



INDEPENDENT  
**GAMBLING CONTROL**  
OFFICE

## **TGSNE1**

### **Technical Gaming Standard for Non-Electronic Pull Tab (Break Open) Tickets**

Version 2.0 – April 13, 2026



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# 1. Overview

## 1.1 Introduction

### 1.1.1 Purpose

This Technical Gaming Standard (standard) outlines requirements for Pull Tab (Break Open) Tickets including requirements:

- a) for testing tickets;
- b) that tickets must meet to receive approval from the Independent Gambling Control Office (IGCO) for sale in B.C.; and
- c) on suppliers of tickets.

### 1.1.2 Changes from Previous Version of this Standard

This standard replaces version 1.0 of B.C.'s TGSNE1 - Technical Gaming Standards for Non-electronic Pull Tab (Break Open) Tickets. This version includes updates required to:

- a) align the standard with the new B.C. *Gaming Control Act* and regulations that came into force on April 13, 2026;
- b) reflect the renaming of the Gaming Policy and Enforcement Branch (GPEB) as the IGCO; and
- c) improve the clarity and consistency of language used within the standard.

### 1.1.3 Terms used in this Standard

**"BCLC"** means British Columbia Lottery Corporation.

**"Flare"** means the board or placard that accompanies each unit of Pull Tab (Break Open) Tickets and that has printed on or affixed to it the following information:

- a) The game name;
- b) The BCLC name or distinctive logo;
- c) The ticket count;
- d) The prize structure, including the respective winning symbol or number combinations with the number of winning symbol or number combinations for each unit of Pull Tab (Break Open) Tickets by prize denomination;
- e) The cost per play; and
- f) The game serial number.

**"Game Name"** means the recognizable name or theme assigned to the game.

**"Game Number"** means the unique number designated to each game for inventory and reporting purposes.

**"IGCO"** means the Independent Gambling Control Office.

**"ITL"** means Independent Testing Laboratory.

**"Pull Tab Ticket"** also known as a **"Break Open Ticket"** means a game piece used in a game of chance which is made of cardboard and has one or more perforated window tabs that conceal winning and non-winning numbers or symbols which are revealed by tearing off the covering tab or tabs.

**"Payout Structure"** means the total ticket count, within one unit, the number of winning combinations at each prize level, the collective value of all prizes to be awarded, and the profit built

into the game by the manufacturer.

**“Serial Number”** means the unique identifier assigned by the manufacturer identifying a specific unit of Pull Tab (Break Open) Tickets. A serial number may be numeric, alpha, or a combination of numeric and alpha characters.

**“Unit”** means the game-specific number of Pull Tab (Break Open) tickets that encompass a single prize payout structure and are identified by the same serial number. Also known as a “deal”.

#### **1.1.4 Conflict with Legislation or Regulation**

In the event of a conflict between this standard and the provisions of the *Gaming Control Act*, its regulations, or any other applicable legislation or regulation, the legislation or regulation applies.

## **2. Submission Requirements**

### **2.1 Introduction**

#### **2.1.1 General Statement**

This chapter outlines requirements for the type of information that must be submitted to have Pull Tab (Break Open) Tickets tested to this standard. Where the information has not been submitted or is not otherwise in the possession of BCLC, the IGCO and/or the ITL, the submitting party will be asked to supply additional information. Failure to supply the information may result in an application being denied and/or lead to testing delays.

#### **2.1.2 Previous Submission**

Where BCLC, the IGCO and/or the ITL have been previously supplied with the information on a previous submission, duplicate documentation is NOT required, provided that the previous information is referred to by the submitting party, and those documents are easily located. Every effort should be made to reduce the redundancy of submission information.

### **2.2 Submissions**

#### **2.2.1 Submission Letter**

Each request for approval must include a submission letter/email that includes the following:

- a) A formal request for approval specifying British Columbia as the jurisdiction for which the Pull Tab (Break Open) Ticket would be approved;
- b) The Pull Tab (Break Open) Ticket requested for approval including the game name, game serial number, and any other information that uniquely identifies the game;
- c) Detailed Game Specifications including (but not limited to):
  - i. Colour Print (Front/Insides/Back);
  - ii. Front/Inside Colour Key;
  - iii. Rules of play, game format and restrictions; and
  - iv. Payout Structure.

On completion of the production print run, the following must be supplied and form part of the submission:

- d) Manufacturer's Lab Report;
- e) Manufacturer's Security Test Report;
- f) Sample Units (non-winners only). The quantity to be determined and specified by BCLC in consultation with the IGCO; and
- g) BCLC Quality Assurance document.

### **2.2.2 Print Re-Orders**

Where a Pull Tab (Break Open) game has previously been approved for use in B.C., a print re-order requires a full submission.

