

Independent Inspector Annual Compliance Report EU Market – Final

Reporting Period 2021

Games Consoles Self- Regulatory Initiative

SCOPE OF WORK:
**COMPLIANCE REPORT FOR THE SELF-REGULATORY
INITIATIVE ON ENERGY AND RESOURCE EFFICIENCY
OF GAMES CONSOLES**

REPORT NUMBER:
1.01

ISSUE DATE:
9th May 2022

PAGES:
25



CUSTOMER

Signatories for the Self Regulatory Initiative on energy efficiency of games consoles

REPORT ISSUED BY

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Date	9th May 2022	Date:	9th May 2022

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1 SUMMARY

1.1 Commitments and Requirements

This Annual Compliance Report from the Independent Inspector for the Self-Regulatory Initiative (SRI) covers the reporting period January 2021 through December 2021 for in-scope consoles sold in the EU.

The SRI covers games consoles placed on the EU market by the three Signatories. This accounts for 100% of the in-scope games consoles sold in the EU in 2021.

Games consoles covered by the SRI are mains powered devices with handheld or other interactive controllers, use external televisions as a primary display, use dedicated console operating systems and use internal or dedicated external power supply units. For consoles that consume more than 20W in Active Gaming mode, all the requirements apply. For consoles that consume less than 20W, all requirements apply except the Energy Efficiency Requirements (section 3.1 of the SRI).

The SRI aims to further improve the energy efficiency of games consoles and reduce the environmental impact over their life cycle with energy and resource efficiency through better design.

The key requirements covered by the SRI are:

- Compliance with Auto-Power Down (APD) requirements
- Ensure that maximum power consumption targets (power caps) are not exceeded
- Resource efficiency and end-of-life design requirements
- Information provision: including energy and non-energy related information in the user instructions and to repairers or recyclers
- Achieving specific Market Coverage

1.2 Signatories

There are three manufacturers that are Signatories to the games console SRI;

- Microsoft Corporation
- Nintendo Co., Ltd.
- Sony Interactive Entertainment Inc.

1.3 Data Collection and Processing

The Independent Inspector reviewed the Product Compliance Reports, covering each games console, submitted by the Signatories.

The Product Compliance Report indicates compliance by listing links to online information. The percentage of compliant models sold during the reporting period is also declared via the PCR.

The Independent Inspector reported back to the Signatories individually after reviewing the Product Compliance Reports. No non-compliances or issues were reported.

1.4 Annual Reporting Compliance

In order to comply with the SRI, Signatories must achieve the following reporting obligations:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
2. Ensure that the Product Compliance Reports for all games consoles are complete;
3. Ensure that no more than 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

Only the first three commitments listed above are covered using the Product Compliance Report submitted to the Independent Inspector and covered in this report. The market data compliance regarding aggregate sales of consoles in Europe must be provided by the Signatories directly to the European Commission.

1.5 Compliance Verification Investigation

New consoles were placed on the market by Microsoft and Sony in November 2020 and PCRs were provided for these in February 2021. Subsequent to these submissions a compliance verification investigation was undertaken in October 2021.

1.6 Overall Compliance

All the Signatories met the reporting requirements of the SRI for in-scope games consoles by providing complete Product Compliance Reports, on time, and declaring compliance with the SRI requirements for necessary percentage of consoles sold in the EU.

2 INTRODUCTION

The Self-Regulatory Initiative (SRI) establishes a voluntary agreement, under the terms of EU Directive 2009/125/EC on Energy Related Products, for improved energy and resource efficiency, and end-of-life treatment and recycling of games consoles. The SRI, which includes the scope, definitions and commitments, and other administration elements of the SRI, can be found on the dedicated games console SRI website; www.efficientgaming.info

The scope of the SRI includes games consoles that are mains powered and also:

- Utilise either dedicated handheld or other interactive controllers designed to enable game playing (rather than the mouse and keyboard used by personal computers);
- Are equipped with audio-visual outputs for use with external televisions as the primary display;
- Use dedicated Console operating systems (rather than using a conventional PC operating system); and
- Use either internal or dedicated external power supply units.

