UL 22

STANDARD FOR SAFETY

Amusement and Gaming Machines

UL Standard for Safety for Amusement and Gaming Machines, UL 22

Sixth Edition, Dated May 30, 2008

Summary of Topics

This revision to ANSI/UL 22 dated February 6, 2019, is being issued to reflect the reaffirmation of the ANSI approval of the Standard. No technical changes have been made to the document.

Text that has been changed in any manner or impacted by UL's electronic publishing system is marked with a vertical line in the margin.

The requirements are substantially in accordance with Proposal(s) on this subject dated November 23, 2018.

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Standard for Amusement and Gaming Machines

The first and second editions were titled Standard for Amusement Machines.

First Edition – June, 1977
Second Edition – August, 1979
Third Edition – November, 1987
Fourth Edition – April, 1994
Fifth Edition – March, 1999

Sixth Edition

May 30, 2008

This ANSI/UL Standard for Safety consists of the Sixth Edition including revisions through February 6, 2019.

The most recent designation of ANSI/UL 22 as a Reaffirmed American National Standard (ANS) occurred on February 6, 2019. ANSI approval for a standard does not include the Cover Page, Transmittal Pages, and Title Page.

Comments or proposals for revisions on any part of the Standard may be submitted to UL at any time. Proposals should be submitted via a Proposal Request in UL's On-Line Collaborative Standards Development System (CSDS) at https://csds.ul.com.

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INTRODUCTION

1 Scope

1.1 These requirements cover electrical, electronic, and electromechanical commercial amusement and gaming machines and accessories that are intended to be used in accordance with the National Electrical Code, NFPA 70.

1.2 Amusement and gaming machines as covered by this standard are intended for indoor use only, except that they will be investigated for outdoor use or use in a protected location if so designated by the manufacturer.

1.3 These requirements do not cover coin-operated sound-recording and -reproducing machines or carnival rides.

2 Components

2.1 Except as indicated in 2.2, a component of a product covered by this standard shall comply with the requirements for that component. See Appendix A for a list of standards covering components generally used in the products covered by this standard.

2.2 A component is not required to comply with a specific requirement that:

a) Involves a feature or characteristic not required in the application of the component in the product covered by this standard, or

b) Is superseded by a requirement in this standard.

2.3 A component shall be used in accordance with its rating established for the intended conditions of use.

2.4 Specific components are incomplete in construction features or restricted in performance capabilities. Such components are intended for use only under limited conditions, such as certain temperatures not exceeding specified limits, and shall be used only under those specific conditions.

3 Units of Measurement

3.1 Values stated without parentheses are the requirement. Values in parentheses are explanatory or approximate information.

3.2 Unless indicated otherwise, all voltage and current values mentioned in this standard are root-mean-square (rms).

4 Undated References

4.1 Any undated reference to a code or standard appearing in the requirements of this standard shall be interpreted as referring to the latest edition of that code or standard.

5 Terminology

5.1 A requirement in this Standard that applies only to a specific type of amusement or gaming machine is so identified by a specific reference in that requirement to the type involved. Absence of such specific reference or use of the term ″appliance″ indicates that the requirement applies to all amusement and gaming machines covered by this standard.

6 Glossary

6.1 For the purpose of this standard the following definitions apply.

6.2 BARRIER – A part inside an enclosure that reduces the accessibility to a part that involves a risk of electric shock or injury to persons.

6.3 CABINET – A part outside the enclosure that houses or covers only portions of the appliance that do not involve a risk of fire, electric shock, or injury to persons.

6.4 CONTINUOUS DUTY MOTOR – A motor that is intended to operate unattended for a period of 3 hours or more while under load.

6.5 ENCLOSURE – A housing of an appliance that reduces the accessibility to a part that may involve a risk of fire or electric shock. An enclosure can also prevent access to a part that involves a risk of injury to persons when evaluated in accordance with Accessibility of Uninsulated Live Parts, Film-Coated Wire, and Moving Parts, Section 10.

6.6 FIELD-WIRING TERMINAL – A terminal to which a supply or other wire may be connected by service personnel in the field, unless the wire is provided as part of the appliance and a pressure terminal, connector, soldering lug, soldered loop, crimped eyelet, or other means for making the connection is factory-assembled to the wire.

6.7 GUARD – A part outside of the enclosure that reduces the accessibility to a component that involves a risk of injury to persons when evaluated in accordance with Accessibility of Uninsulated Live Parts, Film-Coated Wire, and Moving Parts, Section 10.

6.8 INDOOR LOCATION – Inside a building where not normally subjected to the effects of weathering.

6.9 MAINTENANCE AREA – An area where access can only be gained by the use of a maintenance key.