

Relating to Raffle Boards, Bingo Boards, Multiple Chance Games, and
Other Lawful Gambling Provisions

1 **7861.0210 DEFINITIONS.**

2 Subp. 2b. **Bingo board.** "Bingo board" means a disposable sealed bingo placard that is used as
3 a bingo number selection device, containing 75 randomly placed bingo letter and number
4 combinations, using each of the numbers 1 through 75, under numbered seals.

5
6 Subp. 10a. **CEO.** "CEO" means the chief executive officer of a licensed organization. The chief
7 executive officer must:

8 A. be defined in a licensed organization's bylaws as head of the organization; and

9 B. be an active member of the licensed organization as defined by Minnesota Statutes, section
10 349.12, subdivision 2.

11

12 Subd. 10b. **Chance ticket.** "Chance ticket" is one of a predetermined number of paper pull-
13 tab tickets contained in a sealed, perforated, or covered display attached or adjacent to the game flare
14 which correspond to the number of qualifying winning tickets in a multiple chance game.

15

16 Subp. 35. **Manufacturer's seal.** "Manufacturer's seal" means the sticker placed by the
17 manufacturer on the outside of the box or container of pull-tabs, ~~or~~ tipboards, raffle boards, or bingo
18 boards but inside the shrink-wrap, ensuring that the game has not been opened or tampered with
19 before delivery to the organization.

20

21 Subp. 36a. **Multiple chance game.** "Multiple chance game" means a pull-tab game in which
22 qualifying winning tickets provide an option to the player to forfeit the qualifying winning ticket in
23 exchange for a chance ticket on the flare or adjacent display which provides a chance to win a prize of
24 lesser, equal, or greater value than the originally purchased ticket.

25

26 Subp. 37. **Multiple seal game.** "Multiple seal game" means a pull-tab or tipboard game in which
27 select tickets are redeemed by players for a ~~predetermined~~ prize amount under a seal number
28 matching the paper pull-tab ticket presented by the player or seal as determined by the player ~~of an~~
29 electronic pull-tab game, if applicable.

30

31 Subp. 43a. **Raffle board.** "Raffle board" means a board that is a substitute for tickets used in a
32 raffle, and contains uniform, detachable stubs attached to each raffle board that when removed are
33 placed in a container for random drawing of raffle winner.

34

1 **7861.0215 INCORPORATION BY REFERENCE.**

2 For the purposes of chapters 7861 to 7865, the following are incorporated by reference:

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

7 B. The Institute of Electrical and Electronics Engineers (IEEE) Standards Association's IEEE
8 802.11 standards contained in the Wi-Fi Protected Access II (WPA2) are incorporated by reference.
9 The IEEE 802.11 standards are subject to change and are available to the public free of charge at the
10 State Law Library and at <https://standards.ieee.org>.

11
12 **7861.0220 LICENSED ORGANIZATION.**

13 Subp. 4. **Attachments to organization license application.** The organization must attach the
14 following to the application:

15 A. proof of Internal Revenue Service income tax exempt status or current certificate of nonprofit
16 status from the Minnesota secretary of state. If the organization is a 501(c)(3) organization or
17 501(c)(4) festival organization, the organization must attach documentation from the Internal Revenue
18 Service showing proof of its income tax exempt status;

19 B. copy of a charter of the parent organization, if chartered;

20 ~~C. registration for each employee receiving compensation for the conduct of lawful gambling, in a~~
21 ~~format prescribed by the board;~~

22 ~~D. C.~~ membership list, signed by the organization's chief executive officer, with the first and last
23 names of at least 15 active members as defined in Minnesota Statutes, section 349.12, subdivision 2,
24 and date of membership;

25 ~~E. D.~~ affidavit of the chief executive officer and treasurer, in a format prescribed by the board;

26 ~~F. E.~~ for a 501(c)(3) organization or 501(c)(4) festival organization that chooses to make lawful
27 purpose contributions to itself, a copy of the organization's annual report on income and expenses
28 provided to the Internal Revenue Service, or in a format prescribed by the board; and

29 ~~G. F.~~ a copy of the organization's by-laws, signed by the organization's chief executive officer.

30
31 **7861.0230 GAMBLING MANAGER AND ASSISTANT GAMBLING MANAGER.**

32 Subp. 3. **Education requirements.**

33 A. To qualify for a continuing license, ~~by the end of each calendar year~~ the gambling manager
34 must:

35 ~~(1) attend~~ complete a continuing education class or attend the seminar required for initial
36 gambling manager licensure by the end of each calendar year as required by Minnesota Statutes,
37 section 349.167, subdivision 4; ~~or~~

38 ~~(2) pass a special gambling manager's examination administered by the board when no~~

1 ~~other board approved training is available before the end of the calendar year.~~

2 ~~B. The director must issue a citation to a gambling manager who fails to comply with item A,~~
3 ~~subitem (1).~~

4 ~~C. If the gambling manager fails to pass the examination as allowed by item A, subitem (2), by~~
5 ~~the end of the calendar year, the board must summarily suspend the gambling manager's license as~~
6 ~~provided by Minnesota Statutes, section 349.1641.~~

7 ~~D. B.~~ Proof of identification is required for persons taking a gambling manager examination.
8 Attendees at board-authorized seminars and continuing education classes must be prepared to present
9 as proof of identification a valid driver's license or identification card issued by Minnesota, or a state or
10 province of Canada contiguous to Minnesota, that contains the person's photograph and date of birth.