The main categories of commitments and requirements detailed in the SRI¹ include:

- Compliance with Auto-Power Down (APD) requirements (3.1.1)
- Not exceeding maximum power consumption targets (power caps) (3.1.2)
- Resource efficiency and end-of-life design requirements (3.2)
- Information provision: including energy and non-energy related information in the user instructions and to repairers or recyclers (3.1.4, 3.2.2 and Annex B)
- Achieving specific Market Coverage: as a sector and individual manufacturer

This Annual Compliance Report (ACR), prepared by the Independent Inspector, covers the reporting period January 2021 through December 2021. It includes information on the compliance by the Signatories according to the Games Console Self-Regulatory Initiative (SRI) version 4.0.

The SRI version 4.0 extended the scope of the SRI and now, in addition to consoles which use more than 20 Watts in Active Game mode, all the requirements apply to consoles that consume less than 20W in Active Gaming mode, except the Energy Efficiency Requirements (section 3.1 of the SRI).

This ACR has been compiled following the submission of Product Compliance Reports (PCR) by the Signatories to the Independent Inspector. The PCR enables Signatories to report where product information can be found using online links, and demonstrate compliance with the requirements set out in the SRI. The submission of the PCR has been reviewed by the Independent Inspector against the reporting obligations in the SRI.

¹ Parentheses provide SRI paragraph references

3 LIST OF SIGNATORIES

For the reporting period January through December 2021, there were three manufacturers signed up to the SRI for games consoles. These are the manufacturers that instigated and worked together to produce, and continually undertake revisions to, the SRI.

- Microsoft Corporation
- Nintendo Co., Ltd.
- Sony Interactive Entertainment Inc.

4 COMMITMENTS AND REQUIREMENTS

The following sections provide a summary of the commitments and requirements for Signatories of the games console Self-Regulatory Initiative (SRI). Further detail and full wording can be found in the published SRI (version 4.0)². The energy efficiency requirements apply to in-scope consoles consuming more than 20W in Active Gaming mode. The Resource Efficiency requirements apply to all in-scope consoles; this is the first year that the SRI requirement has been extended to consoles using less than 20W in relation to resource efficiency and non-energy requirements.

4.1 Commitments for Review

The SRI specifies four reporting commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are submitted to the Independent Inspector on time;
2. Ensure that the Product Compliance Reports for all games consoles are complete;
3. Ensure that no more than 10% of products, within the scope of the SRI, from an individual Signatory fail to comply with the requirements in the SRI.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

Only the first two commitments listed above are checked by the Independent Inspector, the third commitment is declared on the PCR.

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

4.2 Energy and Resource Efficiency Requirements

The following requirements are specified in the SRI in relation to energy usage and resource efficiency, including providing such information to consumers. Compliance with these requirements, either by measurement or manufacturers' declared values, is only checked by

² The SRI can be accessed at the dedicated games consoles SRI website; www.efficientgaming.info

the Independent Inspector when a compliance investigation is undertaken (see section 7 of this report).

4.2.1 Energy Efficiency

The SRI specifies auto-power down and power caps applicable to Media Playback and Navigation modes. These are applicable to consoles using more than 20W in active gaming mode. Further details can be found in Appendix B of this report.

Auto-Power Down

The SRI specifies requirements for the duration of time before Auto-Power Down (APD) is triggered:

- For operational modes other than Media Playback:
 - 1 hour or less from the time of the last user input when powering down to regulatory standby or networked standby mode.
- In Media Playback mode:
 - within 4 hours of starting any audio or video media playback
 - or within 1 hour or less of user inactivity after termination of video media content

Power Caps

In order to achieve a progressive improvement in energy efficiency, power caps are specified in tiers. The power caps applicable for the 2021 reporting period are given below.

