

Joint Select Committee on Gambling Reform

Inquiry into the National Gambling Reform Bill 2012 and other related bills

Public hearing Tuesday 13 November 2012 – Question on notice

Proof Transcript of Evidence, page 45:

*Senator XENOPHON: "Your members have signed up to international protocols in terms of the way machines can talk to each other and can talk to networks. Is that right? ... I want to know if there an international association that your members are members of ... and whether that international association, as part of its various machine protocols, has signed up to an additional standard of machine design which includes a precommitment feature"*

The Gaming Standards Association (GSA) is an international trade association based in California involving gaming manufacturers, suppliers, operators and regulators. All of GTA's primary members are also members of the GSA.

The GSA facilitates the implementation of open technical standards. One of these technical standards is a data communications protocol known as G2S (or "game to system") which has been developed to support a range of potential functionality including the support of data traffic related to precommitment (among many other functions).

There is no such thing as "signing up" to a protocol. Data communications protocols are specified by the respective jurisdictional regulator. For example, the Queensland regulator has developed its own data communications protocol and requires that suppliers must provide games and machines which comply with that protocol.

In any event, the data communications protocol does not provide a precommitment "feature"; it simply supports the flow of data communications which would be necessary to provide a precommitment feature which might be resident in the gaming machine software and in the monitoring system.