



MEMORANDUM

Prepared for: Joint Interim Committee on Gambling Regulation
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Re: Glossary of Gaming Terms

LPRO: LEGISLATIVE POLICY AND RESEARCH OFFICE

Below is a glossary of gambling-related terms, organized into six topics. These terms were compiled from several sources, including from glossaries published by the federal [National Indian Gaming Commission](#) (NIGC) and [Aristocrat](#), a gaming technology company.

GLOSSARY OF GAMING TERMS

[Betting and Prizes](#)
[Games](#)
[Machines](#)

[Regulation](#)
[Acronyms, Government Entities](#)
[Acronyms, Private Organizations](#)

Betting and Prizes

Call Attendant

When someone hits a major jackpot, this is the person who comes and makes a hand pay (see **Betting and Prizes**). Can also refer to the person who oversees the operation of the gaming machines and/or slot machine (see **Machines**).

Coin-In

Refers to the total amount of money a player puts into gaming machines and/or slot machines (see **Machines**).

Hand Pay

A payout made by an attendant, or at an exchange point ("cage"), rather than by the gaming machine and/or slot machine (see **Machines**) itself. It occurs when the amount of the payout exceeds the maximum amount that was preset by the slot machine operator. Usually, the maximum amount is set at the level where the operator must begin to deduct taxes.

Jackpot

Gaming machine and/or slot machine's highest payout. Can also reference the top prize in any gambling game.

Maximum Bet

The maximum amount a player can bet on one spin.

Parimutuel Wagering

Game where player bets on outcome of live race or other sporting event. Money from bets is pooled and, after house fees are deducted, winners split the money based on the amount bet. Also known as “Pool Betting.” Sometimes facilitated by a Race Totalizator Hub (see **Betting and Prizes or Games**).

Pay for Play

Generally, one-two-three coins option gaming machines and/or slot machines with staggered payoffs. The more coins, the better the payoffs.

Progressive Jackpot

The jackpot on a gaming machine and/or slot machine that grows as each bet is played. There are two types of progressive jackpots: individual progressive jackpots and multiple progressive jackpots (see **Betting and Prizes**).

Progressive Jackpot, Individual

A progressive jackpot that only builds on the bets of one gaming machine and/or slot machine (see **Machines**).

Progressive Jackpot, Multiple

A progressive jackpot that builds as bets are placed on multiple gaming machines and/or slot machines (see **Machines**) that are linked. Jackpots grow very quickly.

Progressive Slots

A group of gaming machines and/or slot machines (see **Machines**) linked together to pay one common jackpot.

Progressive Ticker

Shows how much a progressive jackpot (see **Betting and Prizes**) is worth. Also known as a Progressive Meter.

Race Totalizer Hub

Business that facilitates parimutuel wagering (see **Betting and Prizes or Games**) on races conducted in multiple jurisdictions.

Token

A form or payment that gaming machines and/or slot machines take to authorize a play. The tokens work like coins and can be bought to represent different monetary denominations.

Volatility

The ratio of size versus frequency of jackpots in a slot game.

Games

Bingo

Primary game of the Class II (see **Regulation**) gaming market, where players compete against each other for a common prize or jackpot. Uses randomly drawn numbers (from one – 75) to daub (cover) against matched numbers on a bingo card. The bingo game ends when the first person achieves a specified pattern from the drawn numbers.

Bonus

A special feature of the particular game theme, which is activated when certain symbols appear in a winning combination on gaming machines and/or slot machines (see **Machines**). Bonuses vary depending upon the game, ranging from a special session of free spins to the player being presented with several items on a screen from which to choose. Some bonuses use a mechanical device, such as a spinning wheel, that works in conjunction with the bonus to display the amount won.

Bonus Game

A secondary event in a gaming machine and/or slot machine (see **Machines**) game that permits the player to win additional money through an activity other than the spinning of reels.

Card Game

Any game using playing cards as the primary device with which the game is played, be they traditional or game-specific.

Historic Racing

A game where a player places bet on an outcome of a previously held race. The player is given only limited information about the race to prevent player from recognizing the specific race. Played on an Historic Racing Machine (see **Machines**).

Metagame

An emergent methodology that is a subset of the basic strategy necessary to play the game at a high level (a game within the broader game). A metagame is an additional game layer in an application which sits above the core game, typically to engage players outside of the core game. Metagames can include bonus games, progression mechanics or a social meta-structure.

Online Real Money Gaming

Gaming online, including online sports betting (see **Games**), iGaming (table games, poker/slots, bingo), and LIVE casino. Excludes casino-based gaming and Social Free to play (digital) casino games.

Online Sports Betting

Individual wagers on the outcome of racing games and sports events (including video games and horse racing).

Parimutuel Wagering

Game where player bets on outcome of a live race or other sporting event. Money from bets is pooled and, after house fees are deducted, winners split the money based on the amount bet. Also known as “Pool Betting.” Sometimes facilitated by a Race Totalizator Hub (see **Betting and Prizes or Games**).

Race Totalizer Hub

Business that facilitates online parimutuel wagering (see **Betting and Prizes or Games**) on races conducted in multiple jurisdictions.

Slot Tournament

A special event in which players compete for preset cash prizes on specially programmed gaming machines and/or slot machines (see **Machines**), receiving points for accumulated credits. Prizes are based on the number of credits a player accumulates during the competition. Often, the freebies and prizes are worth significantly more than the price of admission into the tournament.

Strategy Game

Requires players to play against one another, using skillful planning and tactical thinking.

Machines***Bank***

A row of gaming machines and/or slot machines (see **Machines**) in an establishment.

