



GDS Bar Coded Ticket Specification v1.0.0

Document ID: gsa-p0038.001.01

**Gaming Standards Association
Technical Committee**

Standard Adopted: November 30, 2004

Document Released: August 22, 2005

GDS Bar Coded Ticket Specification v1.0.0, gsa-p0038.001.01

Released on August 22, 2005, as Final, by Gaming Standards Association (GSA).

Patents and Intellectual Property

The user's attention is called to the possibility that implementation of the Gaming Standards Association (GSA) standard or specification contained herein may require the use of inventions/technologies covered by patents or other intellectual rights held by third parties. By publication of this GSA standard or specification the GSA makes no representation or warranty that the implementation of the standard or specification will not infringe on any third party rights. The GSA takes no position with respect to any claim that has been or may be asserted by any third party regarding intellectual property rights or [on] the validity of any such rights related to any such claims, or the extent to which a license to use any such rights may or may not be available.

Trademarks and Copyright

Copyright © 2000-2005 Gaming Standards Association (GSA). All rights reserved. All trademarks used within this document are the property of their respective owners. Gaming Standards Association and the puzzle-piece GSA logo are registered trademarks and/or trademarks of the Gaming Standards Association.

GSA Contact Information

GSA – Gaming Standards Association
48377 Fremont Blvd., Suite 117
Fremont, CA 94538

Phone: +1(510) 492-4063

Fax: +1(510) 492-4001

E-mail: sec@gamingstandards.com

WWW: <http://www.gamingstandards.com>

STANDARD / SPECIFICATION LICENSE AGREEMENT (SSLA)

IMPORTANT - READ CAREFULLY - THIS AGREEMENT DEFINES YOUR RIGHTS TO USE THE STANDARD AND/OR SPECIFICATION DESCRIBED HEREIN. USING THIS STANDARD AND/OR SPECIFICATION CONSTITUTES YOUR ACCEPTANCE OF THE TERMS OF THIS AGREEMENT AND ALL RIGHTS AND CONDITIONS THEREIN.

The standard and/or specification is owned by the GAMING STANDARDS ASSOCIATION ("Licensor"), and licensed to you as a Licensee ("Licensee").

License

Licensor grants to Licensee a non-transferable, non-exclusive license to use the standard and/or specification (hereinafter referred to as the "Standard"). Requests to reproduce, distribute or modify the Standard should be directed to the Licensor: Gaming Standards Association, 39355 California Street, Suite 307, Fremont, CA 94538 – Tel: (510) 744 4007 / Fax (510) 608 5917 / email: sec@gamingstandards.com. Further licensee agrees that the licensed product will be treated as GSA “confidential information” and proprietary.

Limited Warranty

THE FOREGOING WARRANTY IS THE SOLE AND EXCLUSIVE WARRANTY AND IS GIVEN IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, THE STANDARD IS BEING LICENSED TO YOU "AS IS," AND LICENSOR DOES NOT WARRANT THAT THE STANDARD WILL MEET YOUR REQUIREMENTS OR THAT THE OPERATION OF THE STANDARD WILL BE ERROR-FREE.

Liability

In no event shall Licensor, its employees, agents, suppliers, or contractors be liable for any damages of any kind or character, including without limitation any compensatory, incidental, direct, indirect, special, punitive, liquidated or consequential damages, loss of use, loss of data, loss of income or profit, loss of or damage to property, claims of third parties, or other losses of any kind or character or attorneys' fees in connection with any claim relating to this Agreement or the performance of the Standard. In the event that liability is nevertheless imposed on Licensor, its employees, agents, suppliers or contractors, the liability shall not exceed the annual license fee paid for this Standard.

Termination

This License shall automatically terminate in the event of a breach of any of the terms of this Agreement. Upon termination, you will be required to cease all use of the Standard and return to Licensor all materials related to the Standard, all copies of any kind, and any and all accompanying documentation.

