
GAMING INDUSTRY BULLETIN

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This Bulletin provides additional clarification to Third Party Software as defined in ICMP 6 GAMING SYSTEMS Section H. DATABASE SECURITY which states in part “Third party software is defined as any software that impacts the gaming system that did not come from the gaming system vendor. This can mean purchased software from an outside source such as a company or contractor, or software developed in-house.”

Licensees must notify the Division using a “Notification of Intent” (NOI) form located on the Division’s website for all Third Party Software. The licensee must adhere to the 30-day notification requirement as stated on the NOI. The licensee must receive approval (*licensing of the company, product, and/or company employees may be required*) from the Division prior to installation of Third Party Software. NOI submissions which are not accurate or complete could result in a delay of approval.

Certified laboratory letters, technical manuals, user manuals, data flows, updated network topologies, supporting documentation, project plans, test plans, and other applicable documents should be included based on the product.

The Division will perform Third Party Software reviews in which all Third Party Software must be listed by the licensee including the install date, NOI, and the date approved by the Division. Third Party applications that were installed before April 14, 2026 should include the same information.