
INTEGRITY CERTIFICATION REQUIREMENTS: **DICE**

Saskatchewan
Liquor and Gaming
Authority 

April 2006

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Document History

Changes April 2006	Topic	Old Section(s)	Old Page	New Section	New Page
Changed	Table of Contents	-	-	-	2
Added	Document History	-	-	Document History	3
Removed	Introduction to Standards	1.1, 1.2, 1.3, 1.4	6	-	-
Added	Introduction, Background and Purpose	Introduction, Background, Purpose	6	Introduction, Background and Purpose	4
Added	Ownership of Control of Technical Integrity Document	-	6	1.10	4
Added	Document Revision	-	6	1.1.1	4
Added	Parameters of Document	-	6	1.02	5
Added	Technology	-	7	1.03	5
Changed	Physical Standards	1.00 Renumbered.	3	2.00	5
Changed	Serial number requirement	1.01 c)	7	2.01 c) Inserted new	5
Changed	Cellulose acetate wording. Removed specific color requirement 'red'	1.01 c)	3	2.01 d)	5
Changed	Storage of Dice	2.00 Renumbered	4	3.00	6
Changed	Inventory	2.01 Reworded a), c), d), e), f)	4	3.01	6
Added	Dice cancelled or destroyed;	-	-	3.01 g)	6
Added	Dice awaiting to be cancelled or destroyed;	-	-	3.01 h)	6
Added	Dice to be destined for other uses (Example: training).	-	-	3.01 i)	6
Changed	Inspection of Dice	3.00 Renumbered	8	4.00	6
Removed	Removal of Dice From Play	4.00	-	-	-
Changed	Destruction	4.00 Renumbered	5.00		7

Introduction

The Saskatchewan Liquor and Gaming Authority (SLGA) is responsible for the regulation of gaming in Saskatchewan as mandated under *The Alcohol and Gaming Regulation Act, 1997*.

SLGA may, according to *The Alcohol and Gaming Regulation Act, 1997*, set the terms and conditions of gaming supplier certificates of registration. In the event that SLGA issues a gaming supplier certificate of registration to you, that certificate of registration will include a term that you shall at all times comply with all applicable Gaming Integrity Standards established by SLGA from time to time.

This document outlines the integrity certification requirements for Dice.

Background

These standards were developed in consultation with North American Gaming Regulators Association, Saskatchewan Gaming Corporation, Saskatchewan Indian and Gaming Authority, and discussions with other Canadian and American jurisdictions.

Purpose

These standards are intended to provide regulatory guidance to manufacturers, suppliers and gaming operators about acceptable technical gaming integrity requirements in Saskatchewan. Where practices amongst operators may differ from acceptable standards, SLGA as the regulator, will review to determine acceptable practices.

These standards provide the basis for consistent public policy. They are founded on objectives that meet the test for: fairness, accountability, security, honesty, reliability, and safety.

1.00 General

1.01 Ownership and Control of Technical Gaming Integrity Document

The ownership and control of this document and all subsequent amendments rests with SLGA.

1.01.1 Document Revision

Technological change in the industry may require SLGA to issue corresponding amendments and changes to previously approved standards. Reasonable notice will be given to all manufacturers, suppliers, testing laboratories, and operators, for implementation.

1.02 Parameters of Document

This document is intended to outline those standards that apply to dice. Including: physical specifications, storage and inspection.

1.03 Technology

SLGA recognizes that game technology changes. New technology will be evaluated, as required, and the standards amended accordingly, as per [1.01.1 Document Revision](#) of this document.

