

STANDARD INTERPRETATION No. 14-002

Detection of Unauthorized Changes

Relevant Standard(s):	1.34
Application:	All Sectors
Issue:	
Is the intent of Standard 1.34 is for the detection of unauthorized changes on the iGaming systems to be in: a) real time, b) near real time, c) detectable through review or investigation, or d) other?	
Response:	
Standard 1.34 of the Registrar's Standards for Gaming applies to the entire gaming system (as defined in the Registrar's Standards) and is fairly broad in scope. Therefore, the appropriate manner for detecting unauthorized changes will be circumstantial, based upon the potential impact that an unauthorized change could have on the integrity of the game.	
For instance, an undetected change to a critical part of the gaming system (e.g. game software files) could have a severe impact which would necessitate real-time or near real-time detection to preserve the integrity of the game, while an undetected change to another important but less critical part of the gaming system may lead to the determination that detection through review or investigation is appropriate.	
Relevant Standard Excerpt(s):	
1.34 The gaming system shall be able to detect unauthorized changes.	

This interpretation is provided for informational purposes only and does not constitute legal advice. The interpretation relates to a specific set of circumstances and the standards, laws and regulations in force at the time the interpretation was issued; however, it is not an exhaustive or definitive interpretation of the standard(s) referenced herein.

The AGCO has established the Standards Interpretation Protocol, which acts as a single point of contact for inquiries from the gaming industry related to the interpretation of the Standards. For more information, please contact the AGCO's Customer Service Department at 416 326-8700 (in the GTA) or 1 800 522-2876 (toll free in Ontario).