## **3. Construction Standards**

### **3.1 Minimum Information**

The minimum information printed on a Pull Tab (Break Open) Ticket must include:

- a) Specific Game Name;
- b) BCLC and/or its distinctive logo;
- c) Price per individual Pull Tab (Break Open) Ticket;
- d) Minimum five character serial number that is unique to that unit;
- e) Number of winners, respective winning number(s) or symbols(s), and prize amounts, or a flare must be included giving that information; and
- f) How to access a gambling support program operated by the government.

### **3.2 Game Design and Construction**

All Pull Tab (Break Open) tickets must be designed, constructed, glued, assembled and collated in such a manner as to be fair, honest and secure. It must not be possible to determine a winning ticket without removing the tabs or otherwise uncovering the symbols and/or numbers.

#### **3.2.1 Game Format**

- a) Where game design uses non-winning symbols that are separate and distinct from winning symbols, windows containing a non-winning combination should be made up of a mixture of winning and non-winning symbols. Non-winning combinations may be repeated within a window but must be varied in window locations throughout the unit. The unit must be checked and verified to ensure that three identical non-winning symbols never appear in a row horizontally, vertically, or diagonally.
- b) Where game design uses the same symbols for both winning and non-winning combinations, symbols will be scrambled throughout the unit. Non-winning tickets will never contain a winning combination in a row horizontally, vertically, or diagonally.
- c) Winning symbol patterns will be randomly and evenly distributed over all of the ticket windows.
- d) Where a Pull Tab Ticket forms part of a combination ticket with a scratch and win instant ticket, the Pull Tab portion will comply with the standards set out in this standard.

### **3.2.2 Payout Structure**

- a) The design of the payout structure for each unit of game play will provide a theoretical return to player of no less than 50%. The calculation of percentage return to player (%RTP) is based on the total retail value of all prizes offered for that unit of game play divided by the total retail value of the number of tickets printed for each unit of game play, expressed as a percentage. The actual %RTP may vary based on actual sales and prize redemptions.
- b) For games where some or all of the prizes are not cash (e.g. merchandise, trips, experiential prizes, etc.), the payout structure for each unit of game play will provide a theoretical return to player of no less than 50%. The retail valuation for the non-cash prizes will be the full retail price (e.g. the manufacturer's suggested retail price (MSRP), the trip supplier's published price, or comparable retail valuation for any prize) inclusive of all applicable taxes. The calculation of the %RTP is based on the total retail value of all prizes offered for that unit of game play divided by the total retail value of the number of tickets printed for each unit of game play, expressed as a percentage. The actual %RTP may vary based on actual sales and prize redemptions.
- c) All high tier prizes identified in a payout structure must be guaranteed by the manufacturer for each unit.

### **3.2.3 Card Stock**

- a) A Pull Tab (Break Open) Ticket must be manufactured from high quality and environmentally acceptable types of paper stock with at least one component of the game piece having a minimum 12 point weight.
- b) There must be no variation of the uniformity of thickness that makes it possible to determine a winning or non-winning Pull Tab (Break Open) Ticket.
- c) A ticket must be constructed to ensure a certain rigidity to ensure tickets are not easily damaged in handling at retail outlets while retaining the mandatory dimensions required for reliable vending through mechanical vending machines.

### **3.2.4 Opacity**

- a) A Pull Tab (Break Open) Ticket must be constructed so that concealed numbers or symbols cannot be viewed or determined from outside the ticket using a high intensity lamp of up to and including 500 watts, with or without a focusing lens.
- b) Protection must be provided using one (or a combination of more than one) of the following:
  - i. opaque paper cardstock;
  - ii. aluminum foil cardstock; and/or
  - iii. metallic cardstock.

### **3.2.5 Printing**

- a) It must not be possible to detect or pick out a winning Pull Tab (Break Open) Ticket through variations in print quality, print registration, graphics or colours.
- b) Symbols must be positioned within each window to allow for a minimum quiet zone from the top and bottom edges of the symbols to the perforations of 1/12" or 2 mm.
- c) The numbers or symbols must be fully visible in the window and must be centered so that no part of a symbol or number remains covered when the tab is removed.
- d) There must be a high degree of colour consistency on all tickets. 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.

### **3.2.6 Assembly and Cutting**

- a) A ticket must have substantial and uniform lamination to prevent undetectable separation of the ticket. Sealing must occur on all four edges and between the Pull Tab tabs. Products used in the gluing process must be environmentally acceptable.
- b) The die cut openings must be centered top to bottom and side to side on each ticket. The opening tabs of each ticket must be perforated along the horizontal edges of the tab and along one end of the tab to allow easy opening. It must not be possible to distinguish winning and non-winning tickets within a unit based on perforation location, or any other distinguishing marks near or around ticket windows.
- c) It must not be possible to detect winning or non-winning Pull Tab (Break Open) Tickets from the appearance of a cut edge or any variation of the uniformity of ticket dimension.

