

*The  
Saskatchewan  
Gaming Corporation  
Casino Regulations,  
2002*

*being*

Chapter A-18.011 Reg 3 (effective February 1, 2003) as amended by the *Statutes of Saskatchewan*, 2005 c.3 and Saskatchewan Regulations 84/2006.

**NOTE:**

This consolidation is not official. Amendments have been incorporated for convenience of reference and the original statutes and regulations should be consulted for all purposes of interpretation and application of the law. In order to preserve the integrity of the original statutes and regulations, errors that may have appeared are reproduced in this consolidation.

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## CHAPTER A-18.011 REG 3

### *The Alcohol and Gaming Regulation Act, 1997*

#### PART I

#### Title, Interpretation and Application

##### Title

1 These regulations may be cited as *The Saskatchewan Gaming Corporation Casino Regulations, 2002*.

##### Interpretation

2 In these regulations:

“**Act**” means *The Alcohol and Gaming Regulation Act, 1997*; (« *Loi* »)

“**bankroll**” means any reserve money, chips and tokens that are not in use and that are held in secure storage; (« *inventaire* »)

“**bet**” means any money, chips or tokens that are risked on the outcome of a game of chance; (« *mise* »)

“**bill acceptor**” means an electronic device attached to a slot machine that is capable of detecting the entry of, and accepting, valid Canadian currency, coupons and other notes; (« *accepteur de billets de banque* »)

“**cashier’s cage**” means a secure work area within the casino for cashiers that includes a storage area for the casino’s bankroll; (« *caisse-clients* »)

“**casino**” means a casino as defined in *The Saskatchewan Gaming Corporation Act*; (« *casino* »)

“**chip**” means a symbol with a monetary value that is issued by the corporation for use in gaming at table games and that is redeemable for cash from the corporation, but does not include a coupon; (« *pastille* »)

“**corporation**” means the Saskatchewan Gaming Corporation established pursuant to *The Saskatchewan Gaming Corporation Act*; (« *Société* »)

“**count room**” means a secure room in the casino where hard currency and soft currency are counted; (« *salle de comptage* »)

“**deck**” means:

- (a) a standard set of playing cards, composed of four suits; or
- (b) a specialty set of playing cards approved by the authority in accordance with section 4 for use in a game of chance; (« *paquet de cartes* »)

**“drop”** means:

- (a) in a table game, the total monetary value of all cash and coupons exchanged for chips; and
- (b) in a slot machine:
  - (i) the total monetary value of the tokens and coins contained in the drop box; and
  - (ii) the total monetary value of the money and coupons contained in the bill acceptor; (« *argent misé* »)

**“drop box”** means a locked container affixed to a gaming table or attached to a slot machine into which the drop, fill slips, credit slips and table inventory forms are placed; (« *cagnotte* »)

**“drop bucket”** means a container, located in a cabinet of a coin or token-operated slot machine for collecting coins or tokens inserted into the machine by a player, that is retained by the machine and that is not used to make change or used for automated jackpot pay outs; (« *réceptacle d'argent misé* »)

**“fill”** means a transaction in which a supply of chips, tokens or coins is transferred from a bankroll to a gaming table or slot machine; (« *transfert* »)

**“game of chance”** means a game of chance, as defined in *The Saskatchewan Gaming Corporation Act*, played in a casino; (« *jeu de hasard* »)

**“gaming area”** means the physical area within a casino in which games of chance are located as approved by the authority; (« *aire de jeux* »)

**“gaming equipment inventory”** means all electronic and mechanical parts required for the operation of electronic gaming equipment; (« *stock de matériel de jeux* »)

**“gaming technical services area”** means the physical area within a casino where electronic gaming equipment inventory is stored or where the servicing of electronic gaming equipment occurs; (« *aire des services techniques pour le matériel de jeux* »)

**“hard currency”** means coins and tokens; (« *monnaie métallique* »)

**“hopper”** means a container in which slot machine tokens or coins are retained by a slot machine to automatically pay jackpots; (« *trémie* »)

**“house rules”** means:

- (a) rules of conduct for players and visitors established by the corporation; and
- (b) gaming variations established by the corporation that are not inconsistent with the approved rules of play; (« *règles internes* »)

