

Welcome to the Gaming Standards Association Newsletter – Summer 2002 Issue

This issue is devoted to a look at the association over the past year, an update on 2002 activities to date and a preview of what's ahead. In this issue:

√ **Letter from the Chair**

Gregg Solomon outlines how GSA is now “getting down to business” as the catalyst for change in our gaming industry. This is a must-read overview. www.gamingstandards.com

√ **Annual Meeting Overview**

Review highlights of the annual meeting held April 3, 2002 at Mandalay Bay Resort and Casino, Las Vegas. In this section, there's a detailed look at key 2001 accomplishments that set the stage for what's planned for 2002. The complete presentation outline (on slides) is also available for viewing on the GSA website www.gamingstandards.com.

- o 2001 In Review
 - Standards Update
 - Membership, Strategic & Regulatory Update
 - Marketing Update
 - Operations Update
- o 2002 Key Goals

√ **Latest Association Updates And Activities**

Catch up with all latest including brief overviews of all the new workgroups, a review of the Regulatory Advisory Council activities and a look at the opening of Interoperability Testing Center.

- o New GSA Workgroups
 - SAS
 - System To System
 - USB
 - BOB
- o Regulatory Advisory Council
- o Interoperability Testing Center

√ **People in the News**

Learn Who's Who and more in this section on GSA people.

- o New 2002 Board Members Named
- o New Association Management Company Named
- o Recognition of Association Leaders
- o Recognition of Technology Donations

√ **Calendar of Events**

Mark your calendar with these key industry events.

ANNUAL MEETING OVERVIEW

2001 IN REVIEW

Standards Update

Topping the list of 2001 accomplishments noted at the recent GSA annual meeting was the IGT/SAS agreement to support the SAS protocol as an industry specification and naming GSA for SAS change management. This agreement has set the stage for an immediate solution to the issues of cross compatibility between gaming machines. As part of this effort, specification change management process has been developed.

Last year also produced progress on other technology standard arenas. After months of hard work and dedication by the A Link committee members, an updated version of GamPro A standard, version 2.1, was completed last year and a toolkit developed. GamPro A was recognized as one of the Top 20 Most Innovative Gaming Products Award for GamPro-A at last year's American Gaming Summit. The following member companies were involved in its development and implementation:

- Aristocrat
- Acres
- Konami
- Mandalay Resort Group

B Link RS232 Standard for Bill Acceptors was adopted. Several member companies joined together to create this standard and were recognized at the annual meeting:

- CashCode
- Global Payment Technologies
- JCM American
- Mars Electronics

Other important projects included Bally's development of the GAT protocol using GSA SVC. It is currently being used by New Jersey regulators to test authentication. Additionally, the SC Link Patron Interface protocol was drafted.

Pivotal to last year's accomplishments was to set a new direction for the organization with the migration from link committees to workgroups. The A, B & C Link committees were dissolved and these critical development efforts are now being done concurrently in new workgroups. These newly created workgroups include: SAS, System to System (S2S), USB and Best of Breed (BOB). (See separate section for updates on each workgroup.)

Membership, Strategic & Regulatory Update

Key accomplishments for 2001 included activities and progress in membership, strategic and regulatory areas.

A member development plan was completed and a member recruiting package was revised. As a result, GSA welcomed several new members in 2001:

- Boyd Gaming
- Gold Club
- MIS Group
- Namitech

Additionally, an alliance was established with Gaming Laboratories, Inc. (GLI), the industry's major independent testing laboratory. (See further update in this newsletter's Latest Activities section on Interoperability Testing Lab.)

The 2001 strategic plan was developed and implemented. Operator statements of direction and points of convergence were created. A functionality matrix was completed comparing SDS, GamPro A, GDAP and SAS protocols. A review of GSA members provided a look at future technology. And there was a high participation (168 members) in GSA workgroups, committees and forums.

As part of a cooperative industry effort, last year regulators representing the Public Gaming Laboratories Association requested that GSA form a Regulatory Advisory Council (RAC) to provide regulators a forum for input into standards and to resource GSA technology education. Patrick Leen of the Michigan Gaming Control Board was named RAC Acting Chair and the first RAC meeting to establish a charter, set goals and select a permanent chairman will be held in late April. (See further update on RAC in this newsletter's Latest Activities section.)

