

Independent Inspector Annual Compliance Report UK Market – Final

Reporting Period 2021

Games Consoles Voluntary Agreement

SCOPE OF WORK:
**COMPLIANCE REPORT FOR THE VOLUNTARY AGREEMENT
ON ENERGY AND RESOURCE EFFICIENCY
OF GAMES CONSOLES**

REPORT NUMBER:
1.0

ISSUE DATE:
25th May 2022

PAGES:
23



CUSTOMER

Signatories for the UK Voluntary Agreement to further improve the energy efficiency of Games Consoles

REPORT ISSUED BY

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Date	25th May 2022	Date:	25th May 2022

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1 SUMMARY

1.1 Commitments and Requirements

This Annual Compliance Report from the Independent Inspector for the Voluntary Agreement (VA), covers a reporting period from 16th – 31st December 2021 for in-scope games consoles sold in the UK. The short reporting period is due to the VA only being agreed and coming into force in the very latter part of 2021.

The VA covers games consoles placed on the UK market by the three Signatories. This accounts for 100% of the in-scope games consoles sold in the UK in 2021, for the specified reporting period.

Games consoles covered by the VA 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 VA).

The VA 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 VA 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 VA;

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

1.3 Data Collection and Processing

The Independent Inspector reviewed the Product Compliance Reports (PCR), 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 VA, Signatories must achieve the following reporting obligations:

1. Ensure that Product Compliance Reports for all games consoles within the scope of the VA 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 VA, from an individual Signatory fail to comply with the requirements in the VA.
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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 the United Kingdom must be provided by the Signatories directly to the UK Secretary of State.

1.5 Compliance Verification Investigation

As the UK VA was only adopted towards the end of 2021 and no compliance testing has been undertaken under this VA. This is the first reporting period and submission of PCRs for the UK VA, so models covered by the 2021 reporting period will be considered for compliance testing after the publication of this annual report.

1.6 Overall Compliance

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

2 INTRODUCTION

The self-regulatory initiative establishes a Voluntary Agreement (VA), under the terms of Part 8, regulation 22 (3) of the Ecodesign for Energy-Related Products Regulations 2010¹ (“the 2010 Regulations”), for improved energy and resource efficiency, and end-of-life treatment and recycling of games consoles. The full VA can be found on the dedicated games console VA website; www.efficientgaming.info

The scope of the VA 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 VA² 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 (5.1)

This is the first Annual Compliance Report (ACR) for the UK VA and covers a short reporting period, 16th – 31st December 2021, for which the UK VA was applicable. It includes information on the compliance by the Signatories according to the Games Console Voluntary (VA) version 1.0.

The VA is based on the EU Self-Regulatory Initiative (v4.0) and covers consoles which use more than 20 Watts in Active Game mode, to which all the requirements apply, and consoles that consume less than 20W in Active Gaming mode, to which all the requirements apply except the Energy Efficiency Requirements (section 3.1 of the VA).

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 VA. The submission of the PCR has been reviewed by the Independent Inspector against the reporting obligations in the VA.

¹ SI 2010/2617 as amended by SI 2019/539 and 2020/1528.

² Parentheses provide VA paragraph references

3 LIST OF SIGNATORIES

For the reporting period 16th – 31st December 2021, there were three manufacturers signed up to the VA for games consoles. These are the manufacturers that instigated and worked together to produce, and continually undertake revisions to, the VA.

- 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 Voluntary Agreement (VA). Further detail and full wording can be found in the published VA (version 1.0)³. The energy efficiency requirements only apply to in-scope consoles consuming more than 20W in Active Gaming mode. All the other requirements apply to all in-scope consoles.

4.1 Commitments for Review

The VA 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 VA 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 VA, from an individual Signatory fail to comply with the requirements in the VA.
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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 the UK (point 4) must be provided by the Signatories directly to the UK Secretary of State.

4.2 Energy and Resource Efficiency Requirements

The following requirements are specified in the VA 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 the Independent Inspector when a compliance investigation is undertaken (see section 7 of this report).

³ The VA can be accessed at the dedicated games consoles VA website; www.efficientgaming.info

4.2.1 Energy Efficiency

The VA 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 VA 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

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 VA include, amongst other things, the Signatories providing a dedicated VA website in order to publicise and disseminate information regarding the VA.