General Terms

This Agreement is not assignable or transferable. The rights under this Agreement, or any License granted hereunder, may not be assigned, sublicensed or otherwise transferred by Licensee without the prior written consent of Licensor. This Agreement constitutes the entire Agreement between the parties relating to the subject matter hereof and may only be modified in writing, signed by each party. This Agreement supersedes any proposal or prior agreement(s), oral or written, and any other communications between the parties relating to the subject matter of this Agreement. The laws of the State of California shall govern this Agreement. Any questions or comments regarding this Agreement or the Standard should be directed to the Gaming Standards Association, 39355 California Street, Suite 307, Fremont, CA 94538 – Tel: (510) 744 4007 / Fax (510) 608 5917 / email: sec@gamingstandards.com.

Table of Contents

About This Document ii

 GDS (Gaming Device Standards) ii

 Acknowledgements ii

 Related Documents ii

Revision History iii

1 Introduction 1

2 Ticket and Bar Code Attributes 1

3 Ticket Diagrams 2

 3.1 Bi-directional Ticket 2

 3.2 Unidirectional Ticket 2

About This Document

This specification, developed by the GDS committee, defines the GSA standard format of bar coded tickets.

GDS (Gaming Device Standards)

GSA's Gaming Device Standards controls the flow of information between a slot machine and the array of peripheral devices operating inside it, such as bill validators, coin acceptors and ticket printers.

For more details about GSA, visit the Web site: <http://www.gamingstandards.com>

Acknowledgements

The Gaming Standards Association would like to express its appreciation to all members of the GDS committee, past and present, for their significant contribution and dedication to the creation of this standard.

Related Documents

The following ANSI documents, <http://webstore.ansi.org/ansidocstore/find.asp>, are referenced in this specification:

Document Reference	Description
ANSI/AIM BC2-1995	Uniform Symbology Specification – Interleaved 2 of 5
ANSI INCITS 182-1990	(R2002) Guideline for Bar Code Print Quality At the time of this writing, the guideline is available from: The American National Standards Institute 11 West 42 nd Street, 13 th Floor New York, NY 10036 212.642.4900 http://webstore.ansi.org/ansidocstore/find.asp

Revision History

The following table lists the changes made this document.

Version	Date	Changes
1.0.0	8/22/2005	<ul style="list-style-type: none"> No version change. Updated copyright page and removed “GSA Confidential” from page footers.
1.0.0	11/30/2004	<ul style="list-style-type: none"> Updated for initial specification release.
0.08	08/27/04	<ul style="list-style-type: none"> Added the new GSA SSLA, after the Copyright page. Combined information in sections 2 and 4 into section 2. Reorganized information into table formats. Revised bar code ticket diagrams in response to comment received during membership review. Added Appendix A which contains the comment and GDS committee response.
0.07	06/28/04	Converted document style, and versioning to GSA standard format.
00-01 4r5	06/24/04	Updated version with current details
00-014r4	08/20/03	Updated version
00-014r3	05/02/01	Updated version with most current B Link comments
00-014r2	09/11/00	Added ANSI specification references
00-014r1	07/20/00	Added unidirectional bar code ticket
00-014r0	04/14/00	First version of GSA Ticket Format

1 Introduction

This document describes the GSA standard format for bar coded tickets. The goal of this standard is to allow interoperability between GSA standard bar code ticket printers and GSA standard bill acceptors equipped with a bar code reader.

2 Ticket and Bar Code Attributes

TICKET Attribute	Details
Width	65mm \pm 1mm
Length	120 \pm 1mm to 156 \pm 1mm
Bar Code Position	Print equally to the left and right of the centerline. Provide a blank space of 10mm, minimum, before and after bar code printed area.
Paper Thickness	0.1mm
Paper Density	Equivalent to 20 pound basis weight paper.
Paper Condition	Paper of uniform quality with a minimum of unevenness.