11
12 **7861.0260 CONDUCT OF LAWFUL GAMBLING.**

13 Subp. 4. **Prizes awarded; records required.**

14 A-J.....

15 ~~K. When a player presents a valid driver's license, a U.S. military identification card, or another~~
16 ~~form of government issued picture identification to participate in electronic gaming, the organization~~
17 ~~must register the following information:~~

- 18 ~~(1) the player's name as shown on the identification card;~~
- 19 ~~(2) the identification card number;~~
- 20 ~~(3) the date and time when issuing the device to the player;~~
- 21 ~~(4) the serial number or other unique identifier of the device issued; and~~
- 22 ~~(5) the time when the device was returned.~~

23 ~~The organization must keep the registration information for a minimum of five days.~~

24
25 Subp. 5. **Prize receipts required.**

26 A. When a prize is awarded, the organization must complete a prize receipt in a format
27 prescribed by the board for the following:

- 28 (1) a bingo prize valued at \$100 or more;
- 29 (2) a bingo game where the value of the prize cannot be determined and verbally
30 announced to players prior to the beginning of the game;
- 31 (3) a winning paper pull-tab or tipboard ticket valued at \$100 or more, or for any prize for
32 redeeming the last ticket sold in a paper pull-tab or tipboard game for which the distributor has
33 modified the flare to contain a last sale prize of \$20 or more. The winning ticket, and winning seal tab
34 if any, must be stapled to the prize receipt; and

35 ~~(4) cashing out an electronic linked bingo device with \$600 or more in credits;~~

36 ~~(5) cashing out an electronic pull-tab device with \$600 or more in credits; and~~

37 ~~(4) (6) a paddlewheel prize valued at \$100 or more, and the winning ticket must be stapled~~
38 ~~to the prize receipt.~~

1 B. A prize receipt must include at a minimum the following, in a legible format and in ink:

- 2 (1) the organization's name;
- 3 (2) the name of the gambling premises;
- 4 (3) the game serial number of the game from which the prize was won;
- 5 (4) the name of the game;
- 6 (5) the date and time the prize was won;
- 7 (6) the dollar amount of the cash prize or the fair market value for a merchandise prize;
- 8 (7)-(8)....
- 9

10 Subp. 7. **Return of defective paper pull-tab or tipboard game and raffle boards to**
11 **distributor or revenue.**

12 A. If, before being put into play, a paper pull-tab or tipboard game, or raffle board is determined
13 not to be manufactured according to the standards in part 7864.0230, the organization must return
14 the game to the distributor. The game or raffle board must be returned within seven business days of
15 determining that the standards, including the following, were not met:

- 16 (1) serial number or form number of the tickets or raffle board does not match the serial
17 number or form number on the flare or raffle board stubs;
- 18 (2) all tickets or raffle board stubs do not have the same serial number in a deal;
- 19 (3) game or raffle board has the same serial number and form number as another game or
20 raffle board manufactured by that manufacturer, in the organization's inventory;
- 21 (4) geographic outline of the state of Minnesota as required by Minnesota Statutes, section
22 349.163, subdivision 5, does not appear on the raffle board or on the flare for that game;
- 23 (5) bar code required by Minnesota Statutes, section 349.163, subdivision 5, does not
24 appear on the on the raffle board or flare for that game;
- 25 (6) prize amount on a pull-tab or tipboard ticket does not correspond to the prize amount
26 listed on the flare;
- 27 (7) pull-tab or tipboard ticket price does not correspond to the price listed on the flare; or
- 28 (8) a game or raffle board was received from a distributor with the manufacturer's seal
29 broken.

30 B. If, during the play of a paper pull-tab or tipboard game or raffle board, the game or board is
31 determined not to be manufactured according to the standards in part 7864.0230, the organization
32 must immediately remove the game or raffle board from play and report it as a played game on the
33 tax return.

34 (1) The organization must return the game or raffle board to the distributor with
35 documentation that the game does not meet the standards, including but not limited to item A,
36 subitems (4) to (7).

37 (2) For a game or raffle board not manufactured in compliance with item A, subitem (1),
38 (2), or (3), the organization must surrender the game or raffle board to the commissioner of revenue.

1 C. If, after a paper pull-tab or tipboard game or raffle board is removed from play, the game or
2 raffle board is determined not to be manufactured according to the standards in part 7864.0230, the
3 organization must report the game or raffle board as played on the tax return.

4 (1) The organization must return the game or raffle board to the distributor with
5 documentation that the game or raffle board does not meet the standards, including but not limited to
6 applicable standards in item A, subitems (4) to (7).

7 (2) For a game or raffle board not manufactured in compliance with item A, subitem (1),
8 (2), or (3), the organization must surrender the game or raffle board to the commissioner of revenue.