### **3.2.7 Randomization**

- a) Contributing to the fairness of a game, all winning Pull Tab (Break Open) Tickets must be randomly mixed and evenly distributed among other Pull Tab (Break Open) Tickets within a unit.
- b) Randomization is used to eliminate any pattern between units, or portions of units, from which the location or approximate location of any winning Pull Tab (Break Open) Ticket may be determined or that allows the possibility of prize manipulation or "pick out".

### **3.2.8 Security**

- a) A unique symbol or printed security device, such as a specific number keyed to particular winners, or the name of the symbol or some of the symbol colours changed for a winner, or other similar protection must be placed in the winning windows.
- b) Each ticket within a unit must bear the same serial number. The serial number must not fluctuate in positions so that winning and non-winning tickets can be located in a unit or between units.
- c) There must not be more than one serial number in a unit. The serial number used on a unit must not be repeated for that same game number within a three year period.
- d) Other security features may be incorporated to provide a means of confirming the legitimacy of a winning ticket or in detecting altered or counterfeited tickets. These features may include (but are not limited to):
  - i. UV Fluorescent Printing;
  - ii. Benday Security Patterns; and/or
  - iii. Validation Bar Codes.

## **4. Distribution Requirements**

### **4.1 Shipping Requirements/Ticket Delivery**

- a) Each unit's package, box, or other container must be sealed at the point of manufacture with tamper evident seals or tape, including a warning to the purchaser that the units may have been compromised if the package, box or other container was received by the purchaser with evidence of tampering. 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.

- b) A unit's serial number must be clearly and legibly placed on the outside of the unit's package, box or other container, or be viewable from the outside of the box.

## **5. Duties of Suppliers and BCLC**

### **5.1 Duties of Suppliers**

- a) Each registered supplier of Pull Tab (Break Open) Tickets must ensure that all Pull Tab (Break Open) Tickets supplied for use in B.C. comply with the requirements set out in this standard.
- b) The supplier must develop internal control procedures to track the Pull Tab (Break Open) Ticket units sold to their customers and account for all Pull Tab (Break Open) Ticket units purchased, sold or in inventory.
- c) The supplier must develop internal control procedures that enable it to track Pull Tab (Break Open) Ticket units
- d) At minimum, the supplier must maintain the following records and information:
  - i. Copies of all purchase orders for Pull Tab (Break Open) Tickets;
  - ii. Copies of shipping documents verifying shipments of Pull Tab (Break Open) Tickets and invoices;
  - iii. Game name and game number sold;
  - iv. Number of Pull Tab (Break Open) Ticket units sold by serial number;
  - v. Date Pull Tab (Break Open) Ticket units sold; and
  - vi. Name and address of registered gaming supplier (If applicable).
- e) The supplier must maintain all records for a period of 5 years and make those records available to BCLC and/or the IGCO on request and within a reasonable time for the purpose of auditing.

### **5.2 Duties of BCLC**

- a) BCLC must develop internal control procedures to track the Pull Tab (Break Open) Ticket units sold to their retailers and account for all Pull Tab (Break Open) Ticket units purchased, sold or in inventory. Inventory information must include:
  - i. Game Name and Game Number;
  - ii. Serial number of the units;
  - iii. Date and quantity of the Pull Tab (Break Open) Ticket units that were placed in, withdrawn from and on hand in inventory;
  - iv. Name of the individual withdrawing Pull Tab units from the inventory; and
  - v. Any variance between quantities listed in inventory records and physical counts of inventory, and reasons for the variance.
- b) BCLC must maintain all records for a period of 5 years and make those records available to the IGCO on request and within a reasonable time for the purpose of auditing.

## **6. Defective Tickets and Ticket Destruction**

### **6.1 Unacceptable Ticket(s) During Production**

- a) At any time during the cutting and boxing stages, should a Pull Tab (Break Open) Ticket or series of tickets bearing the same serial number become defective or not pass quality control, all tickets bearing that serial number must be removed from the production run.
- b) Production records must indicate when, why and by whom that serial number unit was removed. Records must also indicate when and by whom the Pull Tab (Break Open) Tickets were destroyed.
- c) All Pull Tab (Break Open) Tickets and related materials removed from live product line(s) that are to be destroyed by the manufacturer must have the signature of two of the manufacturer's authorized employees.
- d) The manufacturer/supplier will advise BCLC in writing that the shipment will not have those serial numbered units which were destroyed during production.

### **6.2 Live Ticket Destruction**

All live Pull Tab (Break Open) Tickets that are destroyed must be accounted for by way of a Ticket Destruction Certificate requiring two verification signatures. The Ticket Destruction Certificate must be completed reflecting the date, product destroyed, the number of units and serial numbers.

### **6.3 Defective Live Ticket Reporting**

BCLC must immediately advise the IGCO in writing if any live Pull Tab (Break Open) Ticket or series of tickets are found to be defective in manufacture or design or have been altered, and must not use such ticket(s) until the further use has been approved in writing by the IGCO.