

**Minimum Technical Requirements
for Linked Jackpot Systems**

Version 1.0

of the

Gambling Act (Class 4 Gambling Equipment)

Minimum Standard 2004

5 August 2008

1. Introduction

1. This standard covers the requirements for Class 4 jackpots only.
2. This standard takes effect from 8 August 2008.
3. Where conformance to a specific requirement(s) of the Gambling Act (Class 4 Gambling Equipment) Minimum Standard 2004 is not detailed in this document, then those minimum standards apply as applicable.
4. The Progressive Gaming Australasia Pty Ltd SINFO protocol, as approved for use prior to the adoption of this standard, will for any currently approved or new jackpot approved under this standard:
 - (i) meet this minimum standard's protocol download requirements to a gaming machine; and
 - (ii) may utilise pulse collected turnover data from gaming machine hard meters; and/or
 - (iii) may utilise QCOM 'sniffer' technology as appropriate for verification of downloaded jackpot win information, collection of gaming machine turnover data, or other event information as appropriate.
5. Jackpot controllers where the jackpot win is not downloaded direct to the gaming machine electronically, i.e. a non-downloadable jackpot, must be permanently connected to the EMS site controller and remain powered on 24 hours per day for the collection of audit data.

2. Linked Progressive Jackpot System

1. A linked progressive jackpot system is the only type of jackpot system permitted for use in Class 4 gambling.
2. A linked progressive jackpot is an arrangement where two or more gaming machines within a single venue:
 - (i) are linked electronically to a jackpot controller device or system for the purpose of play on a progressive jackpot; and
 - (ii) contribute a fixed equal increment percentage (contribution) of single game play turnover to the jackpot prize pool; and
 - (iii) contribute equally to a player's chance of winning the jackpot prize pool during game play.
3. A linked gaming machine that is not contributing to a jackpot is not eligible to win the jackpot.
4. The outcome of a jackpot prize win or loss must not be determined until a valid bet/contribution has been received by the jackpot controller.

5. The total effective increment percentage of a jackpot prize pool is the total of:
 - (i) the fixed increment percentage of contributions from the turnover of a machine linked to the jackpot; and
 - (ii) where the jackpot start-up value is greater than \$0, a percentage amount required to fund the preset start-up value.
6. A 'jackpot level' is each separate pool in which a jackpot prize can be won as the result of one play of a linked gaming machine.
7. Jackpot systems may have one or more jackpot levels that comprise an approved jackpot parameter set.
8. The increment percentage must be expressed to a number of decimal places that corresponds to the value actually used by the controller in calculating the available jackpot pool as a percentage of a gaming machine turnover.
9. Each jackpot level must have its own jackpot prize pool parameter values comprising, gaming machine contribution increment rate, preset start-up value and preset maximum win value (ceiling) providing:
 - (i) the preset maximum win value of all levels when added together does not exceed MAXPWIN;
 - (ii) the preset start-up value, excluding any rollover amount added from a previous jackpot pool(s) where applicable, can be a dollar value from \$0 and up to 80% of the maximum preset jackpot prize level;
 - (iii) the total effective increment rate of all levels when added together with the nominal RTP of a linked gaming machine game does not cause the combined RTP to exceed the gaming machine game MAXRTP; and
 - (iv) the total effective increment rate of the jackpot system of all levels when added together with the nominal RTP of a linked gaming machine game does not form part of the MINRTP of that game.

3. Progressive Jackpot Trigger Operation

1. A jackpot prize can only be triggered:
 - (i) for a Symbol Triggered jackpot, by a random occurrence of a specified game play outcome of a single game play on a gaming machine (e.g. five of a kind); and/or
 - (ii) for a Mystery Triggered jackpot, by a random mystery trigger event, for example, a gaming machine turnover contribution that when added to the current jackpot pool causes its value to equal or exceed a hidden randomly selected mystery trigger value that lies between the preset start-up amount and the preset maximum pool value; and
 - (iii) software based pseudo RNG's must be used to trigger jackpots. The RNG algorithm must be in accordance with the RNG requirements of the Australian/New Zealand Gaming Machine National Standard.