9 D. The organization must keep any game or raffle board that is returned by the distributor as a
10 played game.

11
12 **Subp. 8a. Return of defective bingo boards.** Within seven business days of determining that
13 a bingo board was not manufactured according to part 7864.0230, the organization must return the
14 bingo board to the distributor with documentation that the bingo board does not meet the standards.
15

16 **7861.0270 BINGO.**

17 Subp. 3. **Bingo equipment to be used.** An organization must comply with the following for the
18 conduct of bingo.

19 A. If bingo balls are used, the 75 bingo balls must be available for inspection and inspected by at
20 least one player before a bingo occasion begins to determine that all are present and in operating
21 condition. Each bingo ball may bear no more than one letter and one number. Each bingo ball in the
22 set must be equal in size, weight, shape, balance, and all other characteristics that control their
23 selection, and must be free from any defects. Except for continuation bingo games, each bingo ball
24 must be present in the bingo ball selection device before each bingo game begins.

25 B. If a bingo board is used, the bingo board must be available for inspection and inspected by at
26 least one player before a bingo occasion begins to determine that the placard seals have not been
27 altered or tampered with, and are free from defects.

28 C-G.....

29 H. An organization or its employees or agents must not:

30 (1) duplicate or make copies of bingo hard cards or bingo paper;

31 (2) cut bingo paper sheets (case paper); ~~or~~

32 (3) separate or cut packets (collated paper)-; or

33 (4) break open any part of a bingo board, including seals, or otherwise alter or tamper with
34 a bingo board prior to the start of a game.

35 I.

36
37 Subp. 6. **Beginning a bingo game.** A bingo game begins with the first letter and number
38 called.

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1 A. Before the start of a bingo game, the bingo pattern or bingo game requirement must be
2 described and verbally announced to the players. In games where players fill in the numbers on bingo
3 paper sheet faces or facsimiles used with an electronic bingo device, the numbers must correspond to
4 the appropriate columns on a bingo paper sheet face and the required pattern. Only the numbers 1 to
5 15 may be placed in the "B" column, 16 to 30 in the "I" column, 31 to 45 in the "N" column, 46 to 60
6 in the "G" column, and 61 to 75 in the "O" column. A bingo pattern or bingo game requirement may
7 not be completed with less than four bingo numbers having been drawn.

8 B-D....

9 E. If a bingo board is used, the caller must do the following:

10 (1) open one seal on the bingo board, according to the method described on the placard;

11 (2) immediately announce the letter and number revealed; and

12 (3) if the game is not one where the seals are opened in numbered sequence, record the
13 order or sequence in which numbers were revealed.

14 No additional windows may be opened after a winning bingo has been called and verified,
15 unless the game is a continuation game.

16 F. For bingo conducted with a bingo board, the caller must make sure that at least two players
17 are able to see the selected letter and number during the game; and

18 E. G. If the bingo caller discovers a wrong number has been called, the caller must:

19 (1) announce that a wrong number has been called;

20 (2) call the correct number; and

21 (3) correct the flashboard, if used, and continue the game.

22 F-G H-I....

23
24 Subp. 9. **Breakopen bingo game.** In addition to other requirements contained in this part, a
25 breakopen bingo game must also comply with the following.

26 A. At the start of the breakopen bingo game an organization must announce:

27 (1) the color of all original sealed paper; and

28 (2) the price of original sealed paper, and the price of trade-in sealed paper, if used.

29 B-C....

30 D. If using a bingo board, the board or placard must be in view of players and seals must be
31 opened in numerical order or as indicated on the board or placard.

32
33 Subp. 11. **Bingo records and reports.** Bingo records and reports must be completed in ink by
34 the organization, and kept for 3-1/2 years following the end of the month in which the occasion was
35 conducted and reported on the tax return. Each organization using bingo paper must maintain
36 inventory records in a format prescribed by the board. Any changes or amendments made to bingo
37 records and reports must contain the initials, in ink, of the person making the changes or
38 amendments. With the exception of completed prize receipt forms ~~and~~, coupons, and bingo boards.

1 records and reports may be maintained or converted and stored in an electronic format. Upon request,
2 records and reports must be made available in paper format to the board, the commissioner of
3 revenue, the commissioner of public safety, or their agents.

4
5 **7861.0280 PAPER PULL-TABS.**

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

8 A. The pull-tab seller must not assist players in ~~the~~ selecting or opening of purchased paper pull-
9 tabs or in the selection of a chance ticket in a multiple chance game.

10 B. For multiple chance games, once the player has chosen a chance ticket, the pull-tab seller
11 must open the chosen seal, perforation, or covering containing the chance ticket and hand the ticket to
12 the player.

13 ~~B. C.~~ An organization must not award a prize for paper pull-tab tickets that were sold by another
14 organization.

15 ~~C. D.~~ An organization must not transfer games in play from one permitted premises to another.

16 ~~D. E.~~ At a leased permitted premises, an organization must not transfer paper pull-tab games in
17 play between a booth and bar operation.

