NSI QA Acceptance Testing 1.0

Conformance Statement

Version 1.1
March 2017

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# Introduction

# *This form contains a series of questions that need to be answered. Please complete ALL the fields in the questionnaire below to produce a conformance statement for your Acceptance Testing process. Your completed form should be submitted to the Certification and Verification Authority along with your Registration Form. Please ensure that you use the current version of the questionnaire. See the Guide to the NSI Certification and Verification Program and Guide Supplements for more information. Please note that all information in this conformance statement will appear on the public Register of verified practices, except for the name of the Quality Manager. Revision History showing the changes in this Conformance Statement from prior versions is contained at the end of this document*

# Submitter Information

Enter the name of the organization:

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Enter the name of the author of this Conformance Statement:

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# Business Practice Information

##  Business Practice Location

This is the Business Practice Location in which acceptance testing is carried out under the leadership of the Quality Manager, and in which the documented processes and procedures for acceptance testing are accessible. The Business Practice Location is where the on-site assessments are performed.

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Business Practice Management

This is the Quality Manager within your organization who has overall responsibility for managing the acceptance testing process on a day-to-day basis and ensuring that it is carried out in accordance with the documented processes and procedures.

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| **Name:Title:** |

# Best Practice Implementation

*Your Organization is required to implement all of the "Should" requirements in which the Practitioner is identified as "Lottery" in Appendix A of the Acceptance Testing Best Practice, or provide rationale for why the recommendation is not implemented. If there are any "Should" requirements that your Business Practice does not support at all or does not support as a normal course of business for each product you produce, please identify each such requirement and supply your rationale for why your organization believes the requirement is not applicable or required.*

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| --- |
| **Requirement** **Rationale** |
| **Requirement** **Rationale** |
| **Requirement****Rationale** |
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# *Your Organization is also required to implement all of the "Should" requirements in which the Practitioner is identified as "Lottery" in Appendix A of the Development Process Best Practice, or provide rationale for why the recommendation is not implemented. If there are any "Should" requirements that your Business Practice does not support at all or does not support as a normal course of business for each product you produce, please identify each such requirement and supply your rationale for why your organization believes the requirement is not applicable or required.*

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| **Requirement****Rationale** |
| **Requirement****Rationale** |

# Characterization of the Lottery's Acceptance Testing Process

## *This section identifies the optional requirements associated with the Lottery's Acceptance Testing process. Your Organization is not required to provide support for these optional requirements, but you are required to indicate which ones you support and in what capacity. Please answer each question below and provide supporting text, as appropriate.*

**Acceptance Test Plan**

**Question 1: Does your organization perform any acceptance testing of gaming systems?**

\_\_\_\_\_ Yes

\_\_\_\_\_ No

Rationale:

Performing acceptance testing of gaming systems is not required by the best practice. However, for organizations that do perform acceptance testing of gaming systems, any Acceptance Test Plan that includes testing of a gaming system must meet the specific requirements identified for the Acceptance Test Plan for Gaming Systems.

Reference:

*Quality Assurance of Product Development in the Lottery Industry: Acceptance Testing, April 2004 - Section 4.3.1.2, Best Practice Requirements for Gaming Systems.*