**“jackpot”** means any money, merchandise or thing of monetary value given to a player as the result of a specific combination or combinations of characters indicated on a slot machine or as specified under the rules of a table game; (« *lot* »)

**“linked jackpot”** means a jackpot determined by:

- (a) two or more slot machines linked to a device that:
  - (i) records, from time to time, an amount that, in the event of a jackpot or other result being obtained on one of those machines, may be payable as winnings;
  - (ii) for the purpose of recording the amounts mentioned in subclause (i), receives data from each slot machine to which the device is linked; and
  - (iii) is not capable of affecting the outcome of a game of chance on a slot machine to which the device is linked; or
- (b) two or more gaming tables linked to a system for accumulating a portion of bets laid at the designated tables and combining those portions of bets to create a jackpot payable as specified under the rules of the table game; (« *lot lié* »)

**“player”** means a person who engages in play in any game of chance; (« *joueur* »)

**“police officer”** means a member of a police service within the meaning of *The Police Act, 1990* or a member of the Royal Canadian Mounted Police; (« *agent de police* »)

**“progressive jackpot”** means a jackpot that increases in value as a result of cumulative play at:

- (a) independent or linked slot machines; or
- (b) independent or linked table games;

and may include a linked jackpot; (« *lot progressif* »)

**“progressive slot machine”** means a slot machine with a pay out that increases as the slot machine is played; (« *appareil à sous à lot progressif* »)

**“progressive table game”** means a table game with a pay out that increases as the table game is played; (« *jeu sur table progressif* »)

**“slot machine”** means a slot machine within the meaning of section 198 of the *Criminal Code*; (« *appareil à sous* »)

**“soft currency”** means paper currency and coupons accepted by the corporation; (« *monnaie non métallique* »)

**“table game”** means any lottery scheme pursuant to clause 207(1)(a) of the *Criminal Code* that is not operated on or through a computer, video device or slot machine; (« *jeu sur table* »)

**“token”** means a symbol with a monetary value that is issued by the corporation for use in slot machine gaming and that is redeemable for cash from the corporation, but does not include a coupon. (« *jeton* »).

**Application**

**3** These regulations apply only to casinos established by the corporation.

10 Jan 2003 cA-18.011 Reg 3 s3.

**PART II**  
**Conduct and Management of Games of Chance**

**Corporation to submit description of table games**

**4(1)** Before the corporation offers a table game for play in a casino, the corporation shall submit to the authority for approval a complete description of the table game proposed for play, including:

- (a) the rules of play;
- (b) the types of bets that may be made;
- (c) the betting limits;
- (d) use of jackpots as part of the table game, including linked jackpots and progressive jackpots, and all schedules for jackpots offered;
- (e) the method of play;
- (f) a description of any equipment used in play;
- (g) the theoretical advantage of the casino for the game and the theoretical hold per cent; and
- (h) a copy of the mathematical analysis done by an independent third party acceptable to the authority and used by the corporation to assist in game selection.

**(2)** Before the corporation makes any change to an approved table game in a casino, the corporation shall submit to the authority for approval a complete description of the change.

**(3)** The corporation shall not offer a table game for play in a casino or make any change to an approved table game until it receives written approval from the authority.

15 Sep 2006 SR 84/2006 s4.

**Rules of play**

**5(1)** The corporation shall ensure that any game of chance is offered for play in accordance with the description of the game of chance approved by the authority.

**(2)** The corporation shall ensure that the rules of play of any game of chance offered for play in a casino and the pay out odds as approved by the authority are available for reference by a player or patron.

10 Jan 2003 cA-18.011 Reg 3 s5.

**Slot machine pay out**

**6(1)** The corporation shall ensure that each slot machine pays out a mathematically demonstrable pay out percentage of not less than 85% of all amounts bet on that machine.

(2) Before offering a new slot machine game for play in a casino, the corporation shall submit information about the slot machine to the authority in a form and manner acceptable to the authority.

(3) Before offering a jackpot on a slot machine or linked slot machines, the corporation shall submit the proposed jackpot structure to the authority for approval.