18 ~~E. F.~~ If an organization owns the permitted premises, the organization may transfer paper pull-
19 tab games in play between its booth and bar operation.

20
21 Subp. 2. **Posting of information and paper pull-tab flare.** In addition to the information
22 required by part 7861.0260, subpart 2, an organization must post the flare for each deal of paper pull-
23 tabs in play.

24 A. The flare must be attached to the receptacle or pull-tab dispensing device containing the deal
25 of pull-tabs or prominently posted at the point of sale.

26 B. The entire flare must be visible to players.

27 C. An organization may not change the flare except:

28 (1) to post a progressive jackpot amount; or

29 (2) to record the method of selecting a winning ticket for a paper pull-tab event game.

30 D. An organization may not use a flare that it receives in an altered or defaced condition except
31 for flares that contain a last sale sticker added by the distributor.

32 E. If a progressive paper pull-tab game is played, the organization must also post the flare
33 containing the current progressive jackpot amount while the game is in play.

34 F. If a cumulative paper pull-tab game is played, the organization must also post the prize pool
35 board while the game is in play.

36 G. If a multiple chance game is played, the organization must also post the flare or placard
37 containing the chance tickets. The flare or placard must be visible and available to all players at all
38 times.

1
2 Subp. 3a. **Operation of a multiple chance paper pull-tab game.** In addition to the
3 requirements of subpart 3, the following pertains to the conduct of multiple chance paper pull-tab
4 games.

5 A. The sealed, perforated, or covered display containing the chance tickets must be attached or
6 adjacent to the game flare, and visible and available to all players.

7 B. The flare must state that a chance ticket includes the possibility of a prize greater than, equal
8 to, or lesser than the qualifying winning ticket being forfeited.

9 C. For multiple chance games, forfeiting a qualifying winning ticket for a chance ticket is not
10 consideration.

11 D. When a qualifying winning ticket is presented to the pull-tab seller:

12 (1) The player must indicate in ink on the qualifying winning ticket whether the player elected
13 to:

14 (a) forfeit the qualifying winning ticket for a chance ticket; or

15 (b) redeem the prize indicated on the qualifying winning ticket.

16 (2) If the player chooses to forfeit the qualifying winning ticket, the player may choose a
17 chance ticket contained in the sealed, perforated, or covered display attached or adjacent to the game
18 flare. The seller may not choose the chance ticket.

19 (3) The seller must open the seal, perforation, or covering surrounding the selected chance
20 ticket and hand the chance ticket to the player.

21 (4) If the chance ticket is a winning ticket, the seller must staple the forfeited qualifying
22 winning ticket to the winning chance ticket, along with a prize receipt if required, and retain in the
23 game's records for 3-1/2 years.

24 (5) If the chance ticket is not a winning ticket, the seller must retain the forfeited qualifying
25 winning ticket with the game's records for 3-1/2 years.

26 E. When the seller is away from the point of sale or the site is closed for business, the sealed or
27 covered display must be secured.

28 F. The organization must immediately close any deal when there is compromised security of the
29 multiple chance game, tickets, flare, or sealed, perforated, or covered display.

30 G. Any compromised seal, perforation, or covering is considered a defective game.

31 H. Any chance tickets remaining in the sealed, perforated, or covered display at the close of the
32 game must remain unopened in the sealed, perforated, or covered display and be maintained with the
33 game's records for 3-1/2 years.

34
35 **Subp. 7. Use of a paper pull-tab dispensing device.** If a paper pull-tab dispensing device is
36 used, the organization must comply with the following.

37 A....

38 B. An organization may not install or operate a paper pull-tab dispensing device at a permitted

1 premises that does not have a valid license for on-premises sales of intoxicating liquor or 3.2 percent
2 malt beverages, except as allowed by Minnesota Statutes, section 349.151, subdivision 4b, ~~paragraph~~
3 ~~(e)~~.

4 C-L....

5
6 Subp. 11. **Paper pull-tab records and reports.**

7 A. An organization must keep all records, reports, and prize receipts relating to a paper pull-tab
8 game for 3-1/2 years following the end of the month in which the game was removed from play.

9 B. An organization must complete records, reports, and prize receipts for paper pull-tab games in
10 ink.

11 C. With the exception of completed prize receipt forms ~~and~~, unsold and winning tickets and
12 stubs, and chance tickets and seals, perforations, or coverings, an organization may maintain or
13 convert and store records and reports in an electronic format.

14 D. The organization must make records and reports available in paper format to the board, the
15 commissioner of revenue, the commissioner of public safety, or their agents upon request.

16 E. While a paper pull-tab deal is in play, an organization must keep all records, reports, and prize
17 receipts for the deal at the permitted premises.

18 F. For each deal of paper pull-tabs the organization must keep the flare, with the bar code
19 attached, and all redeemed and unsold pull-tabs separated by game serial number. Commingled deals
20 of paper pull-tabs that were commingled while in play must be separated by game serial number after
21 being removed from play. The organization must not open any unsold or defective paper pull-tabs or
22 chance ticket seals, perforations, or coverings.

