

Office of the Revisor of Statutes

Administrative Rules



TITLE: Adopted Permanent Rules Relating to Lawful Gambling; Electronic Games, Sports-Themed Tipboards, and Other Changes

AGENCY: Gambling Control Board

REVISOR ID: R-4555

MINNESOTA RULES: Chapters 7861, 7863, and 7864

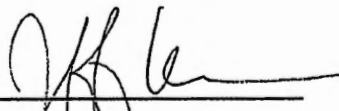
INCORPORATIONS BY REFERENCE:

Part 7861.0215:

Advanced Encryption Standard (AES) specifications as defined by the National Institute of Standards and Technology (NIST), as amended. The AES specifications are subject to change and are available at the State Law Library and at <http://csrc.nist.gov/publications>.

The Institute of Electrical and Electronics Engineers (IEEE) Standards Association's IEEE 802.11 standards contained in the Wi-Fi Protected Access II (WPA2), as amended. The IEEE 802.11 standards are subject to change and are available at the State Law Library and at <https://standards.ieee.org>.

The attached rules are approved for
filing with the Secretary of State



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194440

1.1 **Gambling Control Board**

1.2 **Adopted Permanent Rules Relating to Lawful Gambling; Electronic Games,**
1.3 **Sports-Themed Tipboards, and Other Changes**

1.4 **7861.0210 DEFINITIONS.**

1.5 *[For text of subps 1 to 9, see M.R.]*

1.6 Subp. 9a. **Cash out.** "Cash out" means redeeming credits on an electronic pull-tab or
1.7 electronic linked bingo device to zero credits.

1.8 Subp. 9b. **Central server.** "Central server" means the manufacturer's computer
1.9 equipment that houses the operating system, supporting hardware, electronic gaming
1.10 application software, communications network system, and databases required for electronic
1.11 game operations, and stores and manages electronic gaming data between individual
1.12 electronic gaming points of sale. Central servers must be located in Minnesota.

1.13 *[For text of subps 10 to 11, see M.R.]*

1.14 Subp. 11a. **Commingled pull-tab deal.** "Commingled pull-tab deal" means single
1.15 pull-tab deals with the same game name and form number that have been combined and
1.16 made available for sale as one unit.

1.17 Subp. 11b. **Communications network.** "Communications network" means an
1.18 Internet-based communications system used for the data transfer of all transactions associated
1.19 with the conduct of electronic games. For lawful gambling purposes, communications
1.20 network includes data transmission service and equipment required to provide the Internet
1.21 signal at the lawful gambling premises up to the first piece of equipment required at the
1.22 point of sale system maintained by the licensed organization as part of an approved electronic
1.23 gaming system.

1.24 *[For text of subps 12 to 15, see M.R.]*

2.1 Subp. 15a. **Designated time frame.** "Designated time frame" means a period of time
2.2 such as a quarter, an inning, a half, a period, or other portion of a professional sporting
2.3 event.

2.4 Subp. 15b. **Determination of winner.** "Determination of winner" means an explanation
2.5 of how the prize winner is determined based on the score at the end of a designated time
2.6 frame of a professional sporting event. The final score of a professional sporting event is
2.7 considered the last time frame.

2.8 Subp. 15c. **Electronic bingo device.** "Electronic bingo device" has the meaning given
2.9 under Minnesota Statutes, section 349.12, subdivision 12a, and includes:

2.10 A. a handheld and portable electronic device used as a nonlinked bingo card
2.11 minder that:

2.12 (1) monitors bingo paper sheets or a facsimile of a bingo paper sheet purchased
2.13 and played at the time and place of an organization's bingo occasion;

2.14 (2) activates numbers announced or displayed and compares the numbers to
2.15 the bingo faces previously stored in the memory of the device;

2.16 (3) identifies a winning bingo pattern or game requirement;

2.17 (4) limits the play of bingo faces to 36 faces per game;

2.18 (5) requires coded entry to activate play but does not allow the use of tickets,
2.19 tokens, coins, currency, or other cash equivalent to be inserted to activate play; and

2.20 (6) has the capability to allow use by a player who is visually impaired; or

2.21 B. a handheld and portable electronic device used as an electronic linked bingo
2.22 game device that:

2.23 (1) is used by a bingo player to play an electronic linked bingo game;

3.1 (2) requires coded entry to activate play but does not allow the use of tickets,
3.2 tokens, coins, currency, or other cash equivalent to be inserted to activate play;

3.3 (3) has no additional function as an amusement or gambling device other
3.4 than as an electronic pull-tab device defined in Minnesota Statutes, section 349.12,
3.5 subdivision 12b; and

3.6 (4) meets the requirements in Minnesota Statutes, section 349.12, subdivision
3.7 12a, clauses (1), items (ii) and (iii); (2); (3); and (5) to (8).

3.8 Subp. 15d. **Electronic gambling equipment.** "Electronic gambling equipment" means:

3.9 A. electronic pull-tab devices;

3.10 B. electronic bingo devices;

3.11 C. programmable electronic devices;

3.12 D. electronic pull-tab systems;

3.13 E. electronic linked bingo game systems;

3.14 F. electronic paddlewheels;

3.15 G. upgrades or changes to previously approved and tested equipment;

3.16 H. other technical hardware devices used in conjunction with lawful gambling
3.17 equipment; and

3.18 I. software applications and version upgrades used in conjunction with lawful
3.19 gambling equipment.

3.20 Subp. 15e. **Electronic game cash on hand.** "Electronic game cash on hand" means
3.21 the total amount of cash and money orders in the point-of-sale system cash drawer used in
3.22 conjunction with the conduct of electronic pull-tabs or electronic linked bingo.

4.1 Subp. 15f. **Electronic game occasion.** "Electronic game occasion" means a consecutive
4.2 period of time during which credits are sold for the purchase of electronic pull-tabs or
4.3 electronic linked bingo or credits from the play of electronic pull-tabs or electronic linked
4.4 bingo are redeemed.

4.5 Subp. 15g. **Electronic game system.** "Electronic game system" means all components
4.6 in electronic, computer, mechanical, or other technologic form that function together to
4.7 support the play of one or more electronic pull-tab games and electronic linked bingo games,
4.8 including all functions required by the standards in parts 7863.0270, 7864.0230, and
4.9 7864.0235.

4.10 Subp. 15h. **Electronic linked bingo game.** "Electronic linked bingo game" means an
4.11 electronic bingo game that is played on a handheld, portable electronic device that permits
4.12 play against other bingo players at multiple permitted premises.

4.13 Subp. 15i. **Electronic linked bingo gross receipts.** "Electronic linked bingo gross
4.14 receipts" means the value of credits wagered on electronic linked bingo games.

4.15 Subp. 15j. **Electronic linked bingo net proceeds at premises.** "Electronic linked
4.16 bingo net proceeds at premises" means the difference between the electronic linked bingo
4.17 gross receipts and the electronic linked bingo prizes awarded at the premises.

4.18 Subp. 15k. **Electronic linked bingo net receipts.** "Electronic linked bingo net receipts"
4.19 means the difference between the electronic linked bingo gross receipts and the electronic
4.20 linked bingo prizes paid.

4.21 Subp. 15l. **Electronic linked bingo prizes awarded at premises.** "Electronic linked
4.22 bingo prizes awarded at premises" means the value of credits awarded at the premises for
4.23 electronic linked bingo prizes.

5.1 Subp. 15m. **Electronic linked bingo prizes paid.** "Electronic linked bingo prizes
5.2 paid" means the portion of the linked bingo prize pool that is allocated to an organization's
5.3 electronic linked bingo gross receipts at a premises.

5.4 Subp. 15n. **Electronic net value of credits or electronic net.** "Electronic net value
5.5 of credits" or "electronic net" means the dollar value difference between the credits purchased
5.6 during an electronic game occasion and the credits redeemed at the premises during the
5.7 electronic game occasion.

5.8 Subp. 15o. **Electronic pull-tab gross receipts.** "Electronic pull-tab gross receipts"
5.9 means the value of credits wagered on electronic pull-tab games.

5.10 Subp. 15p. **Electronic pull-tab net receipts.** "Electronic pull-tab net receipts" means
5.11 the difference between the electronic pull-tab gross receipts and the electronic pull-tab prizes
5.12 awarded.

5.13 Subp. 15q. **Electronic pull-tab prizes awarded at premises.** "Electronic pull-tab
5.14 prizes awarded at premises" means the value of credits added to a device at the premises
5.15 for electronic pull-tab game prizes.

5.16 Subp. 15r. **Electronic pull-tab prizes paid.** "Electronic pull-tab prizes paid" means
5.17 the total electronic pull-tab prizes paid in cash at a premises and any electronic pull-tab
5.18 prizes paid by check.

5.19 Subp. 15s. **Emergency expenditure.** "Emergency expenditure" means a financial
5.20 obligation due and payable that, if not met, would require the organization to immediately
5.21 stop gambling.

5.22 *[For text of subps 16 to 26, see M.R.]*

5.23 Subp. 26a. **Handheld, portable electronic device.** "Handheld, portable electronic
5.24 device" means an electronic device used for the conduct of linked bingo or electronic pull-tab

6.1 games, or both, that is powered by an integrated battery source without cable connection
6.2 to a power source or any other device while in use by a player.

6.3 *[For text of subps 27 to 33, see M.R.]*

6.4 Subp. 33a. [See repealer.]

6.5 *[For text of subps 34 to 40b, see M.R.]*

6.6 Subp. 40c. **Point-of-sale system.** "Point-of-sale system" is a computerized checkout
6.7 or cash register system that:

6.8 A. for paper pull-tab games, meets the standards in part 7861.0280, subpart 9;

6.9 B. for electronic pull-tab games, meets the standards in part 7864.0235, subpart
6.10 30a; and

6.11 C. for electronic linked bingo games, meets the standards in part 7863.0270,
6.12 subpart 26a.

6.13 Subp. 40d. **Professional sporting event.** "Professional sporting event" means an
6.14 officially scheduled game between two teams that are members of the following leagues:
6.15 National Football League (NFL), National Basketball Association (NBA), Women's National
6.16 Basketball Association (WNBA), National Hockey League (NHL), Major League Soccer
6.17 (MLS), and Major League Baseball (MLB).

6.18 *[For text of subps 41 to 44, see M.R.]*

6.19 Subp. 44a. **Real time.** "Real time" means no more than a five-second span of time in
6.20 which an electronic game transaction is initiated and when the data is sent to and received
6.21 by the electronic game system's central server and accessible to the board and other authorized
6.22 state representatives.

6.23 *[For text of subp 45, see M.R.]*

7.1 Subp. 45a. **Reporting portal.** "Reporting portal" means a manufacturer-provided,
7.2 web-based, read-only secure reporting system that maintains board-prescribed data for
7.3 electronic games.

7.4 *[For text of subps 46 to 48, see M.R.]*

7.5 Subp. 48a. **Software.** "Software" means electronic game software and those computer
7.6 programs provided by a licensed manufacturer or licensed linked bingo game provider in
7.7 the production, play, and reporting of board-approved electronic pull-tab games or electronic
7.8 bingo games.

7.9 Subp. 48b. **Sports-themed tipboard grid or grid.** "Sports-themed tipboard grid" or
7.10 "grid" means a table of grid squares on a sports-themed tipboard for printing a player's
7.11 name, for placement of tickets, or for location of a ticket's square on the grid.

7.12 Subp. 48c. **Sports-themed tipboard grid square or grid square.** "Sports-themed
7.13 tipboard grid square" or "grid square" means a space for a player's printed name on a
7.14 sports-themed tipboard grid that corresponds to a number or set of numbers on the vertical
7.15 axis and a number or set of numbers on the horizontal axis.

7.16 Subp. 48d. **Start of an event.** "Start of an event" means the first action taken to begin
7.17 a professional sporting event such as a kickoff, first pitch, tip-off, or puck drop.

7.18 *[For text of subp 49, see M.R.]*

7.19 Subp. 49a. **Straight line.** "Straight line" means an unbroken line that does not change
7.20 direction. A straight line connects two or more symbols to make up a winning symbol
7.21 combination.

7.22 Subp. 49b. **Total value of credits purchased.** "Total value of credits purchased"
7.23 means the value of electronic game credits purchased by the player from the seller.

8.1 Subp. 49c. **Total value of credits redeemed.** "Total value of credits redeemed" means
8.2 the value of credits on an electronic game device when it is returned to the seller to cash
8.3 out.

8.4 Subp. 49d. **Unredeemed credits.** "Unredeemed credits" means the value of credits
8.5 available for play on an electronic pull-tab or electronic linked bingo device.

8.6 *[For text of subp 50, see M.R.]*

8.7 Subp. 51. **Winning symbol combination.** "Winning symbol combination" means a
8.8 predefined set of consecutive symbols on a ticket that results in a prize or bonus play. A
8.9 winning symbol combination must only be:

8.10 A. in a horizontal line;

8.11 B. in a vertical line; or

8.12 C. in a diagonal line.

8.13 **7861.0215 INCORPORATION BY REFERENCE.**

8.14 For the purposes of chapters 7861 to 7865, items A and B are incorporated by reference:

8.15 A. Advanced Encryption Standard (AES) specifications as defined by the National
8.16 Institute of Standards and Technology (NIST), as amended, are incorporated by reference.
8.17 The AES specifications are subject to change and are available to the public free of charge
8.18 at the State Law Library and at <http://csrc.nist.gov/publications>.

8.19 B. The Institute of Electrical and Electronics Engineers (IEEE) Standards
8.20 Association's IEEE 802.11 standards contained in the Wi-Fi Protected Access II (WPA2),
8.21 as amended, are incorporated by reference. The IEEE 802.11 standards are subject to change
8.22 and are available to the public free of charge at the State Law Library and at
8.23 <https://standards.ieee.org>.

9.1 **7861.0240 PREMISES PERMITS.**

9.2 *[For text of subps 1 and 2, see M.R.]*

9.3 Subp. 3. **Lease required for leased premises.** For premises not owned by the
9.4 organization, a lease must be on a form prescribed by the board and contain at a minimum
9.5 the following information:

9.6 *[For text of items A to E, see M.R.]*

9.7 F. an irrevocable consent from the lessor that:

9.8 *[For text of subitems (1) to (3), see M.R.]*

9.9 (4) the lessor, the lessor's immediate family, and any agents or gambling
9.10 employees of the lessor will not participate as players in the conduct of lawful gambling
9.11 except as authorized by part 7861.0260, subpart 1, item C;

9.12 *[For text of subitems (5) and (6), see M.R.]*

9.13 *[For text of items G to I, see M.R.]*

9.14 *[For text of subps 4 to 6, see M.R.]*

9.15 **7861.0260 CONDUCT OF LAWFUL GAMBLING.**

9.16 Subpart 1. **General restrictions.** The following items are general restrictions on the
9.17 conduct of lawful gambling.

9.18 *[For text of items A and B, see M.R.]*

9.19 C. In addition to the restrictions in Minnesota Statutes, section 349.181, the
9.20 following restrictions apply to persons involved in the conduct of lawful gambling:

9.21 (1) an organization's gambling manager may not participate in any form of
9.22 lawful gambling at any of the organization's permitted premises;

10.1 (2) employees and volunteers involved in the conduct of paper or electronic
10.2 pull-tabs, tipboards, paddlewheels, and electronic linked bingo may not participate in those
10.3 games at the permitted premises. This restriction remains in effect until two weeks after the
10.4 employee or volunteer is no longer involved in the conduct of lawful gambling;

10.5 (3) employees and volunteers may participate in paper bingo at the permitted
10.6 premises if not working that occasion;

10.7 (4) volunteers involved in paddlewheels without a table and tipboards with
10.8 32 numbers or fewer may, if not working on that day, participate in paper and electronic
10.9 pull-tabs, tipboards, paddlewheels, and paper and electronic linked bingo at the permitted
10.10 premises;

10.11 (5) lessors of licensed lawful gambling premises may not participate in paper
10.12 or electronic pull-tabs, tipboards, raffles, paddlewheels, or paper and electronic linked bingo
10.13 at that permitted premises. A lessor's immediate family, as defined in part 7861.0210, subpart
10.14 27, may not participate in paper or electronic pull-tabs, tipboards, paddlewheels, and
10.15 electronic linked bingo at that permitted premises; and

10.16 (6) except for the organization's gambling manager, organization employees
10.17 and volunteers involved in the conduct of lawful gambling may participate in raffles.