Navigation Mode - Tier 6 (effective from 01.01.2021) - power caps:

- High Definition consoles 50W (Measured at HD video resolutions)
- Ultra-high definition consoles:
 - Media Capable 50W (Measured at HD and UHD video resolutions)
 - Gaming Capable 65W (Measured at HD video resolutions)
70W (Measured at UHD video resolutions)
- 8K-compatible consoles 70W (Measured at HD and UHD video resolutions)

Media Playback - Tier 6 (effective from 01.01.2020) - power caps:

- High definition consoles 60W (Measured at HD video resolutions)
- Ultra-high definition consoles
 - Media Capable 60W (Measured at HD and UHD video resolutions)
 - Gaming Capable 70W (Measured at HD video resolutions)
110W (Measured at UHD video resolutions)
- 8K-compatible consoles 70W (Measured at HD video resolutions)
100W (Measured at HD and UHD video resolutions)

4.2.2 Energy Efficiency Information

Power consumption information shall be provided to consumers for consoles using more than 20W in Active Gaming mode. This is within the operating instructions provided with the console itself, onscreen or hardcopy, or online. Energy efficiency information will be neutrally worded so as not to encourage users to disable power-saving features.

4.3 Resource Efficiency Requirements

There are two main areas covered by non-energy commitments:

1. Resource efficiency requirements to promote repair and recyclability
2. Information to be provided to consumers and repairers

Version 4.0 of the SRI, extended the resource efficiency requirements to cover all consoles in-scope including those using less than 20W in Active Gaming mode.

The resource efficiency requirements in version 4.0 are the very similar to the previous version of the SRI, although more detailed information is given in some areas and there are some requirements listed that do not come in to force until the next reporting period. The wording for flame retardants has been changed slightly and reference to LCD displays and mercury has been removed. A summary of the requirements applicable to this reporting period is given below.

4.3.1 Requirements to promote repair and recyclability

- A refurbishment or out-of-warranty repair service shall be available with access to spare parts
- To improve recycling and reuse –
 - maintenance and refurbishment shall be possible by non-destructive disassembly of key components
 - joining and sealing techniques are used that do not prevent removal of components
- To improve recycling at end-of-life
 - plastic parts will be marked according to material composition (parts >25g)
 - any external plastic enclosure components >100 g are removable using tools commercially available to recyclers

4.3.2 Information Requirements

- To support product life extension provide *consumers* (via onscreen, hardcopy or online instructions) information on;
 - how to keep the product in good working order
 - instructions on deleting personal data
 - information on options to upgrade the console (if available)
 - information on end-of-life processing, refurbishment and out-of-warranty repair options
 - information on reparability, such as:
 - whether commercially available or specialized proprietary tools are necessary,
 - whether any repairer or authorized experts are required for repair diagnostics
 - availability of spare parts by all repairers or only manufacturer authorized providers
 - whether an out-of-warranty repair service is provided
- Information for refurbishment or out-of-warranty *repair service* supported by –
 - technical documents available to authorised repair centres
 - information provided to repair and recycling operations regarding halogenated flame retardants in external plastic enclosures >25g
 - information provided to enable product disassembly, including access to targeted components, fastening techniques and tools required

4.4 Other Commitments

Other requirements in the SRI include the Signatories providing a dedicated SRI website in order to publicise and disseminate information regarding the SRI.

4.5 Market Coverage

The Signatories to the SRI, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the EU for the relevant Reporting Period. Signatories are required to provide independent market data to prove this level of market coverage to the European Commission every two years.

Each Signatory must ensure that at least 90% of the games console units it places on the market and/or put into service meet the requirements of the SRI.

5 DATA DECLARATIONS AND PROCESSING

5.1 Product Compliance Report Template

For this Annual Compliance Report the Product Compliance Report (PCR) template was used for the Signatories to declare compliance with the requirements of the SRI. The template enables each Signatory to report on all the consoles within one document. The template is reproduced in Appendix A of this report.