Other important regulatory activities included a UNLV regulators survey and participation in the New Jersey regulatory forum hosted to provide joint industry comments on proposed NJ regulations.

Marketing Update

The major shift in membership from the original group of gaming machine manufacturers to encompass all key shareholders of our industry from operators to regulators was a catalyst for new marketing efforts. This brought about a re-branding of the association that included a new name and logo.

Just as important was a revised strategic marketing plan to reposition GSA's key messaging to cover key statements:

- GSA membership is made up of key industry players including manufacturers, operators and regulators, who are the voice of the industry for technology and regulatory issues
- GSA technology supports SAS and A-Link (we are a multi- protocol provider)
- GSA technology will be the "Best of Breed" standard protocol in the gaming industry
- GSA supports interoperability through its "GSA Works" testing and logo certification program, the definitive resource for gaming regulators and laboratories

Additionally, marketing efforts were directed at raising industry awareness through a new GSA quarterly newsletter and targeted participation in trade shows and events at ICE, Southern Gaming, Global Gaming Expo and World Gaming Congress & Expo.

Other projects included the issuance of press releases and articles in industry publications. And the GSA Speakers Bureau participation at:

- Southern Gaming
- EGO Estoril Conference
- Global Gaming Expo
- Slot Managers Institute
- John Marshall Law Institute

Operations Update

2001 was also marked with highlights from GSA's critical operational activities.

A Board Vice Chair position was created to distribute executive leadership responsibilities and to assure succession planning. To handle administrative issues, a new Executive Committee was established.

Operations was responsible for the creation of a project specific funding model for future technology development based on business justified requirements. Additionally, an increase in fiscal reserves by \$40,616 was achieved with reporting and budgeting processes now tied to a strategic plan format.

Operations also shortened the new member application process and revised the GSA web site with a new document download center.

2002 KEY GOALS

2002 will see an orientation directed toward results with many of the initiatives and processes started in 2001 coming to fruition by the end of the year.

A milestone event will be GSA SAS. Utilizing SAS, a widely implemented and feature rich protocol, is an immediate solution to today's game to system standardization problems. The SAS workgroup is moving forward on a timeline to complete GSA – SAS version 6.0 (derived from IGT SAS version 5.10) in the next few months. (For more information on GSA SAS workgroup, see Latest Association Updates and Activities section.)

As started last year, GSA will continue to identify the difference between required and optional features in existing protocols and will assure games and systems provide all information needed by the industry. A driving force will be the new standards development process, which starts with an analysis of business needs, defines who will adopt the standard and who will sponsor its development.

In 2002, GSA's unique multi-discipline membership of manufacturers, operators, regulators and others activities will join together as never before to bridge the gap between existing protocols and games, systems and peripherals. Just as importantly, GSA will take responsibility to secure commitment from all its members to implement standards.

LATEST ASSOCIATION UPDATES AND ACTIVITIES

NEW GSA WORKGROUPS

This year has been marked by a new direction for the organization with the migration from link committees to workgroups. The original A, B & C Link committees development efforts are now being done concurrently in new workgroups.

Listed are brief overviews of each of the new workgroups: SAS, System to System, USB, and BOB (Best Of Breed). Anyone needing further information or wanting to join one of the workgroups is encouraged to contact Rex Carlson, GSA Director of Technology Standards, at td@gamingstandards.com or (702) 456-4706.

GSA SAS Workgroup

Initiated by the September agreement with IGT, the GSA SAS workgroup was formed. This workgroup will facilitate and provide the following:

- Ensure input to protocol development by workgroup members.
- Ensure that implementation of the protocol can be consistently achieved between manufacturers
- Provide for the ability to have consistent third party certification of protocol implementations
- Provide and support test and development tools for achieving consistent implementations; including both simulators and implementation guides
- Outline and correct ambiguities within the protocol documentation, while maintaining backwards compatibility

The GSA SAS Workgroup has already achieved the following:

- Defined charter, goals and timeline
- Clarified ambiguities in protocol
- Identified missing functions in SAS 5.10
- Preliminary GSA SAS version 6.00 draft protocol in progress
- Established polling/grouping command buckets
- Performed initial review of test and development tools including:
- SAS host simulator toolkit
- Acres SAS protocol test tools
- Reviewed cancelled credit regulations to assure protocol met requirements

GSA SYSTEM TO SYSTEM Workgroup

Evolved from the original SC Link Committee, the GSA System To System Workgroup's main project is to standardize interaction between all of the host systems within the casino, such as accounting, marketing, property management, and POS, within the constraints of the XML, TCPIP and Ethernet technology platforms. The workgroup is currently working on a Patron Interface Standard and identifying 2002 systems for standardization.