2. The randomly selected mystery trigger value must be chosen and stored using a method where the chosen value cannot be accessed and used other than for the purpose of jackpot trigger determination
3. The chance of winning a jackpot prize by a single game play on any linked gaming machine must:
 - (i) be in proportion to its contribution to the jackpot;
 - (ii) have an equal chance of winning the jackpot when equal amounts are contributed at any one point in time;
 - (iii) not have proportionality factors that vary between gaming machines and/or game(s) played; and
 - (iv) not have proportionality factors achieved by modification of the method of selection or determination of the game result (e.g. fiddling with a deck of cards).
4. A jackpot prize must not be triggered as a result of a component of skill.

4. Player Fairness

1. It is acceptable for a player's chance of winning to be passed on to the next play of the same gaming machine providing that all players have an equal chance of benefiting from this behaviour (e.g. due to minimum gaming machine turnover contributions assimilation to the jackpot pool).
2. A jackpot prize must not be offered at any time when it cannot be won. For example, if there is a hardware or communication failure of the jackpot system, it must be clear that the jackpot is shutdown and unavailable.
3. The following applies to symbol triggered progressive jackpots:
 - (i) If jackpot contributions exceed the jackpot ceiling value on any current jackpot, then all subsequent contributions received once that ceiling is reached are to be credited to an overflow meter.
 - (ii) The overflow meter amount must be automatically transferred to the next jackpot pool or pools directly after the current jackpot is won providing the amount transferred does not cause the next jackpot pool to exceed the set ceiling amount for that pool.
 - (iii) The choice of start-up value combined with play at any wager and number of lines must not cause the overflow pool to exceed a value which would not be reasonably expected, as shown by theoretical calculation and/or emulation, to be paid out during the lifetime of a jackpot.
 - (iv) Jackpot Systems must display what happens to overflow contributions. For example, jackpot artwork or notices may contain the statement: "Once the jackpot pool maximum level is reached, additional contributions are carried over to the next jackpot pool(s)".

5. Jackpot Contributions

1. All contributions to a jackpot must be returned to the players as wins except upon jackpot decommissioning or a failure of the jackpot system to operate correctly.
2. All contributions received once a jackpot pool has triggered must be applied to the next jackpot pool. No contributions are to be lost while the jackpot system processes a jackpot win.
3. A replacement jackpot consequent upon a jackpot decommissioning and/or reset following a jackpot failure is to start operation, where possible, at a pool value (including overflow pool value) equal to the decommissioned or faulty jackpot pool values.
4. Where a new commissioned jackpot has different start-up and maximum win parameters such that it is not possible to transfer a pool(s) value exactly, the pool(s) is distributed over the new jackpot pool(s) such that:
 - (i) the opening balance of the first jackpot is no more than 80% of the maximum prize payable;
 - (ii) any pool value not transferred under (i) is distributed fairly over other associated jackpot level pools; and
 - (iii) where a jackpot has an overflow pool, any overflow pool from the decommissioned jackpot is transferred, including any balance of pools not able to be distributed to other jackpot level pools.
5. Pool values not able to be transferred are not to be assimilated or included in gaming machine revenue.

6. Walk-aways

1. A 'Walk-away' occurs when a jackpot prize is awarded to a gaming machine with no player in attendance or if a player mistakenly leaves the gaming machine not realising they have won a jackpot.
2. The 'Walk-away Period' is defined as the period of time starting the instant a play is completed that results in the player credit meter going to zero, until the time the gaming machine is awarded and displays to the player any jackpot prize which may occur as a result of the last play contribution.
3. Where Walk-away is possible, the jackpot system (including the linked gaming machines) design and performance must:
 - (i) minimise the walk-away period;
 - (ii) not have a walk-away period that exceeds 10 seconds inclusive of allowing 6 seconds to elapse after the gaming machine credit meter has been detected to have just gone to zero.

