

Gaming Machine Standards Supplement 2

Revisions to the speed of play and game links sections of the
Machine Standards Category C and Complex Category D

June 2009

1 Introduction

- 1.1 This document sets out revisions to two elements of the category C and complex category D gaming machine standards. The accompanying responses document sets out the reasons for these changes.

2 Game speed of play: section 5.7

- 2.1 Section 5.7 of the standards is replaced with:

Where the stake is 60p or less, each game cycle must take no less than 1.5 seconds to complete and the average duration of a game taken over one hour should not be less than 2.5 seconds.

Where the stake is greater than 60p, each game cycle must either:

- Take no less than 1.5 seconds to complete and the average duration of a game taken over one hour should not be less than 3 seconds; or
- Take no less than 2.5 seconds to complete

A game cycle starts when a player using a gaming machine once⁽³⁾ has paid for each gamble selected and depresses the 'start button' or takes equivalent action to initiate the game and ends when all money or money's worth staked or won during the game has either been lost or delivered to, or made available for collection by the player and the start button or equivalent becomes available to initiate the next game.

Where auto play or auto start is permitted then a game cycle is measured from the point at which the game is initiated by the system (equivalent to the player depressing the start button) to the point at which it is able to automatically start the next game.

(³ Within the meaning of the Category of Gaming Machine Regulations 2007)

3 Game links: section 5.14g

3.1 Section 5.14g of the standards is replaced with:

The tables below set out the permissible number of successful consecutive links that may be offered to the player by reference to the maximum prize awarded and delivered to the player in any single game of a linked series. For example where no prize in any single game of a linked series exceeds £15 then it is permissible to offer the player a maximum of six successful consecutive links.

For category C machines:

Maximum prize value awarded in any single game of a linked series	Maximum number of successful consecutive links permissible
£10 or less	Unrestricted
£15 or less, greater than £10	6
£20 or less, greater than £15	5
£25 or less, greater than £20	4
£50 or less, greater than £25	3
£70 or less, greater than £50	2
£100 or less, greater than £70	1
In excess of £100	0

For category D machines:

Maximum prize value awarded in any single game of a linked series	Maximum number of successful consecutive links permissible
£1 or less	Unrestricted
£2 or less, greater than £1	6
£3 or less, greater than £2	5
£4 or less, greater than £3	4
£5 or less, greater than £4	3

All games in a linked series will be otherwise separate and required to be purchased by an appropriate stake.