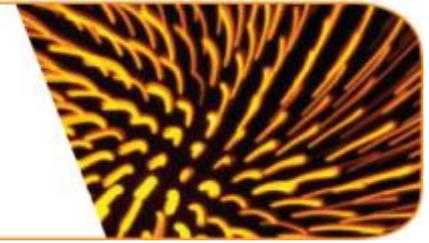# European standardization – open consensus for stakeholders

John Ketchell, Innovation CEN-CENELEC
Responsible Gaming Day
13 October 2010

The European Standards Organizations (ESOs)

The European Committee for Standardization

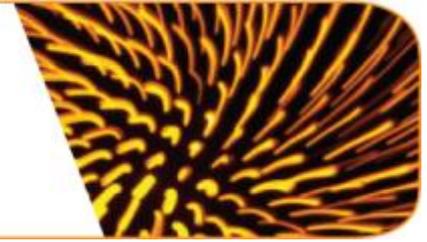The European Committee for Electrotechnical Standardization

The European Telecommunications Standards Institute

➢ "Recognised" by the European Union under Directive 98/34

➢ CEN has now 31 national members (EU, EFTA, Croatia) and 19 affiliates (applicants, neighbours)
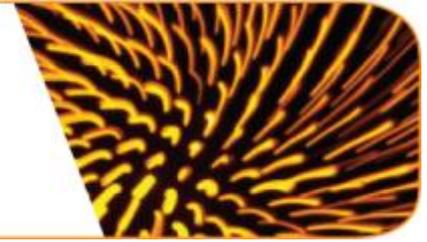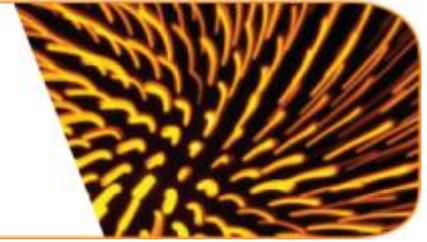
What do we do?

- ➤ We build consensus for stakeholders in a public process

- ➤ Sometimes (20 per cent?) our products are referenced in legislation (but still normally remain voluntary in application)

- ➤ Traditional technical standards:

  - ▪ Motor cycle crash helmets

  - ▪ Chemical composition of vinegar

- ➤ Now supplemented by standards for performance/service levels/management…and on-line gaming

What are our products?

➢ European Standards ("EN" - 17000 or so):

- 3 year process - public enquiry, national vote
- Must be applied in member countries as a national standard
- Conflicting national standards must be withdrawn

➢ Technical Specifications:

- May be a first attempt at an EN, no vote as such

➢ CEN Workshop Agreements ("CWA"):

- Drawn up in a different, informal process
- Open to any interested stakeholder worldwide

CEN Workshop 58: "Responsible remote gambling measures"

- ➢ Proposed by:
  - ▪ The Remote Gambling Association – RGA
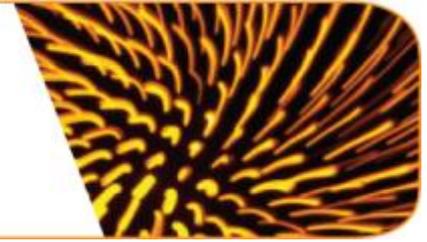 - ▪ The European Gaming and Betting Association – EGBA

- ➢ Aim:
  - ▪ To achieve an agreement on preserving consumer and stakeholder confidence in the e-gaming and e-gambling industry
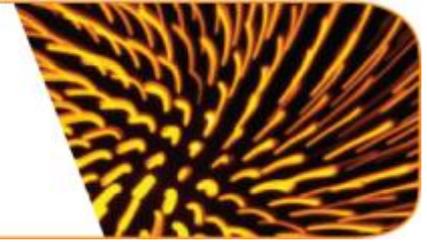
- ➢ Process:
  - ▪ Started May 2010, 25 registered participants
  - ▪ Draft based on participants input (over 600 specific ones)
  - ▪ Submitted to public comment July-September - comments being assessed

Why- and then what?

➢ Our activities are driven by stakeholders

➢ They reflect certain values – openness, transparency, consensus

➢ We have provided a neutral platform for a first pan-European consensus on on-line gaming issues

➢ We expect our Workshop to reach consensus on the CWA soon, then CEN members will publish it

➢ Then the industry can if it wishes take this further:

- A formal European Standard (EN)

- An International Standard in ISO (CEN's global counterpart)

Thank you!

Standards – valuable market support for innovative technologies for products and services

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