4. If a power failure or similar event occurs before the jackpot system would have awarded a jackpot to a winning gaming machine, then the jackpot system must award the jackpot to the same gaming machine immediately after coming back on-line.

7. Protocol Requirements

1. There may be a reliable 2-way communications protocol between all components forming part of a jackpot system.
2. Communication of data and information (e.g. base jackpot increment rate, gaming machine contributions and win notification) between a linked gaming machine and the Jackpot Controller may be via a reliable 2-way communication protocol.
3. The protocols used may have some form of error detection and error recovery capability. The suggested minimum error detection algorithm quality is a 16 bit CRC.
4. Jackpot controller communication ports must be galvanically isolated from each other to prevent any interference that could arise due to connection of subsidiary equipment on another port.
5. Data transferred to the gaming machine may, in addition to that required for the operation of a linked jackpot system, include additional data required for game and player information displays on gaming machines e.g. jackpot RTP.
6. To prevent the loss of contributions due to device failure or transmission errors, discrete contribution packets are not allowed to be transferred between sub-systems at any stage within a jackpot system. All contributions must be attributed correctly.
7. Contributions to the jackpot pool must take no longer than 5 seconds to be incorporated into the jackpot pool amount.
8. The jackpot system may place unreasonable contribution limit tests on all contributions at every stage of transfer between sub-systems, and:
 - (i) the unreasonable contribution limit must be as small as possible without inadvertently creating exceptions;
 - (ii) the unreasonable contribution limit must be set proportional to the number of linked gaming machines and the time between successive contributions as applicable;
 - (iii) any linked gaming machine providing the unreasonable contribution must be removed from contributing to the jackpot and a message to that effect displayed for that gaming machine;
 - (iv) any unreasonable contribution must not contribute to the jackpot current amount or create any chance of winning the jackpot.

9. Where adjustments to the unreasonable contribution limit are possible (i.e. the limit is not hard coded), the jackpot controller must:
 - (i) provide adequate protection to ensure the limits can only be changed by authorised personnel; and
 - (ii) record the change, with full details, as an event.

10. The following are recommended 'self-audit check' requirements for jackpot systems:
 - (i) The jackpot system must perform a self audit check on each jackpot level whenever an event of significance occurs.
 - (ii) Events of significance include, but are not limited to, a jackpot reset, logic door close, memory reset, parameter change and gaming machine configuration change.
 - (iii) Self-audit checks must also be performed prior to the updating of critical memory and upon a jackpot hit.
 - (iv) As minimum, the self audit check should reconcile jackpot meters using the following formulae:

$$\text{Current Jackpot amount} + \text{Overflow} = (\text{Total turnover to jackpot} * \text{Percentage Increment}) + (\text{Hits} * \text{Reset Amount}) + \text{Initial Startup} - \text{Total Jackpot Wins}.$$

11. Failure of the self-audit check where provided must cause the jackpot controller to enter an unrecoverable memory error.

12. For auditing purposes, any unreasonable contributions detected must result in an event with full details that contain, as a minimum, the following information:
 - (i) A date and time stamp.
 - (ii) Gaming Machine serial number.
 - (iii) Amount of the invalid contribution.
 - (iv) New final total contribution meter amount.

13. Meters must be auditable and conform to Australian/New Zealand Gaming Machine National Standard meter width requirements.

14. It may be possible to trigger more than one jackpot level simultaneously on a multi-level jackpot system on any given play to the same player. Each win on a level may be combined into one prize; however, all audit information must clearly show the win and contribution for each level.

15. The jackpot controller must conform to Australian/New Zealand Gaming Machine National Standard requirements for cabinet and logic area security as applicable.

16. The jackpot controller must protect the parameter set configuration values and variables and recalculate the appropriate trigger variables (i.e. pick a new randomly selected mystery trigger value in the range of the current prize amount and the ceiling amount) if it detects any security breach. This must be done after every detected jackpot controller cabinet access.

