



INDEPENDENT
GAMBLING CONTROL
OFFICE

TGSNE2

Technical Gaming Standard for Non-Electronic Scratch and Win 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 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 TGSNE2 - Technical Gaming Standards for Non-electronic Scratch and Win 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.

"Book" means a quantity of numbered tickets that are perforated in an unbroken strip form for a game.

"Control Validation Number" means a number that is a unique identifier for each ticket within a game and is used to validate the ticket. The Control Validation Number is concealed at the time of purchase under a Scratch-off covering.

"Game" means the overall quantity of tickets and all related series and issues with a common unique game 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

"Payout Structure" means the total ticket count, the number of winning combinations at each prize level, the collective value of all prizes to be awarded, and the profit built in to the game by the manufacturer.

"Scratch and Win Ticket" also known as an **"Instant Ticket"** means a game piece used in a game of chance that requires a player to remove a Scratch-off covering to reveal winning and non-winning numbers or symbols.

"Ticket Number" means a multi-digit number comprised of a book number and a sequential number that will uniquely identify a ticket within a game.

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 Scratch and Win 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 Scratch and Win Ticket would be approved;
- b) The Scratch and Win Ticket requested for approval including the game name, game number, and any other information that uniquely identifies the game; and
- 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;
 - iv. Security Features used;
 - v. 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) Where available, any Security Test Report compiled by an ITL;
- f) BCLC Security Test Report;
- g) BCLC Quality Assurance document; and
- h) Sample Units (non-winners only). The quantity to be determined and specified by BCLC in consultation with the IGCO.

3. Construction Standards

3.1 Minimum Information

The minimum information printed on a Scratch and Win Ticket must include:

- a) Game Name;
- b) Game Number;
- c) Number identifying the unique ticket number in human readable format or using ANSI/UCC barcode symbology or both;
- d) A concealed Control Validation Number in human readable format or using ANSI/UCC barcode symbology or both;
- e) BCLC and/or its distinctive logo;
- f) Price per individual Scratch and Win Ticket;
- g) Odds of Winning;
- h) Game Rules and Play Format;
- i) How to access a gambling support program operated by the government;
- j) Notice of age restrictions for purchase; and
- k) Customer Signature area.

3.2 Game Design and Construction

All Scratch and Win Tickets must be designed, printed, 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 scratch off covering or otherwise uncovering the symbols and/or numbers.

3.2.1 Game Format

- a) A Scratch and Win Ticket must incorporate design and construction features that will provide security against compromise.
- b) Where an opaque scratch-off covering is used, it must not be possible to determine a winning ticket without removing any scratch-off covering concealing symbols, numbers or the Control Validation Number.
- c) Transparent Scratch-off coverings may be used on certain game types to provide the player a means of marking certain play areas of the ticket where the game play requires the matching of numbers or symbols or to indicate the results of game play.
- d) All components of a Scratch and Win Ticket, including the scratch-off covering, scratch-off overprint, bar code and varnish must provide environmental resistance to high and low temperature, infrared radiation, high humidity, steam heat or immersion in water. Where damage is incurred through environmental exposure, that damage must not be reversible, or permit the ticket to be returned to a condition resembling an unaltered ticket.

3.2.2 Payout Structure

- a) The design of the payout structure for each game must 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 game divided by the total retail value of the number of tickets printed for each game, 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 game must 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 game divided by the total retail value of the number of tickets printed for each game, 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 game.

3.2.3 Game Types

- a) The Scratch and Win Ticket submission must include a description of the game type. Approved scratch and win game types and identifying type numbers are described in the table below.
- b) A single Scratch and Win Ticket may contain one or more game types on the same ticket.
- c) For the purposes of this standard, play symbols may be numeric, alphabetic, or pictographic.

Old Type Number	Description	New Type Number
1(A)	S&W - Key Number Match - There is a group of numbers labelled "Your Numbers" and a number of games with "Numbers to Match". Scratch all of "Your Numbers" and then scratch only the matched numbers in the "Numbers to Match" section. The prize is determined by the number of matched numbers. This could be stated in a legend or within the play instructions.	1.1A
1(B)	S&W - Match three (3) of 4, 6 or 9 or more - There are one or more play areas on a ticket where you scratch the play area to find a number of prize amounts. If the player matches 3 identical prize amounts, they win that prize. The number of prize amounts they are matching from can vary.	1.1B
1(C)	S&W - Match to a Legend - The player scratches one or more play areas to find either symbols or numbers. The player matches the symbols or numbers revealed to a legend printed on the ticket to determine how much they have won.	1.1C
1(D)	S&W - Letter match on a grid - The player scratches the "Call Letters". They then scratch any matched letters on the Crossword puzzles. For example, if you scratched the letter "A" in the "Call Letters" you would then scratch the letter "A" everywhere that it appeared on each Crossword puzzle. If the player finds 3 or more words (in the same puzzle) they win the prize in the Prize Legend. Constraints around what constitutes a "word" are found on the ticket back to avoid confusion. For example - "Words within words are not eligible".	1.1D