Carousel

A grouping of gaming machines and/or slot machines (see **Machines**), or many banks (see **Machines**). Often, the machine carousels are organized by machines of a similar type. The nickname “carousel” arose because the slots are often in an oval or circular shape.

Coin-Free Play

Gaming machine and/or slot machine (see **Machines**) play that involves using printed tickets or credit tokens instead of coin.

Double Machines

These machines pay double or triple if winning combinations of certain symbols line up.

Electronic Gaming Machine (EGM)

A gaming device with electronic or electromechanical interfaces housed in a cabinet with input/output devices and video screens or electromechanical displays on which players play Class II or Class III games (see **Regulation**). Also known as “slot machine” or “player terminal.”

Historic Racing Machine

Gaming machine where player places bet on outcome of previously held race, also known as Historic Racing (see **Games**). Player is given only limited information about the race to prevent player from recognizing the specific race.

Linked Machines

Often, machines are linked together in a way that allows a group of machines to offer a particularly large prize, or jackpot (see **Betting and Prizes**). Each machine in the group contributes a small amount to this progressive jackpot (see **Betting and Prizes**). The amount paid for the progressive jackpot is usually far higher than any single machine could pay on its own.

Loose Machine

A gaming machine and/or slot machine (see **Machines**) that is paying out well. This is likely because it is set with a higher payout percentage.

Random Number Generators

All modern machines are designed using pseudo-random number generators, which are constantly generating random numbers, at a rate of hundreds or perhaps thousands per second. As soon as the "Play" button is pressed, the most recent random number is used to determine the result. This means that the result varies depending on exactly when the game is played.

Pay for Play

These are generally one-two-three coins option gaming machines and/or slot machines (see **Machines**) with staggered payoffs. The more coins a player puts in, the better the payoffs.

Reels

The symbol-covered wheel. In traditional gaming machines and/or slot machines (see **Machines**), these reels spin around and come to a stop in random fashion dictated by the payout percentage. The more reels, the harder it is to hit a jackpot.

Slot Machine

Another term for a Video Gaming Machine/Electronic Payer Interface Machine (see **Machines**) with a video screen on which the reels and other elements are simulated with graphics and animation.

Slots

The nickname for gaming machines and/or slot machines (see **Machines**).

Video Lottery Terminal

A video lottery terminal is connected to a centralized computer system that allows the lottery jurisdiction to monitor game play and perform control functions. A video lottery terminal at a minimum will utilize randomness in determination of prizes, contain some

form of activation to initiate the selection process, and make use of a methodology for delivery of the determined outcome.

Video Gaming Machine/Electronic Payer Interface (Slot Machine)

A slot machine with a video screen on which the reels and other elements are simulated with graphics and animation.

Virtual Reel

Virtual reels are on video gaming machines and slot machines (see **Machines**) and rely on computerized selection of reel symbols. Just like mechanical reels, the results are determined by the random number generators (see **Machines**).

Regulation

Class I

A type of tribal/family gaming that includes social games played solely for prizes of nominal value and traditional forms of tribal gaming as part of, or in connection with, tribal ceremonies or celebrations.

Class II

A game of chance based on bingo (see **Games**). The game looks the same to the player as a Class III. Class II bingo outcomes are determined on central servers, which must be physically located on Tribal Lands. The player is playing against other players and competing for a common prize. There is not necessarily a winner in each game. The game continues until there is a winner. In a given set there are a certain number of wins and losses. Once a certain combination has occurred it cannot occur again until a new batch is initiated. An example is scratch-card games using cards that come in packs. Once a card has been pulled from a pack, the combinations on that card cannot occur again until a new pack of cards is installed. One game is dependent on previous games. The player must be an active participant. They must recognize events as they occur and must recognize when they have won and announce their winning. Casino locations with Class II games must be approved by the Secretary of the Interior but are not subject to a Gaming Compact (see **Regulation**).

Class III

Includes all forms of games that are neither Class I (see **Regulation**) nor Class II (see **Regulation**), including many slot machines and table games. Class III slot machines are games of chance, usually based on poker, and use a Random Number Generator (see **Machines**). Generally, Class III is referred to as "casino-style gaming." The player is playing against the house. Each game is independent of previous games. Any possible outcome can occur in any game. Wins are announced automatically. Casino locations with Class III games are subject to a Gaming Compact (see **Regulation**).

Gaming Compact

Agreement between a state and tribe under the federal Indian Gaming Regulatory Act (IGRA) (see **Regulation**) authorizing a Class III game (see **Regulation**). The compact must then be reviewed and approved by the Secretary of the Interior to ensure compliance with IGRA.

Indian Gaming Regulatory Act (IGRA)

Enacted by the United States Congress on October 17, 1988, to regulate the conduct of gaming on Indian Lands. IGRA establishes the National Indian Gaming Commission (see **Acronyms, Government Entities**) and the regulatory structure for Indian gaming in the United States. Public Law 100-497-Oct. 17, 1988 100th Congress Sec. 2701.

Acronyms, Government Entities

NIGC

[National Indian Gaming Commission](#)

ORC

[Oregon Racing Commission](#)

OSP

[Oregon State Police Gaming Enforcement Division](#)

Acronyms, Private Organizations

AGA

[American Gaming Association](#)

NCPG

[National Council on Problem Gaming](#)

NIGA

[National Indian Gaming Association](#)

OAIGC

Oregon Association of Indian Gaming Commissions

ORLA

[Oregon Restaurant and Lodging Association](#)

OTGA

[Oregon Tribal Gaming Alliance](#)