10.18 D. At each permitted premises, the organization must have:

10.19 (1) an inventory list of gambling equipment currently at the site;

10.20 (2) a clear, physical separation or a tangible divider between the organization's
10.21 disposable gambling equipment stored at the premises and the lessor's business equipment;
10.22 and

10.23 (3) the invoices or true and correct copies of the invoices for the purchase of
10.24 all gambling equipment at the premises other than invoices for the purchase of electronic

11.1 pull-tab games, and must make the invoices available for inspection by the board and its
11.2 agents and the commissioners of revenue and public safety and their agents.

11.3 E. An organization must ensure that its compensated gambling employees are
11.4 clearly identified by name to the public at all times when conducting lawful gambling.

11.5 F. An organization or organization employee must not engage in any act, practice,
11.6 or course of operation that manipulates the outcome of any game.

11.7 G. An organization employee or volunteer may not share or allow others to use
11.8 the employee's or volunteer's password or unique identifying code.

11.9 H. An organization must only conduct lawful gambling at times when the premises
11.10 is open for the conduct of its regular business.

11.11 I. An organization must not conduct any form of lawful gambling in a manner
11.12 that tends to deceive the public or affects the chances of winning or losing.

11.13 J. Illegal gambling may not be conducted at a premises for which a licensed
11.14 organization has a premises permit to conduct lawful gambling.

11.15 K. On leased bingo premises, food and beverages may be dispensed within the
11.16 permitted premises. Gambling employees of the organization working during a bingo
11.17 occasion may not provide this service. The organization must not pay for the cost of the
11.18 food and beverages from the organization's gambling accounts.

11.19 *[For text of subp 2, see M.R.]*

11.20 **Subp. 3. Advertising.**

11.21 A. Any promotional material, sign, or advertising of lawful gambling must identify
11.22 the licensed organization permitted to conduct gambling at the premises and its license
11.23 number, if the cost is paid by a licensed organization from its gambling account.

12.1 B. Electronic linked bingo devices and electronic pull-tab devices may only contain
12.2 advertising directly related to the organization's lawful gambling activity.

12.3 C. There may be no advertising on electronic devices during actual game play.

12.4 *[For text of subp 4, see M.R.]*

12.5 **Subp. 5. Prize receipt or winner verification form required.**

12.6 *[For text of items A and B, see M.R.]*

12.7 C. For an electronic progressive pull-tab prize of \$600 or more, the organization
12.8 must:

12.9 (1) have the winner immediately complete and sign a winner verification
12.10 form that contains the winner's name, address, phone number, and player eligibility
12.11 verification;

12.12 (2) furnish the winner with applicable federal and state tax forms, if any;

12.13 (3) collect completed federal and state tax forms, if any, from the winner;

12.14 (4) after withholding taxes, if applicable, process payment;

12.15 (5) pay the winner by check, cash, or a combination of check and cash within
12.16 four business days of receipt of the signed winner verification form and all applicable federal
12.17 and state tax forms, if any; and

12.18 (6) maintain the winner verification form as part of the organization's records
12.19 for 3-1/2 years.

12.20 D. For an electronic linked bingo prize of \$600 or more, the organization must:

12.21 (1) have the winner complete and sign a winner verification form that contains
12.22 the winner's name, address, phone number, and player eligibility verification, within one
12.23 business day of the prize win;

- 13.1 (2) furnish the winner with applicable federal and state tax forms;
13.2 (3) collect completed federal and state tax forms, if any, from the winner;
13.3 and
13.4 (4) provide the electronic linked bingo winner verification form to the linked
13.5 bingo game provider.

13.6 E. The player eligibility verification form must state:

- 13.7 (1) that the player is age 18 or older;
13.8 (2) that the player is eligible to participate in the conduct of lawful gambling
13.9 pursuant to subpart 1, item C, and Minnesota Statutes, section 349.181, subdivisions 3 to
13.10 5;
13.11 (3) that the player will not claim a prize on behalf of another person, or by
13.12 means of fraud, deceit, or misrepresentation; and
13.13 (4) that the player will report the winnings to the Internal Revenue Service,
13.14 if required.

13.15 F. The winner verification form required for electronic games with prizes of \$600
13.16 or more must include the following, in a legible format and in ink:

- 13.17 (1) the organization's name;
13.18 (2) the name of the gambling premises;
13.19 (3) the winner's complete name and address, and driver's license number,
13.20 including state of license registration and:
13.21 (a) if the winner does not have a driver's license, the winner's complete
13.22 name and identification number must be obtained from another form of government-issued
13.23 picture identification belonging to the winner; or

14.1 (b) if the winner does not have a driver's license or other form of
14.2 government-issued picture identification, the winner verification form must contain the
14.3 name and address of the winner, and a driver's license or other government-issued picture
14.4 identification, including the complete name, identification number, and the signature in ink,
14.5 of another person playing electronic linked bingo during that occasion; and

14.6 (4) signatures, in ink, of the winner and the seller.

14.7 *[For text of subps 6 to 8a, see M.R.]*

14.8 **Subp. 9. Electronic game occasion; records and reports.**

14.9 A. If the cumulative net value of credits available for deposit at the close of an
14.10 electronic game occasion reaches \$2,000 or more, the electronic game cash on hand less
14.11 the starting cash bank amount must be removed from the cash drawer and secured in a safe
14.12 until taken for deposit.

14.13 B. After the close of business on the last day of each month, but before the start
14.14 of business on the first day of the next month, the electronic game cash on hand less the
14.15 starting cash bank amount must be separated from the starting cash and secured in a safe
14.16 until taken for deposit.

14.17 C. At the end of each electronic game occasion, the point-of-sale system must
14.18 produce:

14.19 (1) for devices that play both electronic pull-tab games and electronic linked
14.20 bingo games, a record of the total value of credits purchased during the occasion, the total
14.21 value of credits redeemed during the occasion, the electronic net value of credits, and any
14.22 unredeemed credits;

14.23 (2) a record of the electronic pull-tab gross receipts, the electronic pull-tab
14.24 prizes redeemed during the occasion, and the electronic pull-tab net value of credits for the
14.25 electronic game occasion;

15.1 (3) a record of the electronic linked bingo gross receipts, the electronic linked
15.2 bingo prizes awarded at premises, and the electronic linked bingo net proceeds awarded at
15.3 premises for the electronic game occasion; and

15.4 (4) separate summaries for all bar operation and booth operation electronic
15.5 game activity conducted on the same day at the same premises.

15.6 D. If the lessor provides the starting cash bank, the lessor must transfer the
15.7 electronic net value of credits from the electronic game occasion to the licensed organization
15.8 upon demand.

15.9 E. If the organization provides the starting cash bank, the following information
15.10 must be entered on a form or in a format prescribed by the board:

15.11 (1) the amount of cash in the electronic game cash drawer before the start of
15.12 each electronic game occasion and the initials or the unique identifying code of the person
15.13 who counted the amount in the cash drawer;

15.14 (2) the amount of cash in the electronic game cash drawer after the conclusion
15.15 of each electronic game occasion and the initials or the unique identifying code of the person
15.16 who counted the amount in the cash drawer;

15.17 (3) any amount removed from the cash drawer for deposit or to reduce the
15.18 original starting cash bank amount and the initials or the unique identifying code of the
15.19 person who removed the cash from the drawer; and

15.20 (4) any amount added to the cash drawer to reimburse due to negative net
15.21 proceeds or cash shortages, or to increase the original starting cash bank amount, and the
15.22 initials or the unique identifying code of the person who added the cash to the drawer.

15.23 F. An organization must keep electronic game occasion records and reports for
15.24 3-1/2 years following the end of the month in which the electronic game occasion was
15.25 conducted and reported on the tax return. An organization may maintain or convert and

16.1 store records and reports in an electronic format. An organization must make records and
16.2 reports available in paper format to the board, the commissioner of revenue, the commissioner
16.3 of public safety, or their agents upon request.

16.4 *[For text of subps 10 and 11, see M.R.]*

16.5 **7861.0270 BINGO.**

16.6 *[For text of subps 1 to 3, see M.R.]*

16.7 Subp. 3a. **Use of electronic bingo devices.** An organization may offer electronic
16.8 bingo devices, as defined by part 7861.0210, subpart 15c, and Minnesota Statutes, section
16.9 349.12, subdivision 12a, to be used by players if the following requirements are met.

16.10 *[For text of items A and B, see M.R.]*

16.11 C. The device may be used with a facsimile of a bingo paper sheet. If a facsimile
16.12 is used, the organization must provide the player with a sales receipt at the point of sale.
16.13 This item does not apply to electronic bingo devices used to conduct electronic linked bingo.

16.14 D. Once a bingo game has begun, no additional bingo faces may be sold for that
16.15 game.

16.16 E. The device must be used as part of a bingo occasion and must not have any
16.17 other games or interactive entertainment programs stored in or on the device according to
16.18 part 7864.0230, subpart 6, except that an electronic bingo device that is used for electronic
16.19 linked bingo games may be used as an electronic pull-tab device.

16.20 F. The organization must offer the use of an electronic bingo device for the same
16.21 price options to all players.

16.22 G. The organization must record all voids before the start of the second bingo
16.23 game in a bingo occasion. For a malfunction that occurs after the start of the second bingo

17.1 game, the organization must record and document the reason for the void and report the
17.2 voids to the board within three business days.

17.3 H. Only licensed manufacturers, linked bingo game providers, distributors, or
17.4 authorized organization employees may perform service or maintenance on an electronic
17.5 bingo device.

17.6 I. An organization must not modify the assembly or operational functions of an
17.7 electronic bingo device or any of its components. If the electronic bingo device has an audio
17.8 function, the organization may activate the audio function for all players or may limit the
17.9 use of the audio function to players who are visually impaired.

17.10 J. If a player has the option of using credits on a device that may be used for both
17.11 electronic linked bingo and electronic pull-tabs, the device counts as both an electronic
17.12 pull-tab device and an electronic linked bingo device for the purposes of device count under
17.13 Minnesota Statutes, sections 349.17, subdivision 9, paragraph (b), and 349.1721, subdivision
17.14 4, paragraph (b).

17.15 Subp. 4. **Hard card and paper bingo programs made available.** Hard card and
17.16 paper bingo programs must be made available to all players before the start of each bingo
17.17 occasion and must include at a minimum the following information:

17.18 A. organization's name, name of the permitted premises, and license number;

17.19 B. for each game, a written description and illustration of the winning bingo pattern
17.20 or bingo game requirement;

17.21 C. for bingo games played on bingo paper sheets, a description of the bingo paper
17.22 to be used, including:

17.23 (1) color of the paper, and a description of the border, if any;

17.24 (2) number of bingo faces on each sheet;

- 18.1 (3) for packets, the number of sheets in each packet; and
- 18.2 (4) for packages, the number and type of bingo paper sheets added by the
- 18.3 organization to the packets;
- 18.4 D. prizes to be offered by the organization and any factors used to determine the
- 18.5 prize payout structure for each game;
- 18.6 E. date the program is implemented;
- 18.7 F. days and times the program will be used; and
- 18.8 G. explanation of limiting bingo number counts, if used.
- 18.9 The organization must maintain a copy of the hard card or paper bingo program in use
- 18.10 for each bingo occasion conducted and must make the program available to the board upon
- 18.11 request.
- 18.12 Subp. 4a. **Electronic linked bingo program information.** Electronic linked bingo
- 18.13 program information must be made available to all players on each electronic device and
- 18.14 must include at a minimum the following:
- 18.15 A. the name and license number of the linked bingo game provider;
- 18.16 B. for each game, a written description and an illustration of the winning bingo
- 18.17 pattern or bingo game requirements;
- 18.18 C. prizes to be offered and any factors used to determine the prize payout structure
- 18.19 for each game;
- 18.20 D. an explanation of winning bingo number counts, if used; and
- 18.21 E. player eligibility verification stating:
- 18.22 (1) that the player is age 18 or older;

19.1 (2) that the player is eligible to participate in the conduct of lawful gambling
19.2 pursuant to part 7861.0260, subpart 1, item C, and Minnesota Statutes, section 349.181,
19.3 subdivisions 3 to 5;

19.4 (3) that the player will not claim a prize on behalf of another person, or by
19.5 means of fraud, deceit, or misrepresentation; and

19.6 (4) that the player will report the winnings to the Internal Revenue Service,
19.7 if required.

19.8 *[For text of subps 5 to 8, see M.R.]*

19.9 Subp. 9. **Breakopen bingo game.** In addition to other requirements contained in this
19.10 part, a breakopen bingo game must also comply with the following.

19.11 *[For text of items A to H, see M.R.]*

19.12 I. An electronic bingo device defined in part 7861.0210, subpart 15c, item A, may
19.13 be used with facsimiles of sealed bingo paper for a breakopen bingo game. The organization
19.14 may not allow trade-ins of facsimiles of sealed bingo paper for use with electronic bingo
19.15 devices.

19.16 *[For text of subps 10 to 21, see M.R.]*

19.17 **7861.0280 PAPER PULL-TABS.**

19.18 Subpart 1. **Paper pull-tab restrictions.** In addition to the restrictions and requirements
19.19 in part 7861.0260, the following apply to the conduct of paper pull-tabs.

19.20 *[For text of item A, see M.R.]*

19.21 B. For multiple seal and multiple chance games, the seller must not allow a player
19.22 to physically touch the flare or chance ticket display. Once the player has indicated a selected
19.23 seal or selected a chance ticket, only the pull-tab seller may open that seal or section of the
19.24 chance ticket display containing the chance ticket and hand the chance ticket to the player.

20.1 *[For text of items C to F, see M.R.]*

20.2 *[For text of subps 1a to 5, see M.R.]*

20.3 **Subp. 6. Operation of progressive paper pull-tab game.** In addition to the
20.4 requirements of subpart 3, the following items pertain to the conduct of a progressive paper
20.5 pull-tab game.

20.6 *[For text of items A to E, see M.R.]*

20.7 F. When a progressive jackpot of \$100 or more is won, the organization must:

20.8 *[For text of subitem (1), see M.R.]*

20.9 (2) furnish the winner with applicable federal and state tax forms, if any;

20.10 (3) collect completed federal and state tax forms, if any, from the winner;

20.11 (4) after withholding taxes, if applicable, process payment; and

20.12 (5) pay the winner by check, cash, or a combination of check and cash within
20.13 four business days of receipt of the signed prize receipt and all applicable federal and state
20.14 tax forms, if any.

20.15 *[For text of subps 7 to 12, see M.R.]*

20.16 **7861.0285 ELECTRONIC PULL-TABS.**

20.17 **Subpart 1. Operation of electronic pull-tab games.** In addition to the restrictions
20.18 and requirements in part 7861.0260, the following apply to the conduct of electronic pull-tabs.

20.19 *[For text of item A, see M.R.]*

20.20 B. Once an electronic deal of pull-tabs is made available for play, the deal may
20.21 not be paused or taken out of play for any reason and then reinstated for play. If the deal is
20.22 paused or taken out of play, the game must be permanently closed from play.

21.1 C. If a player has the option of using credits on an electronic game device for both
21.2 electronic pull-tabs and electronic linked bingo, the device counts as both an electronic
21.3 pull-tab device and an electronic bingo device for the purposes of device count under
21.4 Minnesota Statutes, sections 349.17, subdivision 9, paragraph (b), and 349.1721, subdivision
21.5 4, paragraph (b).

21.6 D. All credits maintained on the electronic pull-tab device when removed from
21.7 play may be redeemed by the player or used for play upon reactivation.

21.8 E. When a deal of electronic pull-tabs is put into play, all of the pull-tabs must be
21.9 randomly dispensed.

21.10 F. An organization may not put into play any electronic pull-tab game that has
21.11 been altered or tampered with, or operate an electronic pull-tab game in a manner that tends
21.12 to deceive the public or affects the chances of winning or losing.

21.13 G. An organization may not commingle more than two electronic pull-tab games.

21.14 H. A single cash bank is allowed for all electronic pull-tab deals in play for each
21.15 site.

21.16 I. Each electronic pull-tab must be sold for the price on the flare. An electronic
21.17 pull-tab may not be given to a player free of charge or for any other consideration.

