Testing strategy for compliance with remote gambling and software technical standards

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[Also available as webpages](#)

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Annex A: Major and minor game/software updates

1 Summary

1.1 The *Testing strategy for compliance with remote gambling and software technical standards* (the testing strategy) sets out the Gambling Commission's (the Commission's) requirements for the timing and procedures for the testing of remote gambling products (ie games and software). This sets out:
- what the Commission considers to be the types of testing required in order for it to be satisfied that the technical standards are being met
- the circumstances in which independent third party testing is required and who the Commission considers appropriate to carry out that testing
- the procedures for testing.

1.2 This is issued in accordance with sections 89 and 97 of the Gambling Act 2005 and Condition 2.3 of the Commission's *Licence conditions and codes of practice* (LCCP). The Act allows for the Commission to set technical standards and allows for administration of testing, whilst the LCCP requires relevant licensees to comply with the Commission's technical and testing requirements[1].

1.3 The Commission has an outcome based approach to compliance with its technical standards. In a similar manner, the Commission takes a risk based approach to producing the testing requirements taking into account:
- the likelihood of non-compliance occurring
- the impact of non-compliance
- the means available to assess compliance, and the burden imposed by the approach.

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[1] Non-compliance with the RTS would be considered a breach of a licence condition and therefore reportable as an LCCP event notification.