23 G-J...

24
25 Subp. 12. **Disposal of paper pull-tab games and records.** The following items apply to the
26 disposal and destruction of paper games and records.

27 A. The organization must keep a played paper pull-tab game, flare, prize pool boards that contain
28 unopened seals, chance tickets and the corresponding seals, perforations, or coverings, and all records
29 for that game for 3-1/2 years following the end of the month in which the pull-tab game was played
30 and reported as a played game on the tax return.

31 B-C....

32
33 **7861.0285 ELECTRONIC PULL-TABS.**

34 Subp. 1a. **Operation of multiple chance electronic pull-tab game.** In addition to the
35 requirements of subpart 1, when a predetermined qualifying winning electronic ticket, not to exceed
36 the prize value in Minnesota Statutes, section 349.1721, subdivision 5, provides an option to the player
37 to forfeit the ticket for a bonus ticket, the player must choose to redeem or forfeit the qualifying
38 winning ticket.

1 A. If the qualifying winning ticket is redeemed, the player is awarded the winning amount in the
2 form of credits.

3 B. If the qualifying winning ticket is forfeited, the player must choose a chance ticket to reveal
4 the award, and the player is awarded the winning amount, if any, in the form of credits.

5
6 **7861.0300 PADDLEWHEELS.**

7 Subp. 8. **Operating procedures and internal controls for paddlewheels with a**
8 **paddlewheel table.** The following operating procedures and internal controls apply to the conduct of
9 paddlewheels with a paddlewheel table.

10 A-J...

11 K. The drop box must be opened and the cash counted by two organization employees or
12 volunteers, only one of which may be the paddlewheel operator or the chip and cash bank cashier. ~~The~~
13 ~~cash count must be verified by a third person.~~

14
15 **7861.0310 RAFFLES.**

16 Subpart 1. **Raffle ticket requirements.** Raffle ticket requirements are as follows.

17 A. Raffle tickets must have a detachable section and both parts must be sequentially numbered,
18 starting with the number "1" and continuing through the maximum number of tickets to be sold. This
19 does not pertain to raffle tickets that may be used only by exempt or excluded organizations under
20 Minnesota Statutes, section 349.173, paragraph (a).

21 B. Organizations may purchase sequentially numbered raffle tickets in quantity to be used for
22 more than one raffle of the same type which occurs on a regularly scheduled basis. Raffle tickets must
23 have a detachable section and both parts must be sequentially numbered starting with the number "1"
24 and continuing through the entire quantity of tickets purchased. Tickets purchased under this subpart
25 must be tracked using an inventory format prescribed by the board.

26 ~~B.~~ C. Except for raffle board stubs, the detachable section must contain spaces for the
27 purchaser's name, address, and telephone number.

28 ~~C.~~ D. The following information must be printed on each ticket:

29 (1) organization name and license or exemption number;

30 (2) date, time, and location of the selection or determination of winning entries;

31 (3) sequential number of the ticket;

32 (4) ticket price; and

33 (5) at a minimum the three most valuable prizes to be awarded, including a statement
34 regarding the winner's responsibility for any applicable fees or taxes. If all prizes are not listed on the
35 raffle ticket, the ticket must contain the statement "A complete list of additional prizes is available
36 upon request."

37 ~~D.~~ E. Raffle tickets must not contain the words "suggested donation" or any other implied request
38 for money, other than the price printed on the raffle ticket.

1 ~~E. F.~~ E. The invoice for the printing of the tickets must show the quantity of tickets printed for each
2 price level, the range of the sequential numbers, and the selling price printed on the tickets.

3 ~~F. G.~~ F. All raffle tickets must be the same size, shape, and thickness.

4
5 **Subp. 4a. Conducting a raffle using a raffle board.**

6 A. Organizations excluded from raffle licensing requirements under Minnesota Statutes, section
7 349.166, subdivision 1, paragraph (c), may not conduct raffles using a raffle board.

8 B. Raffles using raffle boards are subject to the conduct requirements in part 7861.0310, subpart
9 4.

10 C. All chances for a raffle conducted with a raffle board must be available on one raffle board.

11 D. Raffles conducted with a raffle board may only be sold at the permitted premises where the
12 winner of the raffle will be determined.

13 E. The following information must be written, in ink or permanent marker, by the organization on
14 the raffle board prior to the sale of the first raffle board entry or stub:

15 (1) organization name and license number;

16 (2) date, time, and location of the drawing;

17 (3) ticket price; and

18 (4) at a minimum the three most valuable prizes to be awarded, including a statement
19 regarding the winner's responsibility for any applicable fees or taxes. If all prizes are not listed on the
20 raffle board, the raffle board must contain the statement "A complete list of additional prizes is
21 available upon request."

22 F. Raffle boards must not contain the words "suggested donation" or any other implied request
23 for money, other than the ticket price printed on the raffle board.

24 G. For raffle boards with detachable stubs:

25 (1) Each detachable stub and the square to which it is attached must have an identical
26 number. All squares on a raffle board must be numbered in this manner. Numbers must start with
27 the number "1" and continue through no greater than the maximum number of squares allowed.

