

## **Terms of reference GREF Working Group on Technical Issues**

*This paper was drafted in August 2004 by Peter Geertsen as Co-chair of the Working Group on Technical Issues, that was installed in the annual meeting of GREF, 10 -13 June 2004, Oslo, Norway. This paper served as an position paper for the start of this Working Group. The paper has not been updated to reflect any changes in the focus or the way of operating of this Working Group.*

*The paper has been discussed and accepted in the 1st meeting of the GREF Working Group on Technical Issues on 27 august 2004, London, Great Britain, and has been endorsed at the annual meeting of GREF on 12 June 2009 in Tallinn, Estonia.*

### **General**

- The working group will provide an informal forum in which European regulators can meet and exchange views and information on technical issues with regard to gaming.
- The working group is chaired by two co-chairs: Graham White (Gaming Board for Great Britain) and Peter Geertsen (Netherlands gaming control board).
- All European regulators that may participate in GREF, can participate in the working group.
- An invitation to take part in the working group will be sent to all delegates mentioned in the GREF directory of June 2004.
- The working group will meet as often as its participants think necessary.
- The meetings will be held in the English language.
- All participants have to pay for their own travel costs, lodging and other expenses.
- The host country will provide all necessary meeting facilities.
- The working group can invite experts to give a presentation on one or more topics of interest.
- The working group will report every year to the annual meeting of GREF.
- The first meeting will be hosted (by the Gaming Board of Great Britain) within two months after the invitations have been sent out.

### **Specific**

- The working group will make an oversight of all important technical issues with regard to gaming.
- The working group can decide to make a distinction between technical issues with regard to terrestrial gaming and those with regard to online gaming.

- Topics to be discussed are amongst others (slot) machines, Internet, online terminals, wireless applications, mobile phones, short message services, downloadable games, technical standards, security measures related to technical issues.
- The working group may propose common standards on technical issues.
- The working group will gather information about the regulatory aspects of the technical issues.
- The working group will monitor the developments with regard to the different technical issues and report about these developments to the annual GREF meeting.
- The working group will report to the annual GREF meeting about the influence of the developments on the regulatory aspects.
- The working group will make a shortlist of the technical developments which will most likely have far reaching regulatory consequences.
- The working group may make recommendations about the technical aspects that could be of assistance in regulating the gaming industry.
- The working group may make recommendations about the technical aspects that could be of assistance in the monitoring of problem gambling and may contribute to the prevention of problem gambling.

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