21.18 J. Except for progressive electronic pull-tab game progressive jackpot prizes of
21.19 \$600 or more, the value of winning electronic pull-tabs must be credited to the electronic
21.20 device and allow for the continuation of play or redemption by the player at any time. A
21.21 prize payout must not be made to any player for a lost or an altered electronic pull-tab device
21.22 or an electronic pull-tab device that left the permitted premises where the deal is in play.

21.23 K. The pull-tab seller must record all payments to the player in the point of sale
21.24 system.

22.1 L. An electronic game occasion must end any time that the sale and redemption
22.2 of credits switches from a booth operation to a bar operation or from a bar operation to a
22.3 booth operation.

22.4 M. Any unclaimed credits left in the electronic pull-tab device will be retained
22.5 by the organization.

22.6 N. At the end of each month, an organization must report in a format prescribed
22.7 by the commissioner of revenue the value of total sales, prizes paid, and net receipts from
22.8 electronic pull-tab activity during the month.

22.9 *[For text of subps 1a and 2, see M.R.]*

22.10 Subp. 3. **Operation of progressive electronic pull-tab game.** In addition to the
22.11 requirements of subpart 1, the following items pertain to the conduct of a progressive
22.12 electronic pull-tab game.

22.13 *[For text of item A, see M.R.]*

22.14 B. Each ticket or deal in a progressive electronic pull-tab game must contribute
22.15 the same amount toward the progressive jackpot. When the progressive jackpot reaches the
22.16 jackpot amount listed on the flare, no additional contribution may be made to the progressive
22.17 jackpot.

22.18 *[For text of items C and D, see M.R.]*

22.19 E. When a progressive jackpot of \$600 or more is won, the organization must:

22.20 (1) have the winner complete and sign a winner verification form. The winner
22.21 verification form must include the eligibility acknowledgment in part 7861.0260, subpart
22.22 5, item E;

22.23 (2) furnish the winner with applicable federal and state tax forms, if any;

22.24 (3) collect completed federal and state tax forms, if any, from the winner;

23.1 (4) after withholding taxes, if applicable, process payment; and

23.2 (5) pay the winner by check, cash, or a combination of check and cash within
23.3 four business days of receipt of the signed winner verification form and all applicable federal
23.4 and state tax forms, if any.

23.5 F. If the jackpot prize is less than \$600, the amount may be added as credits on
23.6 the device.

23.7 **Subp. 4. Commingled deals in an electronic pull-tab device.**

23.8 A. An organization may commingle up to two single deals of pull-tabs in an
23.9 electronic pull-tab device if:

23.10 (1) the deals are identical in the type of game, ticket, price, color, form
23.11 number, prize structure, and quantity of pull-tabs per deal;

23.12 (2) all tickets from the commingled deals are in queue and interchangeable
23.13 for selection;

23.14 (3) each deal has a separate flare displaying the serial number or all serial
23.15 numbers when deals are commingled; and

23.16 (4) there is notice on each flare indicating that the game is a commingled
23.17 game and the commingling method used for the game.

23.18 B. An electronic pull-tab automatic close feature may be used with commingled
23.19 electronic pull-tab deals.

23.20 *[For text of subps 5 and 6, see M.R.]*

23.21 **7861.0290 TIPBOARDS.**

23.22 **Subpart 1. Restrictions.** In addition to the restrictions and requirements in part
23.23 7861.0260, the following apply to conduct of tipboards.

24.1 *[For text of items A to D, see M.R.]*

24.2 E. The score of a professional sporting event may not be used to determine the
24.3 winner or eligible winners of a progressive or cumulative tipboard game.

24.4 Subp. 1a. **Sports-themed tipboard prize limits.** The maximum prize that may be
24.5 awarded for a sports-themed tipboard chance or ticket is:

24.6 A. \$599 for \$2 and under sports-themed tipboard chances or tickets;

24.7 B. \$899 for \$3 sports-themed tipboard chances or tickets;

24.8 C. \$1,199 for \$4 sports-themed tipboard chances or tickets;

24.9 D. \$1,499 for \$5 sports-themed tipboard chances or tickets;

24.10 E. \$1,799 for \$6 sports-themed tipboard chances or tickets;

24.11 F. \$2,099 for \$7 sports-themed tipboard chances or tickets;

24.12 G. \$2,399 for \$8 sports-themed tipboard chances or tickets;

24.13 H. \$2,699 for \$9 sports-themed tipboard chances or tickets; and

24.14 I. \$2,999 for \$10 sports-themed tipboard chances or tickets.

24.15 *[For text of subp 2, see M.R.]*

24.16 Subp. 3. **Operation of tipboard game.** The following items apply to the game of
24.17 tipboards.

24.18 A. All tipboard tickets or chances for a tipboard deal must be placed out for play
24.19 at the same time.

24.20 *[For text of item B, see M.R.]*

25.1 C. An organization may not pay a player unless the player redeems a winning
25.2 tipboard ticket or, for a sports-themed tipboard game without tickets, the winner's name is
25.3 printed in ink on the winning grid square.

25.4 D. A prize may not be awarded to any player for a lost, marked, defaced, or altered
25.5 ticket, or for any winning tipboard ticket, other than a winning sports-themed tipboard ticket,
25.6 that left the permitted premises where the game is in play.

25.7 *[For text of item E, see Minnesota Rules]*

25.8 F. After the sale of tickets or chances for a tipboard game has concluded, an
25.9 organization must immediately open the seal either to determine the seal winner, if any, or,
25.10 for a sports-themed tipboard, to reveal the potential winning numbers associated with the
25.11 tipboard game's designated professional sporting event.

25.12 Subp. 4. **Operation of progressive tipboard game.** In addition to the requirements
25.13 of subpart 3, the following items pertain to the conduct of a progressive tipboard game.

25.14 *[For text of items A to E, see M.R.]*

25.15 F. When a progressive jackpot of \$100 or more is won, the organization must:

25.16 *[For text of subitem (1), see M.R.]*

25.17 (2) furnish the winner with applicable federal and state tax forms, if any;

25.18 (3) collect completed federal and state tax forms, if any, from the winner;

25.19 (4) after withholding taxes, if applicable, process payment; and

25.20 (5) pay the winner by check, cash, or a combination of check and cash within
25.21 four business days of receipt of the signed prize receipt and all applicable federal and state
25.22 tax forms, if any.

25.23 *[For text of subps 5 and 6, see M.R.]*

26.1 **Subp. 7. Tipboard records and reports.**

26.2 *[For text of items A and B, see M.R.]*

26.3 C. With the exception of completed prize receipt forms, unsold and winning tickets
26.4 and stubs, and sports-themed tipboard flares, an organization may maintain or convert and
26.5 store records and reports in an electronic format.

26.6 *[For text of items D to G, see M.R.]*

26.7 H. For each tipboard game completed during that month, an organization must
26.8 complete a monthly report in a format prescribed by the commissioner of revenue, as required
26.9 by Minnesota Statutes, section 297E.06.

26.10 *[For text of subp 8, see M.R.]*

26.11 **7861.0295 SPORTS-THEMED TIPBOARDS.**

26.12 **Subpart 1. Restrictions.**

26.13 A. In addition to the restrictions and requirements in part 7861.0260, the following
26.14 restrictions apply to sports-themed tipboards.

26.15 B. The board may approve professional sporting events other than those defined
26.16 in part 7861.0210, subpart 40d. The board may remove a league or an event if the board
26.17 deems the league or event lacks sufficient integrity to ensure the fair play of sports-themed
26.18 tipboards based on the event outcomes.

26.19 C. Each sports-themed tipboard may be used for only one professional sporting
26.20 event.

26.21 D. An organization must not transfer sports-themed tipboard games in play from
26.22 one permitted premises to another.

27.1 E. An organization or its employees or agents must not open or reveal any part
27.2 of a sports-themed tipboard seal until all chances have been sold, all unsold tickets, if any,
27.3 have been secured, and all unused squares on the grid, if any, have been marked "VOID."

27.4 F. At a leased permitted premises, an organization must not transfer sports-themed
27.5 tipboard games in play between a booth and bar operation. If an organization owns the
27.6 permitted premises, the organization may transfer sports-themed tipboard games in play
27.7 between its booth and bar operations.

27.8 G. The organization may not use a tipboard that it receives in an altered or a
27.9 defaced condition. Completing the flare in permanent ink as required in subpart 3, item A,
27.10 is not considered altering.

27.11 H. An organization must sell the sports-themed tipboard tickets, group of banded
27.12 tickets, or grid squares for the price preprinted on the flare.

27.13 I. An organization must not redeem tipboard tickets that were sold by another
27.14 organization.

27.15 J. Progressive or cumulative sports-themed tipboards are not allowed.

27.16 K. A game with seals that are compromised before completion of all sales of
27.17 tickets or chances or the start of the professional sporting event constitutes a voided game,
27.18 and the organization must:

- 27.19 (1) immediately void and close the game;
- 27.20 (2) mark "VOID" in permanent ink across the sports-themed tipboard flare;
- 27.21 (3) refund all players the amount paid for a chance; and
- 27.22 (4) keep the voided sports-themed tipboard game for 3-1/2 years.

28.1 **Subp. 2. Posting flare and house rules.**

28.2 A. In addition to the information required by part 7861.0260, subpart 2, an
28.3 organization must prominently post at the point of sale the flare of a sports-themed tipboard
28.4 game.

28.5 B. Once the organization employee or volunteer completes the information required
28.6 in subpart 3, item A, on the flare, the flare may not be altered except to record the winning
28.7 score or enter information in permanent ink on the sports-themed tipboard.

28.8 C. The organization may not use a sports-themed tipboard that it receives in an
28.9 altered, or a damaged or defaced condition.

28.10 D. House rules for sports-themed tipboard games must include the following
28.11 information:

28.12 (1) no sports-themed tipboard tickets or chances may be sold after the game's
28.13 seals have been opened or compromised;

28.14 (2) all empty squares remaining on a sports-themed tipboard must be marked
28.15 "VOID" immediately before opening the game's seals; and

28.16 (3) sports-themed tipboard prizes must be claimed within seven days after
28.17 the last time frame of the professional sporting event.

28.18 **Subp. 3. Operation of sports-themed tipboard games.** The following apply to
28.19 sports-themed tipboards:

28.20 A. before a sports-themed tipboard game is put into play:

28.21 (1) any of the following items that are not preprinted on the flare by the
28.22 manufacturer must be printed on the flare in permanent ink by an organization employee
28.23 or volunteer:

29.1 (a) the names or a detailed description of the participating professional
29.2 teams; and

29.3 (b) the date of the professional sporting event;

29.4 (2) the organization employee or volunteer who entered any of the information
29.5 in subitem (1) on the game flare must sign and date the flare and enter the time that the flare
29.6 was signed and dated; and

29.7 (3) the tipboard flare must be prominently posted at the point of sale;

29.8 B. all tipboard tickets and chances for a sports-themed tipboard game must be
29.9 placed out for play at the same time;

29.10 C. the grid must be in a prominent location and visible to players at all times;

29.11 D. all tickets and grid squares must be sold for the price preprinted on the flare
29.12 and not allowed for resale. A tipboard ticket or grid square may not be given to a player
29.13 free of charge or for any other consideration;

29.14 E. before opening seals, all unsold tickets must be secured and made unavailable
29.15 for sale. All unsold or unused squares on a grid must be marked "VOID." All flares and
29.16 unsold tickets must be retained in the organization's records for 3-1/2 years as required by
29.17 Minnesota Statutes, section 349.19, subdivision 6;

29.18 F. game scores posted by the applicable professional league are considered official
29.19 and will be used to determine the winning numbers on a sports-themed tipboard game;

29.20 G. posting results of the professional sporting event to the flare or grid in permanent
29.21 ink as required in item A is not considered altering the flare;

29.22 H. a prize may not be awarded to any player for a lost, marked, defaced, altered,
29.23 or resold ticket;

30.1 I. prize receipts for winning sports-themed tipboard prizes of \$100 or more are
30.2 required according to part 7861.0260, subpart 5;

30.3 J. the organization employee or volunteer must immediately deface a winning
30.4 sports-themed tipboard ticket or mark the winning player's grid square as paid when redeemed
30.5 by the player;

30.6 K. players must claim winning sports-themed tipboard tickets or chances within
30.7 seven days after the last designated time frame of the professional sporting event;

30.8 L. the player is responsible for redeeming a winning tipboard ticket or chance;

30.9 M. a sports-themed tipboard game is considered closed when all chances have
30.10 been sold or when the seals are opened, whichever occurs first. No sports-themed tipboard
30.11 chances may be sold after the game has closed;

30.12 N. a sports-themed tipboard game is considered complete seven days after the
30.13 last time frame of the professional sporting event or all prizes are claimed, whichever occurs
30.14 first; and

30.15 O. sports-themed tipboard game receipts must be deposited into the gambling
30.16 bank account within four business days of the completion of the game.

30.17 **Subp. 4. Operation of sports-themed tipboard games with tickets, without seals.**

30.18 A. Sports-themed tipboard games without seals must be conducted with tipboard
30.19 tickets.

30.20 B. A sports-themed tipboard game with tickets and without seals may not be put
30.21 into play after the start of the professional sporting event.

30.22 C. No tickets may be sold after the professional sporting event has ended. All
30.23 remaining unsold tickets must be immediately secured and made unavailable for sale.

31.1 D. An organization may not pay a player unless the player redeems a winning
31.2 tipboard ticket.

31.3 **Subp. 5. Operation of sports-themed tipboard games with tickets, with seals.**

31.4 A. The organization employee or volunteer must print a player's name, in
31.5 permanent ink, in an area designated by a ticket or by the player on a sports-themed tipboard
31.6 grid. A player's printed name must be able to be verified when claiming a prize.

31.7 B. A sports-themed tipboard game with tickets and with seals may not be put into
31.8 play after the start of the professional sporting event.

31.9 C. The organization employee or volunteer must not allow a player to touch the
31.10 sports-themed tipboard flare.

31.11 D. No tickets or chances may be sold after the seals have been opened or after the
31.12 professional sporting event has ended, whichever comes first.

31.13 E. Seals may only be opened by an organization employee or volunteer:

31.14 (1) if all tickets or chances have been sold; or

31.15 (2) after all unsold tickets have been secured and made unavailable and unused
31.16 grid squares have been marked "VOID."

31.17 F. An organization may not pay a player unless the player redeems a winning
31.18 tipboard ticket or the player's name, printed in ink on the winning grid square, is verified.

31.19 **Subp. 6. Operation of sports-themed tipboard games without tickets, with seals.**

31.20 A. Sports-themed tipboard games conducted without tickets, but with a sealed
31.21 number grid, must be conducted with a grid that allows for a player's name to be printed on
31.22 a grid square.

32.1 B. The organization employee or volunteer must print a player's name, in
32.2 permanent ink, in an area designated by the player on a sports-themed tipboard grid in lieu
32.3 of purchasing tickets. A player's printed name must be able to be verified when claiming a
32.4 prize.

32.5 C. Only one name may be printed in each grid square.

32.6 D. The organization employee or volunteer must not allow a player to touch the
32.7 sports-themed tipboard flare.

32.8 E. No chances may be sold after the professional sporting event has ended.

32.9 F. Seals may only be opened by an organization employee or volunteer:

32.10 (1) if all grid squares have been sold; or

32.11 (2) after unused grid squares have been marked "VOID."

32.12 G. An organization may not pay a player unless the player's name, printed in ink
32.13 on the winning grid square, is verified.

32.14 **7861.0300 PADDLEWHEELS.**

32.15 *[For text of subps 1 to 6, see M.R.]*

32.16 Subp. 7. **Use of digital video recorder (DVR) system for paddlewheels with a**
32.17 **paddlewheel table; real-time access.** Items A to K apply to the conduct of paddlewheels
32.18 with a paddlewheel table.

32.19 *[For text of item A, see M.R.]*

32.20 B. An organization conducting a paddlewheel with a table must allow real-time
32.21 remote access by the board to the operation of a paddlewheel with a table. Real-time remote
32.22 access by the board is limited to read-only access of occasion recordings and the system's
32.23 status.