In particular, the GSA System To System workgroup charter is:

- Standardize interface between gaming host systems in the casino
- Standardize interface between gaming and non-gaming host systems to provide a hospitality/gaming industry solution
- Develop Patron Interface Standard (Est. release date Sept. 2002)
- 2002 systems for standardization and promoters:
 - Player Management/Table Rating – Acres, Mikohn
 - Player Management/Slot Rating – Bally, Konami
 - Slot Accounting – Aristocrat Technologies
 - Data Hygiene/Data Warehouse – Harrah's, Konami, Mandalay
 - Above specifications to be issued July 2002

GSA USB Workgroup

The GSA USB Workshop was established to define the use of USB for internal communication between the processing unit of an electronic gaming device and its peripheral equipment (bill validators, ticket printers, card readers, and other human interface devices). In particular, the USB will:

- Adopt common command sets required by peripherals
- Create a USB interface standard and develop test tools
- First issue of standard and tools scheduled August 2002

GSA BOB (Best of Breed) Workgroup

The GSA BOB project is aimed at identifying the protocols necessary to communicate between a gaming device and casino management systems. The project entails identification of the most beneficial elements of existing protocols and utilization of current standards created by other organizations such as HITIS. BOB will allow the industry to transition from proprietary protocols to open standards while enabling flexible implementation and architecture. Overall, BOB is slated as the next generation protocol for communication between gaming devices and management systems.

The workgroup will focus on using computer industry standards such as XML and TCP/IP to leverage proven technologies, which are supported by significant development resources. The protocol will be designed to be easily extensible with new features. Floor transition issues will be addressed.

Initially, the group will focus on the high level architecture and functional design including definition of standard message schemas. Ultimately a full specification, implementation guidelines and a test tool suite will be released. The first PC to PC demonstration is scheduled for September 2002.

REGULATORY ADVISORY COUNCIL

At 2001 Strategic Planning Session, the formation of Regulatory Advisory Council (RAC) was initiated. A RAC kick-off meeting takes place at NAGRA on April 22, 2002

The RAC charter states that it will institute an open forum comprised of regulators and GSA members to review current and future technology that affects regulators, manufacturers and operators.

Its primary goals are to:

- Provide regulatory opinions to GSA on the implications of both current & future technologies in the gaming industry
- Provide a vehicle for GSA and its members to solicit the regulatory community for its opinions on technical proposals
- Provide a single point of contact for the industry that provides regulators the ability to request response on regulatory proposals related to technology

2002 proposed activities include:

- Provide a list of current problematic issues facing the regulators that could be improved through standardization
- Provide a list of business and technology inevitabilities that regulators, manufacturers and operators will have to face together in the future
- Serve as a checkpoint and source of input for GSA workgroups and forums to ensure alignment with regulatory needs

For further information on RAC, contact PJ Stegen at sec@gamingstandards.com.

INTEROPERABILITY TESTING CENTER

The GLI Lab became operational Q1 2002. This centralized testing facilities is providing a simulated casino environment to address product integration issues. The Lab can assist in the regulatory approval process. Additionally, GSA is developing Certification Testing Logo Program in conjunction with GLI.

More information will be available in the next newsletter.

PEOPLE IN THE NEWS

2002 BOARD MEMBERS NAMED

At the recent annual meeting, Board Of Directors for the 2002/2003 term were named.

Gregg Solomon, Mandalay Bay Resort Group, was elected Chair from his previous GSA board position as Vice Chairman. Appointed Vice Chair was Richard J. Schneider, Acres Gaming, Bruce Rowe, Harrah's Entertainment, was re-elected to another term as Secretary. Also continuing to another term as Treasurer is Marc Comella, Bally Gaming and Systems.

Others re-elected to the board include Pamela Hugill, CashCode Inc.; Ali Saffari, IGT; Steve Sutherland, Konami Gaming, Inc.; Fred Lychock, Shuffle Master Gaming, Inc.; and Scott Kreeger, Station Casinos.

Newly named board members include Robert A. DelRossi, Aristocrat Technologies, Inc.; Thomas P. Nugent, JCM American Corp; and Rob Siemasko, WMS Gaming.