17. All jackpot and win events must be date and time-stamped.
18. Date and time information may be synchronised, as a minimum, with one of the linked gaming machines.
19. Real Time Clock use and setting must be in conformance with the requirements of the Australian/New Zealand Gaming Machine National Standard.

8. Audible Alarm

1. When a jackpot win occurs, a prominent audible alarm/fanfare must sound.
2. The alarm must have a volume control easily identifiable and able to be adjusted separately from other sounds.

9 Jackpot System Equipment – Hardware and software

1. Component(s) not contained within a linked gaming machine cabinet must be stored within a lockable, secure jackpot cabinet such that they are not accessible by unauthorised site staff or players.
2. Jackpot cabinets may be stored within a cashbox cabinet area provided there is a separately keyed locked barrier between the cashbox and jackpot controller.
3. All jackpot controller cabinets must be sealed.
4. Jackpot cabinets must be accessible to allow the inspection of seals.
5. The power supply to the controller and connected displays must not be able to be accessed by players.
6. All exposed cables must be enclosed in plastic conduits to prevent tampering.
7. A jackpot system must have a unique name. This does not prevent the jackpot being marketed under other names.
8. The lockable secure cabinet and/or each separate component in the jackpot system must have a secure label affixed showing the following information:

(i)	Link	Jackpot System Name
(ii)	Manufacturer	Manufacturers Name
(iii)	Unit Function	Unit Function Name
(iv)	Approval Number	#####
(v)	Serial Number	Unique serial number

9. Components such as generic displays and cabling need not be labelled.
10. Linked jackpot equipment must not be capable of affecting the outcome of a game on a gaming machine to which it is linked.
11. Jackpot systems must not have the capability to download software or parameter values remotely (off-venue).
12. All software including any approved jackpot parameter set must be securely stored in EPROM or other PSD.
13. The jackpot controller may provide a facility to authenticate the validity of the jackpot controller software including the configuration parameters. The following methods are recommended:
 - (i) Comparison of installed software against the approved software such as an EPROM verification.
 - (ii) Provision of a facility to perform a signature verification.
14. Signature algorithm and signature display requirements must comply with the Australian/New Zealand Gaming Machine National Standard as applicable.
15. Prior to the first jackpot and upon a RAM clear, a jackpot system must allow configuration of the start-up and overflow pool values in accordance with the transfer of the current pool value from a decommissioned or faulty jackpot.
16. Jackpot system documentation must be provided as per applicable Australian/New Zealand Gaming Machine National Standard requirements.

10 Jackpot Shutdown

1. It must not be possible for the jackpot to be won while in the shutdown state. A jackpot shutdown should require:
 - (i) all contributing gaming machines to have their jackpot feature disabled; and
 - (ii) all displays of jackpot information provide clear indication that the jackpot is not operating (e.g. by saying “Jackpot Closed” or “Jackpot Unavailable”).
2. Activation of the jackpot from the shutdown state must return the jackpot with the identical parameters as that before the shutdown including the jackpot current pool values and trigger values for mystery jackpots.
3. Contributions received (except unreasonable contributions), for example, during a shutdown period, gaming machine disconnection and missed packets etc, are not to be added to the jackpot pool or pools. These contributions may be added to a gaming machine non-contribution meter.