33.1 C. An organization must use a DVR system capable of real-time remote access
33.2 that meets, at a minimum, the following requirements:

33.3 (1) record at the same time the operator, paddlewheel table rail to rail, and a
33.4 picture of the wheel pointer and number on the paddlewheel;

33.5 (2) not have an audio recorder;

33.6 (3) record real date and time of activity in a location on the video that does
33.7 not obscure the view of the paddlewheel table or the wheel pointer;

33.8 (4) allow for immediate verification of the value of chips, placement and
33.9 payment of bets, the pointer, the winning number on the paddlewheel, and drop box slot;

33.10 (5) show the identification number of the paddlewheel table when an
33.11 organization conducts more than one paddlewheel table;

33.12 (6) record in color and be capable of variable focus;

33.13 (7) have sufficient clarity to distinguish the numbers on the table and the
33.14 denominations of chips and bills;

33.15 (8) record at a rate of at least 30 frames per second; and

33.16 (9) be programmable with a seven-day memory backup.

33.17 D. When using a DVR system, the paddlewheel table and paddlewheel must be
33.18 in plain view and not be blocked.

33.19 E. Security of the DVR system must meet the following:

33.20 (1) the DVR must be in a locked cabinet;

33.21 (2) the DVR and camera must not be plugged into an outlet that can be
33.22 switched off;

33.23 (3) the DVR and camera must be plugged into a surge protector; and

34.1 (4) the DVR monitor, if any, will not be visible to the customers or operators.

34.2 F. The organization must maintain the DVR equipment to ensure the quality of
34.3 the recording of activity at the paddlewheel table. The organization must close the
34.4 paddlewheel table if the DVR system is not properly operating or fails to comply with this
34.5 subpart.

34.6 G. Only a gambling manager or an authorized organization member or organization
34.7 employee may start and stop the DVR system from the time a paddlewheel table is open
34.8 for the day to the closing of the paddlewheel table or access an organization's DVR system
34.9 and recordings. A paddlewheel table operator or cashier, lessor, lessor's immediate family,
34.10 and lessor's employees are specifically excluded from the activities in this item. The system
34.11 may be preprogrammed to start and stop at set times. The system must be locked and
34.12 inaccessible to the paddlewheel table operator.

34.13 H. Each week the gambling manager or an authorized organization member or
34.14 organization employee, excluding the paddlewheel table operator or cashier, lessor, lessor's
34.15 immediate family, or lessor's employees, must review at a minimum one day's activity per
34.16 table. A log must be kept showing who conducted the review and when it was conducted.

34.17 I. The organization must keep the recordings of each day's paddlewheel with a
34.18 paddlewheel table activity in a safe and secure storage place for 90 days. The recordings
34.19 may not be accessible to the paddlewheel table operator.

34.20 J. The organization must submit the recordings to the board upon request in a
34.21 format approved by the board. The recordings must be viewable frame by frame and at high
34.22 speed.

34.23 K. DVR systems for paddlewheels with a paddlewheel table approved before the
34.24 effective date of this subpart must come into compliance within two years of the effective
34.25 date of this subpart.

35.1 *[For text of subps 8 to 12, see M.R.]*

35.2 **7861.0320 ORGANIZATION OPERATIONS, ACCOUNTS, REPORTS, AND**
35.3 **RECORDS.**

35.4 *[For text of subps 1 and 2, see M.R.]*

35.5 Subp. 3. **Gambling bank accounts; expenditures of gambling funds; emergency**
35.6 **expenditures.** Each organization must maintain a separate gambling bank account at banks,
35.7 savings and loans institutions, or credit unions located within Minnesota and comply with
35.8 the following.

35.9 *[For text of items A to C, see M.R.]*

35.10 D. The organization must make all expenditures or contributions of gambling
35.11 funds from the gambling checking accounts. This item does not pertain to emergency
35.12 expenditures which may be made from a source other than the organization's gambling
35.13 account if the organization's membership has approved the expenditure or to an electronic
35.14 fund transaction for the payment of taxes for the organization as a whole according to
35.15 Minnesota Statutes, section 349.19, subdivision 2, paragraph (b).

35.16 Subp. 4. **Deposits and transfers of gambling receipts.** The following items pertain
35.17 to the deposit and transfer of gambling receipts.

35.18 *[For text of items A to D, see M.R.]*

35.19 E. Gambling funds must not be transferred to the organization's general bank
35.20 accounts for any expenditures or contributions without prior board approval. This item does
35.21 not pertain to transfers allowed under subpart 15, item B, or to an electronic fund transaction
35.22 for the payment of taxes for the organization as a whole according to Minnesota Statutes,
35.23 section 349.19, subdivision 2, paragraph (b).

35.24 *[For text of subps 5 to 18, see M.R.]*

36.1 **7863.0220 DISTRIBUTOR OPERATIONS, ACCOUNTS, REPORTS, AND**
36.2 **RECORDS.**

36.3 *[For text of subp 1, see M.R.]*

36.4 Subp. 2. **Sale or lease of gambling equipment.** This subpart applies to the sale or
36.5 lease of gambling equipment.

36.6 *[For text of items A to F, see M.R.]*

36.7 G. A distributor may sell a game abandoned under part 7864.0230, subpart 1, item
36.8 D, that the distributor had in possession before the date of abandonment.

36.9 H. A distributor must document the terms of a lease or sale of permanent gambling
36.10 equipment and comply with the following.

36.11 (1) A distributor must not enter into a lease agreement for permanent gambling
36.12 equipment with an organization unless the distributor owns or has a lease agreement with
36.13 a licensed manufacturer for that equipment.

36.14 (2) If an organization's license or authorization is suspended, revoked, lapsed,
36.15 or terminated, the lease agreement must be canceled.

36.16 (3) A distributor must not provide any additional keys for a pull-tab dispensing
36.17 device after the pull-tab dispensing device has been leased or sold.

36.18 I. Gambling equipment designated for sale to an Indian tribe must be stored in a
36.19 separate area of the distributor's warehouse and cannot contain the Minnesota geographic
36.20 symbol required by Minnesota Statutes, section 349.163, subdivision 5, paragraph (d).

36.21 J. The following apply to the lease of electronic bingo devices used for nonlinked
36.22 bingo games:

36.23 (1) A distributor may only lease electronic bingo devices to a licensed
36.24 organization and is prohibited from selling electronic bingo devices to a licensed organization.

37.1 (2) The distributor may lease electronic bingo devices to more than one
37.2 licensed organization at the same permitted premises.

37.3 (3) The lease agreement must contain the organization's license number, name
37.4 and address of the permitted premises where the electronic bingo devices will be used, and
37.5 terms of the lease agreement, including a prohibition that the electronic bingo devices must
37.6 not be transferred to another permitted premises unless approved in writing by the board.

37.7 (4) The lease price of an electronic bingo device:

37.8 (a) must be based on a predetermined monthly amount or based on the
37.9 per unit lease amount for the previous calendar week; and

37.10 (b) must not be based on a percentage of gross receipts.

37.11 (5) The distributor must submit a copy of the lease agreement to the board
37.12 within ten days of signing or amending a lease agreement.

37.13 K. Electronic pull-tab system and device leases must contain:

37.14 (1) the organization's license number;

37.15 (2) the name and address of the permitted premises where the electronic
37.16 pull-tab system and devices will be used;

37.17 (3) the terms of the lease agreement;

37.18 (4) a clause prohibiting electronic pull-tab devices from being transferred to
37.19 another permitted premises unless prior written approval by the board is obtained; and

37.20 (5) a termination clause of not greater than six months.

37.21 L. The lease price of an electronic pull-tab system and devices:

37.22 (1) must be based on a predetermined lease amount; and

37.23 (2) must not be based on a percentage of gross receipts.

38.1 M. The distributor must submit a copy of the electronic pull-tab system and device
38.2 lease agreement to the board within ten days of signing or amending a lease agreement.

38.3 N. The following pertain to gambling equipment that is sold or leased on an
38.4 exclusive basis.

38.5 (1) Gambling equipment with a proprietary name of an organization that
38.6 owns its permitted premises may be sold or leased on an exclusive basis to that organization.

38.7 (2) Gambling equipment with a proprietary name for a leased site may not
38.8 be sold or leased on an exclusive basis to an organization.

38.9 (3) A distributor may not pay a royalty to another licensed distributor for the
38.10 design and manufacture of gambling equipment that is sold or leased on an exclusive basis.

38.11 *[For text of subp 3, see M.R.]*

38.12 Subp. 4. **Return of defective paper pull-tab and tipboard game; return of electronic**
38.13 **pull-tab deals; issuing credit invoices.** This subpart pertains to the return of a paper
38.14 pull-tab or tipboard game that was not manufactured in compliance with the standards in
38.15 part 7864.0230 and was returned to the distributor according to this subpart and part
38.16 7861.0260, subpart 7.

38.17 *[For text of items A and B, see M.R.]*

38.18 C. A distributor must accept the return of unplayed electronic pull-tab deals.

38.19 *[For text of subps 4a to 17, see M.R.]*

38.20 **7863.0250 LINKED BINGO GAME PROVIDER LICENSES.**

38.21 *[For text of subps 1 to 4, see M.R.]*

38.22 Subp. 5. **Attachments to linked bingo game provider license application.** The
38.23 linked bingo game provider must attach the following items to the application.

39.1 *[For text of items A to C, see M.R.]*

39.2 D. A detailed description of the management plan for operation of the linked bingo
39.3 game system and linked bingo game, including:

39.4 *[For text of subitems (1) and (2), see M.R.]*

39.5 (3) the linked bingo game to be conducted, rules of play, prize levels,
39.6 procedure to verify winning bingos and to pay winners, and procedure for handling ineligible
39.7 winners;

39.8 *[For text of subitems (4) to (7), see M.R.]*

39.9 *[For text of items E to G, see M.R.]*

39.10 *[For text of subps 6 to 8, see M.R.]*

39.11 **7863.0260 LINKED BINGO GAME PROVIDER OPERATIONS, ACCOUNTS,**
39.12 **REPORTS, AND RECORDS.**

39.13 Subpart 1. Board approval; purchase or lease of gambling equipment and linked
39.14 bingo services.

39.15 *[For text of item A, see M.R.]*

39.16 B. Previously approved electronic linked bingo games and systems approved
39.17 before the effective date of this subpart must come into compliance within 180 days of the
39.18 effective date of this subpart.

39.19 *[For text of items C to F, see M.R.]*

39.20 G. Within ten days of being notified by the board that a linked bingo game provider
39.21 has terminated its license, the license has expired, or the license was revoked by the board,
39.22 a licensed linked bingo game provider must submit to the board a certified physical inventory.
39.23 The certified inventory must include the name, form number, and quantity of all gambling
39.24 equipment currently in inventory or owned or leased by the linked bingo game provider.

40.1 *[For text of subps 1a and 2, see M.R.]*

40.2 Subp. 2a. **Conduct of linked bingo game.** When conducting a linked bingo game in
40.3 conjunction with the requirements of part 7861.0270, subpart 10, a linked bingo game
40.4 provider must:

40.5 *[For text of items A to E, see M.R.]*

40.6 F. report winner verification to the board, which contains a jackpot winner's name,
40.7 address, and phone number, within one business day of jackpot prize win. The winner
40.8 verification form must include an eligibility acknowledgment by the jackpot winner;

40.9 G. award linked bingo prizes of \$600 or more within three business days of
40.10 verification of the winning bingo. Linked bingo prizes of less than \$600 may be awarded
40.11 as determined by the linked bingo game provider and approved by the board. Linked bingo
40.12 prizes are considered awarded when mailed payment is postmarked. If payment is transmitted
40.13 in any other manner, linked bingo prizes are considered awarded upon receipt by the player.
40.14 If there are multiple winners, the jackpot amount must be equally divided and awarded for
40.15 each verified winning bingo face. Fractional dollars may be rounded to the nearest higher
40.16 dollar; and

40.17 H. prepare and submit to the appropriate state and federal agencies all relevant
40.18 tax information pertaining to winners of linked bingo game jackpots.

40.19 *[For text of subps 2b to 7, see M.R.]*

40.20 Subp. 7a. **Game records and reporting required for electronic linked bingo.** The
40.21 linked bingo game provider must keep a record of each electronic linked bingo game that
40.22 includes at a minimum the following information:

40.23 A. names and license numbers of all organizations participating, the date the linked
40.24 bingo game was conducted, and a list of all participating permitted premises, including
40.25 name and city;

- 41.1 B. gross receipts and prizes paid for each game;
- 41.2 C. cumulative contributions to the jackpot or jackpots from each site;
- 41.3 D. current jackpot totals;
- 41.4 E. the number of bingo numbers called for each bingo game;
- 41.5 F. any progressive jackpot prize winnings;
- 41.6 G. the name and city of each permitted premises where each winning bingo was
- 41.7 won;
- 41.8 H. the amount of money collected from each licensed organization for each jackpot;
- 41.9 I. winner information, which must be reported to the board within one business
- 41.10 day of the jackpot prize win, including the winner's name, address, and phone number, and
- 41.11 the amount of the jackpot won;
- 41.12 J. the date the check was mailed to the jackpot winner; and
- 41.13 K. a copy of the check, along with all correspondence related to any returned,
- 41.14 unclaimed, or voided checks. With the exception of this item and items I and J, all electronic
- 41.15 linked bingo game information, including game sales, must be searchable by the board and
- 41.16 recorded in a manner that allows the information to be electronically transmitted to the
- 41.17 board's computer system upon demand by the board, and at the expense of the linked bingo
- 41.18 game provider.

41.19 *[For text of subps 8 and 9, see M.R.]*

41.20 **7863.0270 ELECTRONIC LINKED BINGO GAME SYSTEM STANDARDS AND**

41.21 **REQUIREMENTS.**

41.22 *[For text of subps 1 to 3, see M.R.]*

42.1 Subp. 3a. **No simultaneous play.** An electronic game device may be used to play an
42.2 electronic linked bingo game or an electronic pull-tab game. The electronic game device
42.3 must not allow for the purchase of an electronic pull-tab from any screen of an electronic
42.4 linked bingo game.

42.5 *[For text of subp 4, see M.R.]*

42.6 Subp. 5. **Secured data transmission.** An electronic linked bingo game system must
42.7 provide secured data transmission to all participating locations. Separate computing
42.8 communications methods are required for each linked bingo game provider and each
42.9 manufacturer. All data for each linked bingo game provider and manufacturer must be
42.10 secure, separate from, and inaccessible to other linked bingo game providers and
42.11 manufacturers.

42.12 Subp. 6. **Changes in software or hardware.** If there is any change in software or
42.13 hardware by a linked bingo game provider, the linked bingo game provider must assign a
42.14 new version or code build number and must submit the new software version or code build
42.15 number to the director for review, and, if required by the director, the game or equipment
42.16 must be submitted for review and approval by the board. The new version or code build
42.17 number must be approved by a certified independent testing laboratory.

42.18 *[For text of subps 6a to 7a, see M.R.]*

42.19 Subp. 8. **Application software.** All application software must be owned by the linked
42.20 bingo game provider. Software developed by the linked bingo game provider must also
42.21 meet the requirements of this subpart.

42.22 *[For text of item A, see M.R.]*

42.23 B. Application software must be designed to accommodate assistive technology.
42.24 Assistive technology is any item, piece of equipment, software program, or product system

43.1 that is used to increase, maintain, or improve the functional capabilities of persons with
43.2 disabilities.

43.3 C. A licensed linked bingo game provider may jointly develop application software
43.4 for an electronic linked bingo system and an electronic pull-tab system with a licensed
43.5 electronic pull-tab manufacturer if the jointly developed application software permits the
43.6 operation of electronic linked bingo games and electronic pull-tab games on the same
43.7 electronic linked bingo device or electronic pull-tab device.

43.8 D. Any application software to be used by the linked bingo game provider must
43.9 be wholly owned free and clear and without any obligation or condition by any entity other
43.10 than the licensed linked bingo game provider.

43.11 E. The linked bingo game provider must provide the board with documentation
43.12 establishing ownership of the intellectual property rights to the entire game application
43.13 software and system.