Old Type Number	Description	New Type Number
1(E)	S&W - Number match on players' cards - Players scratch the numbers on the "Caller's Card". They then scratch the corresponding numbers on all of the "Cards". If on any one of the "Cards" the player matches all the numbers to complete a horizontal, vertical or diagonal line or 4 corners or an X, the player wins the prize indicated in the prize legend corresponding to that game. There are additional instructions on the ticket back to define a diagonal line or an X. There may occasionally be versions that ask consumers to match a "Bonus" pattern to win an additional prize i.e.: a 7 pattern or a T pattern	1.1E
1(F)	S&W - Symbol match - The player scratches the "Your Symbols" area revealing a number of different symbols. They then scratch each of the corresponding symbols in the games below. If the consumer scratches all the symbols required to complete a full line they would win the corresponding prize in the prize box for that line.	1.1F
1(G)	S&W - Match Coordinates - The player would scratch the "Grid Coordinates" area on the ticket. They would then scratch each of the corresponding coordinates on the grid below. Players revealing a complete winning symbol as identified in the prize legend would win the prize for that symbol.	1.1G
1(H)	S&W - Match 3 "X's" or 3 "0's" - Players scratch the play area to reveal either X's or 0's. If they reveal a complete vertical, horizontal or diagonal line they win the corresponding prize indicated for that line.	1.1H
1(I)	S&W - Match symbols under latex once Pull Tab portion is opened - These are games where the consumer opens a "pulltab" style window to reveal a play area covered in latex. After scratching the play area to reveal the symbols or prize amounts, players win according to the legend for the game.	1.1I
2	S&W - Collectible - This feature allows players to collect something via multiple tickets to win - Players would scratch a bonus play area to reveal a symbol, letter or other collectible piece. The player is then required to collect a number of pieces from different games in order to complete a picture, spell a word or other mnemonic to win the identified prize.	1.2
3	S&W - Maze - Follow the arrows in a directional path to a prize amount or "no win" - Players begin at the square marked "Start" and reveal a directional arrow (up, down, left or right). They continue scratching in the direction indicated by the arrows revealed. If the player's revealed path ends at a prize amount, they win that prize.	1.3
4(A)	S&W - Straight Reveal - A/ Reveal single prize amount to win - Players scratch 1 or more play areas to reveal either a winning prize amount or a non-winning message.	1.4A
4(B)	S&W - B/ Bonus multiplier - Players reveal a particular symbol to increase the amount of a prize already won elsewhere on the ticket.	1.4B

Old Type Number	Description	New Type Number
4(C)	S&W - Elimination reveal - Players scratch a play area revealing either prize amounts or non-winning messages. They then scratch the corresponding prize amount or message on the game board. The final box on the prize board left unscratched (prize amount or non-winning message) is what the consumer is entitled to.	1.4C
5	S&W - Card /Dice - Play similar to the actual card game or slight variation - Players general scratch "Their Cards/Hands" and then scratch the "Dealer's Cards/Hands" or "Your rolls" and "Their Rolls". The winning outcome is determined by the type of game being depicted. If the game is Blackjack the hand closest to 21 without going over is the winning hand. There are a variety of card game types that are used when theming scratch games. In the case of dice it may a roll totalling 7, 11 or 21 is a winner. The prize would be indicated beside the winning roll, card or hand. In some cases consumers may need to add the total of several dice or cards to determine a winning combination.	1.5
6	S&W - Instant/ Passive Draw - Instant component with separate draw game -The player purchases a ticket that has an instant win style of game (play mechanic could be any of the types identified in this paper) and also a passive portion. The passive portion assigns a "Draw Number" to the consumer who must then wait for a draw to take place to determine the winning tickets. The instant portion contains a separate validation number and can be redeemed right away.	1.6
7	S&W - Beat the Score - The player scratches the play areas defined as "Your Time" (or other theme) and "Their Time". In the case of a race the player with the lowest time wins the corresponding prize for that race. There could be a number of themes like race times; hi-low temperatures.	1.7
9(A)	Combination S&W/Pull Tab - Scratch & Win Portion: Match three (3) of 4, 6 or 9 or more - There are one or more play areas on a ticket where you scratch the play area to find a number of prize amounts. If the player matches 3 identical prize amounts, they win that prize. The number of prize amounts they are matching from can vary. Pull Tab Portion: Match three (3) symbols in one window/play area and win the corresponding prize.	3.1A

3.2.4 Card Substrate

- a) A Scratch and Win Ticket must be manufactured from high quality and environmentally acceptable types of paper substrate.
- b) A Scratch and Win Ticket must use card substrate that will not permit concealed numbers or symbols to 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.

