

---

# Georgia COAM SAS Requirements

Jeremiah D Clark

2026-02-17



**Important**

All information contained herein, unless otherwise indicated, is considered the intellectual property of Bravery Gaming LLC. Do not disseminate or share such information unless expressly approved by Bravery Gaming LLC and its constituents.

---

## Table of Contents

<b>Description</b>	<b>2</b>
Version History .....	2
<b>01 SAS Requirements</b>	<b>3</b>
01.01 Minimum Feature Support .....	3
01.02 Required Long Polls .....	3
01.03 Required Meters .....	4
01.04 Required Events .....	5
<b>02 Source Documents</b>	<b>7</b>

---

## Description

This document is designed for experienced slot developers and producers who need to quickly familiarize themselves with Georgia COAM regulations and requirements. It provides comprehensive lists of mandatory SAS events, extended polls, and meters, along with the restrictions imposed on secondary SAS connections.

## Version History

- **v1** - Initial document, January 2026
  - **V1.1** - Formatted for new template, February 2026

### Legal Disclaimer

**This document is for general information only and does not constitute legal advice.**

It is not guaranteed to be complete or up to date. You should consult a qualified professional and independently verify all regulations before acting. Bravery Gaming LLC, its owners, officers, employees, agents, affiliates, and representatives assume no liability for any errors, omissions, or actions taken in reliance on this information.

---

## 01 SAS Requirements

The current COAM SAS implementation is based on **SAS Protocol 6.02**.

### 01.01 Minimum Feature Support

- The cabinet remains enabled if disconnected from the Site Controller
- The cabinet can be configured for any number from 1 to 127
- **Event 70** as required by the SAS protocol
- The player must still be able to cash out if the cabinet has been disabled by **LP \$01**
- Can be configured to a \$0.01 denomination
- **LP \$21** is used to verify the Game Pack identity
  - Two queries, using 0000 and 5555 as seeds
  - The cabinet must respond to **LP \$21** within seven minutes
- Secondary SAS support is NOT required
  - Secondary SAS may not interfere with Primary SAS
  - Only the Primary SAS may control the cabinet
  - **LP \$01** and **LP \$02** must be disabled on Secondary SAS

### 01.02 Required Long Polls

- **LP \$01** = Disables play
- **LP \$02** = Enables play
- **LP \$0E** = Disables realtime reporting
- **LP \$0F** = Meters 10–15
  - \$10 = Total Cancelled Credits Meter
  - \$11 = Total Coin In Meter
  - \$12 = Total Coin Out Meter
  - \$13 = Total Drop Meter
  - \$14 = Total Jackpot Meter = 00000000 \*\*\*
  - \$15 = Games Played Meter

- 
- **LP \$1A** = Current Credits on the machine
  - **LP \$19** = Meters 11-15
    - \$11 = Total Coin In Meter
    - \$12 = Total Coin Out Meter
    - \$13 = Total Drop Meter
    - \$14 = Total Jackpot Meter = 00000000 \*\*\*
    - \$15 = Games Played Meter
  - **LP \$1F**
    - \$1F = Gaming Machine ID
    - \$1F = Additional ID
    - \$1F = Denomination = 01 \*\*
    - \$1F = Max Bet
    - \$1F = Progressive Group
    - \$1F = Game Options
    - \$1F = Pay Table ID
    - \$1F = Base Percentage
  - **LP \$21** = ROM signature
  - **LP \$2F** = Meters (See below)
  - **LP \$51** = Number of games implemented
  - **LP \$53** = Currently selected game configuration
  - **LP \$54** = SAS version ID & cabinet serial number
  - **LP \$55** = Currently selected game number
  - **LP \$56** = Number of games currently enabled
  - **LP \$A0** = Enabled features

### 01.03 Required Meters

- **0000** = Total Coin In
- **0001** = Total Coin Out
- **0002** = Total Jackpot credits = 0000 \*\*\*

- 
- **0003** = Total Hand Paid Cancelled Credits = 0000 \*
  - **0004** = Total Cancelled Credits
  - **0005** = Games Played
  - **0006** = Games Won
  - **0007** = Games Lost
  - **000B** = Total Credits from Bill Acceptor
  - **000C** = Current Credits
  - **0015** = Total Ticket In
  - **0016** = Total Ticket Out
  - **001C** = Total Machine Paid Paytable Win
  - **001D** = Total Machine Paid Progressive Win = 0000 \*
  - **001E** = Total Machine Paid external bonus win = 0000 \*
  - **001F** = Total Attendant Paid Paytable Win = 0000 \*
  - **0020** = Total Attendant Paid Progressive Win = 0000 \*
  - **0021** = Total Attendant Paid External Bonus = 0000 \*
  - **0022** = Total Won Credits
  - **0023** = Total Hand Paid Credits = 0000 \*
  - **0024** = Total Drop
  - **0040-0057** = Total number of X bills accepted

#### Clarifying Notes

- \* The “attendant paid” and “hand paid” meters will remain at “0000”
- \* Denomination will always be “01”
- \*\* “Jackpot” meters will remain at “00000000”

#### 01.04 Required Events

- **\$15** = Logic Box Opened
- **\$16** = Logic Box Closed
- **\$17** = AC power applied to gaming machine

- 
- **\$18** = AC power lost from gaming machine
  - **\$3B** = Low backup battery detected
  - **\$3C** = Operator changed options
  - **\$51** = Handpay is pending
  - **\$52** = Handpay was reset
  - **\$70** = Exception buffer overflow
  - **\$7A** = Gaming machine soft meter reset
  - **\$98** = Power off card cage access

---

## 02 Source Documents

- [Georgia COAM SAS Requirements v1.8 \(2023\)](#)
  - The official requirements document for SAS in GA COAM
- [SAS Protocol](#)
  - The official source for all SAS documents and related material from IGT
  - v6.03 is the current version, though GA COAM still specifies release v6.02