Also serving on the board are Rex Carlson, Director of Technology Standards and Paula "PJ" Stegen, Executive Director of Gaming Standards Association.

NEW DIRECTOR OF TECHNOLOGY STANDARDS

Rex R. Carlson has been appointed to the position of Director of Technology Standards for GSA. In this capacity, Carlson is responsible for driving GSA technical standards projects, including strategic direction and development. He will also serve as primary advocate for GSA standard deployment by GSA members and in the marketplace. Additionally, Carlson will provide direction for other technical goals and objectives of the organization, such as producing technical demonstrations and educational programs for the industry.

For the past six years, Carlson was Director of Game Analysis for the former Casino Data Systems company in Las Vegas. In that position, he was responsible for game development and is listed as co-inventor on several patents. Carlson also spent five years as Lab Manager for the Nevada State Gaming Control Board. His background also includes engineering positions with both gaming and non-gaming companies, including United Coin, Ford Microelectronics, NCR Microelectronics, IBM and Texas Instruments.

RECOGNITION OF ASSOCIATION LEADERS

At the annual meeting, the following volunteers were recognized for their contributions. Plaques reading “In Recognition Of Volunteer Excellence” were presented to:

2001 Board Of Directors:

Marc Comella	Tom Oliveri
Peter DeRaedt	Bruce Rowe
Pamela Hugill	Ali Saffari
Scott Kreeger	Rich Schneider
Fred Lychock	Gregg Solomon
Steve Sutherland	

2001 Committee Chairs

John Chamberlain	Jim Morrow
Luke Duyndam	Carolan Pepin
Larry Hollibaugh	Marlon Silver

Marketing & Speakers Bureau

Jenny Holaday	Tom Mitchell
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RECOGNITION OF TECHNOLOGY DONATIONS

Also at the annual meeting, the following companies were recognized for their contributions:

- Acres Gaming: Patron Interface protocol and SAS Testing Tools (in process)
- Aristocrat Technologies: ASP5000 protocol
- Bally Gaming: SDT and GAT protocols (in process)
- CashCode: Serial BACC protocol
- GPT: Serial BACC protocol
- IGT: SAS protocol and testing tools (in process)

CALENDAR OF EVENTS

MAY 2002					
Info Booth	Southern Gaming Conference Regulators Survey	5/8/02 - 5/9/02	All Day	Biloxi, MS	
USB Workgroup	Meeting	05/13/2002	1:00pm - 3:00pm	Teleconference	
System to System	Meeting	05/16/2002	9:00am - 12:00pm	Acres Gaming, Las Vegas, NV	
BOB	Meeting	05/16/2002	1:00pm - 4:00pm	Acres Gaming, Las Vegas, NV	
Board of Directors	Meeting	05/17/2002	1:00pm - 4:00pm	Harrah's, Las Vegas, NV	
SAS	Meeting	05/22/2002	9:30am - 3:30pm	Acres Gaming, Las Vegas, NV	
USB Workgroup	Meeting	05/28/2002	1:00pm - 3:00pm	Teleconference	
JUNE 2002					
SAS	Meeting	06/04/2002	9:30am - 3:30pm	IGT, Reno, NV	
System to System	Meeting	06/06/2002	9:00am - 12:00pm	Acres Gaming, Las Vegas, NV	
BOB	Meeting	06/06/2002	1:00pm - 4:00pm	Acres Gaming, Las Vegas, NV	
Board of Directors	Meeting	06/07/2002	1:00pm - 4:00pm	JCM American, Las Vegas, NV	
JULY 2002					
USB Workgroup	Meeting	07/02/2002	1:00pm - 3:00pm	Teleconference	
Strategic Planning	Meeting	07/09/2002	8:30am - 5:30pm	To Be Determined	
SAS	Meeting	07/10/2002	9:30am - 3:30pm	To Be Determined, Las Vegas, NV	
System to System	Meeting	07/11/2002	9:00am - 12:00pm	Acres Gaming, Las Vegas, NV	
BOB	Meeting	07/11/2002	1:00pm - 4:00pm	Acres Gaming, Las Vegas, NV	
Regulatory Council	Meeting	TBD	1:30pm - 3:30pm	To Be Determined	
USB Workgroup	Meeting	07/30/2002	1:00pm - 3:00pm	Teleconference	