28 (2) A blank square must be under each detachable stub in which a player writes in his or her
29 proper name and contact information on the selected square as entry into the raffle if the participant
30 will not be present for the drawing.

31 (3) The detachable stubs must be uniform in size and attached to each raffle board square
32 that, when sold and removed, are placed in a container for random drawing of a raffle winner.

33 (4) The drawing of the winning raffle stub must not occur earlier than the time printed on
34 the raffle board or more than 30 minutes after the time printed on the raffle board.

35 (5) Unsold stubs attached to raffle board may not be removed from the raffle board.

36 H. Raffle boards may not leave the permitted premises once the first raffle stub is sold until after
37 the winner(s) has been determined.

38 I. Stubs on a raffle board may not be sold after prize selection process has begun.

1 J. The person conducting the raffle board drawing must date and sign the raffle board upon
2 conclusion of the drawing.

3 K. The organization must retain raffle boards for 3-1/2 years.

4
5 Subp. 10. **Raffle log required.** An organization must maintain a raffle log including, at a
6 minimum:

7 A. organization name;

8 B. total quantity of tickets printed or the sequential numbers of the tickets used in each raffle;

9 C. price per ticket;

10 D. date of the raffle; and

11 E. information for each person given tickets to sell, including:

12 (1) person's name and telephone number;

13 (2) quantity and sequential number of tickets given to each person for sale;

14 (3) quantity of tickets sold;

15 (4) quantity and ~~sequential~~ ticket numbers of the tickets returned unsold;

16 (5) actual gross receipts reported by each person;

17 (6) actual cash or debit card payment received from each person; and

18 (7) cash long or short reported by each person.

19 F. A raffle conducted using a raffle board is exempt from the raffle log requirement.

20
21 Subp. 11. **Raffle records and reports.** For each raffle conducted, an organization must keep
22 the following records for 3-1/2 years from the end of the month on which the raffle was reported as
23 played on the tax return:

24 A. total amount of gross receipts;

25 B. total value of all prizes awarded in each raffle;

26 C. when tickets are used, the winning ticket stubs;

27 D. raffle log;

28 E. copy of the raffle ticket for each price level;

29 F. all unsold tickets;

30 G. raffle board;

31 (1) if a raffle board is used, items D and E not applicable;

32 ~~G.~~ H. for licensed organizations, a copy of the invoice for the printing of the tickets showing the
33 quantity of tickets printed, the range of the sequential numbers used, and selling price printed on the
34 tickets; and

35 ~~H.~~ I. if certificates of participation were used, records that comply with the information required
36 in this subpart.

37 With the exception of unsold and winning raffle ticket stubs and raffle boards, an organization
38 may maintain or convert and store raffle records and reports in an electronic format. An organization

1 must make records and reports available in paper format to the board, the commissioner of revenue,
2 the commissioner of public safety, or their agents upon request.

3
4 **7861.0320 ORGANIZATION OPERATIONS, ACCOUNTS, REPORTS, AND RECORDS.**

5 Subpart 1. **Internal accounting and administrative controls required.**

6 A-B...

7 C. The organization is responsible for verifying the accuracy of records and reports, including but
8 not limited to:

- 9 (1) check register;
10 (2) monthly bank statement reconciliation;
11 (3) all tax returns and schedules;
12 (4) final audit of closed games;
13 (5) bank deposit reconciliation to game and bank records; ~~and~~
14 (6) reconciliation of physical and perpetual inventories; and
15 (7) all monthly reports filed with the board.

16 D. The organization must use the board-prescribed form to document the segregation of
17 functional responsibilities for the organization's gambling operations, including the names or titles of
18 persons who are responsible for:

19 (1)-(17)

20 E. If the organization does not meet the requirements in this subpart, the board must require
21 that the organization revise its internal accounting and administrative control systems. Failure to
22 respond to the board's notice that the organization must revise its internal accounting and
23 administrative control systems must result in the board taking disciplinary action.

24
25 Subp. 4. **Deposits and transfers of gambling receipts.** The following items pertain to the
26 deposit and transfer of gambling receipts.

27 A-B....

28 C. For deposits of gambling receipts, the organization must record on the deposit slip the date of
29 deposit, premises permit number, and the following:

- 30 (1) for each paper pull-tab and tipboard game, the game serial number and amount of
31 actual cash deposited for each game;
32 (2) for electronic pull-tabs and electronic linked bingo, the date ~~and ending time~~ of the first
33 electronic game occasion included in the deposit and the ~~amount of actual cash~~ date of the last
34 electronic game occasion being deposited for each electronic game occasion;
35 (3) for bingo occasions, the date of each occasion and amount of actual cash deposited from
36 each occasion;
37 (4) for raffles, the date of the raffle and actual amount of deposit from the sale of raffle
38 tickets or certificates of participation; and

1 (5) for paddlewheel activity, the actual amount of cash deposited from each day's
2 paddlewheel activity and series number of all paddletickets sold during that day's paddlewheel activity.