To prevent PCR duplication for consecutive years the Signatories record whether a games console is:

- a new games console
- a revised model of an existing games console
- or an existing games console model

This allows the Signatory to refer to a previously submitted PCR rather than completing sections of the template, each year, for existing consoles. For a new console placed on the market a section in the PCR is fully completed for that model.

The Product Compliance Reports contain no actual performance data (e.g. energy consumption). The majority of the data required to demonstrate compliance with the requirements is also the information that is to be published to consumers. The links to online information in the PCR enable the Signatories to cover all the SRI requirements in one place.

5.2 Data Processing

Product Compliance Reports (PCR) were submitted by all three Signatories.

Microsoft had two existing models falling within the scope of the SRI. This year's PCR provided a link to the previous PCR, available on the Efficientgaming website.

Nintendo submitted a PCR for two Switch consoles. The Nintendo Switch has been on the market since 2017, the Nintendo Switch OLED was launched during the last reporting period. Both consoles were marked as new on the PCR due to now falling within scope of the latest version of the SRI, and not previously reported to the Independent Inspector.

Sony had three models of games consoles listed in the PCR which were the same as the consoles in a previous reporting period. Sony therefore referred to previous PCRs in the Summary section of the PCR, with links to the previous PCR available via the Efficientgaming website. Two revised consoles were also included in the PCR. These also had links to the PCR from the previous year as the information provision is the same as the existing consoles.

The Independent Inspector reviewed the PCRs for completeness. This involved checking that the online links provided in the PCR went to appropriate web pages, but the actual content on these pages was not reviewed.

5.3 Market Coverage

Using the Product Compliance Report format the Signatories specified what percentage of products sold complied with the SRI. Actual recorded sales figures are only required if the Signatory states that less than 90% of products sold comply with the SRI requirements.

The SRI commitment to demonstrate that the SRI covers at least 80% of the games consoles sold in the EU this is not part of the annual review and reporting by the Independent Inspector. The SRI states that Signatories will provide data from an independent 3rd party to the Commission to prove market coverage within three months following a change in Signatories, and will reconfirm market coverage every two years during the operation of the SRI³.

5.4 Sales data

It is the Signatories responsibility to declare and report market coverage. However, for the previous ACR they requested the inclusion of some sales data in the annual report. Market information can be sourced from the 3rd party market organization VGChartz. The data published by VGChartz does not differentiate sales in the UK post-Brexit and also includes the Nintendo Switch Lite (according to Nintendo). As a guide, a total sales figure of 15.93 million is given by VGChartz, but the UK and Switch Lite sales are included in this total.

6 SIGNATORY COMPLIANCE

The SRI specifies four commitments to be met by the Signatories:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the SRI are **submitted** to the Independent Inspector **on time**;
2. Ensure that the Product Compliance **Reports** for all games consoles **are complete**;
3. Ensure **that no more than 10% of products**, within the scope of the SRI, from an individual Signatory **fail to comply with the requirements** in the SRI.
4. Demonstrate that the SRI covers more than 80% of the games consoles sold in the EU for the preceding reporting period (bi-annually).

Only the first three commitments listed above are considered by the Independent Inspector, using the Product Compliance Template, prior to the compilation of this annual report.

³ Energy Efficiency of Games Consoles, Self-Regulatory Initiative for further improve the energy efficiency of Games consoles, Version 4.0, Section 4.2

The market data compliance regarding aggregate sales of consoles in Europe (point 4) must be provided by the Signatories directly to the European Commission.

6.1 Submission of Product Compliance Reports

All initial Product Compliance Reports (PCR) were received by the Independent Inspector within the timeframe given in the SRI (by the end of February).

6.2 Product Compliance Report Completeness

Following a review by the Independent Inspector, each Signatory was contacted individually: there were no reporting or content issues regarding the PCRs for any of the Signatories.

