



Liquor and Gaming
Authority of Manitoba

GAMING INTEGRITY STANDARDS

DICE

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 dice, 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. “Design Schematic” means a true rendering of the proposed gaming equipment.
2. “Dice” means either; a pair of 2 die thrown to determine winning bets in Craps or a set of 3 die shaken using a dice cup to determine the position of the first hand in Pai Gow.
3. “Gaming Centre Provider” means a person who, under an agreement with MLLC, owns or operates premises in which MLLC operates provincial gaming.
4. “Gaming Operator” means a person who, under an agreement with MLLC, owns or operates premises in which the person operates provincial gaming.
5. “Lottery Scheme” means a lottery scheme within the meaning of paragraph 207 (4) of the *Criminal Code* (Canada).
6. “MLLC” means the Manitoba Liquor and Lotteries Corporation and is also referred to as the “applicant” or “purchaser”.
7. “Play” means the patron wagers his/her own currency to obtain a chance for realizing a reward.
8. “Provincial Gaming” means a lottery scheme referred to in paragraph 207(1) (a) of the *Criminal Code* (Canada).

9. "Serial number" means a unique number assigned to each set of dice by the manufacturer and placed upon each die as a security feature, when applicable.
10. "Set" means the term that refers to the total number of die used, depending on the table game.
11. "Spot" means the small circular marks on each die in different number and arrangements, whose numbers, when rolled, represents a method of counting or indicate winning bets.

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. A design schematic may also be required if any custom design features are used in the construction of the gaming equipment.

1. A design schematic is to be supplied if the set of dice contains any custom design features, i.e., unique manufacturer identifier, security features or premises name/logo.
2. Each design schematic must be a true rendering showing the following characteristics:
 - a. Physical dimensions and specifications in metric or imperial measurement
 - b. Colour and pantone of the cellulose acetate used in construction
 - c. Colour of spots
 - d. Compound utilized for spots (if different than cellulose acetate)
 - e. Dot and Dice style
 - f. Texture and finish used
 - g. Mass weight
 - h. Placement of the premises name and/or logo (i.e., on the deuce side or floating within each die, etc.), if applicable
 - i. Serial number placement, when applicable
 - j. Unique manufacturer identifier, if applicable
 - k. Any other security feature (s) utilized (e.g. letter key stamped under the spot, glow spot only seen under ultraviolet light, etc.)

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

3. The applicant is required to arrange secure transfer of one complete set of dice 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 conduct quality assurance testing to ensure the gaming equipment meets the standards and conforms to the approval issued.

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 gaming equipment does not meet the following standards, the equipment may be returned to the supplier.

Construction - Dice for Craps

Craps dice must be of casino quality and the die within each set must conform to the following construction standards:

1. Each die shall be formed in the shape of a perfect cube and of a size tolerance of no smaller than 0.750 inches, nor larger than 0.775 inches.
2. The premises name or logo must be imprinted or impressed thereon each die.
3. Each die must be imprinted or impressed with a serial number.
4. Serial numbering upon sets of dice may not be repeated or duplicated. The supplier must confirm sequential serial numbering with the purchaser.
5. Dice shall be constructed and made exclusively of 100% cellulose acetate (unless agreed upon by the LGA), except for the following:
 - a. Spots
 - b. Premises name or logo
 - c. Serial number
 - d. Any other security feature(s)
6. The cellulose acetate used in the construction must be transparent and red in colour. Exceptions are made depending on the table game layout colour and pantone.
7. The surface of each side of the die shall be perfectly flat with a high polish finish.
8. The texture and finish of each side shall be exactly identical to the texture and finish of all other sides.
9. The edges and corners of each die shall cut with precision as to all other corners and edges and be perfectly square to form 90 degree angles with each adjacent side.
10. The weight of each die shall be equally distributed throughout the cube, and no side of the cube may be heavier or lighter than any other side of the cube.
11. Each side on each die to bear white circular spots from 1 to 6, respectively.
12. The spots shall be one single dot style and not a "bull's eye" (a *dot within a circle*).
13. The spots contained on each side of the die shall be perfectly flush with the area surrounding the spot.