11 **Jackpot Update and Display**

1. A meter display, displaying jackpot details (e.g. current value and indication of a jackpot win), should be readily visible to all players playing a gaming machine connected to the jackpot equipment without the player having to move significantly from the normal position of playing a gaming machine (e.g. the player should not have to turn 180 degrees to their rear to view a display).
2. Use of an on-screen overlay display (OSD) on a linked gaming machine is permitted providing game play and/or artwork information and/or gaming machine QCOM protocol monitoring information:
 - (i) is not obscured; and
 - (ii) any change in visibility is not such that the display visibility becomes non-compliant with the standard under which it was approved.
3. The display of the current amount of the jackpot(s) must be updated accurately and as often as possible so as to reasonably reflect the current size of the prize pool. When a jackpot prize is won, the display must 'catch up' to the precise value of the jackpot won.
4. If a jackpot display controller loses communication, then to avoid displaying aged or possibly incorrect current amounts, the display may timeout after 30 seconds.
5. If the jackpot controller loses communication to the primary jackpot display, and all other methods of displaying the current jackpot amount to participants of the jackpot have stopped operating, the jackpot must be shutdown.
6. Jackpot displays must show the latest win of the jackpot including amount won and the winning gaming machine number in an unambiguous format until the jackpot is reset.
7. Artwork must conform to Australian/New Zealand Gaming Machine National Standard requirements as applicable.
8. If gaming machines on a jackpot system remain in play during a jackpot win animation/jackpot notification, then the jackpot display system must be able to display two or more win animations/jackpot notifications in close succession without causing confusion.
9. On power up, a jackpot display system must not display current amounts until the current amounts have been updated by the jackpot controller.

10. The current amounts of the jackpot prize pool must be displayed to all players of the jackpot system during jackpot play except:
 - (i) during idle animations which can be displayed for no more than 45 seconds in every 5 minute period;
 - (ii) during win animations which can be displayed for no more than 30 seconds per win¹; and
 - (iii) after a win animation, when it is acceptable to cycle short win messages with current amounts, until the win is paid.

12 Jackpot Win Notification and Reset

1. It must be automatically clear to a player upon winning a jackpot that they have won and what prize they are eligible for. As a minimum the following indications are to be present when a jackpot prize is won:
 - (i) An audible alarm.
 - (ii) A visual indication of being eligible for the win on the winning gaming machine if the prize is downloaded direct to the gaming machine.
 - (iii) A visual indication of the winning prize and winning gaming machine ID on the main jackpot display, unless the prize information on the display is available on all the participating gaming machines.
2. Any win message downloaded to the gaming machine must in turn be verified with the controlling device as having been received and that the amount received is correct.
3. As a minimum it is recommended that where possible every stage through which the win notification is transferred should be protected using error detection, error recovery and state recovery.
4. The time taken for a downloadable jackpot to reset after a jackpot win event should, as a minimum, not be less than the longest time taken to:
 - (i) announce the win on the display;
 - (ii) be of a period long enough that all players are advised of the win; and
 - (iii) notify the winning gaming machine and verify, if verification functionality is provided, the amount received.
5. Play may be disabled or interrupted on the winning linked gaming machine to sound a win fanfare and display a win message on that gaming machine.

¹ This is to avoid a situation where there is a backlog of win animations.

13 Master and Slave Jackpot Controllers

1. Communication between Masters and Slaves must meet all of the communication requirements for linked gaming machines and other components of a jackpot system.
2. All Slave Controller date/times must be synchronised with the designated Master Controller.
3. If supporting a Mystery Jackpot, the priority of receipt of contributions from all gaming machines, whether from Master or Slave controllers, should be virtually identical.

14 Jackpot Parameters

1. A manually settable flag may be provided such that if the flag is set to on when a jackpot or level is to be modified or closed, the jackpot or level is shutdown after the current jackpot is triggered.
2. Each unique set of jackpot parameters must be separately approved. Each approved set of parameters will be issued with a unique approval number.
3. A set of jackpot parameters must include the following detail for each jackpot level as a minimum:
 - (i) Jackpot Minimum(s) - the Base or Reset amount(s) and how it is funded when a non-zero start-up value is specified.
 - (ii) Jackpot Maximum(s) and what happens to any excess contributions.
 - (iii) Jackpot Contribution Rate(s) as a percentage of the amount bet.
 - (iv) Jackpot Diversion Pool percentages and limit(s), if any.
 - (v) How the jackpot is reconciled against linked gaming machine turnover contributions.
4. Changes to a parameter set comprising start-up value, maximum win value, and increment rate for a jackpot or level, is only permitted following a full RAM clear.
5. Any changes to jackpot parameters must be via secure access using a secure methodology.
6. To ensure the correct gaming machines are enrolled on the jackpot system (thereby preventing a jackpot going to the wrong gaming machine or jackpot display system), the jackpot system may have a set-up mode available at any time which allows each linked gaming machine or jackpot display system's serial/identification (ID) number to be displayed or printed and cross checked with its corresponding gaming machine venue ID, jackpot ID, and fibre loop ID numbers.