15 Sep 2006 SR 84/2006 s5.

**7 Repealed.** 15 Sep 2006 SR 84/2006 s6.

**Progressive jackpots**

**8(1)** The corporation shall ensure that:

(a) all progressive slot machines or progressive table games are connected to a progressive jackpot display showing the progressive jackpot amount;

(b) each progressive jackpot is conspicuously displayed at or near the slot machines or table games to which a progressive jackpot applies;

(c) each machine, in the case of linked slot machines on a linked jackpot, has the same probability of hitting the combination that will give the progressive jackpot; and

(d) no jackpot display is turned back to a lesser amount unless:

(i) the amount shown on the progressive jackpot display is paid to a player as a jackpot;

(ii) it is necessary to adjust the progressive jackpot display to prevent it from displaying an amount greater than the prize available;

(iii) it is necessary to change the progressive jackpot display because of a slot machine or table game malfunction, in which case the malfunction and adjustment must be recorded by the on line data monitoring system or table games personnel; or

(iv) there is interference of a fraudulent nature, in which case the nature, date and time of the event must be recorded by the appropriate on line data monitoring system or table games personnel.

(2) If the corporation desires to dispose of a progressive jackpot in a manner other than the pay out of the progressive jackpot at a slot machine or table game connected to the progressive jackpot, the corporation must obtain prior approval from the authority.

15 Sep 2006 SR 84/2006 s7.

**Betting limits**

**9(1) Repealed.** 15 Sep 2006 SR 84/2006 s8.

(2) The corporation shall ensure that:

- (a) betting limits are clearly posted at each game of chance; and
- (b) no player exceeds the betting limits.

10 Jan 2003 cA-18.011 Reg 3 s9; 15 Sep 2006  
SR 84/2006 s8.

**Credit prohibited**

**10** The corporation shall not issue tokens, chips or coupons in exchange for credit, including credit through the use of a credit card.

15 Sep 2006 SR 84/2006 s9.

**Corporation not to accept third party cheques**

**10.1** The corporation shall not issue tokens, chips or coupons or provide currency, in exchange for a third party cheque.

15 Sep 2006 SR 84/2006 s9.

**Chips at table games**

**10.2** The corporation shall ensure that bets at table games are made with chips.

15 Sep 2006 SR 84/2006 s9.

**Use of devices, cameras, etc.**

**11(1)** No player shall use any electrical, mechanical, telecommunications or other device if the device:

- (a) could assist in projecting the outcome of a game of chance; or
- (b) could assist in keeping track of:
  - (i) cards that have been dealt;
  - (ii) changing probabilities; or
  - (iii) playing strategies.

(1.1) The corporation shall not allow any unauthorized person to use any electronic, mechanical, telecommunications or other device that could assist in:

- (a) projecting the outcome of a game of chance; or
- (b) keeping track of:
  - (i) cards that have been dealt;
  - (ii) changing probabilities; or
  - (iii) playing strategies.

(2) **Repealed.** 15 Sep 2006 SR 84/2006 s10.

10 Jan 2003 cA-18.011 Reg 3 s11; 15 Sep 2006  
SR 84/2006 s10.



PART III  
**Restrictions on Who May Play Games of Chance**

**Persons under 19 prohibited in casino**

**12** Subject to section 12.1:

- (a) no person under 19 years of age shall be present in the gaming area or in areas of the casino where the gaming area is in view; and
- (b) the corporation shall ensure that persons under 19 years of age are not present in the gaming area or in areas of the casino where the gaming area is in view.

15 Sep 2006 SR 84/2006 s11.

**Application to permit persons under 19 to be in casino**

**12.1(1)** In this section, “**gaming area**” includes areas of the casino where the gaming area is in view.

(2) The corporation may apply to the authority to permit persons under the age of 19 to enter the gaming area of a casino.

(3) In its application pursuant to this section, the corporation shall provide the following:

- (a) unless the authority determines otherwise, the number of persons under 19 years of age who are the subject of the application;
- (b) the casino that is the subject of the application;
- (c) the purpose for which the corporation is seeking to make the application;
- (d) the date and period during which the persons under 19 may be permitted to enter the gaming area;
- (e) any other information that the authority may require.