- c) Protection must be provided using one (or a combination) of the following:
 - i. opaque paper cardstock;
 - ii. foil cardstock; and/or
 - iii. Metallic cardstock.

3.2.5 Scratch-off Coverings

- a) It must not be possible to detect or pick out a winning Scratch and Win Ticket through variations in density, print registration, or colours of any scratch-off covering.
- b) The life span of any scratch-off covering must be rated at a minimum of 2 years from the date of each final production run.
- c) Transparent scratch-off coverings are not required to provide any security features.
- d) Opaque scratch-off coverings must provide visual evidence of tampering by dissolving or permanently discolouring when exposed to alcohol or hydrocarbon based commercial products.
- e) Opaque scratch-off coverings must provide visual evidence of tampering where methods are used to alter or counterfeit losing tickets into apparent winning tickets.
- f) Opaque scratch-off coverings must provide a level of security that deters and discourages methods that may be used for the rapid screening of tickets by both skilled and unskilled compromises.
- g) Opaque scratch-off coverings must provide a level of security that deters and discourages methods that may permit a compromised ticket from being returned to a condition resembling an unaltered ticket.

3.2.6 Printing

- a) It must not be possible to detect or pick out a winning Scratch and Win Ticket through variations in print quality, print registration, graphics or colours.
- b) 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.

3.2.7 Randomization

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

3.2.8 Security

- a) Each ticket within a game must bear a unique game-wide control validation number that is concealed under a scratch-off covering. The unique control validation number can be in human readable format or ANSI/UCC standard barcode format or a combination of both.
- b) The makeup, format and number of digits used for the unique control validation number must be determined in consultation with BCLC to ensure compatibility with their online ticket validation system.
- c) It must not be possible to determine or view the unique control validation number without fully or partially removing the opaque scratch-off covering concealing the control validation number.

- d) All barcodes used on Scratch and Win Tickets must conform to ANSI/UCC standards and must provide a low first pass read rate having regard to:
 - i. The barcode symbology selected for use; and
 - ii. The barcode scanning equipment in use by BCLC.
- e) Other security features must be incorporated in the design of the ticket to provide a means of confirming the legitimacy of a winning ticket or in detecting altered, counterfeited or otherwise compromised tickets. These features may include one or a combination of the following:
 - i. UV Fluorescent Printing;
 - ii. Benday Security Patterns;
 - iii. Solid Colour and continuous tone colour graphics overprinted on the scratch-off covering; and/or
 - iv. Number and/or symbol bounce or float (Minor variations in the placement of the printed numbers or symbols, randomized throughout the game).
- f) The manufacturer must retain data records of the print process that will enable a specific ticket, identified by its unique control validation number or ticket number, to be reconstructed, including all of the security features used for that specific ticket.

4. Distribution Standards

4.1 Shipping Requirements/Ticket Delivery

- a) Each game's packages, boxes, or other containers 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 packages, boxes or other containers were 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) All game book numbers must be clearly and legibly placed on the outside of the book'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 Scratch and Win Tickets must ensure that all Scratch and Win Tickets supplied for use in B.C. comply with the requirements set out in this standard.
- b) The supplier must develop internal control procedures that enable it to track Scratch and Win Ticket books.
- c) At minimum, the supplier must maintain the following records and information:
 - i. Copies of all purchase orders for Scratch and Win Tickets;
 - ii. Copies of shipping documents verifying shipments of Scratch and Win Tickets and invoices;
 - iii. Game name and game number sold;
 - iv. Number of Scratch and Win Ticket books sold by book number;
 - v. Date Scratch and Win Ticket books sold; and

- vi. Name and address of registered gaming supplier (If applicable).
- d) The supplier must retain data records of the print process that will enable a specific ticket, identified by its unique control validation number or ticket number, to be reconstructed, including all of the security features used for that specific ticket.
- 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 Scratch and Win Ticket books sold to their retailers and account for all Scratch and Win Ticket books purchased, sold or in inventory. Inventory information will include:
 - i. Game Name and Game Number;
 - ii. Book numbers sold;
 - iii. Date and quantity of the Scratch and Win Ticket books that were placed in, withdrawn from and on hand in inventory;
 - iv. Name of the individual withdrawing Scratch and Win books from the inventory;
 - v. Date and quantity of the Scratch and Win Ticket books that were returned from a retailer and placed back into inventory; and
 - vi. 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 GPEB 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 production, should a Scratch and Win Ticket or series of tickets bearing the same game number become defective or not pass quality control, all tickets bearing that game number must be removed from the production run.
- b) Production records must indicate when, why and by whom that game was removed. Records must also indicate when and by whom the Scratch and Win Tickets were destroyed.
- c) All Scratch and Win 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.

6.2 Live Ticket Destruction

All live Scratch and Win 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 Scratch and Win 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.