7. Jackpot amounts are to be stored in absolute rather than in terms of the number of plays of the jackpot.

15 Simultaneous Jackpot Winners

1. The jackpot design must be such that the occurrence of two or more players winning the same jackpot pool prize simultaneously is not possible or statistically of a very low occurrence. A simultaneous win is a win triggered by more than one gaming machine during the period before the jackpot display has indicated a win to the first gaming machine and/or reset jackpot level amounts to the new pool values.
2. The jackpot controller must correctly allocate the win to one gaming machine only. It is sufficient that the winning gaming machine is identified as the first gaming machine processed by the jackpot controller. The second and other machines are to be awarded the jackpot reset value.²
3. An 'event' should be generated for a simultaneous win where a win is registered by another gaming machine before the jackpot system has reset the jackpot level amounts to the new jackpot pool value.

16 Jackpot Audit and Event Data

1. For the last 100 jackpots won, the jackpot controller must store and maintain, with a date and time stamp, the following software meters for each jackpot level:
 - (i) History of individual jackpots won including the unique identification number of the winning linked gaming machines i.e. jackpot identification number. (JIN)
 - (ii) Total amount played for jackpots.
 - (iii) Total amount of jackpots won.
 - (iv) Total jackpot contributions.
 - (v) Current amount of jackpot.
 - (vi) Actual start-up jackpot value if different to parameter set start-up value.
 - (vii) Number of times the logic area(s) have been accessed.
 - (viii) Current value of jackpot contributions diverted.
2. All jackpot systems must be fully auditable. The jackpot system must maintain complete audit trails, event logs and accounting meters.

² Where a gaming machine is awarded the jackpot reset value under a simultaneous win event condition, the value awarded is to be regarded for audit and reconciliation purposes as a jackpot win.

3. An 'event' is any change in activity or status, if not specifically included in this document, such as a fault, security, communication and jackpot operation, the detail of which is necessary to aid in any subsequent audit and/or investigation as to the correct operation and integrity of the jackpot including contributions received and prizes paid.
4. All jackpot system current amounts must be fully reconcilable from meters (e.g. contributions, hits and wins per linked gaming machines etc) stored in the jackpot system.
5. All parameters, audit trails, variables, and events relating to at least the last 100 jackpots won must be stored in the jackpot controller.
6. For auditing and monitoring purposes, the jackpot system must provide an isolated serial communication port interface for connection to a venue PC. The venue must be provided with interfacing software able to be utilised on a venue PC specified to meet the EMA standard software requirements
7. Where the jackpot system is a non-downloadable jackpot then the interface specified in 6 above will be used to connect to the EMS site controller. The physical layer, protocol, data format and audit data must be identical to that approved for non-downloadable jackpot controllers in operation and connected to EMS site controllers as at June 1 2008. (It is not intended to have new additional different site controller hardware and software interfaces provided and approved that are different to those existing as at June 1 2008). Note it is preferable to provide 2 separate interfaces, one of which can be assigned permanently to the EMS site controller connection.
8. The protocol design specification used to request and retrieve audit data must be readily available upon request.
9. In audit mode or when audit information is downloaded, it must not be possible to alter any meters or status conditions (other than audit status) or other sensitive parameters.
10. It must be possible to reconcile contributions from each linked gaming machine with total contributions received by the jackpot controller via the audit interfaces.
11. If the jackpot controller and jackpot trigger device are not the same component, then it must be possible to reconcile total contributions received between the two components via an audit interface on each of the devices.

