

OHIO CASINO CONTROL COMMISSION

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Technical Standards Guidance
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Introduction

To address the issue of illegal gambling establishments posing as legitimate operators, H.B. 64 (131st General Assembly) granted the Ohio Casino Control Commission (“Commission”) the authority to regulate skill-based amusement machines. To fulfill this obligation, the Commission has promulgated administrative rules to amplify the requirements in R.C. Chapter 2915. These rules became effective April 23, 2018.

As part of this framework, all games that purport to be a skill-based amusement machine are subject to approval by the Commission under Ohio Adm.Code 3772-50-25. Games subject to approval must meet the requirements of R.C. Chapter 2915 and the technical standards adopted by the Commission as Appendix A to Ohio Adm.Code 3772-50-24. To assist in its analysis of machines that purport to be skill-based amusement machines, the Commission may certify independent skill-based amusement machine testing laboratories (“labs”) to conduct technical assessments of skill-based amusement machines in accordance with Ohio law.

This Technical Standards Guidance (“guidance”) is designed to assist labs in their review of game submissions by providing the Commission’s interpretation and application of the technical standards. Questions or issues not directly addressed in the statute, administrative rules, or in this guidance should be brought to the Commission so that further, consistent guidance can be issued.

As such, the guidance is subject to change and, once re-issued, prior versions are considered obsolete and should no longer be relied upon. Further questions regarding the game approval process should be directed to the Commission’s Director of Skill Games.

Technical Guidance

Advertised prizes that randomly change between games are inconsistent game-related parameters for purposes of Game Rules #5

The purpose of this technical guidance is to address whether a skill-based amusement machine may change an advertised prize prior to the commencement of each game. While the Commission concludes that advertised prizes may change, the changes to the advertised prize must remain consistent to subsequent players. A skill-based amusement machine may not randomly change its advertised prize(s) because those changes are not consistent for subsequent players.

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Appendix A to Ohio Adm. Code 3772-50-24 outlines technical standards for all skill-based amusement machines subject to approval by the Commission. Game Rules #5 of Appendix A allows for operators to configure game-related parameters of a skill-based amusement machine provided that the configuration remains consistent for all subsequent players. Game-related parameters are the “conditions or bounds related to game operation” and include available (advertised) prizes. O.A.C. 3772-50-24, Appendix A, Definitions. The selection of an available prize or prizes prior to the commencement of game play is a configuration of game-related parameters. This configuration must be consistent. The random selection of an available prize or prizes leads to the prizes available being inconsistent and is, therefore, not compliant with the requirements in O.A.C. 3772-50-24.