(4) On receipt of an application, the authority may issue an approval to allow the corporation to permit persons under 19 years of age to enter the gaming area of the casino named in the application during the dates and periods set out in the approval, but only if the authority is satisfied that:

- (a) the purpose for which the persons under 19 years of age will be in the gaming area is only one or both of the following:
  - (i) to provide entertainment;
  - (ii) to accompany a parent, guardian or other adult who, in the opinion of the authority, is a proper person, for an educational purpose;
- (b) the persons under 19 years of age are not going to be involved in gaming or demonstrations of gaming while in the gaming area;
- (c) it is not detrimental to the persons under 19 years of age to be in the gaming area;
- (d) it is not contrary to the public interest to issue the approval.

(5) The authority may impose any terms or conditions on an approval that it considers necessary or appropriate to achieve the purposes of subsection (4).

(6) The corporation shall:

- (a) ensure that the persons under 19 years of age:
  - (i) are not involved in gaming or demonstrations of gaming while they are in the gaming area;
  - (ii) enter only the gaming area of the casino named in the approval; and
  - (iii) are in the gaming area of the casino only during the dates and periods named in the approval; and
- (b) comply with any terms and conditions imposed pursuant to subsection (5).

15 Sep 2006 SR 84/2006 s11.

**Persons not permitted to play**

**13** The corporation shall not permit the following persons to play games of chance:

- (a) the minister responsible for the authority;
- (b) the minister responsible for the corporation;
- (c) any employee of the corporation;
- (d) any officer or director of the corporation;
- (e) persons who appear to be intoxicated.

15 Sep 2006 SR 84/2006 s11.

**14 Repealed.** 2005, c.3, s.28.

**15 Repealed.** 2005, c.3, s.28.

## PART IV Internal Management and Control

**Management and control system**

**16** The corporation shall implement internal management and control policies and procedures for each casino to ensure that:

- (a) financial records and reporting are accurate, reliable and prepared on a timely basis;
- (b) the potential for error and breaches of the *Criminal Code* are minimized;
- (c) functions, duties and responsibilities are segregated to minimize opportunities for collusion between employees;
- (d) money, chips and tokens are safeguarded; and
- (e) efficient operations are promoted.

10 Jan 2003 cA-18.011 Reg 3 s16.

**Count**

**16.1** The corporation shall ensure that hard currency and soft currency are counted separately.

15 Sep 2006 SR 84/2006 s12.

**Written records to be maintained**

**17** The corporation shall maintain written records respecting its internal management and control policies and procedures, including written records respecting:

- (a) house rules;
- (b) forms, records and documents;
- (c) cashiers' cages;
- (d) drop boxes;
- (e) transportation of drop boxes to and from gaming tables;
- (f) storage of drop boxes;
- (g) procedures for accepting cash at gaming tables;
- (h) receipt of chips and tokens from the manufacturer or distributor;
- (i) acquisition of customized chips, tokens and cards;
- (j) inventory and storage of chips and tokens;
- (j.1) gaming equipment inventory;
- (k) procedures for distributing chips and tokens to gaming tables, including requests and fills;
- (l) procedures for removing gaming chips from gaming tables;
- (m) tips and gratuities;
- (n) procedures for closing gaming tables;
- (o) characteristics of the count room;
- (p) procedures for opening, counting and recording contents of drop boxes;
- (q) table game count procedures;
- (r) procedures for table game fills and for removing supplies of chips, tokens, coins and paper currency from gaming tables and transporting these to a cashier's cage;
- (s) receipt of decks from the manufacturer or distributor;
- (t) procedures for opening decks;
- (u) procedures for closing unused decks;
- (v) procedures for closing used decks;
- (w) selling used cards;
- (x) procedures for reconciling card handling;
- (y) drop box release key procedures;

- (z) drop box contents key procedures;
- (aa) count room key procedures;
- (bb) slot machine key procedures;
- (cc) slot machine coin drop standards;
- (dd) slot machine equipment standards;
- (ee) slot machine slot count and wrap standards;
- (ff) slot machine currency acceptor drop and count standards;
- (gg) slot machine jackpot pay outs and slot fills;
- (hh) slot machine cash handling procedures;
- (hh.1) slot machine destruction;
- (ii) program storage devices;
- (jj) jackpot pay outs;
- (kk) procedures for filling hoppers of slot machines;
- (ll) count procedures for counting and recording contents of drop buckets;
- (mm) slot count procedures;
- (nn) recording large cash transactions; and
- (oo) found currency.

