “ staff alerts are acted upon appropriately and in a timely manner

## Safer Gambling Messaging (3qs)

- ▶ GC proposes that:
  - ▶ safer gambling messaging is mandated throughout breaks in play when a customer set or default limit is reached or modified prior to being reached
  - ▶ breaks in play are to be used solely for safer gambling messaging and cannot be used for other purposes, such as the marketing of new or existing games or promotional offers

## Display of net position & time (17qs)

GC proposes that:

- a machine must be able to **clearly display a customer's net position and elapsed time** since the session started
- the display of the information for the duration, or parts of, the session must be at the discretion of the customer and **no further than one action (such as a screen tap or button press) away**
- “net position” is defined as the total of all winnings minus the sum of all losses since the start of the session and elapsed time should be displayed in hours, minutes and seconds
- net position and elapsed time **should be displayed within the safer gambling messaging provided during breaks in play when a limit setting threshold is reached**

## Awards below the stake size (8qs)

GC proposes that:

- ▶ **new Cat A, B and C** machines must not celebrate a return which is less than or equal to the total stake gambled
- ▶ ‘celebrate’ means the use of auditory or visual effects that are associated with a win (a positive financial outcome)
- ▶ It would not be proportionate to include existing games within scope for this proposal

## Prohibiting features that permit a customer to reduce the time until the result is known (8qs)

GC proposes the:

- ▶ prohibition of such features on **new Cat A, B and C** machines
- ▶ It would not be proportionate to include existing games within scope for this proposal
- ▶ The proposal relates to the base game. Feature and/or bonus rounds are not in scope as they do not require an additional stake and occur infrequently

## New general licence condition (6qs)

New proposed licence condition:

Gaming machines

- ▶ Applies to: All non-remote casino, bingo, betting, adult gaming centre and family entertainment centre licences
- 1. Licensees must not make a specified gaming machine available for use in reliance on the licence if the Commission has notified the licensee in writing that the manufacture, supply, installation, adaption, maintenance or repair of the machine:
  - a. was not carried out in reliance on a gaming machine technical operating licence, or
  - b. did not comply with the Commission's gaming machine technical standards

Implementation date for the new licence condition approx. 6 months

## Other proposals to improve customer enjoyment & gameplay

GC proposes to:

- ▶ amend the value and the number of repeats permissible via game links on Cat C machines (6 qs)
- ▶ remove the 50/50 rule for game links following a losing game on Cat A and B machines (4 qs)
- ▶ amend GMTS 5.9 to permit live jackpots to be gambled (in whole or part). Such features must not require consumers to gamble, rather they may choose to gamble or collect the live jackpot win in full at their own discretion (4 qs)

Implementation dates for all - approx. 6 months