12. It is recommended that as a minimum, the following information is to be retrievable from the jackpot system audit interfaces upon request:
 - (i) The current date and time.
 - (ii) The last 100 jackpot wins showing jackpot level and gaming machine jackpot identification number.
 - (iii) The meter value of all individual linked gaming machine contributions received.
 - (iv) The meter value of all individual linked gaming machine contributions not added to the jackpot pool.
 - (v) Current display meter value per jackpot level.
 - (vi) Pool overflow meter value per jackpot level.
 - (vii) All jackpot parameters such as:
 - (a) Start-up (in \$)
 - (b) Ceiling (in \$)
 - (c) Percentage Increment (%)
 - (viii) Date and time of the last parameter change.
 - (ix) Any available optional event data for jackpot and linked gaming machine status.

17 Critical Memory Error Detection

1. All jackpot system contributions received, all variables pertaining to the current jackpot pool or pools, hidden values, jackpot trigger, paid wins, and all jackpot parameter changes are to be regarded as critical data and must conform to the requirements of section 3 of the Australian/New Zealand Gaming Machine National Standard Version 9.0 as applicable.
2. It is recommended that the jackpot trigger program be validated against possible corruption upon every power up, logic door closures, parameter changes and periodically (at a minimum once a day) by comparing it with the previously saved or hard-coded program digital signature.

18 Jackpot Supplementary Monetary Prize

1. It is permitted for a linked progressive jackpot system to additionally award Supplementary Monetary Prizes (SMP) in conjunction with the awarding of a standard jackpot prize upon the occurrence of a jackpot prize pool trigger event, providing:
 - (i) all preceding requirements apply to the award of SMP as for a main jackpot prize, unless modified or excluded by the requirements of this section;
 - (ii) SMP can only be awarded to contributing EGMs that are part of the linked jackpot arrangement;
 - (iii) only one SMP can be awarded to an EGM for any one jackpot prize pool trigger event;

- (iv) any SMP and associated jackpot prize awarded must be electronically downloaded directly to EGMs;
 - (v) excluding any SMP, the minimum jackpot prize able to be won on any one level is not less than \$500;
 - (vi) the SMP must be either a preset non-variable fixed dollar amount of not more than \$50, or a progressive amount of not more than \$50; and
 - (vii) the number of individual SMP that can be awarded for any one jackpot prize pool trigger event must not exceed 5 in total.
2. A jackpot level must include in any maximum win values or other calculations, as appropriate, the value of preset maximum SMP such that:
 - (i) the total of the maximum allowed SMP value able to be awarded is included in the MAXPWIN calculation;
 - (ii) the effective increment rate of a jackpot prize pool includes any contributing percentage required to fund the maximum SMP including any start-up value; and
 - (iii) the self audit check includes SMP data as necessary for reconciliation.
 3. An EGM eligible to be awarded a SMP must:
 - (i) not be the EGM that triggered the jackpot prize pool;
 - (ii) be in play at the time the jackpot prize pool is triggered; or
 - (iii) if not in play, have contributed to the jackpot pool no later than 30 seconds preceding the jackpot trigger event; and
 - (iv) be selected randomly from those EGMs eligible to be awarded a subsidiary prize if more than 5 EGMs are eligible.
 4. The approved set of jackpot parameters for each jackpot level must include details of the number of SMP including the maximum preset and start-up values.
 5. If a jackpot system awards SMP, the minimum advice which must be displayed includes:
 - (i) how many SMP are able to be awarded;
 - (ii) the individual maximum value of any SMP;
 - (iii) the start-up value of SMP (if a progressive amount);
 - (iv) the basis of EGM selection; and
 - (v) a statement that an EGM not played up to 30 seconds prior to a jackpot being triggered may be awarded SMP.
 6. If a jackpot system awards SMP, it is optional to display:
 - (i) the current value of any or all SMP; or

- (ii) SMP wins on the main jackpot display or any participating EGM.
7. Jackpot audit and event data must include the history of each individual SMP won in addition to the requirements of standard 1 in section 16 of this document.
 8. For the purposes of accounting reconciliation, the total value of any SMP awarded may be included in the actual total jackpot prize paid for any level providing any event or other data clearly identifies each SMP awarded.