10 Jan 2003 cA-18.011 Reg 3 s17; 15 Sep 2006  
SR 84/2006 s13.

#### **Equipment**

**18(1)** The corporation shall:

- (a) render unavailable for play gaming machines or equipment determined to be malfunctioning; and
- (b) conduct tests to verify the accuracy of program storage devices to ensure conformity with standards established by the authority.

(2) The corporation shall ensure that all mechanical, electrical and computer components that affect the outcome of games of chance are locked or secured at all reasonable times.

10 Jan 2003 cA-18.011 Reg 3 s18; 15 Sep 2006  
SR 84/2006 s14.

PART V  
Internal Security and Surveillance

**Access for inspections and investigations**

**19(1)** The corporation shall allow access to persons appointed by the authority pursuant to section 10 of the Act for the purpose of:

- (a) inspecting casinos to determine whether the corporation or any registrant is complying with the Act and these regulations; and
  - (b) inspecting all machines and equipment used in the playing of games of chance and used for conducting surveillance operations in the casino.
- (2) The corporation shall:
- (a) co-operate with investigations by persons authorized pursuant to the Act to enforce the Act and these regulations; and
  - (b) allow any police officer access to a casino to investigate criminal matters within the casino.

10 Jan 2003 cA-18.011 Reg 3 s19.

**Resolution of complaints**

**20** The corporation shall ensure that:

- (a) any complaint respecting a game of chance is dealt with appropriately; and
- (b) any individual caught cheating with respect to a game of chance is reported to the authority.

10 Jan 2003 cA-18.011 Reg 3 s20; 15 Sep 2006  
SR 84/2006 s15.

**Security control plans**

**21** The corporation shall maintain a written security control plan for each casino that includes the corporation's policies and procedures for:

- (a) **Repealed.** 15 Sep 2006 SR 84/2006 s16.
- (b) controlling employee entrances and exits;
- (c) excluding minors;
- (d) controlling intoxicated persons;
- (e) controlling persons displaying undesirable behaviour;
- (f) employing a risk management plan;
- (g) contracting internal security services;
- (h) co-operating with the authority in the investigation of breaches of the Act and these regulations;

- (i) monitoring and investigating non-gaming criminal activity within the casino;
- (j) co-operating with police services in the investigation of *Criminal Code* offences;
- (k) ensuring decks, chips and tokens have security features unique to each casino;
- (l) determining security clearance levels; and
- (m) conducting background screening of companies and persons providing services that are not gaming services to the casino.

10 Jan 2003 cA-18.011 Reg 3 s21; 15 Sep 2006  
SR 84/2006 s16.

**Security department**

**22(1)** The corporation shall ensure that every casino has a security department.

(2) The corporation, through its security department, shall:

- (a) establish levels of security clearance and identification for persons registered as gaming employees, other casino employees, contracted facility maintenance and repair personnel, corporation personnel and other persons permitted access to the casino at any time;
- (b) conduct background screenings of persons who apply to provide services that are not gaming services to the casino;
- (c) conduct security screenings of employees who are not gaming employees and who have access to the gaming areas of a casino as part of their regular duties; and
- (d) perform security duties, including:
  - (i) monitoring cash transactions;
  - (ii) transporting and monitoring the transportation of chips, tokens, decks and money in the casino;
  - (iii) refusing access to persons identified by the corporation as persons who are not allowed access to the casino;
  - (iv) removing persons who are not allowed to remain in the casino; and
  - (v) monitoring activities in cashiers' cages and the count room.

10 Jan 2003 cA-18.011 Reg 3 s22; 15 Sep 2006  
SR 84/2006 s17.

**Money, chips, tokens and keys to be secured**

**23** The corporation shall ensure all money, chips, tokens and keys are secured as may be reasonably required for the proper operation of a casino.

