

# GAMING INTEGRITY QUALITY ASSURANCE TEST

#### **CARD SHOE**

<b>Quality Assurance Test Date</b>	
Premises' Name	
Tester's Name and Title	
Supplier	
Manufacturer	
Purchase Order #	
Packing Slip #	
Description (including colour)	

### **General Specifications**

Gaming supplies purchased by the Manitoba Liquor and Lotteries Corporation (MLLC) or a gaming operator for use in a lottery scheme must meet the Liquor and Gaming Authority of Manitoba (LGA) gaming integrity standards. Quality assurance (QA) inspection testing ensures gaming supplies meet these standards. QA testing is to be conducted and the successful test, design schematic (when applicable) and packing slip are to be submitted in support of the Gaming Integrity Approval Application.

All issues, manufacturing defects or imperfections discovered during the inspection must be documented. The MLLC and/or gaming operator must contact the gaming supplier if any issues, concerns or discrepancies arise at any time during the inspection of a shipment or whenever gaming supplies are received that do not meet the applicable standard.

To ensure gaming supplies maintain compliance with the LGA Terms and Conditions of approval, QA testing must be conducted on all reorders and shipments received. A copy of the QA test is to be supplied to the LGA for all subsequent shipments received, upon request.

All gaming supplies that pass QA testing must be marked to identify that they have met the applicable standards. Refer to the definitions provided within the standards.

## **Documents Required**

MLLC Purchase Order
Design Schematic (if applicable)
Supplier's Packing Slip

LGA Gaming Integrity Standards LGA Gaming Integrity Terms & Conditions

Quality Assurance Testing Criteria					
Distribution/Packaging	Pass	Fail	N/A		

- 1. There were no visible signs of tampering.
- 2. The correct amount were shipped when compared to the amount listed on the purchase order and packing slip.

#### **Construction Standards**

The following tests must be conducted on **each card shoe** received. These tests do not test for operational performance criteria or compatibility with other gaming supplies.

- 3. The body of the card shoe is solidly constructed with no loose panels that may conceal hidden compartments.
- 4. The body of the card shoe is constructed from a white or black opaque material.
  - If not provided, specify the features which make the design secure:
- 5. The card shoe is designed with a ramp which allows the playing cards to rest inside the body of the shoe.
- 6. The card shoe is designed in a way that prevents peeking at the top card.
- The card shoe is designed with a lip (backstop) on the inside of the angled front face of the shoe to prevent seconds from being dealt.
- 8. The roller is solidly constructed with no loose panels and the wheels on the base of each roller move freely.
- 9. The roller is designed so that, when positioned on the top of the ramp, it rolls to the bottom of its own accord.
- 10. The roller is constructed and fitted with a metallic brake mechanism.
- 11. The card shoe is fitted with an "eye-hook" at the back of the unit.
- 12. The card shoe lid, if supplied, is solidly constructed from an opaque material and has no loose panels that may conceal hidden compartments.
- 13. The manufacturer's name, logo, identifying mark or a unique manufacturer identifier is affixed or imprinted.
  - Specify UMI #:
- 14. The premises' name or logo may be imprinted upon each card shoe. Indicate "pass" if imprinted.

Inventory	Pass	Fail	N/A
Inventory	Pass	Fail	1

- 15. The amount being recorded into inventory matches the actual amount shipped and accepted for gaming use.
- 16. The card shoe contains some form of identification indicating it is accepted for gaming use and matches the identifier recorded into inventory.

the gaming sup	onal comments for each item that fails and/opplies received:  Comment	or where the test is not applicable to
the packing slip Each card show supplies are red Gaming Integrif	A testing checklist along with a copy of the p. The LGA may request the QA testing per ereceived in the shipment must have no deceived and fail QA testing based upon the sity approval, it is the responsibility of the puring supplier. Gaming supplies with defects of	erformed on subsequent shipments.  efects or imperfections. When gaming standards, or does not adhere to the rchaser to have the issues corrected
MLLC/Gaming	Operator Signature	Title

Date

Printed Name