



Liquor and Gaming
Authority of Manitoba

GAMING INTEGRITY STANDARDS

PLAYING CARDS

Background

The Liquor and Gaming Authority of Manitoba (LGA) regulates licensed and provincial gaming in Manitoba to ensure that gaming is conducted honestly, with integrity and in the public interest. This authority is established by *The Liquor and Gaming Control Act* (the “Act”). All lottery schemes are required to have LGA gaming integrity approval, including approval of any associated gaming product. Suppliers intending to provide gaming product must be licensed by the LGA. Continued licence approval requires compliance with Gaming Supplier Terms and Conditions, including ensuring that at all times product supplied complies with any applicable Gaming Integrity Standards. The LGA reserves the right to amend these standards at any time.

Purpose

This document is intended to provide regulatory guidance to manufacturers, suppliers and purchasers of gaming product by providing Gaming Integrity Standards for Breakopen tickets, their production and distribution. These standards ensure that gaming product used in lottery schemes in the province of Manitoba meet the tests for fairness, honesty, security, safety, and auditability.

Definitions

The following definitions are provided for use with these standards, the Gaming Integrity Terms and Conditions of approval and quality assurance testing.

1. “Artwork Proof” means a true rendering of the back of the playing card.
2. “Bar Code Card” means a card in each individual deck of playing cards containing a manufacturer’s bar code detailing quality and security controls and the manufacturer’s contact information. The bar code card also includes the unique manufacturer identifier.
3. “Card Back” means the side of each card containing a secure design and same style as all other cards in the deck.
4. “Card Face” means the front of each card; containing standard or jumbo size numbers and/or pips representing the number or value of the card.
5. “Deck” means a complete standard deck comprised of 52 playing cards, two (2) jokers and one (1) bar code or top card.
6. “Gaming Centre Provider” means a person who, under an agreement with MLLC, owns or operates premises in which MLLC operates provincial gaming.
7. “Gaming Operator” means a person who, under an agreement with MLLC, owns or operates premises in which the person operates provincial gaming.
8. “Lottery Scheme” means a lottery scheme within the meaning of paragraph 207 (4) of the *Criminal Code* (Canada).

9. “MLLC” means the Manitoba Liquor and Lotteries Corporation and is also referred to as the “applicant” or “purchaser”.
10. “Play” means the patron wagers his/her own currency to obtain a chance for realizing a reward.
11. “Pip” means the small symbols representing the suit of the playing card, in different number and arrangements, whose number indicates the value of a playing card.
12. “Playing card” means a card, typically hand-sized and rectangular piece of heavy paper or thin plastic used with table games.
13. “Provincial Gaming” means a lottery scheme referred to in paragraph 207(1) (a) of the *Criminal Code* (Canada).
14. “Snap” means the tendency of a body (card) to return to its original shape after it has been bent, stretched, or compressed.
15. “Top Card” means a black bordered card within a deck containing a four-digit manufacturer tracking code, the manufacturer’s and supplier’s contact information.
16. “Unique Manufacturer Identifier/Edition Number” means the manufacturer’s assigned number to each production run that contains, including, but not limited to; the type of card stock used, the premises in which the gaming equipment was manufactured for, the brand or style, and the manufacture date.

LGA Gaming Supplier Licence

The supplier is required to be a LGA licensed gaming supplier, if their product is intended to be offered for play. The manufacturer may also be required to be a licensed gaming supplier.

Gaming Equipment Specifications

Quality assurance testing is required for gaming integrity approval of the gaming equipment.

1. An artwork proof is required for gaming integrity approval of the gaming equipment.
2. The artwork proof must be a true rendering of the card back and face showing the following characteristics:
 - a. Design and style of the card back and face
 - b. Colour and pantone
 - c. Bleed type on the card back
 - d. Premises name or logo
 - e. Print and pip size
 - f. Card stock type
 - g. Card dimensions and specifications
 - h. Any security features contained on the card

The artwork proof should provide the manufacturer’s name or logo and address; indicate the brand of card; and provide a section for the purchaser to approve and accept the artwork for production.

3. The applicant is required to arrange for secure transfer of the playing cards (2 decks, a 2-deck setup or pre-shuffled multi-deck), in unopened packaging, to the LGA for retention, as part of the application for gaming integrity approval.
4. Whenever a shipment is received the MLLC, gaming operator or gaming centre provider is required to:
 - a. conduct quality assurance testing to ensure the gaming equipment meets the standards and conforms to the approval issued; and
 - b. apply some form of identification to the gaming equipment, for inventory purposes

The MLLC and the gaming operator or gaming centre provider should also refer to the LGA Gaming Integrity Application and Approval Requirements for further information and guidelines on the application process.

Standards

At any time playing cards do not meet the following standards, the equipment may be returned to the supplier.