10 Jan 2003 cA-18.011 Reg 3 s23.

**Surveillance required**

**24** The corporation shall submit to the authority for approval a plan for the effective surveillance of the casino that includes:

- (a) identifying and preventing cheating at play, money laundering and other illegal activities within the casino by players, patrons or corporation employees;
- (b) collecting and maintaining evidence for the purpose of prosecuting persons suspected of or alleged to have taken part in illegal activity; and
- (c) gathering research and information for sharing with other jurisdictions providing services related to casinos.

10 Jan 2003 cA-18.011 Reg 3 s24.

**Surveillance department**

**25(1)** The corporation shall ensure that every casino has a surveillance department.

(2) The responsibilities of the surveillance department include:

- (a) observing and recording by videotape, digital recording or similar process:
  - (i) activities in the gaming area including bets made, chip, cash and card values played and the outcome of each game of chance;
  - (ii) all drop boxes and tip boxes;
  - (iii) the movement of cash, chips, tokens, drop boxes, drop buckets, tip boxes and other gaming equipment;
  - (iv) all areas, transactions and activities within the cashiers' cages with sufficient clarity to permit identification of persons making the transactions, the currency, chips, tokens and slips transacted, and any paperwork associated with the transactions;
  - (v) the entrance, exit and interior of the count room, cashiers' cages and casino;
  - (vi) activities in the gaming technical services area;
  - (vii) the entrance, exit and interior of the vault; and
  - (viii) all slot machines;
- (b) audio and visual recording of all activity taking place in the count room; and
- (c) visual recording and monitoring of any activity that the corporation suspects to be illegal, including cheating, theft and fraud.

10 Jan 2003 cA-18.011 Reg 3 s25; 15 Sep 2006  
SR 84/2006 s18.

**Closed-circuit television system**

**26** The corporation shall operate at the casino a closed-circuit television system that includes:

- (a) light sensitive cameras with pan, zoom and tilt capabilities and fixed cameras arranged to permit the surveillance required by these regulations;
- (b) simultaneous viewing of both the table and wheel of each roulette game of chance;
- (c) video monitors;
- (d) video recorders with time and date insertion capabilities for recording what is being viewed by any camera in the system; and
- (e) video printers with the capability to immediately generate a clear still copy of an image recorded by a video recorder.

10 Jan 2003 cA-18.011 Reg 3 s26; 15 Sep 2006  
SR 84/2006 s19.

**Restrictions on surveillance equipment, personnel and room**

**27(1)** The corporation shall ensure that:

- (a) access to all equipment used to monitor and record activities within the casino is limited to surveillance personnel, personnel authorized by the corporation to have access in the presence of surveillance personnel and persons appointed by the authority to undertake investigations on its behalf;
- (b) authorized surveillance personnel have no duties within the casino other than those specified in their certificates of registration;
- (c) each casino has a surveillance room, the interior of which is not visible to the public, that is used exclusively to monitor the activities within the casino;
- (d) all surveillance room equipment remains in the surveillance room, except when being repaired or replaced; and
- (e) access to the surveillance room and all equipment is provided to persons appointed by the authority to inspect casino operations.

(2) The corporation shall ensure that:

- (a) adequate lighting is present in all areas of a casino to enable clear video recordings with images of sufficient clarity to permit identification of persons, tables, slot machines and particular activities; and
- (b) there is minimal background noise in the count room to enable discernable audio recordings.

10 Jan 2003 cA-18.011 Reg 3 s27; 15 Sep 2006  
SR 84/2006 s20.



**Surveillance room record to be kept**

**28** The corporation shall maintain a written record in the surveillance room of:

- (a) all persons entering and exiting the surveillance room; and
- (b) a summary of any monitored activities that are unusual, illegal or suspected of being illegal, including the date and time of the surveillance.

10 Jan 2003 cA-18.011 Reg 3 s28.

**Maintaining records and replacing equipment**

**29(1)** The corporation shall:

- (a) retain the master recording of all surveillance visual recordings and audio recordings for a minimum of seven days;
  - (b) maintain a written log of all surveillance equipment malfunctions and keep that log for a period of three years after the last entry; and
  - (c) immediately replace malfunctioning surveillance equipment or, when immediate replacement is not possible, provide alternative surveillance of gaming and count room activities until replacement is possible.
- (2) The corporation shall not dispose of surveillance visual recordings or audio recordings of illegal or suspected illegal activities until all issues respecting those activities are resolved.