6.3 Market Coverage

All three Signatories with in-scope consoles declared, via the Product Compliance Reports, compliance with the requirements of the SRI for at least 90% of products sold.

7 SRI REQUIREMENTS COMPLIANCE INVESTIGATION

The SRI includes a requirement that a product compliance investigation may be conducted on any new games console model or a revised model after it is first placed on the market. Such an investigation uses product testing and the links provided in the PCR to verify the self-declared values and data provision. Annex A-1 and A-2 of the SRI specifies methods of verification for energy consumption and non-energy requirements & energy efficiency information.

For new consoles a product compliance investigation takes place after the submission of the PCR. As both Microsoft and Sony launched new models in the reporting period of 2020, and PCRs were submitted early 2021, an investigation took place in October 2021. Testing and verification was undertaken by the Consumer Electronics division of Intertek Performance Electrical & Network Assurance test facility in Milton Keynes, UK.

7.1 Sample Purchase

Despite the new models being launched almost a year prior to the testing, there were issues sourcing some games consoles from high street retailers.

The purchasing approach for compliance testing would normally require a random selection from products available on the open market. Where this was not possible the Signatories agreed the following approach:

- Signatories would provide samples for consoles that could not be purchased off-the-shelf with a declaration that the console is of retail specification and had not been altered in any way.
- The test report would be issued with ‘interim results’.
- Once readily available, off-the-shelf samples will be purchased and re-tested to verify the results.

The samples tested were:

Games Console	Provision of Sample
Microsoft Xbox Series S 1883	Purchased from a consumer retailer
Microsoft Xbox Series X 1882	Provided directly from Microsoft
Sony Playstation5® Digital Edition CFI-1016B	Provided directly from Sony
Sony Playstation5® CFI-1016A	Provided directly from Sony

7.2 Testing and Reporting

The Independent Inspector reviewed the test results and the non-energy requirements & energy efficiency information evidence according to the specifications in version 3.0 of the SRI. The SRI refers to testing a model subsequent to the submission of the Product Compliance Report for the console. This was interpreted by the Independent Inspector to mean that the testing should be confirming the information in the PCR and to the SRI version quoted on the PCR. This approach was also followed by one of the Signatories in relation to the evidence for non-energy requirements. However, correspondence from Signatories following the issuing of draft reports resulted in a request to review of the data according to version 4 of the SRI. The energy efficiency testing was the same for both versions of the SRI. The means of verification for the non-energy requirements & energy efficiency information are not significantly different but further evidence was required.

7.3 Compliance

From the energy efficiency testing and the review of evidence for non-energy requirements, all four consoles complied with the requirements according to SRI version 3.0. At the time of writing this draft annual compliance report, the Independent Inspector is still waiting for information from Microsoft to support the requirements for the non-energy requirements according to the SRI version 4.0. Sony was in compliance with SRI version 4.0. Off-the-shelf samples were still not readily available to re-test at the time of writing.

8 OVERALL COMPLIANCE

For the reporting period January through December 2021, all the three Signatories comply with the reporting commitments in the SRI, in terms of the submission of Product Compliance Reports and declaring market coverage.

8.1 Signatories and Games Consoles

Table 1 below lists the manufacturers and the corresponding games consoles that are covered by the EU Self-Regulatory Initiative for the reporting period January through December 2021. Consoles not included in previous reports are identified in *italics*.