43.14 *[For text of subp 9, see M.R.]*

43.15 Subp. 10. **Independent verification check.** The electronic linked bingo game system
43.16 and all devices that communicate with the electronic linked bingo game system must have
43.17 the ability to allow for an independent verification check of the system's software from an
43.18 authorized source approved by the board. The independent verification check ability is
43.19 required for all application software that the board determines may affect the integrity of
43.20 the game. The verification check must provide a means for on-site and off-site field
43.21 verification of the software and applicable devices to identify and validate the program. All
43.22 Minnesota board-approved games must be identical to the games presented to a certified
43.23 independent testing laboratory, including user-acceptance testing and quality assurance
43.24 required under subpart 36.

43.25 *[For text of subps 11 and 12, see M.R.]*

44.1 **Subp. 13. Restricted use.**

44.2 A. Individual components of an electronic linked bingo game system must not be
44.3 capable of being used as stand-alone units for the purposes of engaging in any function or
44.4 use not permitted by these standards at any time.

44.5 B. External ports on the device, if any, must be secured or disabled from
44.6 unauthorized use.

44.7 C. No component of an electronic linked bingo system may retain any personal
44.8 player information after the player has returned the device to the game operator, other than
44.9 winner information required on a winner verification form.

44.10 **Subp. 14. Memory backup.** Central servers must have nonvolatile backup memory
44.11 or its equivalent that must be maintained in a secure compartment on the central server for
44.12 the purpose of storing and preserving a redundant set of critical data that include:

44.13 A. error corrections that may have occurred on electronic linked bingo devices
44.14 or central server, such as an invalid PIN or a game interrupt;

44.15 *[For text of items B and C, see M.R.]*

44.16 D. electronic accounting data capturing the record of transactions for electronic
44.17 linked bingo devices in use for the central server including:

44.18 *[For text of subitems (1) to (4), see M.R.]*

44.19 E. comprehensive checks of critical memory for each device in operation following
44.20 game initiation including each specific bingo face in play, bingo numbers selected, and
44.21 winner verification. An unrecoverable corruption of critical memory must result in an error
44.22 notification and cause all electronic linked bingo devices in play to cease further function.
44.23 An unrecoverable critical memory error report must be immediately generated to the board

45.1 and must include the name of the authorized person who performs any recapture or memory
45.2 clear, of the central server; and

45.3 *[For text of item F, see M.R.]*

45.4 *[For text of subps 15 to 18, see M.R.]*

45.5 Subp. 18a. **Animated win determination.** Electronic linked bingo games may contain
45.6 animated win determinations, but displays may not simulate spinning reels or nonstraight
45.7 win line graphic representations.

45.8 Subp. 19. **Game auditing.**

45.9 A. Only upon the game termination shall the details of that game be revealed.

45.10 B. If an audit or other game determination is conducted while a game is in play,
45.11 termination of the entire game must immediately occur.

45.12 C. Access to the reporting portal must be secure and limited only to the gambling
45.13 manager, authorized organization members who are not sellers, the organization's accountant,
45.14 and the licensed distributor that leased the electronic game system to the organization.
45.15 Access to the portal requires a unique identifying code and password for each individual
45.16 user. Sellers may not have reporting portal access.

45.17 D. Any individual with access to the reporting portal may not play electronic
45.18 bingo games.

45.19 *[For text of subps 20 to 23, see M.R.]*

45.20 Subp. 24. **System access; password requirements.**

45.21 *[For text of item A, see M.R.]*

45.22 B. The linked bingo game provider, the distributor, and the organization must
45.23 register employees and volunteers with authorized system access with the board.

46.1 *[For text of items C and D, see M.R.]*

46.2 Subp. 25. **System log-in and log-out requirements.** Access to an electronic game
46.3 system requires a password log-in with two-factor authentication (2FA) comprised of a
46.4 personal identification code and a personal password. System log-in and log-out requirements
46.5 apply to linked bingo game providers, distributors, gambling managers, assistant gambling
46.6 managers, users authorized by the gambling manager, and sellers.

46.7 Subp. 26. **Electronic accounting and reporting; record of daily system transactions.**

46.8 A. One or more electronic accounting systems must perform reporting and other
46.9 functions in support of the electronic linked bingo system. A linked bingo game provider
46.10 may enhance its accounting system, with director approval, for innovation in lawful gambling
46.11 reporting. The electronic accounting system must not interfere with the outcome of any
46.12 gaming function.

46.13 B. A database containing a permanent record of daily transactions played on the
46.14 electronic linked bingo game system must be maintained by the electronic linked bingo
46.15 game system on the central server. The database and central server must be accessible to
46.16 the board at all times.

46.17 Subp. 26a. **Point-of-sale system requirements.**

46.18 A. The point-of-sale system used for the conduct of electronic games must require
46.19 entry of the seller's unique identifying code to open the point-of-sale system.

46.20 B. The point-of-sale system must record the unique identifying code of any person
46.21 making any transaction at any time. The user list naming each seller with the seller's unique
46.22 identifying code must be available on the linked bingo game provider's portal.

46.23 C. The point-of-sale system must be capable of immediately producing an
46.24 electronic game occasion report, using the prescribed terminology, that includes the following
46.25 information:

- 47.1 (1) electronic pull-tab gross receipts, if applicable;
- 47.2 (2) electronic linked bingo gross receipts;
- 47.3 (3) total electronic pull-tab prizes awarded at premises, if applicable;
- 47.4 (4) total electronic linked bingo prizes paid at premises;
- 47.5 (5) total value of credits purchased;
- 47.6 (6) total value of credits redeemed;
- 47.7 (7) electronic net value of credits; and
- 47.8 (8) total value of unredeemed credits.

47.9 D. The point-of-sale system may only include game-related transactions.

47.10 Subp. 27. **Reporting requirements of electronic accounting system.** The electronic
47.11 linked bingo game system must provide the following reports to the Gambling Control
47.12 Board and the Department of Revenue.

47.13 A. An electronic linked bingo game report must be available on demand for each
47.14 game currently in play and prior to winner verification. The report must contain the following
47.15 information:

47.16 *[For text of subitems (1) to (7), see M.R.]*

47.17 B. An electronic linked bingo game report must be available on demand for each
47.18 completed game. The report must contain the following information:

47.19 *[For text of subitems (1) to (10), see M.R.]*

47.20 C. Other electronic linked bingo game reports that must be available on demand
47.21 are:

47.22 (1) active site reports, including:

- 48.1 (a) site name, address, and telephone number;
- 48.2 (b) licensed organization name and license number;
- 48.3 (c) premises permit number and number of devices at site;
- 48.4 (d) must be able to distinguish sites that are not active; and
- 48.5 (e) the version or code build number of the current software;
- 48.6 (2) sales reports, which must provide:
- 48.7 (a) daily activity by site, by organization, and by linked bingo game
- 48.8 provider for all active sites;
- 48.9 *[For text of units (b) to (i), see M.R.]*
- 48.10 (j) actual cash redeemed (dollar amount);
- 48.11 (k) unredeemed cash credits; and
- 48.12 (l) the cumulative net value of credits available for deposit at the close
- 48.13 of each electronic game occasion;
- 48.14 (3) month-end reports for each site including:
- 48.15 (a) daily sales activity and detail of all games conducted during the
- 48.16 month;
- 48.17 (b) the number of faces sold, prizes paid, and net receipts; and
- 48.18 (c) the amount of fees collected for each electronic linked bingo game;
- 48.19 (4) inventory reports must:
- 48.20 (a) provide for current site inventory showing beginning of the day
- 48.21 inventory, additions, faces sold, and ending inventory;

49.1 (b) contain month-end reports for each site showing faces received, put
49.2 into play, and removed from play; and

49.3 (c) provide for game tracking, from game creation to distribution, to
49.4 game play, and to game close. Detail must include game number, participating sites, and
49.5 date played and must be searchable by the board by any of the required data fields;

49.6 (5) faces purchased, sold, and maintained by distributor;

49.7 (6) real-time site activity report with the ability to:

49.8 (a) view game play activity in real time at each site without disruption
49.9 or knowledge of the seller;

49.10 (b) view each active device noting the device number, current credits,
49.11 and game being played; and

49.12 (c) view each transaction with date and time stamp, including seller
49.13 log-in and log-off, device load, game play, device, credits redeemed, and any malfunction
49.14 or misplay;

49.15 (7) system user list, including:

49.16 (a) full name of sellers, assistant gambling managers, gambling manager,
49.17 board investigators, linked bingo game provider personnel, and distributor personnel, and
49.18 their unique identifying codes;

49.19 (b) position (seller, assistant gambling manager, gambling manager,
49.20 distributor, linked bingo game provider, or board investigator);

49.21 (c) site name, organization name, or other description;

49.22 (d) unique identifying codes of all persons with system access;

49.23 (e) access level; and

50.1 (f) contact telephone number and e-mail; and

50.2 *[For text of subitem (8), see M.R.]*

50.3 D. By the tenth day of each month, the linked bingo game provider must provide
50.4 an invoice to the organization that includes the following information, using the prescribed
50.5 terminology, for the previous month's electronic linked bingo activity at each premises:

50.6 (1) the electronic linked bingo gross receipts for the premises;

50.7 (2) the electronic linked bingo game provider's prize payout percentage;

50.8 (3) the electronic linked bingo prizes paid;

50.9 (4) the electronic linked bingo net receipts for the premises;

50.10 (5) the electronic linked bingo prizes awarded at premises;

50.11 (6) the prize amount payable or receivable, which is the difference between
50.12 the electronic linked bingo prizes paid and the electronic linked bingo prizes awarded at
50.13 premises;

50.14 (7) the linked bingo game provider's fee, which must be listed both as a
50.15 percentage of electronic linked bingo net receipts and as an amount to be paid by the
50.16 organization; and

50.17 (8) the line numbers where these amounts are to be reported on the
50.18 organization's monthly reports to the board.

50.19 E. Other statistical and activity reports as required by the board and maintained
50.20 by the linked bingo game provider must be provided in a format prescribed by the board
50.21 upon request.

50.22 F. Historical data from all sites, both active and inactive, must be available to the
50.23 board as follows:

51.1 (1) the most recent data must be available on the linked bingo game provider's
51.2 portal for at least 3-1/2 years;

51.3 (2) archived data or data older than 3-1/2 years must be transferred to the
51.4 board in a format prescribed by the board; and

51.5 (3) all electronic linked bingo game information, including game sales and
51.6 report data, must be searchable by the board and recorded in a manner that allows it to be
51.7 electronically transmitted upon demand by the board and at the expense of the linked bingo
51.8 game provider.

51.9 Subp. 28. **Electronic game system.**

51.10 *[For text of item A, see M.R.]*

51.11 B. All communication between the central server and the electronic linked bingo
51.12 devices must use authentication and encryption protection employing Advanced Encryption
51.13 Standard (AES) specifications as defined by the National Institute of Standards and
51.14 Technology (NIST) and the IEEE 802.11 standards contained in the Wi-Fi Protected Access
51.15 II (WPA2) authentication protocols to provide secure authentication of the device and the
51.16 central server, ensure the integrity of the data communicated, and for confidentiality.

51.17 *[For text of items C and D, see M.R.]*

51.18 *[For text of subp 29, see M.R.]*

51.19 Subp. 30. **Firewall protection.** All communications must pass through at least one
51.20 application-level firewall recognized by the certified testing laboratory. Redundant
51.21 communications methods are allowed if equally protected by a firewall. Each linked bingo
51.22 game provider and manufacturer shall implement and maintain communications methods,
51.23 including any redundancy, separate from other linked bingo game providers and
51.24 manufacturers. The firewall application must maintain an audit log of the following
51.25 information and must disable all communications if unauthorized access is detected:

52.1 *[For text of items A to C, see M.R.]*

52.2 *[For text of subps 31 to 35, see M.R.]*

52.3 Subp. 36. **Prior board approval required for electronic gambling equipment;**
52.4 **conformance with standards for previously approved electronic gambling equipment;**
52.5 **independent laboratory testing required for certain electronic gambling**
52.6 **equipment.** This subpart applies to board approval of electronic gambling equipment,
52.7 conformance with standards for previously approved electronic gambling equipment, and
52.8 independent laboratory testing required for certain electronic gambling equipment.

52.9 *[For text of items A to C, see M.R.]*

52.10 D. For changes to the payout structure for any approved game, the linked bingo
52.11 game provider must assign a new game identification and submit the game for review and
52.12 approval by the board before being offered for sale in Minnesota.

52.13 E. For changes to approved electronic gambling equipment, the linked bingo game
52.14 provider must submit the changes to the director for review, and, if required by the director,
52.15 equipment must be submitted for review and approval by the board.

52.16 (1) The version of gambling equipment containing changes approved by the
52.17 director under this item is the only version of gambling equipment allowed to be available
52.18 for sale in Minnesota.

52.19 (2) Handheld, portable electronic devices with power cords approved before
52.20 the effective date of this subpart may remain in play for 180 days from the effective date
52.21 of this subpart at which time the devices must be permanently removed from play. All other
52.22 previously approved electronic gambling equipment approved before the effective date of
52.23 this subpart must come into compliance within 180 days of the effective date of this subpart.

52.24 *[For text of item F, see M.R.]*

53.1 G. Linked bingo game providers are in compliance if the electronic gambling
53.2 equipment is approved by the board and is produced in compliance with the standards
53.3 prescribed in this part. Once approved, a linked bingo game provider may not change the
53.4 equipment without prior approval of the board, in compliance with this subpart and part
53.5 7863.0260, subpart 1a. The board shall withdraw its approval if it determines that the
53.6 electronic gambling equipment:

53.7 (1) was not manufactured in compliance with standards in this part; or

53.8 (2) is defective and the defect is not immediately corrected and submitted for
53.9 reapproval by the board for sale in Minnesota.

53.10 If the board decides that its approval should be withdrawn, the board will notify the linked
53.11 bingo game provider of its right to request a contested case hearing under Minnesota Statutes,
53.12 chapter 14.

53.13 ~~H. Electronic linked bingo game approvals are valid for up to 36 months after the~~
53.14 ~~month the game was last played by a licensed organization in Minnesota, after which time~~
53.15 ~~the game is conclusively deemed abandoned by the linked bingo game provider. The previous~~
53.16 ~~game approval is then void, and the abandoned game must be removed from the board's~~
53.17 ~~approved games database. For purposes of this item, "abandoned" means a lapse of more~~
53.18 ~~than 36 months after the month in which the game was last played by a licensed organization~~
53.19 ~~in Minnesota. An abandoned game may not be provided to a licensed organization in~~
53.20 ~~Minnesota unless reapproved by the board. Nothing in this subpart prohibits a linked bingo~~
53.21 ~~game provider from informing the board at any time of an abandoned game.~~

53.22 H. Not later than December 31 of each calendar year, a linked bingo game provider
53.23 must submit to the board, on a form prescribed by the board, a list of all board-approved
53.24 games that it intends to sell in Minnesota. Any board-approved game not included on the
53.25 linked bingo game provider's list, or any board-approved game that has not been played by
53.26 a licensed organization in Minnesota in the previous two calendar years, will be considered

54.1 abandoned by the linked bingo game provider and will be removed from the board's approved
54.2 games database. Nothing in this subpart prohibits a linked bingo game provider from
54.3 voluntarily informing the board at any time of an abandoned game. A voluntarily abandoned
54.4 game may not be provided by a linked bingo game provider for play in Minnesota unless
54.5 the game is reapproved by the director.

54.6 I. Independent testing requirements for electronic gambling equipment when
54.7 required by the board shall include a certification from a board-approved testing laboratory
54.8 that the electronic gambling equipment tested meets the electronic linked bingo standards
54.9 and requirements as established in Minnesota Statutes and Minnesota Rules and in
54.10 conformance with game procedures as provided by the linked bingo game provider. The
54.11 certification must include:

54.12 (1) a detailed description of the equipment and related software applications
54.13 that were tested, including applicable model numbers of specific equipment and the software
54.14 version of the application used for testing;

54.15 (2) the specific reference to the standard being tested and a statement that the
54.16 equipment meets the standard; and

54.17 (3) any additional findings or issues of concern that might affect the
54.18 performance or play of the equipment.