3 D-E...

4
5 Subp. 8. **Monthly report to revenue required.** The organization must file ~~the following~~
6 information each month with the Department of Revenue ~~in a format~~ as prescribed by the
7 commissioner of revenue ~~in Minnesota Statutes, section 297E.06.~~

8 ~~A. lawful gambling monthly activity summary and tax return;~~

9 ~~B. summary of receipts and expenses for each permitted premises;~~

10 ~~C. summary of played pull-tab games, tipboard games, or paddleticket groupings and receipts~~
11 ~~per game; and~~

12 ~~D. gambling fund reconciliation.~~

13
14 Subp. 9. **Fund loss report or request for a profit carryover adjustment due to fund loss.**
15 When an organization has a fund loss by questionable means of its inventory or cash, including prizes
16 paid from a game not conducted in compliance with statute and rule, the organization must use the
17 following procedures.

18 A-B.....

19 C. An organization that submits a request to the board for a profit carryover adjustment due to a
20 fund loss must use a form prescribed by the board. The request must contain, at a minimum:

21 (1)-(9).....

22 (10) before the request will be considered by the board, the organization must provide the
23 board with copies of:

24 (a) the local law enforcement report or a letter showing that the organization has
25 requested a copy of the report;

26 (b) a copy of the Schedule B2, if any, and ~~Schedule F~~ the lawful gambling fund
27 reconciliation showing how the loss was reported ~~to the Department of Revenue;~~ and

28 (c) minutes from the meeting at which the fund loss was reported to the membership.

29 D-F.....

30
31 **7863.0210 DISTRIBUTORS; DISTRIBUTOR SALESPERSONS LICENSES.**

32 Subp. 15. **Pricing report to director required.**

33 A. A distributor must submit a pricing report to the director on a monthly basis, in a format
34 approved by the director, listing sales for which all gambling equipment was sold.

35 B. A distributor must submit a pricing report to the director on an annual basis in a format
36 approved by the director and must include:

37 ~~A. (1)~~ distributor's name, address, and license number;

38 ~~B. (2)~~ date the report was prepared;

1 ~~C.~~ (3) gambling equipment the distributor offers for sale or lease; and
2 ~~D.~~ (4) prices at which all gambling equipment currently offered by the distributor will be sold
3 or leased.

4 C. Adjustments for transportation, discounts, and rebates must be reported separately on the
5 annual pricing report, and are subject to review and approval by the director.

6 D. Changes or additions to the previously filed reports must be reported ten days before the
7 change or addition.

8

9 **7863.0270 ELECTRONIC LINKED BINGO GAME SYSTEM STANDARDS AND REQUIREMENTS.**

10 Subpart 1. **Scope.** In addition to the provisions of parts 7861.0270 and 7863.0260, subparts 1
11 and 1a, and Minnesota Statutes, sections 349.12, subdivisions 12a, 25a, and 25c; 349.17, subdivisions
12 6, 8, and 9; and 349.211, subdivision 1a, an electronic linked bingo game system must meet the
13 requirements contained in this part.

14

15 Subp. 5a. **Operating system software versions; updates.** Each linked bingo game provider
16 device must use the same version of operating software. All updated operating system software
17 versions must bring all software to the most current version available.

18

19 Subp. 7a. **Daily system close for update.** All electronic linked bingo game systems must
20 automatically close and update all site activity from previous day to the central server by 2:30 a.m.
21 central time.

22

23 Subp. 9. **Secure communication.** Connections between all components and access points of
24 the electronic linked bingo game system must only be through the use of secure communication
25 protocols which are designed to prevent unauthorized access or tampering, employing:

26 A. Advanced Encryption Standard (AES) specifications as defined by the National Institute of
27 Standards and Technology (NIST); and

28 B. IEEE 802.11 standards contained in the Wi-Fi Protected Access II (WPA2) authentication
29 protocols.

30

31 Subp. 28. **Electronic game system.**

32 A. Each component of an electronic game system must function as indicated by the
33 communication protocol implemented by the licensed linked bingo game provider of the electronic
34 linked bingo game system.

35 B. All communication between a server and the electronic linked bingo devices must use
36 authentication and encryption protection employing Advanced Encryption Standard (AES) specifications
37 as defined by the National Institute of Standards and Technology (NIST) to provide secure
38 authentication of the device and the server, ensure the integrity of the data communicated, and for

1 confidentiality.

2 C. The communicated data must be encrypted. All systems must require virtual private network
3 (VPN) or secure sockets layer (SSL) encrypted tunneling protocols unless otherwise approved by the
4 board. The certified testing laboratory must examine each submitted electronic game system to
5 ensure that the proposed field configuration is will be secure. The certified testing laboratory may
6 provide additional security recommendations to maintain the integrity of the configuration.

7 D. The electronic game system must be capable of being tested by the board to verify approved
8 product.

9

10 **7864.0210 MANUFACTURER LICENSES.**

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

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

16 (1)-(5)....

17 B-C...

18 D. Bingo hard cards, bingo paper sheets, bingo paper sheet packets, and sealed bingo paper
19 sheets submitted for approval must consist of the following:

20 (1) a copy of the catalog or brochure illustrating that the equipment meets the standards in
21 subpart 4; and

22 (2) five sheets of each color and format of sealed bingo paper sheets.