2.00 Physical Standards

2.01 Requirements

All dice shall:

- a) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 inches on each side nor larger than 0.775 inches on each side;
- b) Have the name, trade name, or logo of the casino imprinted or impressed thereon in each die utilized by the casino;
- c) Have the serial number imprinted or impressed thereon in each die utilized by the casino;
- d) Be made exclusively of cellulose acetate compound that is transparent, except for the following:
 - Spots;
 - Name, trade name, or logo of the casino;
 - Serial number or letters, or both;
- e) The surface of each side of the die shall be perfectly flat and the spots contained in each side of the die shall be perfectly flush with the area surrounding the spots;
- f) The edges and corners of each die shall be perfectly square and form 90 degree angles with each adjacent side;
- g) The texture and finish of each side shall be exactly identical to the texture and finish of all other sides;
- h) 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;
- i) Have 6 sides bearing white circular spots from 1 to 6, respectively;
- j) The spots shall be “normal,” (*one single dot*) and not “bull’s eye” (*dot within circle*);
- k) The diameter of each spot equal to the diameter of every other spot on the die;
- l) Have spots arranged so that all of the following provisions are satisfied:
 - The side containing one (1) spot is directly opposite the side containing six (6) spots;
 - The side containing two (2) spots is directly opposite the side containing five (5) spots;
 - The side containing three (3) spots is directly opposite the side containing four (4) spots;

- m) Each spot shall be placed on the die by drilling, or the equivalent, into the surface of the cube and filling the drilled out portion with a compound that is equal in weight to the weight of the cellulose drilled out and that forms a permanent bond with the cellulose cube; and,
- n) Each spot shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy of 0.0002 of an inch.

3.00 Storage of Dice

All dice that are not being utilized at a live gaming device or table shall be kept in locked compartments. Dice shall not be left at a live gaming device or table while unattended. Dice shall be stored under the same standards as playing cards where appropriate.

3.01 Inventory

Casino shall maintain an inventory of all dice and the inventory shall contain all of the following information:

- a) The date on which dice are received;
- b) The quantity of the dice received;
- c) The name, business address, and business telephone number of the manufacturer from which the dice are received;
- d) The dice that are placed into play each day;
- e) The dice that are removed from play due to suspected tampering and the date of the removal;
- f) The dice that are removed from play each day;
- g) Dice cancelled or destroyed;
- h) Dice awaiting to be cancelled or destroyed; and,
- i) Dice destined for other uses (Example: training).

A casino shall conduct a physical inventory of the dice every 3 months and shall reconcile inventory with the results of the physical inventory.

4.00 Inspection of Dice

4.01 Prior to Introduction

Before dice are placed into play at a live gaming table, the Boxman, or his/her equivalent, shall inspect the dice to ensure the dice comply with this rule.

4.02 Inspection

Dice shall be inspected by all of the following methods on a flat surface that allows the inspection of the dice to be monitored by the surveillance system. The inspection shall occur in plain view of any persons in the near vicinity.

4.03 Equipment Required

The following is a list of equipment required for the purpose of testing dice:

- a) A micrometer or any other approved instrument that performs the same function;
- b) A balancing calliper; and,
- c) A steel set square.

A casino shall store the micrometer or other approved instrument, the balancing calliper, and the steel set square and magnet in a secure place that is not accessible by the public, but readily available to the appropriate staff and SLGA Investigators.

4.04 Tests Performed

- a) Ensure that dice are checked for each opposite side of the dice totalling seven (7).
See Section [2.00 Physical Standards](#);
- b) Check to ensure matching serial numbers and casino name or logo;
- c) Measure the dice with a micrometer to ensure dimensions fall within the guidelines set forth in [2.00 Physical Standards](#);
- d) The dice shall be inspected for balance using the balancing calliper;
- e) General physical inspection:
 - Mis-spots;
 - Look through the dice to inspect depth of spots;
 - Bevelled, nicked, burred, split or cut edges;
 - Nicked or burred corners;
 - Inconsistent shape (such as bevelled convex or bevelled concave shapes);
 - Painted or marked dice;
 - Check for caps or paints or any other residue that may alter the dice; and,
 - Inconsistent depths of spots.

5.00 Destruction

Except for dice that are removed from play due to the possibility of tampering, all dice shall be destroyed when removed from play. Dice may be destroyed by any of the following means:

- a) Drilling a circular hole that is not less than 1/4 of an inch in diameter through the center of each die;
- b) Destroying the die by shredding;
- c) Cancelling the die in any other manner approved by SLGA.