4.5 Market Coverage

The Signatories to the VA, in aggregate, must account for more than 80% of the unit sales of Games Consoles in the UK for the relevant Reporting Period. Signatories are required to provide independent market data to prove this level of market coverage to the United Kingdom 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 VA.

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 VA. 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 VA requirements in one place.

5.2 Data Processing

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

The UK VA is based closely on the EU SRI established before the UK left Europe due to Brexit and, in reporting under the UK VA, some Signatories referenced PCRs submitted for previous reporting periods for the EU SRI.

Microsoft had two existing models falling within the scope of the VA. This year's PCR provided a link to the previous EU 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 2021. Both consoles were marked as new on the PCR due to not previously being reported to the Independent Inspector under the EU SRI.

Sony had three models of games consoles listed in the PCR which were the same as the consoles reported through the EU SRI. Sony therefore referred to previous EU PCRs in the Summary section of the PCR, with links to the previous EU PCR available via the Efficientgaming website. Two revised consoles were also included in the PCR. These also had links to the EU PCR from the previous year's reporting 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 VA. Actual recorded sales figures are only required if the Signatory states that less than 90% of products sold comply with the VA requirements.

The VA commitment to demonstrate that the VA covers at least 80% of the games consoles sold in the UK this is not part of the annual review and reporting by the Independent Inspector. The VA 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 VA⁴.

6 SIGNATORY COMPLIANCE

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

1. Ensure that Product Compliance Reports for all games consoles within the scope of the VA 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 VA, from an individual Signatory **fail to comply with the requirements** in the VA.
4. Demonstrate that the VA covers more than 80% of the games consoles sold in the UK 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.

The market data compliance regarding aggregate sales of consoles in the UK (point 4) must be provided by the Signatories directly to the UK Secretary of State.

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 VA (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 VA for at least 90% of products sold.

⁴ Energy Efficiency of Games Consoles, UK Voluntary Agreement to further improve the energy efficiency of Games Consoles, Version 1.0, Section 4.2

7 VA REQUIREMENTS - COMPLIANCE INVESTIGATION

The VA 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 VA specifies methods of verification for energy consumption and non-energy requirements & energy efficiency information.

The UK VA was only adopted towards the end of 2021 and no compliance testing has been undertaken under this VA. As this is the first reporting period and submission of PCRs for the UK VA, models reported in the 2021 reporting period will be considered for compliance testing after the publication of this annual report.

8 OVERALL COMPLIANCE

For the reporting period 16th – 31st December 2021, all the three Signatories comply with the reporting commitments in the VA, 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 UK Self-Regulatory Initiative for the reporting period 16th – 31st December 2021.

Table 1. Compliant models covered by the VA (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
Nintendo	Nintendo Switch	HAC-001(-01)	High Definition <20W
Nintendo	Nintendo Switch OLED	HEG-001	High Definition <20W
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
Sony	PlayStation®5	CFI-1116A	8K Definition Capable
Sony	PlayStation®5 Digital Edition	CFI-1116B	8K Definition Capable

9 RECOMMENDATIONS

There are no recommendations in relation to the reporting process, data handling and product compliance review associated with the role of the Independent Inspector for the production of this Annual Compliance Report.

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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).
 For further information please see: <https://www.efficientgaming.info/uk.html>
 UK PCR version: 1.0
 Date: [dd/mm/yyyy]

UK 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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

UK 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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

UK 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)	
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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

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 UK PCR is submitted for compliance with the Games Console Voluntary Agreement (UK SRI version 1.0).

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

UK PCR version: 1.0

Date: [dd/mm/yyyy]

Notes for Independent Inspector

#	Notes	Regarding



Total Quality. Assured.

Independent Inspector Annual Compliance Report UK Market – Final

Report No: 1.0

Issue date: 25th May 2022

Appendix B – VOLUNTARY AGREEMENT KEY POWER CONSUMPTION REQUIREMENTS

The following tables detail the power cap and Auto-Power Down (APD) requirements for the VA version 1.0. Further detail can be found in the VA.

Power consumption caps

Mode	Tier	Effective from	High Definition Consoles (W)	Ultra High Definition Consoles (W)		8K-capable Consoles (W)
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