Table 1. Compliant models covered by the SRI (reporting period 2021)

Manufacturer	Games Console Name	Model no.	Type
Microsoft	Xbox Series X	1882	8K Definition Gaming Capable
Microsoft	Xbox Series S	1883	Ultra High Definition Media Capable
<i>Nintendo</i>	<i>Nintendo Switch</i>	<i>HAC-001(-01)</i>	<i>High Definition <20W</i>
<i>Nintendo</i>	<i>Nintendo Switch OLED</i>	<i>HEG-001</i>	<i>High Definition <20W</i>
Sony	PlayStation®4	CUH-2216	Ultra High Definition Media Capable
Sony	PlayStation®5	CFI-1016A	8K Definition Capable
Sony	PlayStation®5 Digital Edition	CFI-1016B	8K Definition Capable
<i>Sony</i>	<i>PlayStation®5</i>	<i>CFI-1116A</i>	<i>8K Definition Capable</i>
<i>Sony</i>	<i>PlayStation®5 Digital Edition</i>	<i>CFI-1116B</i>	<i>8K Definition Capable</i>

9 RECOMMENDATIONS

The recommendations given are those in relation to the reporting process, data handling and product compliance review associated with the role of the Independent Inspector for the production of the Annual Compliance Report.

9.1 Compliance Investigation Review

The process used to undertake the compliance investigation review has revealed some areas in the SRI that led to different interpretations. These have been addressed through discussions between the Independent Inspector and the Signatories.

The recommendation is that clarification be included in future revisions of the SRI to ensure:

- There is communication between the Independent Inspector and Signatories to confirm the SRI version that will be used at the point of compliance testing.
- The Independent Inspector requests that all the verification information in relation to Annex A-2 is provided immediately prior to a compliance review.

Appendix A - PRODUCT COMPLIANCE REPORTING TEMPLATE

The template reproduced here was generated in Microsoft Word by the Signatories and allows all appropriate games consoles models to be reported on in one document, with a summary at the beginning.

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).
 For further information please see: <https://www.efficientgaming.info/eu.html>
 EU PCR version: 4.0
 Date: [dd/mm/yyyy]

EU Product Compliance Report Summary

Signatory company	Choose an item.				
Reporting period	Jan – Dec [yyyy]				
Date submitted	[dd/mm/yyyy]				
Completed by	[name]				
Contact details	[VA Administrator details]				
List of consoles within scope of SRI					
#	Model name	Model number	Console type	Status	< 20 W
A.	[model name]	[model number]	Choose an item.	Choose an item.	<input type="checkbox"/>
B.	[model name]	[model number]	Choose an item.	Choose an item.	<input type="checkbox"/>
The Signatory complies with the requirements of the SRI for:			100% of products sold		

#	Reference to previously submitted PCR for applicable models	Submitted on:
A.	[Link/reference for model A if applicable]	Click or tap to enter a date.
B.	[Link/reference for model B if applicable]	Click or tap to enter a date.

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

EU Product Compliance Report (A)

A.	Model name	[model name]	Model number	[model number]	< 20 W	<input type="checkbox"/>
	Console type	Choose an item.	Status	Choose an item.		
Additional model information						

Section 1.a

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
1.2	Information on default regulatory standby mode when the Games Console is powered-down. (Section 3.1)	
1.3	Information on the default auto power-down time settings. (Section 3.1)	
1.4	Information on how to change time settings for auto power-down. (Section 3.1)	
1.5	References to further information on other available low power modes. (Section 3.1)	
1.6	Information on console power consumption of navigation, media play, gaming, regulatory standby mode(s) and other user-enabled low power conditions. (Section 3.1)	
1.7	Information on availability of end-of-life processing, refurbishment, out-of-warranty services. (Section 3.2)	
1.8	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.2)	
1.9	Information on product life extension: how to delete personal data. (Section 3.2)	
1.10	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.2)	

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

1.11	Clear and consistent information, based on CENELEC standards, regarding the reparability of the console is available. (Section 3.2)	
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Section 1.b

The Signatory company also confirms via this Product Compliance Report the following		Confirmed by the Signatory
1.12	Technical documentation, as requested in Section 3.2.2, is made available to authorized repair services.	<input type="checkbox"/>
1.13	Product disassembly instructions, as requested in Section 3.2.2, are made available to repair and recycling operations.	<input type="checkbox"/>

Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

EU Product Compliance Report (B)

B	Model name	[model name]	Model number	[model number]	< 20 W	<input type="checkbox"/>
	Console type	Choose an item.	Status	Choose an item.		
Additional model information						

Section 1.

