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## GLI-24 Revision History

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### Revision History Outline

Date Released: September 6, 2011 V1.3 *Final*  
Date Released: September 6, 2006 V1.2 *Final*  
Date Released: June 13, 2006 V1.1 *Release for comments*  
Date Released: March 7, 2006 V1.0  
Date Created: March 7, 2006

## Revision 1.3

9/6/2011 - Document revised. Prior version (V1.2) utilized for incorporation of all changes that were made to companion GLI Standard, GLI-11 V2.1 – “Gaming Devices in Casinos”, as applicable to Electronic Table Games.

## Revision 1.2

- added other GLI Standards which may apply
- changed word ‘Update’ to ‘synchronize’
- made various formatting and grammatical changes
- changed verbiage for clarity of rule
- made formatting change
- added (See 3.7.1)
- changed verbiage for clarity and made grammatical changes
- added definition for Remote Access (General Statement became 3.7.2, Self Monitoring became 3.7.3)
- added ‘on a’ and made grammatical changes
- added ‘and during each power-up and power reset’
- removed ‘if a house backed game added/hands’
- removed ‘to be filtered by:’
- 3.10 changed Player Terminal to Player Interface. Removed ‘These conditions would not apply to thin client systems where the player term does not maintain its own logic’. Added main to b) and c)
- 3.10.2 made grammatical changes
- 3.10.3 added in its entirety

- 3.11.1 added verbiage for clarity of rule
- 3.11.2 added verbiage for clarity of rule
- 3.12.2 added verbiage for clarity of rule and made formatting and grammatical changes
- 3.14.1 removed ‘as’ from last statement
- 3.16 changed Player Terminal to ETGS
- added in its entirety
- 3.17 removed words ‘the’ and ‘for’ from the last statement

## **Revision 1.1**

The document was modified to separate Electronic Table Game Systems from Table Game Systems that require human interaction. GLI-24 will address Electronic Table Game Systems where a dealer is not required for the play of the game. For those Table Game Systems that require a dealer, please refer to GLI-25.