Construction

1. Unless otherwise approved, playing cards must be constructed of high quality “casino-grade” paper or plastic stock for:
 - i. Durability;
 - j. Consistent thickness;
 - k. Consistent fibre or material content;
 - l. Consistent colour, resistant to fading; and
 - m. Sharpness of snap
2. Playing cards must have the ability to withstand a wide range of humidity conditions and shall withstand both high and low humidity conditions as established by the manufacturers.
3. Playing cards must be constructed of such quality that individual cards are able to withstand minor bending without being permanently damaged. The card shall have the capacity to resist forming a “memory” from bending or physical manipulation.
4. Playing cards must be constructed so that individual cards have sufficient weight and density to prevent fluttering or flipping during dealing, and will prevent the card face from showing during the process of dealing.
5. The playing card’s size and shape is to be compatible for use with automatic card shufflers. LGA recognizes that different table games and card shufflers may require a different size card. Variation in card size and/or shape will be reviewed for LGA approval on a case-by-case basis.
6. All edges must be perfectly square with each side at a precise 90-degree angle to each adjacent side of the card.

7. The radius of all four corners of each playing card within the deck must be exactly the same.
8. Playing cards provided for one-time use (i.e. hand-held baccarat) may be constructed of lower quality casino-grade paper. Variations in the grade of paper will be reviewed for LGA approval on a case-by-case basis.

Card Back Design and Style

1. The card back of each playing card in a deck must be identical in design and colour. No playing card shall contain any marking, symbol, or design that will enable an individual to know the identity of any element printed on the face of the card or that will differentiate the back of that card from any other playing card in the deck.
2. The name or logo of the premises must be imprinted on the card back of each playing card twice in a mirror image. The mirror imaged name or logo of the premises must be spaced a minimum of 3/4 of an inch apart.
 - 3.1 When a card back design has a white border, the border must be a minimum of 3/16 of an inch from the edge of the card back on each side.
 - 3.2 When playing cards do not have a white border, a fading effect must be used in the card back design (i.e. the card back design must fade to white as it approaches the edge of the card).
 - 3.3 Only playing cards provided for one-time use (i.e. hand-held baccarat) may be designed with a full bleed card back. Variations in card back designs will be reviewed for LGA approval on a case-by-case basis.
4. All type and artwork reproductions must be clear and sharp with no broken characters, identifying marks or hairlines, and with uniformity of ink colour/hues and coverage.
5. All artwork shall be squarely centered on the card back with consistent borders and unbroken lines.

Card Face

1. Unless otherwise approved, all decks of cards must be one (1) complete standard deck of fifty-two (52) cards imprinted with four (4) suits, two (2) jokers and one (1) bar code card. The four suits shall be hearts, diamonds, clubs and spades. Each suit shall consist of; numerical cards from two (2) to ten (10); a jack; a queen; a king; and an ace.
2. LGA recognizes that different table games may require a specific card face style to be used with a card reader. If the game uses a card reader, the card face style must be designed to be compatible. Variations in card face styles will be reviewed for LGA approval on a case-by-case basis.
3. The pips in the following suits must be constructed in the respective colour:
 - a. In the “**hearts**” ♥ suit, pips must be burgundy red
 - a. In the “**diamonds**” ♦ suit, pips must be burgundy red.
 - b. In the “**spades**” ♠ suit, pips must be black.
 - c. In the “**clubs**” ♣ suit, the pips must be black.

- 4.1 Unless otherwise approved, the 52 cards within the deck must be arranged by the four suits in a manner for easy determination and verification of a complete deck.
- 4.2 Pre-shuffled multiple decks must ensure randomness and provide a method to verify decks packaged together are complete.
5. The edition number, tracking code, or both must be provided on the ace of spades card.

Packaging

- 1.1 Individual decks of playing cards are to be packaged in matching tuck case card box with die-cut security window, glue sealed and cellophane wrapped.
- 1.2 When individual decks are packaged as a set, the decks must be individually cellophane wrapped and may be boxed together as a set.
- 1.3 Pre-shuffled multiple decks are to be packaged together in a carton with die-cut security window, security tear-band, glue sealed and cellophane wrapped.
2. The tracking code contained upon a deck's top card must be identical on each deck within a set.
3. The manufacturer's name or logo must be placed on each deck/set or alternatively placed on each box containing individual decks or sets of playing cards.
4. Playing cards which have been printed and sealed must maintain the original condition and must not deteriorate when properly stored or normally handled, and must be protected from environmental elements.

Distribution

1. All box flaps must be glued and all seams are to be sealed with security tape on each boxed shipment.
2. Each package, box, or other container must be sealed at the factory with a tamper resistant seal or tape, including a warning to the purchaser that it may have been tampered with if the package, box or other container was received by the purchaser with the seal broken. The seal or tape must be visible from outside the package, box, or container and must be of such construction as to guarantee that should the container be opened or otherwise tampered with, evidence of the opening or tampering would be easily detected.
3. Each package, box, or other container must indicate the, purchase order number, colour of the cards it contains, the intended premises and the unique manufacturer identifier (edition number).
4. A packing slip inside the carton listing the same information in point 3 is required.
5. Shipping manifests and packing slips must include the UMI number of each production run in the shipment.

6. All card seconds (e.g. overrun prints, blemished cards, etc.) must be destroyed by the manufacturer. Card seconds are not to be sold to any other party due to security issues.