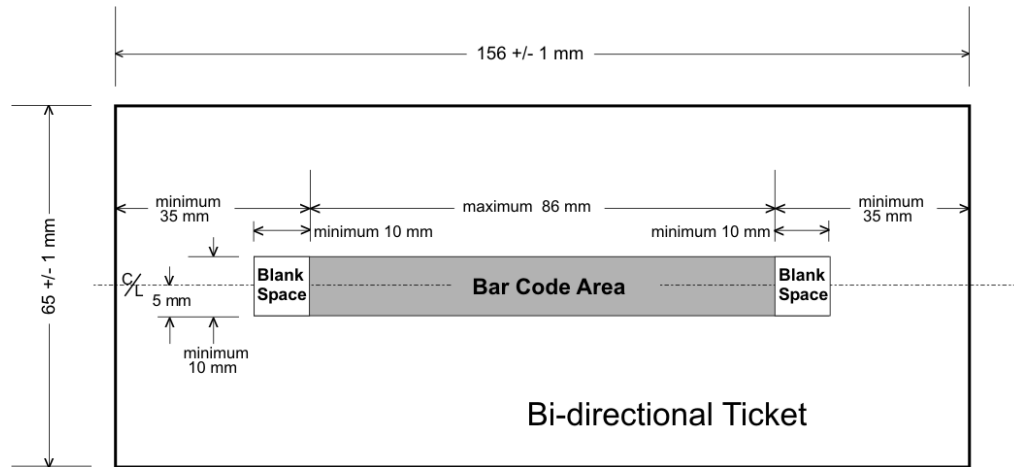
BAR CODE Attribute	Details
Encoding	Uniform Symbology Specification – Interleaved 2 of 5, document reference ANSI/AIM BC2-1995 .
Narrow bar width	Minimum = 0.5mm Maximum = 0.6mm
W:N Ratio	2:1
Number of Characters	Bi-directional: Minimum = 18 Maximum = 24 Unidirectional: Minimum = 18 Maximum = 24
PCS Value *	Minimum = 0.9
Imaging	Imaging to be used in printing shall be of quality which absorbs visible light of 600~700nm. Black shall be used.
Quality of Printing	The bar code print quality shall conform to the Guideline for Bar Code Print Quality, document reference ANSI INCITS 182-1990

* Print Contrast Signal

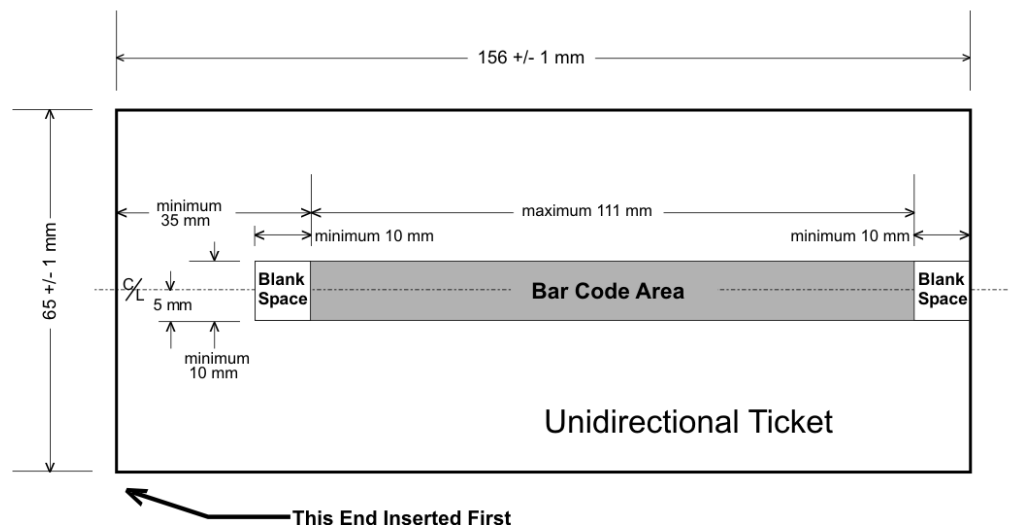
3 Ticket Diagrams

NOTE: All dimensions are in millimeters.

3.1 Bi-directional Ticket



3.2 Unidirectional Ticket



END OF DOCUMENT

gsa-p0038.001.01

Released: August 22, 2005

