



Liquor and Gaming  
Authority of Manitoba

## GAMING INTEGRITY STANDARDS

### TABLE GAME LAYOUTS

#### 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 equipment. Suppliers intending to provide gaming equipment must be licensed by the LGA. Continued licence approval requires compliance with Gaming Supplier Terms and Conditions, including ensuring that at all times equipment 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 equipment by providing Gaming Integrity Standards for table game layouts, their production and distribution. These standards ensure that gaming equipment 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 proposed gaming equipment.
2. “Gaming Centre Provider” means a person who, under an agreement with MLLC, owns or operates premises in which MLLC operates provincial gaming.
3. “Gaming Operator” means a person who, under an agreement with MLLC, owns or operates premises in which the person operates provincial gaming.
4. “Lottery Scheme” means a lottery scheme within the meaning of paragraph 207 (4) of the *Criminal Code* (Canada).
5. “MLLC” means the Manitoba Liquor and Lotteries Corporation and is also referred to as the “applicant” or “purchaser”.
6. “Play” means the patron wagers his/her own currency to obtain a chance for realizing a reward.
7. “Provincial Gaming” means a lottery scheme referred to in paragraph 207(1) (a) of the *Criminal Code* (Canada).

8. "Table Game Layout" means the cloth or fabric placed upon a gaming table which may contain required betting spot(s) for the placement of wagers, and rules or payable information for the table game.
9. "Unique Manufacturer Identifier (UMI)" means the manufacturer's assigned number to each production run that contains, including, but not limited to; the premises in which the layout was manufactured for, the type of fabric used, background pantone used 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. An artwork proof may also be required if any custom design features are used in the construction of the gaming equipment.

1. An artwork proof is to be supplied if the gaming equipment contains any custom design features, i.e., unique manufacturer identifier, security features or premises name/logo.
2. The artwork proof must be a true rendering showing the following characteristics:
  - a. Table Game name, when applicable
  - b. Cloth type used
  - c. Cloth colour and pantone
  - d. Cloth size and dimensions
  - e. Print size and dimensions
  - f. The colours and pantones utilized for any rules of play and/or payable information, when applicable
  - g. The colours and pantones utilized for betting spot(s), when applicable
  - h. Premises name or logo, if applicable
  - i. Whether the logo is printed or embroidered, when applicable
  - j. Placement specifications of the logo on the layout, if applicable
  - k. Manufacturer's name, logo or an identifying mark
  - l. UMI number

The schematic should reference the manufacturer's name, logo, and address; indicate the brand or style of table game layout; and provide section for the purchaser to approve and accept the schematic for production.

3. 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 table game layouts do not meet the following standards, the equipment may be returned to the supplier.

### **Construction**

Table game layouts vary greatly in size, style, cloth used and therefore, no physical dimensions are enforced by the LGA as there is no part of a layout where tolerances can be applied, or are critical, for its satisfactory operation. The MLLC is responsible to ensure the dimensions and specifications are compatible with the gaming table.

1. The manufacturer's name or logo may be displayed on each table game layout produced.
2. An identifier label or UMI number must be displayed on the table game layout.
3. The UMI number must be printed on the front of the layout where it will be visible once fitted on the layout plate upon the gaming table.
4. The UMI number must change whenever a change to the artwork is made.
5. All type and artwork reproductions shall be clear and sharp with no broken characters and with uniformity of ink colour/hues and coverage.
6. The table game name may appear upon the layout.
7. Betting spots for placement of wagers must be provided upon the layout. The only exception is poker layouts, which must have a bet line around the layout.
8. Generic betting spots for side wagers may be provided upon the layout, if the gaming operator intends to use the same layout for different side wager options.
9. General game rules and/or payable information may appear upon the layout; if the gaming operator does not prominently display it upon a sign at the gaming table.
10. The premises name or logo may appear upon the layout.

### **Distribution/Packaging**

1. The manufacturer and/or supplier must ensure that each layout produced matches the approved artwork proof, prior to distribution.
2. Seconds (e.g. overrun prints, blemished layouts, samples, etc.), where a premises logo is printed, are not to be sold to another party due to security issues. All layout seconds must be destroyed or sent to the gaming operator indicating they are seconds.
3. Each package, box, or other container must be sealed 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.

4. A label shall be placed on, or be visible from, the exterior of each crate, box or other container to easily determine the intended premises, the type of product and the manufacturer.
5. A packing slip inside the carton listing the same information in point 4 is required.
6. The supplier's name, logo or identifying mark must be placed on each packaged shipment or alternatively placed on each crate or box containing individual gaming equipment.