10 Jan 2003 cA-18.011 Reg 3 s29; 15 Sep 2006  
SR 84/2006 s21.

PART VI  
**Gaming Employees and Gaming Suppliers**

**Gaming employees**

**30(1)** The corporation shall not employ any person as a gaming employee unless he or she has been granted a certificate of registration by the authority.

(2) The corporation shall ensure that every gaming employee employed by the corporation wears the registration card issued by the authority in plain view while on duty in the casino.

(3) Every gaming supplier shall ensure that every gaming employee employed by the gaming supplier wears the registration card issued by the authority in plain view while on duty in the casino.

10 Jan 2003 cA-18.011 Reg 3 s30; 15 Sep 2006  
SR 84/2006 s22.

**Gaming suppliers**

**31(1)** The corporation shall ensure that no person other than a registered gaming supplier or the corporation operates a casino.

(2) The corporation shall ensure that no person other than a registered gaming supplier provides services as a gaming supplier to the corporation.

(3) No gaming supplier shall supply gaming services within the meaning of clause (b) in the definition of “**gaming services**” in section 2 of the Act to the corporation unless those services have been obtained from a registered gaming supplier.

(4) No registered gaming supplier to the corporation shall provide gaming services in Saskatchewan under a name other than the name under which the gaming supplier is registered.

(4.1) The corporation shall use only gaming services that meet the standards established by the authority.

(4.2) No gaming supplier shall provide gaming services to the corporation that do not meet the standards established by the authority.

(5) The corporation shall ensure that every person performing duties for the corporation on behalf of a registered gaming supplier or on behalf of a supplier providing services that are not gaming services shall:

(a) have adequate identification on his or her person while performing those duties; and

(b) produce that identification at the request of the authority or any person authorized or appointed by the authority.

10 Jan 2003 cA-18.011 Reg 3 s31; 15 Sep 2006  
SR 84/2006 s23.

**32 Repealed.** 15 Sep 2006 SR 84/2006 s24.

**Tips and gratuities**

**33(1)** Subject to subsection (2), the corporation shall ensure that no person employed in the following areas of the casino by the corporation accepts or receives any tip or gratuity directly or indirectly from any player or patron:

(a) the security department;

(b) the surveillance department;

(c) the gaming technical services areas.

(2) Subsection (1) does not preclude persons employed by the corporation from participating in a tip pool established by the corporation.

15 Sep 2006 SR 84/2006 s25.

**Conflict of interest**

**34(1)** The corporation shall ensure that no board member or employee of the corporation, either for himself or herself or for some other person, promotes or attempts to promote a private or personal interest that results or appears to result in:

(a) a conflict or interference with the exercise of his or her duties; or

(b) a gain or an advantage to that board member, employee or person by virtue of his or her position.

(2) Every gaming supplier shall ensure that no employee of the gaming supplier, either for himself or herself or for some other person, promotes or attempts to promote a private or personal interest that results or appears to result in:

- (a) a conflict or interference with the exercise of his or her duties; or
- (b) a gain or an advantage to that employee or person by virtue of his or her position.

10 Jan 2003 cA-18.011 Reg 3 s34.

## PART VII Reports

### Information reports

**35(1)** The corporation shall maintain auditable financial information, and shall make the information available to the authority on request, for:

- (a) table games on a per table basis; and
- (b) slot machines on a per machine basis.

(2) The corporation shall maintain any other information reports requested by the authority and make them available to the authority on request.

15 Sep 2006 SR 84/2006 s26.

### Policies, procedures and manuals

**35.1** The corporation shall provide annually to the authority a list of all internal policies, procedures and manuals, if any, and make them available to the authority on request.

15 Sep 2006 SR 84/2006 s26.

### Record of complimentary services and items

**36(1)** The corporation shall maintain a record of the complimentary services or items provided directly or indirectly to a player at no cost or at a reduced price by the corporation.

(2) The corporation shall not provide complimentary beverage alcohol to any individual in the gaming area, either directly or indirectly.