54.19 J. Independent testing of electronic gambling equipment includes:

54.20 (1) electronic linked bingo game devices;

54.21 (2) programmable electronic devices;

54.22 (3) electronic linked bingo game systems;

54.23 (4) upgrades or changes to previously approved and tested equipment;

55.1 (5) other technical hardware devices used in conjunction with lawful gambling
55.2 equipment;

55.3 (6) software applications and version upgrades used in conjunction with
55.4 lawful gambling equipment;

55.5 (7) user-acceptance testing, which ensures the different functionalities of the
55.6 system and software work as they would in real-life scenarios. User-acceptance testing
55.7 includes accurate game simulation; and

55.8 (8) quality assurance, including:

55.9 (a) patterns, game payout indicators, and payouts must match;

55.10 (b) bingo patterns and conduct are accurate and must match;

55.11 (c) game must play as stated on the program; and

55.12 (d) the proposed game version and the version provided by the linked
55.13 bingo game provider to the board for consideration of approval must be identical.

55.14 **7864.0230 MANUFACTURER STANDARDS FOR LAWFUL GAMBLING**
55.15 **EQUIPMENT OTHER THAN ELECTRONIC PULL-TABS.**

55.16 Subpart 1. Prior board approval required for paper pull-tab games, tipboard
55.17 games, promotional paper pull-tab or tipboard tickets, raffle boards, and bingo boards;
55.18 conformance with standards for previously approved games. The following pertain to
55.19 prior board approval required for paper pull-tab games, tipboard games, promotional paper
55.20 pull-tab tickets, tipboard tickets, raffle boards, and bingo boards manufactured for sale in
55.21 Minnesota, and conformance with standards for previously approved games.

55.22 *[For text of items A to C, see M.R.]*

55.23 ~~D. Pull-tab and tipboard game approvals are valid for up to 36 months after the~~
55.24 ~~month in which the game was last shipped to a licensed distributor for resale in Minnesota;~~

56.1 ~~after which time the game is conclusively deemed abandoned by the manufacturer. The~~
56.2 ~~previous game approval is then void, and the abandoned game must be removed from the~~
56.3 ~~board's approved games database. For purposes of this subpart, "abandoned" means a lapse~~
56.4 ~~of more than 36 months from the month in which the approved game was last shipped into~~
56.5 ~~Minnesota. An abandoned game may not be shipped into Minnesota unless reapproved by~~
56.6 ~~the board. Nothing in this subpart prohibits a manufacturer from informing the board at any~~
56.7 ~~time of an abandoned game.~~

56.8 D. Not later than December 31 of each calendar year, a manufacturer must submit
56.9 to the board, on a form prescribed by the board, a list of all board-approved games that it
56.10 intends to sell in Minnesota. Any board-approved game not included on the manufacturer's
56.11 list, or any board-approved game that the manufacturer has not shipped into Minnesota in
56.12 the previous two calendar years, will be considered abandoned by the manufacturer and
56.13 will be removed from the board's approved games database. Nothing in this subpart prohibits
56.14 a manufacturer from voluntarily informing the board at any time of an abandoned game. A
56.15 voluntarily abandoned game may not be shipped by a manufacturer into Minnesota unless
56.16 the game is reapproved by the director. Abandoned games shipped into Minnesota by the
56.17 manufacturer on or before December 31 may continue to be sold in Minnesota by licensed
56.18 distributors and organizations.

56.19 E. The board may withdraw its approval if it determines that the paper tickets,
56.20 including chance tickets and their chance ticket displays, flares, prize pool boards, if any,
56.21 raffle boards, and bingo boards, were not manufactured in such a manner to be
56.22 tamper-resistant. If the board decides that its approval should be withdrawn, the board will
56.23 notify the manufacturer of its right to request a contested case hearing under Minnesota
56.24 Statutes, chapter 14.

56.25 F. For changes to the payout structure or ticket count for any approved game or
56.26 for any game within a family of games, the manufacturer must assign a new game form

57.1 number and submit the game for review and approval by the board before being offered for
57.2 sale in Minnesota. The version of gambling equipment containing changes approved by the
57.3 director under subpart 11, item A, subitem (5), is the only version of the gambling equipment
57.4 the manufacturer is allowed to be available ship into Minnesota for sale in Minnesota.

57.5 G. Previously approved games not in compliance with this part must come into
57.6 compliance within 180 days of being notified by the board.

57.7 Subp. 1a. **Manufacturing standards for paper pull-tab and tipboard ticket**
57.8 **information.**

57.9 A. Paper pull-tab, tipboard, and sports-themed tipboard tickets manufactured for
57.10 sale in Minnesota must, at a minimum, include the following information printed on the
57.11 front of a ticket and be the same for all tickets in a deal:

57.12 *[For text of subitems (1) to (4), see M.R.]*

57.13 (5) the letters XB must be used in front of the unique form number for
57.14 sports-themed tipboard games and must not be used at the beginning of a unique form
57.15 number for any other tipboard or pull-tab game;

57.16 (6) cost per play, not to exceed the limit under Minnesota Statutes, section
57.17 349.211, and this subitem does not apply to chance tickets;

57.18 (7) quantity of winners in each tier, and the respective winning numbers or
57.19 symbols and prize amount, except chance tickets shall also display the quantity of winners
57.20 for each tier of winning prizes contained in the game's chance tickets;

57.21 (8) paper tickets with an unopened, overall area of 1.6 square inches or less
57.22 are exempt from subitems (4), (6), and (7); and

57.23 (9) paper tickets with an overall area of less than 2.5 square inches but more
57.24 than 1.6 square inches are exempt from subitem (7).

58.1 *[For text of item B, see M.R.]*

58.2 C. In addition to item A, requirements for qualifying winning tickets are as follows:

58.3 (1) there must be the same number of qualifying winning tickets as there are
58.4 chance tickets in the game;

58.5 (2) a qualifying winning ticket in a game where there are seals on the flare
58.6 must:

58.7 (a) indicate that the ticket is a qualifying winning ticket; and

58.8 (b) contain the preprinted seal number to be opened or contain a space
58.9 for a player to indicate in ink the player's chosen seal number and a space for the player to
58.10 initial in ink the player's selection; and

58.11 (3) qualifying winning tickets used with chance ticket displays must contain
58.12 a space for a player to indicate in ink the player's choice of:

58.13 (a) forfeiting the qualifying winning ticket for a chance ticket; or

58.14 (b) redeeming the prize indicated on the qualifying winning ticket.

58.15 Subp. 1b. **Manufacturing standards for design and manufacture of paper pull-tab**
58.16 **and tipboard tickets.** The design and manufacture of paper pull-tab and tipboard tickets
58.17 must comply with the following.

58.18 *[For text of items A to J, see M.R.]*

58.19 K. Tickets used in sports-themed tipboard games must contain the statement "Not
58.20 for resale."

58.21 Subp. 1c. **Manufacturing standards for packaging of paper pull-tab and tipboard**
58.22 **tickets.** The packaging of paper pull-tab and tipboard tickets for each deal must comply
58.23 with items A to J.

59.1 *[For text of items A to C, see M.R.]*

59.2 D. Progressive or cumulative sports-themed tipboards are not allowed.

59.3 E. Each deal's container must be sealed with a manufacturer's seal that includes
59.4 a warning to the purchaser that the game may have been tampered with if the container was
59.5 received by the purchaser with the manufacturer's seal broken.

59.6 (1) The seal must be of sufficient strength to prevent the seal from breaking
59.7 when shipped to a purchaser.

59.8 (2) The seal must be:

59.9 (a) under the container's shrink-wrap; or

59.10 (b) if tickets are packaged using a heat-sealed process with plastic with
59.11 a minimum thickness of 2 mil, the seal must be printed or affixed on the plastic.

59.12 F. The serial number must be clearly and legibly placed on the outside of the deal's
59.13 container.

59.14 G. Except for deals packaged using a heat-sealed process with plastic with a
59.15 minimum thickness of 2 mil, each pull-tab deal, including the flare and any other required
59.16 information, must be sealed in shrink-wrap. Each case of individual tipboard games in which
59.17 the tipboard tickets are affixed to the flare must be sealed in shrink-wrap. Chance ticket
59.18 displays containing chance tickets must be packaged with the corresponding multiple chance
59.19 game.

59.20 H. Chance ticket displays must have the game's name, form number, serial number,
59.21 and prize tiers clearly printed on the display. A display constructed of transparent material
59.22 where this information is visible on the chance tickets satisfies this provision.

59.23 I. The manufacturer must:

60.1 (1) attach to the outside of the container a bar code that contains information
60.2 required by the commissioner of revenue according to Minnesota Statutes, section 297E.04,
60.3 subdivision 2; and

60.4 (2) include an extra self-adhesive bar code inside each deal.

60.5 J. Each deal must contain the same number of tickets and winning combinations
60.6 in the same denomination as listed on the flare.

60.7 Subp. 1d. **Manufacturing standards for paper pull-tab and tipboard flares, and**
60.8 **sports-themed tipboard flares.**

60.9 A. The front of the paper pull-tab flare, tipboard flare, and sports-themed tipboard
60.10 flare must include:

60.11 *[For text of subitems (1) to (3), see M.R.]*

60.12 (4) the letters XB must be used in front of the unique form number for
60.13 sports-themed tipboard games and must not be used at the beginning of a unique form
60.14 number for any other tipboard or pull-tab game;

60.15 (5) ticket count; the ticket count requirement does not apply to chance tickets;

60.16 (6) prize structure, including the quantity of symbols or numbers for winning
60.17 tickets by denomination, with their respective winning symbol or number combinations.
60.18 For sports-themed tipboards, the prize amounts must be predetermined. The prize amounts
60.19 may not exceed the limit under Minnesota Statutes, section 349.211;

60.20 (7) cost per play, not to exceed the limit under Minnesota Statutes, section
60.21 349.211;

60.22 (8) language contained in Minnesota Statutes, section 349.163, subdivision
60.23 5, paragraph (e);

61.1 (9) Minnesota geographic boundary symbol printed on the bottom front of
61.2 the flare, as required by Minnesota Statutes, section 349.163, subdivision 5, paragraph (d);

61.3 (10) bar code affixed or printed on the bottom front of the flare, as required
61.4 by the commissioner of revenue under Minnesota Statutes, section 297E.04, subdivision 2.
61.5 The serial number in the bar code must be printed in numbers and letters at least one-half
61.6 inch high and must be the same as the serial number on the tickets for that deal and on the
61.7 flare;

61.8 (11) for each deal sold to a licensed distributor for use by a Native American
61.9 tribe, the flare must contain the bar code but must not contain the Minnesota geographic
61.10 boundary symbol;

61.11 (12) for flares containing a seal or seals, including progressive, multiple seal,
61.12 and cumulative flares, the information required by subitems (1) to (11), and:

61.13 (a) the flare must be manufactured so that none of the information under
61.14 the seals can be determined in advance of opening or uncovering the seals in any manner
61.15 or by any device including but not limited to any pattern in manufacture, assembly,
61.16 packaging, markings, or by use of a light. The glue must be of sufficient strength and type
61.17 to prevent the separation or delamination of the flare;

61.18 (b) a statement that only sellers may open seals;

61.19 (c) individually numbered seals that:

61.20 i. when opened, identify the seal prize on the back of the seal tab;

61.21 or

61.22 ii. when uncovered, identify the seal prize under the seal; and

61.23 (d) for progressive games:

- 62.1 i. a seal that determines the seal prize winner who chooses one or
62.2 more seals for a chance to win the progressive jackpot prize;
- 62.3 ii. a section where names are recorded for all ticket holders entitled
62.4 to a chance on the jackpot seal prizes;
- 62.5 iii. a section used by organization employees or volunteers to record
62.6 the current progressive jackpot amount;
- 62.7 iv. an amount to be contributed to the progressive jackpot flare from
62.8 each deal in the game; and
- 62.9 v. the maximum progressive jackpot amount for the game, not to
62.10 exceed the limit under Minnesota Statutes, section 349.211;
- 62.11 (13) for pull-tab event games allowed by Minnesota Statutes, section
62.12 349.1721, subdivision 2, the alternative methods of selecting a winning ticket or tickets;
- 62.13 (14) sports-themed tipboard flares with seals must contain a grid;
- 62.14 (15) a seal card that meets all of the requirements of this subpart may serve
62.15 as the flare for the game; and
- 62.16 (16) a flare for a tipboard game, including a sports-themed tipboard game,
62.17 must also meet the requirements in Minnesota Statutes, section 349.1711.

62.18 *[For text of items B to D, see M.R.]*

62.19 E. In addition to items A and B, sports-themed tipboard flares and grids must
62.20 comply with the following:

- 62.21 (1) there must be space designated for an organization to identify, in
62.22 permanent ink, the professional sporting event, including:
- 62.23 (a) the date of the sporting event;

- 63.1 (b) the names or a detailed description of the participating professional
63.2 teams; and
- 63.3 (c) the designated time frame or time frames;
- 63.4 (2) if the flare has seals, the individual squares on the grid must be large
63.5 enough to contain a player's printed name; and
- 63.6 (3) the following must be preprinted on the flare:
- 63.7 (a) the prize dollar amounts;
- 63.8 (b) the prize structure;
- 63.9 (c) determination of winner;
- 63.10 (d) the statement "Not for resale";
- 63.11 (e) a statement that winning tickets must be redeemed within seven
63.12 calendar days of the conclusion of the professional sporting event; and
- 63.13 (f) a statement that only the organization employee or volunteer is
63.14 allowed to record the date, event, designated time frames, and, in the case of sports tipboard
63.15 games with seals, write the players' names on the flare.

63.16 *[For text of subps 1e to 1g, see M.R.]*

63.17 **Subp. 1h. Manufacturing standards for promotional paper pull-tab and**
63.18 **promotional tipboard flares.** The front of a promotional paper pull-tab flare and
63.19 promotional tipboard flare must include:

- 63.20 A. the manufacturer's name or board-registered logo;
- 63.21 B. the game name and serial number, which must be identical to the same
63.22 information printed on the tickets in the deal;
- 63.23 C. the unique form number for that game;

- 64.1 D. the ticket count;
- 64.2 E. the prize structure, showing the respective winning symbol or number
64.3 combinations;
- 64.4 F. the words "no purchase necessary" and "for promotional use only";
- 64.5 G. a Minnesota geographic boundary symbol printed on the bottom front of the
64.6 flare, as required by Minnesota Statutes, section 349.163, subdivision 5, paragraph (d);
- 64.7 H. the following statement printed in letters large enough to be clearly legible:
- 64.8 "Pull-tab (or tipboard) players: This pull-tab (or tipboard) game is not legal in Minnesota
64.9 unless:
- 64.10 -- an outline of Minnesota with letters "MN" inside it is imprinted on this sheet, and
64.11 -- the serial number imprinted on the bar code at the bottom of this sheet is the same
64.12 as the serial number on the pull-tab (or tipboard) ticket from this game.";
- 64.13 I. a bar code affixed or printed on the bottom front of the flare, as required by the
64.14 commissioner of revenue under Minnesota Statutes, section 297E.04, subdivision 2. The
64.15 serial number in the bar code must be printed in numbers and letters at least one-half inch
64.16 high and must be the same as the serial number on the tickets for that deal and on the flare;
64.17 and
- 64.18 J. for each deal sold to a licensed distributor for use by a Native American tribe,
64.19 the flare must contain the bar code but must not contain the Minnesota geographic boundary
64.20 symbol.

64.21 *[For text of subps 2 to 5, see M.R.]*

- 64.22 **Subp. 6. Manufacturing standards for electronic bingo devices.** In addition to the
64.23 requirements of Minnesota Statutes, section 349.12, subdivision 12a, electronic bingo
64.24 devices manufactured for sale or lease in Minnesota must include the manufacturer's name
64.25 or board-registered logo and conform to the following standards:

65.1 *[For text of items A to F, see M.R.]*

65.2 G. may contain animated game win determinations, but must not simulate spinning
65.3 reels or nonstraight win line graphic representations. Animated game win determinations
65.4 approved before the effective date of this item may remain available for play for 180 days
65.5 after the effective date of this item;

65.6 *[For text of item H, see M.R.]*

65.7 I. must have adequate security to ensure that the device is not capable of being
65.8 accessed in any manner by unauthorized personnel to change or control the program and
65.9 has not been marked, defaced, tampered with, or which is otherwise intended to deceive
65.10 the public or affect a person's chances of winning;

65.11 J. must have, for a site used by an organization for the conduct of bingo, a central
65.12 system that has at a minimum:

65.13 *[For text of subitems (1) and (2), see M.R.]*

65.14 (3) ability to provide accounting and revenue reports as required by the board
65.15 and the commissioner of revenue; and

65.16 K. must not allow the use of tickets, tokens, coins, currency, or other cash
65.17 equivalent to be inserted to activate play.

