Ohio Manufacturers Requirements Checklist

Version 1.

Revision 1.1

July 16, 2025

Version	Date	Reviewer	Comment
1.0	06/30/2025	Multiple	Initial release for customer
1.1	07/16/2025	Steve Ranere	Remove the Confidential & Proprietary

Purpose:

This document provides a checklist of GSA SAS 6.02 Interoperability Requirements of VLT Manufacturer providers who will provide VLTs to the Racetracks in the State of Ohio.

Intended Audience:

- Technology providers responsible for providing VLT machines to facility operators in the State of Ohio.
- Technology providers responsible for certifying VLTs and Systems to Ohio Lottery Commission regulatory requirements.
- Video Lottery Sales Agents (VLSA) responsible for the implementation and operation of the VLT facilities in the State of Ohio.
- Ohio Lottery Commission employees responsible for the implementation and operation of the VLT Central Monitoring System.
- IGT staff responsible for the implementation and operation of the VLT Central Monitoring System.

Overview:

The requirements identified by an "X" on the checklist must be met in order for the VLT machines to be monitored by the IGT Central Monitoring System.

GSA SAS 6.02 Interoperability Requirements Operator Checklist

GSA Document ID: gsa2008.039.00

May 5, 2008

Section 1 Minimum Required Accounting and Security

___X__ 1.1 Required General Exception Reporting (Basic activity reported by a gaming machine, including memory errors, menu access and handpay lockups.)

___X__ 1.2 Required Hardware Status and Tilt Reporting (Events reported if the hardware or condition that would cause the exception exists, can be detected, and/or can occur on a particular gaming machine, including various door events and tilts.)

__X___ 1.3 Required Information and Control Long Polls

__X___ 1.4 Required Basic Metering

(Basic functionality to report gaming machine configuration, and general accounting such as money in/out and game play activity.)

Section 2 Advanced Accounting

__X___ 2.1 Multi-game Accounting (Gaming machines that support player selectable paytables must support multi-game accounting. Gaming machines that do not support player selectable paytables may optionally support multi-game accounting, for consistency.)

_____ 2.2 Multi-denom Accounting (Gaming machines that support player selectable denomination must support multi-denom accounting. Gaming machines that do not support player selectable denomination may optionally support multi-denom accounting, for consistency.)

_____ 2.3 Wager Category Support (Gaming machines in Nevada with any individual paytable where the minimum to maximum theoretical percentage exceeds 4 percent must support these extensions. Other jurisdictions with similar requirements may also require these extensions.)

_____ 2.4 Bill Hopper Meters (Gaming machines equipped with bill hoppers, bill recyclers or other forms of bill dispensers must support these meters.)

Section 3 Ticketing

_____ 3.1 Standard Validation

_____ 3.2 Secure Enhanced Validation

_____ 3.3 System Validation

(Ticket validation allows a gaming machine to support Ticket In and/or Ticket Out. Please consult with your system provider to determine the appropriate method.)

Section 4 Real Time Events

_____ 4.1 Real Time Events (Real Time Event mode is used by bonusing controllers and some other systems. Please consult with your system provider to determine if this functionality is required.)

Section 5 Progressives

_____ 5.1 Non-SAS Progressives (Gaming machines that provide progressive capability, stand-alone, link progressive, or other controller, must support basic progressive reporting.)

_____ 5.2 SAS-Controlled Progressives (Gaming machines must support an extended level of progressive functionality to allow the SAS host to be the progressive controller.)

Section 6 System Bonusing

_____ 6.1 AFT Bonusing

_____ 6.2 Legacy Bonusing

(System bonusing allows the SAS system to award credits to the player in addition to normal game win. Please consult with your system provider to determine the appropriate method to support.)

Section 7 Cashless

_____ 7.1 Advanced Funds Transfer – In-house Transfers

_____ 7.2 Custom Ticket Extensions

_____ 7.3 Advanced Funds Transfer – Debit Transfers

(AFT allows the system to move money on and off the gaming machine to support promotions, in-house player accounts and debit withdrawals from the player's bank account. Please consult with your system provider to determine the required level of support.)

Section 8 Tournament Support

_____ 8.1 SAS-Controlled Tournaments (This functionality is only required if the SAS system needs to control tournament play on the gaming machine.)

Section 9 Authentication

___X__ 9.1 Component Authentication Protocol (This functionality is used to perform sophisticated remote authentication of gaming machine components. Please consult your local jurisdiction or system provider for details.)

Section 10 Miscellaneous and Legacy Support

_____ 10.1 Miscellaneous Gaming machine Control (Please list any specific support required from this section.

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_____ 10.2 Miscellaneous Legacy SAS Support (Please list any specific support required from this section. Please note that Section 10.2 contains legacy methods of functionality that may not be recommended for new designs.)

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_____ 10.3 Legacy Meter Support (Please list any specific support required from this section. Please note that Section 10.3 contains legacy methods of functionality that may not be recommended for new designs.)

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Section 11 Addenda to SAS 6.02

_____ 11.1 Miscellaneous New Functionality (Please list any specific support required from this section.)

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_____ 11.2 Meter Change Notification

_____ 11.3 Player Denom Reporting

_____ 11.4 Session Support

_____ 11.5 Tip Money Meter

_____ 11.6 Keyed Credits

Hardware Requirements

The Manufacturer must provide a harness with each VLT that connects the Comm 2 serial port to the Central Monitoring System serial server device. Each harness will have a Transmit (TX), Receive (RX) and Ground wire that terminate at the Central Monitoring System server device with a Standard DB9 Female connector.

Pin 2 (TX) Transmit

Pin 3 (RX) Receive

Pin5 (GRD) Ground