10 Jan 2003 cA-18.011 Reg 3 s36; 15 Sep 2006  
SR 84/2006 s27.

PART VIII  
**Miscellaneous**

**Filing plans and lay-outs**

**37(1)** Before commencing to operate a casino, the corporation shall file a floor plan of the casino with the authority.

(2) The corporation shall ensure that the floor plan shows the location of all surveillance equipment, count rooms, cages and other equipment and facilities used in the operation of the casino.

(3) Subject to subsection (3.1), within 15 days after any material change to the floor plan, the corporation shall file with the authority an amended floor plan clearly indicating all material changes.

(3.1) The corporation shall submit to the authority for approval the following information:

- (a) the location of the gaming areas of the casino;
- (b) any changes to the location of the gaming areas.

(3.2) The corporation shall ensure that it offers gaming only in the areas of the casino that have been approved by the authority as gaming areas.

(4) **Repealed.** 15 Sep 2006 SR 84/2006 s28.

10 Jan 2003 cA-18.011 Reg 3 s37; 15 Sep 2006  
SR 84/2006 s28.

**Emergency power supply**

**37.1** The corporation shall ensure that every casino has an emergency power supply in the event of a power outage.

15 Sep 2006 SR 84/2006 s29.

**Persons exhibiting a problem with gaming**

**38(1)** The corporation shall implement policies and procedures:

- (a) to identify persons exhibiting behaviour reasonably evidencing a problem with gaming; and
- (b) to provide those persons exhibiting behaviour reasonably evidencing a problem with gaming with information respecting appropriate intervention programs.

(2) The corporation shall include, as part of its annual report pursuant to section 34 of *The Crown Corporations Act, 1993*, information relating to the corporation's policies and procedures with respect to problem gambling.

10 Jan 2003 cA-18.011 Reg 3 s40; 15 Sep 2006  
SR 84/2006 s30.

**Banking machines and cash advance terminals**

**39(1)** The corporation shall not permit automated banking machines in the gaming areas of a casino.

(2) **Repealed.** 15 Sep 2006 SR 84/2006 s31.

10 Jan 2003 cA-18.011 Reg 3 s39; 15 Sep 2006  
SR 84/2006 s31.

**Marketing**

**40(1)** The corporation shall ensure that any advertising or publicity for a casino:

- (a) does not depict minors; and
- (b) is not addressed to minors unless the advertising or publicity is intended to:
  - (i) promote abstinence or moderation in playing games of chance; or
  - (ii) advise of the detrimental effects or consequences of excessive gaming.

(2) The corporation shall not promote a casino through any means of advertising or publicity that:

- (a) gives a person an unrealistic perception of a player's chance of winning;  
or
- (b) does not conform to prevailing community standards.

10 Jan 2003 cA-18.011 Reg 3 s40.

**Hours of operation**

**41** The authority shall determine the number of days in each week and the number of hours during each day that a casino may be open for business.

10 Jan 2003 cA-18.011 Reg 3 s41.

**Reimbursement of authority costs**

**42** The corporation shall pay to the authority, within 30 days after the authority issues a statement or invoice, the reasonable cost for:

- (a) investigations undertaken at the request of the corporation;
- (b) investigations undertaken pursuant to the Act;
- (c) inspections of any machines and equipment used in the playing of games of chance;
- (d) inspections of any equipment used for conducting surveillance operations in the casino;
- (e) inspections of chips, tokens, cards and other gaming equipment; and
- (f) inspections of games of chance.

10 Jan 2003 cA-18.011 Reg 3 s42.

**R.R.S. c.A-18.01 Reg 4 repealed**

**43** *The Saskatchewan Gaming Corporation Casino Regulations* are repealed.

10 Jan 2003 cA-18.011 Reg 3 s43.

**Coming into force**

**44(1)** Subject to subsection (2), these regulations come into force on the day on which section 1 of *The Alcohol and Gaming Regulation Act, 1997* comes into force.

(2) If these regulations are filed with the Registrar of Regulations after the day on which section 1 of *The Alcohol and Gaming Regulation Act, 1997* comes into force, these regulations come into force on the day on which they are filed with the Registrar of Regulations.

10 Jan 2003 cA-18.011 Reg 3 s44.