65.18 *[For text of subps 6a to 9, see M.R.]*

65.19 Subp. 9a. **Manufacturing standards for electronic paddlewheels.** Electronic
65.20 paddlewheels must conform to the standards in items A to G.

65.21 A. The electronic paddlewheel game system and central server must have a
65.22 password log-in with two level codes comprised of a personal identification code and a
65.23 personal password.

65.24 *[For text of items B to F, see M.R.]*

66.1 G. Electronic paddlewheels must use a random number generator that conforms
66.2 to part 7861.0210, subpart 44.

66.3 *[For text of subps 10 and 10a, see M.R.]*

66.4 Subp. 11. **Prior board approval of all gambling equipment required; independent**
66.5 **testing required for certain gambling equipment.** This subpart applies to board approval
66.6 of gambling equipment.

66.7 A. Before the sale, lease, or distribution of any gambling equipment in Minnesota,
66.8 the manufacturer must submit to the board a sample of the equipment.

66.9 *[For text of subitems (1) to (3), see M.R.]*

66.10 (4) For changes to the payout structure or ticket count for any approved game
66.11 or for any game within a family of games, the manufacturer must assign a new game form
66.12 number and submit the game for review and approval by the board before being offered for
66.13 sale in Minnesota.

66.14 *[For text of subitem (5), see M.R.]*

66.15 B. Pull-tab deals submitted for approval of a new family of games proposed for
66.16 production or already in production but not yet approved for sale in Minnesota or new
66.17 members to a previously approved family of games must include:

66.18 *[For text of subitems (1) to (4), see M.R.]*

66.19 (5) for new members of a previously approved family of games, the date
66.20 when that family of games was previously approved by the board.

66.21 If a game is approved by production copies, the manufacturer must submit to the board,
66.22 simultaneously with the first shipment of the game into Minnesota, one complete deal of
66.23 one family member to verify conformance with the previously approved production copies.

67.1 If the seal of a deal submitted to the board is broken or resealed to cover a broken seal, the
67.2 deal will not be approved by the board.

67.3 *[For text of items C to J, see M.R.]*

67.4 **7864.0235 ELECTRONIC PULL-TAB GAME SYSTEM STANDARDS AND**
67.5 **REQUIREMENTS.**

67.6 *[For text of subps 1 and 2, see M.R.]*

67.7 **Subp. 3. Electronic pull-tab flare required features.** The features in items A to E
67.8 are required on an electronic pull-tab flare.

67.9 A. The base game flare must contain only the:

67.10 *[For text of subitems (1) to (4), see M.R.]*

67.11 (5) prize structure, including the quantity of symbols or numbers for winning
67.12 tickets by denomination with their respective winning symbol or number combinations.

67.13 The prize amounts may not exceed the limit under Minnesota Statutes, section 349.211;

67.14 (6) cost per play, not to exceed the limit under Minnesota Statutes, section
67.15 349.211;

67.16 (7) for progressive pull-tab games:

67.17 (a) the deal number sequence indicating the deal number and the total
67.18 number of deals in the progressive game; for example, deal 4 of 12;

67.19 (b) the progressive jackpot prize amount;

67.20 (c) the number of qualifying tickets that award players a chance to win
67.21 the progressive jackpot prize; and

67.22 (d) the maximum amount to be contributed to the progressive jackpot
67.23 from each ticket or deal in the game; and

68.1 (8) pursuant to subpart 22, item D, subitem (4), a game flare must provide
68.2 notice that a game may close at any time prior to auto close conditions being met, if any.

68.3 B. No information regarding the status of an electronic pull-tab game in play or
68.4 on the criteria used to determine when a game will be closed may be provided to players
68.5 on the game flare or in any other manner with the following exceptions:

68.6 (1) the date that the game was placed into play may be provided on the game
68.7 flare; and

68.8 (2) if the game is preprogrammed to automatically close, a statement may be
68.9 displayed on the electronic pull-tab game flare stating that at least one major prize, as defined
68.10 in Minnesota Statutes, section 349.172, subdivision 4, remains in the deal.

68.11 C. The bonus game flare must contain the:

68.12 (1) manufacturer's name or board-registered logo;

68.13 (2) game name;

68.14 (3) ticket price;

68.15 (4) number of bonus plays;

68.16 (5) quantity and denominations of bonus plays; and

68.17 (6) form number.

68.18 D. The summary flare must contain the:

68.19 (1) manufacturer's name or board-registered logo;

68.20 (2) game name;

68.21 (3) ticket price;

69.1 (4) combined total quantity and denominations of tickets and bonus plays;
69.2 and
69.3 (5) form number.

69.4 E. If there is no bonus play, the base game flare information is sufficient.

69.5 Subp. 4. **Electronic pull-tab ticket required features.** The following features are
69.6 required on an electronic pull-tab ticket:

69.7 *[For text of items A to E, see M.R.]*

69.8 F. quantity of winners and bonus plays in each tier, and the respective winning
69.9 numbers or symbols and prize amount;

69.10 *[For text of items G to I, see M.R.]*

69.11 J. a defined area on the face of the ticket for the windows or seals covering the
69.12 numbers or symbols;

69.13 K. winning numbers or symbols in a straight, consecutive pattern under the
69.14 windows or seals; and

69.15 L. a bonus symbol must be connected to a straight-line win in order to trigger
69.16 bonus play.

69.17 For winning tickets, the symbol combination for each denomination must be identical
69.18 in the base game for all deals within that form number.

69.19 Qualifying bonus and free play symbols are considered winning symbols on a ticket
69.20 regardless of the outcome of the bonus or free play.

69.21 A winning ticket that includes a bonus prize must not exceed statutory prize limits
69.22 under Minnesota Statutes, section 349.211.

69.23 *[For text of subps 5 and 5a, see M.R.]*

70.1 **Subp. 5b. No simultaneous play.** An electronic game device may be used to play an
70.2 electronic pull-tab game or an electronic linked bingo game. The electronic game device
70.3 must not allow for the purchase of an electronic linked bingo face from any screen of an
70.4 electronic pull-tab game.

70.5 **Subp. 5c. Electronic progressive pull-tab game features.** The following features
70.6 are required for an electronic progressive pull-tab game:

70.7 A. progressive pull-tab games must contain the same game name and form number,
70.8 but different serial numbers for each deal. Each deal in a progressive pull-tab game must
70.9 be designated as such;

70.10 B. all tickets must be randomly distributed throughout all deals;

70.11 C. each ticket or each deal in an electronic progressive pull-tab game must
70.12 contribute to the progressive jackpot. The contribution from ticket to ticket and from deal
70.13 to deal toward the progressive jackpot must be the same. When the progressive jackpot
70.14 reaches the jackpot amount listed on the flare, up to the prize limit contained in Minnesota
70.15 Statutes, section 349.211, subdivision 2a, no additional contribution may be made to the
70.16 progressive jackpot;

70.17 D. only the progressive prize-winning ticket may be paid from the jackpot
70.18 contribution prize pool;

70.19 E. electronic progressive pull-tab deals and games may not provide for an ideal
70.20 prize payout of greater than 85 percent of the ideal gross receipts; and

70.21 F. electronic progressive pull-tab deals may not be commingled.

70.22 **Subp. 6. Application software.** All application software must be owned by the
70.23 manufacturer. Software developed by the manufacturer must also meet the requirements of
70.24 this subpart.

71.1 *[For text of item A, see M.R.]*

71.2 B. Application software must be designed to accommodate assistive technology.
71.3 Assistive technology is any item, piece of equipment, software program, or product system
71.4 that is used to increase, maintain, or improve the functional capabilities of persons with
71.5 disabilities.

71.6 C. A licensed manufacturer may jointly develop application software for an
71.7 electronic linked bingo system or an electronic pull-tab system with a licensed linked bingo
71.8 game provider if the jointly developed application software permits the operation of electronic
71.9 linked bingo or electronic pull-tab games on the same electronic linked bingo or electronic
71.10 pull-tab device.

71.11 D. Any application software to be used by the manufacturer must be wholly owned
71.12 free and clear and without any further obligation or condition by any entity other than the
71.13 licensed manufacturer.

71.14 E. The electronic pull-tab game system manufacturer must provide documentation
71.15 establishing ownership of the intellectual property rights to the entire game application
71.16 software and system.

71.17 Subp. 7. **Changes in software or hardware.** If there is any change in software or
71.18 hardware by a manufacturer, the manufacturer must assign a new version or code build
71.19 number and must submit the new software version or code build number to the director for
71.20 review, and, if required by the director, the game or equipment must be submitted for review
71.21 and approval by the board. The new version or code build number must be approved by a
71.22 certified independent testing laboratory.

71.23 Subp. 7a. **Same version; updates.**

71.24 A. A manufacturer's installed software and system versions must be identical at
71.25 all lawful gambling sites.

72.1 B. A manufacturer's electronic pull-tab devices must operate on the same version
72.2 of all installed software. When upgrading pull-tab device software, all devices must be on
72.3 the same version of all installed software within ~~one day~~ three days of the first installed
72.4 upgrade.

72.5 *[For text of subps 7b and 8, see M.R.]*

72.6 Subp. 9. **Secured data transmission.** An electronic pull-tab game system must provide
72.7 secured data transmission to all participating locations. Separate computing communications
72.8 methods are required for each linked bingo game provider and each manufacturer. All data
72.9 for each linked bingo game provider and manufacturer must be secure, separate from, and
72.10 inaccessible to other linked bingo game providers and manufacturers.

72.11 *[For text of subps 10 and 11, see M.R.]*

72.12 Subp. 12. **Independent verification check.**

72.13 A. The electronic pull-tab game system and all devices that communicate with
72.14 the electronic pull-tab game system must have the ability to allow for an independent
72.15 verification check of the system's software from an authorized source approved by the board.
72.16 The independent verification check ability is required for all application software that the
72.17 board determines may affect the integrity of the game. The verification check must provide
72.18 a means for on-site and off-site field verification of the software and applicable device to
72.19 identify and validate the program, including user-acceptance testing and quality assurance
72.20 required under subpart 38.

72.21 B. All Minnesota board-approved games must be identical to the games presented
72.22 to a certified independent testing laboratory.

72.23 *[For text of subps 13 and 14, see M.R.]*

73.1 **Subp. 15. Restricted use.**

73.2 A. Individual components of an electronic pull-tab game system must not be
73.3 capable of being used as stand-alone units for the purposes of engaging in any function or
73.4 use not permitted by these standards at any time.

73.5 B. External ports on the device, if any, will be secured or disabled from
73.6 unauthorized use.

73.7 C. No component of an electronic pull-tab system may retain any personal player
73.8 information after the player has returned the device to the seller.

73.9 **Subp. 16. Memory backup.** Central servers must have nonvolatile backup memory
73.10 or its equivalent that must be maintained in a secure compartment on each central server
73.11 for the purpose of storing and preserving a redundant set of critical data that include:

73.12 A. error corrections that may have occurred on electronic pull-tab game systems
73.13 or central servers, such as an invalid PIN or a game interrupt;

73.14 *[For text of items B and C, see M.R.]*

73.15 D. electronic accounting data capturing the record of transactions for electronic
73.16 pull-tab devices in use for each central server including:

73.17 *[For text of subitems (1) to (4), see M.R.]*

73.18 E. comprehensive checks of critical memory for each device in operation following
73.19 game initiation but prior to display of game outcome to the player; an unrecoverable
73.20 corruption of critical memory must result in an error notification and cause all electronic
73.21 pull-tab devices in play to cease further function. An unrecoverable critical memory error
73.22 report must be immediately generated to the Gambling Control Board and must include the
73.23 name of the authorized person who performs any recapture or memory clear of the central
73.24 server;

74.1 *[For text of items F and G, see M.R.]*

74.2 *[For text of subp 17, see M.R.]*

74.3 **Subp. 18. Game information.**

74.4 A. Prior to the commencement of an electronic pull-tab game, the following data
74.5 must be maintained and be viewable electronically on the electronic pull-tab game:

74.6 (1) a unique form number identifying each game;

74.7 (2) a description of the game sufficient to categorize the game relative to
74.8 other games;

74.9 (3) the number of total electronic tickets in the game;

74.10 (4) the ideal payout percentage for the game and the number of electronic
74.11 tickets at each award amount;

74.12 (5) the purchase price per electronic ticket assigned to the game;

74.13 (6) flare information listing quantity and denominations of winning tickets
74.14 for the base game and all possible outcomes of bonus games, and a total for the entire game;
74.15 and

74.16 (7) bonus play, if any.

74.17 B. No information regarding the finite details or status of an electronic pull-tab
74.18 game in play or on the criteria used to determine when a game will be closed may be provided
74.19 to players except to notify players of an automatic game close feature.

74.20 C. Electronic pull-tab games may contain animated win determinations, but
74.21 displays must not simulate spinning reels or nonstraight win line graphic representations.
74.22 Animated game win determinations approved before the effective date of this subpart may
74.23 remain available for play for 180 days after the effective date of this subpart.

75.1 *[For text of subps 19 to 21, see M.R.]*

75.2 **Subp. 22. Game auditing.**

75.3 A. Only upon the game termination shall the finite details of that game be revealed.

75.4 B. If a manual audit or other game determination by organization employees or
75.5 volunteers is conducted while a game is in play, termination of the entire game must
75.6 immediately occur. An audit or game determination includes a determination of the individual
75.7 prizes won or individual prizes remaining to be won.

75.8 C. The organization's gambling manager may choose an automatic game close
75.9 feature before putting games into play.

75.10 D. For purposes of this part:

75.11 (1) "game determination" means determining how many winning tickets
75.12 remain in a game, or the individual prizes won, or the individual prizes remaining to be
75.13 won, while a game is in play;

75.14 (2) "finite details" means the number of tickets played, the number of winning
75.15 tickets revealed, the denominations of prizes paid or remaining, and the number of tickets
75.16 remaining to be played;

75.17 (3) "manual game close" means a real-time command by the gambling
75.18 manager or authorized organization member to close a game and permanently end ticket
75.19 sales for that game; and

75.20 (4) "automatic game close" or "auto close" means an automated program,
75.21 approved by the board, that applies chosen parameters, selected by the gambling manager,
75.22 used to determine whether to close a game in play. The parameters may trigger a game to
75.23 close during or after business hours.

76.1 E. Daily reports will be made available to the licensed organization's authorized
76.2 personnel that contain data relating to gross ticket sales and gross prizes paid on a per-game
76.3 basis.

76.4 F. An electronic pull-tab game system must allow for the early termination of
76.5 games as determined by the licensed organization's authorized personnel.

76.6 G. Access to the reporting portal must be secure and limited only to the gambling
76.7 manager, authorized organization members who are not sellers, the organization's accountant,
76.8 and the licensed distributor that leased the electronic game system to the organization.
76.9 Access to the portal requires a unique identifying code and password for each individual
76.10 user:

76.11 (1) sellers may not have reporting portal access; and

76.12 (2) the persons identified in this item may only view the daily and overall
76.13 activity totals for gross receipts, prizes paid, net receipts, unredeemed credits, cash in, cash
76.14 out, and payout percentage for games in play.

76.15 H. Any individual with access to the reporting portal may not play electronic
76.16 games.

76.17 *[For text of subps 23 to 26, see M.R.]*

76.18 **Subp. 27. System access; password requirements.**

76.19 *[For text of items A and B, see M.R.]*

76.20 C. The manufacturer, the distributor, and the organization must register employees
76.21 and volunteers with authorized system access with the board.

76.22 *[For text of item D, see M.R.]*

76.23 **Subp. 28. System log-in and log-out requirements.** Access to an electronic game
76.24 system requires a password log-in with two-factor authentication (2FA) comprised of a

77.1 personal identification code and a personal password. System log-in and log-out requirements
77.2 apply to manufacturers, distributors, gambling managers, assistant gambling managers,
77.3 users authorized by the gambling manager, and sellers.

77.4 Subp. 29. **Time signature.** The time signature generated by the electronic game system
77.5 and the central server must be identical.