14. Each die must have spots arranged with the following compositions:
 - a. The side containing one (1) spot is directly opposite the side containing six (6) spots;
 - b. The side containing two (2) spots is directly opposite the side containing five (5) spots; and
 - c. The side containing three (3) spots is directly opposite the side containing four (4) spots.
15. The diameter of each spot shall be equal in diameter to every other spot on the die.
16. Each spot shall be placed on the die by drilling into the surface of the cube, or the equivalent, and the filling of the drilled out portion with a compound that is equal in weight to the weight of the drilled out cellulose.
17. The compound used to fill in each spot must form a permanent bond with the cellulose cube.
18. Each spot shall extend 0.017" in depth into the cube, exactly the same distance as every other spot extends to an accuracy of 0.0004".
19. Dice must be permanently marked with some form of unique manufacturer identification, manufacturer name or logo.
20. All dice seconds (e.g. overruns, blemished or defective die, etc.) must be destroyed by the manufacturer. Seconds are not to be sold to another party due to security concerns.

Construction - Dice for Pai Gow Poker and Pai Gow Tiles

Pai Gow dice must be of casino quality and the die within each set must conform to the following construction standards:

1. Pai Gow dice shall be constructed and made exclusively of 100% cellulose acetate (unless agreed upon by the LGA), except for the spots and security feature(s).
2. The cellulose acetate used in the construction of the dice must be transparent. The colour used will depend on the table game layout colour and pantone.
3. The die shall be formed in the shape of a perfect cube and with a size tolerance of no smaller than 0.625 inches, nor larger than 0.645 inches.
4. The corners of each die shall be precisely cut as to all other corners and may be either a razor edge or bevelled corner style.
5. The edges of each die shall be cut with precision to be perfectly square to form a 90 degree angle with each adjacent side.
6. The surface of each side of the die shall be perfectly flat with a high polish finish.
7. The texture and finish of each side shall be exactly identical to the texture and finish of all other sides.

8. The weight of each die shall be equally distributed throughout the cube, and no side of the cube may be heavier or lighter than any other side of the cube.
9. Each side on each die to bear white circular spots from 1 to 6, respectively.
10. Each die must have spots arranged with the following compositions:
 - a. The side containing one (1) spot is directly opposite the side containing six (6) spots;
 - b. The side containing two (2) spots is directly opposite the side containing five (5) spots; and
 - c. The side containing three (3) spots is directly opposite the side containing four (4) spots.
11. The spots shall be one single dot style and not a “bull’s eye” (a *dot within a circle*).
12. The diameter of each spot is not required to be equal to the diameter of every other spot upon the die.
13. The diameter of each spot upon each die within a set is required to be constructed consistently in size from set to set.
14. The spots contained on each side of the die shall be perfectly flush with the area surrounding the spot.
15. Each spot shall be placed on the die by drilling, or the equivalent, into the surface of the cube and the filling of the drilled out portion with a compound that is equal in weight to the weight of the drilled out cellulose.
16. The compound used to fill in each spot must form a permanent bond with the cellulose cube.
17. Each spot shall extend 0.017” in depth into the cube, exactly the same distance as every other spot extends to an accuracy of 0.0004”.
18. Dice must be permanently marked with some form of unique manufacturer identification, manufacturer name or logo.
19. Serial numbering upon sets of dice may not be repeated or duplicated, when applicable. The supplier must confirm sequential serial numbering with the purchaser.

Distribution/Packaging

1. 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 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.
2. A label shall be placed on, or be visible from, the exterior of each carton to easily determine the intended premises, the type of equipment, amount contained within and the supplier.

3. A packing slip is required inside the carton listing the same information in point 2.
4. The supplier's name, logo or identifying mark must be placed on each packaged shipment or alternatively placed on each box/package containing individual sets of dice.