The following information and documents are submitted in support of this declaration by the references provided		References to documentation / hyperlink
1.1	Information on the energy-saving potential of power management. (Section 3.1)	
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1.8	Information on product life extension: explanation on how to keep the consoles in good working condition. (Section 3.2)	
1.9	Information on product life extension: how to delete personal data. (Section 3.2)	
1.10	Information on product life extension: options available (if any) to consumers to upgrade the performance of their consoles. (Section 3.2)	

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For further information please see: <https://www.efficientgaming.info/eu.html>

EU PCR version: 4.0

Date: [dd/mm/yyyy]

1.11	Clear and consistent information, based on CENELEC standards, regarding the reparability of the console is available. (Section 3.2)	
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Section 1.b

The Signatory company also confirms via this Product Compliance Report the following		Confirmed by the Signatory
1.12	Technical documentation, as requested in Section 3.2.2, is made available to authorized repair services.	<input type="checkbox"/>
1.13	Product disassembly instructions, as requested in Section 3.2.2, are made available to repair and recycling operations.	<input type="checkbox"/>

Section 2.

#	Reasons for non-compliance	Supporting documentation / reference / hyperlink

This EU PCR is submitted for compliance with the Games Console Voluntary Agreement (EU SRI version 4.0).

For further information please see: <https://www.efficientgaming.info/eu.html>

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Date: [dd/mm/yyyy]

Notes for Independent Inspector

#	Notes	Regarding



Total Quality. Assured.

Independent Inspector Annual Compliance Report EU Market – Final

Report No: 1.01

Issue date: 9th May 2022

Appendix B - SELF REGULATORY INITIATIVE KEY POWER CONSUMPTION REQUIREMENTS

The following tables detail the power cap and Auto-Power Down (APD) requirements for the SRI version 4.0. Further detail can be found in the SRI.

Power consumption caps

Mode	Tier	Effective from	High Definition Consoles (W)	Ultra High Definition Consoles (W)		8K-capable Consoles (W)
				Media Capable	Gaming Capable	
Navigation Mode	Tier 1	01-Jan-14	90 ¹	90 ²		
	Tier 2	01-Jan-16	90 ¹	90 ²		
	Tier 3	01-Jan-17	70 ¹	70 ²		
	Tier 4	01-Jan-19	50 ¹	Media Capable 50 ²	Gaming Capable 70 ²	
	Tier 5	01-Jan-20	50 ¹	50 ²	65 ² 70 ³	
	Tier 6	01-Jan-21	50 ¹	50 ²	65 ² 70 ³	70 ²
Media Playback DVD	Tier 1	01-Jan-14	90 ¹			
	Tier 2	01-Jan-16	90 ¹	90 ¹		
Media Playback Blu-ray Disc	Tier 3	01-Jan-17	70 ¹	90 ¹		
Streaming HD	Tier 4	01-Jan-19	60 ¹	Media Capable 60 ²	Gaming Capable 70 ¹ 110 ³	
	Tier 5	01-Jan-20	Na	Na	Na	Na
	Tier 6	01-Jan-21	60 ¹	60 ²	70 ¹ 100 ³	70 ¹ 100 ²

¹ Measured at HD video resolutions

² Measured at HD and UHD video resolutions

³ Measured at UHD video resolutions

Auto-Power Down

Title	Requirement
Navigation Mode	APD to trigger within 60 minutes to the power limits for Standby
Active Gaming	APD to trigger within 60 minutes to the power limits for Standby
Disc-Based Media Playback	APD to trigger within 4 hours of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for Standby
Media Streaming Playback	APD to trigger within 4 hours of starting any audio or video media playback or within 1 hour or less of user inactivity after termination of video media content to the power limits for Standby