77.6 Subp. 30. **Electronic accounting and reporting; record of daily system transactions.**

77.7 A. One or more electronic accounting systems must perform reporting and other
77.8 functions in support of the electronic pull-tab game system. A manufacturer may enhance
77.9 its accounting system, with director approval, for innovation in lawful gambling reporting.
77.10 The electronic accounting system must not interfere with the outcome of any gaming function.

77.11 B. A database containing a permanent record of daily transactions played on the
77.12 electronic pull-tab system and device must be maintained by the electronic pull-tab game
77.13 system on the central server. The database and central server must be accessible to the
77.14 Gambling Control Board at all times.

77.15 Subp. 30a. **Point-of-sale system requirements.**

77.16 A. The point-of-sale system used for the conduct of electronic games must require
77.17 entry of the seller's unique identifying code to open the point-of-sale system.

77.18 B. The point-of-sale system must record the unique identifying code of any person
77.19 making any transaction at any time. The user list naming each seller with the seller's unique
77.20 identifying code must be available on the manufacturer's portal.

77.21 C. The point-of-sale system must be capable of immediately producing an
77.22 electronic game occasion report, using the prescribed terminology, that includes the following
77.23 information:

77.24 (1) electronic pull-tab gross receipts;

- 78.1 (2) electronic linked bingo gross receipts, if applicable;
- 78.2 (3) total electronic pull-tab prizes awarded at premises;
- 78.3 (4) total electronic linked bingo prizes paid at premises, if applicable;
- 78.4 (5) total value of credits purchased;
- 78.5 (6) total value of credits redeemed;
- 78.6 (7) electronic net value of credits; and
- 78.7 (8) total value of unredeemed credits.

78.8 D. The point-of-sale system may only include game-related transactions.

78.9 Subp. 31. **Reporting requirements of electronic accounting system.** The electronic
78.10 pull-tab game system must provide the following reports to the Gambling Control Board
78.11 and the Department of Revenue.

78.12 A. An electronic pull-tab game report must be available on demand for each game
78.13 currently in play. The report must contain the following information:

78.14 *[For text of subitems (1) to (7), see M.R.]*

78.15 B. An electronic pull-tab game report must be available on demand for each
78.16 completed game. The report must contain the following information:

78.17 *[For text of subitems (1) to (11), see M.R.]*

78.18 C. Other electronic pull-tab game reports that must be available on demand are:

78.19 (1) up-to-date active site reports:

- 78.20 (a) site name, address, and telephone number;
- 78.21 (b) licensed organization name and license number;
- 78.22 (c) premises permit number and number of devices at site;

- 79.1 (d) must be able to distinguish sites that are not active; and
- 79.2 (e) the version or code build number of the current software;
- 79.3 (2) sales reports, which must provide:
- 79.4 (a) daily activity by site, by organization, and by distributor, for all active
- 79.5 sites;
- 79.6 *[For text of units (b) to (i), see M.R.]*
- 79.7 (j) actual cash redeemed (dollar amount);
- 79.8 (k) unredeemed cash credits; and
- 79.9 (l) the cumulative amount of net receipts available for deposit at the end
- 79.10 of each electronic game occasion;
- 79.11 (3) month-end reports for each site including:
- 79.12 (a) daily sales activity, detail of all games closed during the month, and
- 79.13 status of games remaining in play; and
- 79.14 (b) the number of tickets sold, prizes paid, and net receipts;
- 79.15 (4) inventory reports, which must:
- 79.16 (a) provide for game tracking, from game creation to distribution, to
- 79.17 game play, and to game close. Detail must include game name, game model, serial number,
- 79.18 date created, site assigned, date in play, and date removed from play;
- 79.19 (b) contain current site inventory, if any, including games in play,
- 79.20 unplayed games, and closed games; and
- 79.21 (c) contain month-end reports for each site showing games received, put
- 79.22 into play, and removed from play;

- 80.1 (5) games purchased, sold, and maintained by distributor;
- 80.2 (6) real-time site activity report with the ability to:
- 80.3 (a) view game play activity in real time at each site without disruption
- 80.4 or knowledge of the seller;
- 80.5 (b) view each active device noting the device number, current credits,
- 80.6 and game being played; and
- 80.7 (c) view each transaction with date and time stamp, including seller
- 80.8 log-in and log-off, device load, game play, device, credits redeemed, and any malfunction
- 80.9 or misplay;
- 80.10 (7) system user list, including:
- 80.11 (a) full name of sellers, assistant gambling managers, gambling manager,
- 80.12 board investigators, manufacturer personnel, and distributor personnel, and their unique
- 80.13 identifying codes;
- 80.14 *[For text of units (b) and (c), see M.R.]*
- 80.15 (d) unique identifying codes of all persons with system access;
- 80.16 (e) access level; and
- 80.17 (f) contact telephone number and e-mail; and
- 80.18 (8) point-of-sale reports. A seller's system access must be limited to the
- 80.19 following information within the end of shift reports and end of day reports:
- 80.20 *[For text of units (a) to (c), see M.R.]*
- 80.21 D. By the tenth day of each month, the distributor must provide an invoice to the
- 80.22 organization that includes the following information, using the prescribed terminology, for
- 80.23 the previous month's electronic pull-tab activity at each premises:

- 81.1 (1) the electronic pull-tab gross receipts;
- 81.2 (2) the electronic pull-tab prizes awarded at premises;
- 81.3 (3) the electronic pull-tab prizes paid by check;
- 81.4 (4) the electronic pull-tab net receipts;
- 81.5 (5) the electronic pull-tab manufacturer's fee, which must be listed both as a
- 81.6 percentage of electronic pull-tab net receipts and as an amount to be paid by the organization;
- 81.7 and

- 81.8 (6) the line numbers where these amounts are to be reported on the
- 81.9 organization's monthly reports to the board.

81.10 E. Other statistical and activity reports as required by the board and maintained

81.11 by the manufacturer and the distributor must be provided in a format prescribed by the board

81.12 upon request.

81.13 F. Historical data from all sites, both active and inactive, must be available to the

81.14 board as follows:

- 81.15 (1) the most recent data must be available on the manufacturer's portal for at
- 81.16 least 3-1/2 years;

- 81.17 (2) archived data or data older than 3-1/2 years must be transferred to the
- 81.18 board in a format prescribed by the board; and

- 81.19 (3) all electronic pull-tab game information, including game sales and report
- 81.20 data, must be searchable by the board and recorded in a manner that allows it to be
- 81.21 electronically transmitted upon demand by the board, and at the expense of the manufacturer.

81.22 *[For text of subps 32 and 33, see M.R.]*

83.1 *[For text of items A to D, see M.R.]*

83.2 E. For changes to the payout structure or ticket count for any approved game or
83.3 for any game within a family of games, the manufacturer must assign a new game form
83.4 number and submit the game for review and approval by the board before being offered for
83.5 sale in Minnesota.

83.6 F. For changes to approved electronic gambling equipment, the manufacturer
83.7 must submit the changes to the director for review, and, if required by the director, the
83.8 equipment must be submitted for review and approval by the board.

83.9 (1) The version of gambling equipment containing changes approved by the
83.10 director under this item is the only version of gambling equipment allowed to be available
83.11 for sale in Minnesota.

83.12 (2) Handheld, portable electronic devices with power cords approved before
83.13 the effective date of this subpart may remain in play for 180 days from the effective date
83.14 of this subpart at which time the devices must be permanently removed from play. All other
83.15 previously approved electronic gambling equipment approved before the effective date of
83.16 this subpart must come into compliance within 180 days of the effective date of this subpart.

83.17 *[For text of item G, see M.R.]*

83.18 H. Manufacturers are in compliance if the electronic gambling equipment is
83.19 approved by the board and is produced in compliance with the manufacturing standards
83.20 prescribed in this part. Once approved, a manufacturer may not change the equipment
83.21 without prior approval of the board, in compliance with this part. The board may withdraw
83.22 its approval if it determines that the electronic gambling equipment:

83.23 (1) was not manufactured in such a manner to be tamper-resistant; or

83.24 (2) is defective and the defect is not immediately corrected and submitted to
83.25 the board for reapproval for sale in Minnesota.

84.1 If the board decides that its approval should be withdrawn, the board will notify the
84.2 manufacturer of its right to request a contested case hearing under Minnesota Statutes,
84.3 chapter 14.

84.4 ~~I. Electronic pull-tab game approvals are valid for up to 36 months after the month~~
84.5 ~~in which the game was last shipped to a licensed distributor for resale in Minnesota, after~~
84.6 ~~which time the game is conclusively deemed abandoned by the manufacturer. The previous~~
84.7 ~~game approval is then void, and the abandoned game must be removed from the board's~~
84.8 ~~approved games database. For purposes of this subpart, "abandoned" means a lapse of more~~
84.9 ~~than 36 months from the month in which the approved game was last shipped into Minnesota.~~
84.10 ~~An abandoned game may not be shipped into Minnesota unless reapproved by the board.~~
84.11 ~~Nothing in this subpart prohibits a manufacturer from informing the board at any time of~~
84.12 ~~an abandoned game.~~

84.13 I. Not later than December 31 of each calendar year, a manufacturer must submit
84.14 to the board, on a form prescribed by the board, a list of all board-approved games that it
84.15 intends to sell in Minnesota. Any board-approved game not included on the manufacturer's
84.16 list, or any board-approved game that has not been played by a licensed organization in
84.17 Minnesota in the previous two calendar years, will be considered abandoned by the
84.18 manufacturer and will be removed from the board's approved games database. Nothing in
84.19 this subpart prohibits a manufacturer from voluntarily informing the board at any time of
84.20 an abandoned game. A voluntarily abandoned game may not be provided by a manufacturer
84.21 for play in Minnesota unless the game is reapproved by the director. Abandoned games
84.22 already uploaded for play by a licensed organization before December 31 may continue to
84.23 be played until the game is closed.

84.24 J. Electronic gambling equipment, including electronic bingo devices, electronic
84.25 pull-tab devices, electronic systems, and programmable electronic devices, that are submitted
84.26 for approval must consist of the following:

85.1 (1) a copy of the manufacturer's catalog or brochure illustrating that the item
85.2 meets board-prescribed manufacturing standards for the equipment; and

85.3 (2) a description of the item and its features.

85.4 The board may require the manufacturer to make the equipment available to the board for
85.5 inspection. In addition to the requirements of subitems (1) and (2), manufacturers submitting
85.6 electronic bingo devices, electronic pull-tab devices, electronic systems, or programmable
85.7 electronic devices for approval must also include a certification from an independent testing
85.8 laboratory approved by the board to perform testing services, stating that the equipment has
85.9 been tested and analyzed and meets the standards required in this chapter. The board may
85.10 require that a programmable electronic device must be tested and certified by an independent
85.11 testing laboratory approved by the board.

85.12 K. Independent testing requirements for electronic gambling equipment when
85.13 required by the board shall include a certification from a board-approved testing laboratory
85.14 that the electronic gambling equipment tested meets the manufacturing standards and
85.15 requirements as established in Minnesota Statutes and Minnesota Rules and in conformance
85.16 with game procedures as provided by the manufacturer. The certification must include:

85.17 (1) a detailed description of the equipment and related software applications
85.18 that were tested, including applicable model numbers of specific equipment and the software
85.19 version of the application used for testing;

85.20 (2) the specific reference to the standard being tested;

85.21 (3) a statement that the equipment meets the standard; and

85.22 (4) any additional findings or issues of concern that might affect the
85.23 performance or play of the equipment.

85.24 L. Independent testing of electronic gambling equipment includes:

86.1 *[For text of subitems (1) to (4), see M.R.]*

86.2 (5) other technical hardware devices used in conjunction with lawful gambling
86.3 equipment;

86.4 (6) software applications and version upgrades used in conjunction with
86.5 lawful gambling equipment;

86.6 (7) user-acceptance testing, which ensures the different functionalities of the
86.7 system and software work as they would in real-life scenarios. User-acceptance testing
86.8 includes:

86.9 (a) accurate game simulation;

86.10 (b) verification of each ticket to ensure consistency in ticket display and
86.11 ticket play;

86.12 (c) game and ticket displays match the flare as approved; and

86.13 (d) tickets and prize distribution within each deal are random; and

86.14 (8) quality assurance, including that:

86.15 (a) game payout indicators and payouts displayed on flares match;

86.16 (b) ticket symbols are accurate and match the flare;

86.17 (c) games play as stated on the flare; and

86.18 (d) the proposed game version and the version provided by the
86.19 manufacturer to the board for testing for consideration of approval are identical.

86.20 **7864.0240 MANUFACTURER OPERATIONS, ACCOUNTS, REPORTS, AND**
86.21 **RECORDS.**

86.22 *[For text of subps 1 to 3, see M.R.]*

87.1 Subp. 4. Return of paper pull-tab and tipboard games, raffle boards, or bingo
87.2 boards; return of electronic pull-tab deals; determination of defective game; credit
87.3 invoice issued.

87.4 A. A manufacturer must accept the return of a game of paper pull-tabs or tipboards,
87.5 raffle boards, or bingo boards from a distributor if the game was not manufactured according
87.6 to the standards in part 7864.0230 and take the corrective actions in subitems (1) and (2).

87.7 (1) For games or boards returned before being put into play, units (a) to (c)
87.8 apply.

87.9 (a) Within 15 business days of receiving a game or board from a
87.10 distributor, a manufacturer must issue a credit invoice if the distributor provided written
87.11 proof that the game or board does not meet the standards, unless the manufacturer has
87.12 notified the commissioner of revenue in writing that a business dispute exists regarding the
87.13 returned game or board. A copy of the credit invoice must be filed electronically as required
87.14 by the commissioner of revenue.

87.15 (b) If the manufacturer ships a new game or board to replace the returned
87.16 game or board, the manufacturer must prepare a new invoice for the new game or board.

87.17 (c) If the returned game or board was not manufactured according to the
87.18 standards in part 7864.0230 and cannot be brought into compliance, the manufacturer must
87.19 destroy the game or board. At the board's request, the manufacturer must furnish
87.20 documentation stating that the game or board was destroyed.

87.21 (2) For games or boards returned during play or after being removed from
87.22 play, units (a) and (b) apply.

87.23 (a) Within 15 business days of receiving a game or board from a
87.24 distributor, the manufacturer must determine whether the game or board was manufactured

88.1 according to the standards. The manufacturer must return the game or board to the distributor,
88.2 who will return it to the organization to keep as a played game or board.

88.3 (b) Within 15 business days of determining that the game or board was
88.4 not manufactured according to the standards, the manufacturer must issue a credit invoice
88.5 to the distributor for the cost of the game or board, including any valid and documented
88.6 losses over which the organization had no control or ability to prevent and which were
88.7 reimbursed by the distributor. A copy of the credit invoice must be filed electronically as
88.8 required by the commissioner of revenue.

88.9 B. A manufacturer must accept the return of unplayed electronic pull-tab deals.

88.10 *[For text of subps 4a to 8, see M.R.]*

88.11 **REPEALER.** Minnesota Rules, part 7861.0210, subpart 33a, is repealed.

June 26, 2019

VIA EMAIL ONLY

Nancy Breems
Secretary of State, Elections Division
180 State Office Building
100 Rev Dr Martin Luther King Jr Blvd
St. Paul, Minnesota 55155-1299
official.documents@state.mn.us

**Re: *Proposed Amendments to Rules Governing Lawful Gambling,
Primarily Electronic Games, Sports-Themed Tipboards, and Other
Changes***
OAH 60-9017-35616; Revisor 4555

Dear Ms. Breems:

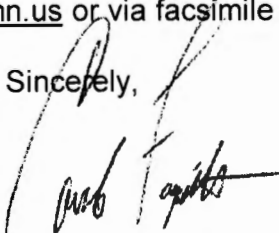
Enclosed for filing is an electronic copy of the above-entitled adopted rules.

Please send the agency copy of the rules to:

Peggy Mancuso
Rules Coordinator
Minnesota Gambling Control Board
1711 W County Rd B Ste 300 S
Roseville, MN 55113

If you have any questions regarding this matter, please contact Ian Lewenstein at (651) 361-7857, ian.lewenstein@state.mn.us or via facsimile at (651) 539-0310.

Sincerely,



Carah FaggéTt
Legal Assistant

Enclosures

cc: Peggy Mancuso (via email)