23 E. A bingo board submitted for approval must consist of the disposable sealed bingo placard.

24 F. A raffle board submitted for approval must consist of the placard that is a substitute for tickets
25 used in a raffle.

26 ~~E. G.~~ Paddletickets submitted for approval must consist of the following:

27 (1) two paddleticket cards and accompanying tickets for each series or form of
28 paddletickets; and

29 (2) production copies for the master flare.

30 ~~F-G~~ H-I....

31

32 **7864.0230 MANUFACTURER STANDARDS FOR LAWFUL GAMBLING EQUIPMENT OTHER THAN**
33 **ELECTRONIC PULL-TABS.**

34 Subpart 1. **Prior board approval required for paper pull-tab games, tipboard games, and**
35 **promotional paper pull-tab or tipboard tickets, raffle boards, and bingo boards; conformance**
36 **with standards for previously approved games.** The following pertain to prior board approval
37 required for paper pull-tab games, tipboard games, ~~and~~ promotional paper pull-tab ~~or tickets~~, tipboard
38 tickets, raffle boards, and bingo boards manufactured for sale in Minnesota, and conformance with

1 standards for previously approved games.

2 A. To obtain prior board approval for paper pull-tab and tipboard games ~~and~~, promotional paper
3 pull-tab or tipboard tickets, raffle boards, and bingo boards, a manufacturer must submit to the
4 director ~~a deal of tickets, flare, and prize pool board, if any,~~ all sample game materials that has have
5 been produced to comply with the manufacturing standards prescribed in this chapter.

6 B. Within 14 days of receipt of the deal, the director must notify the manufacturer in writing of
7 the director's decision to recommend approval or recommend denial of the game.

8 (1) The written notice of the director's recommended denial must state the basis for the
9 director's recommendation of denial. Within 14 days of receipt of a notice of the director's
10 recommended denial, the manufacturer may request a contested case hearing under Minnesota
11 Statutes, chapter 14.

12 (2) The written notice of the board's denial must state the basis for the board's denial.

13 C. Manufacturers are in compliance if the game is approved by the board, and all tickets, flares,
14 ~~and~~ any prize pool boards, raffle boards, and bingo boards, are produced in compliance with the
15 manufacturing standards prescribed in this chapter. Once approved, a manufacturer may not change a
16 game without prior approval of the board, in compliance with subpart 11.

17 The board may withdraw its approval if it determines that the paper tickets, including chance
18 tickets and their seals, perforations, or coverings, flares, ~~and~~ prize pool boards, if any, raffle boards,
19 and bingo boards, were not manufactured in such a manner to be tamper-resistant. If the board
20 decides that its approval should be withdrawn, the board will notify the manufacturer of its right to
21 request a contested case hearing under Minnesota Statutes, chapter 14.

22 D. All paper pull-tab and tipboard deals and promotional paper pull-tab or tipboard tickets
23 submitted for approval and approved in Minnesota after July 1, 2011, must be in compliance with the
24 standards by July 1, 2011.

25 E. All paper pull-tab and tipboard deals and promotional paper pull-tab or tipboard tickets
26 approved for sale in Minnesota prior to July 1, 2011, and manufactured after July 1, 2011, must be in
27 compliance by December 31, 2011.

28 F. Any seals, perforations, or coverings for chance tickets must be approved by the board.

29

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

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

34 ~~A.~~ (1) manufacturer's name or its board-registered logo;

35 ~~B.~~ (2) game name, which must be identical to the game name on the flare for that deal;

36 ~~C.~~ (3) game serial number, which must be a minimum of five and a maximum of eight

37 characters, printed on the game information side of the pull-tab, and must not be repeated on

38 gambling equipment of the same form number for 3-1/2 years from the date of the manufacturer's

1 invoice to the distributor. There must not be more than one serial number in a deal;

2 ~~D.~~ (4) unique form number for that game;

3 ~~E.~~ (5) cost per play, not to exceed the limit under Minnesota Statutes, section 349.211; this
4 item does not apply to chance tickets;

5 ~~F.~~ (6) quantity of winners in each tier, and the respective winning numbers or symbols and
6 prize amount;

7 ~~G.~~ (7) paper tickets with an unopened, overall area of 1.6 square inches or less are exempt
8 from items D, E, and F; and

9 ~~H.~~ (8) paper tickets with an overall area of less than 2.5 square inches but more than 1.6
10 square inches are exempt from item F.

11 B. In addition to paragraph A, multiple chance game tickets must:

12 (1) contain a predetermined number of winning and losing tickets;

13 (2) contain a predetermined number of qualifying winning tickets which provide an option to
14 the player to forfeit the ticket for a chance ticket which may contain a prize greater than, equal to, or
15 lesser than the qualifying winning ticket; and

16 (3) contain a predetermined number of paper-style tickets designated as chance tickets.

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

18 (1) There must be the same number of qualifying winning tickets as there are chance tickets
19 in the game.

20 (2) A qualifying winning ticket must indicate that the ticket is a qualifying winning ticket.

21 (3) Qualifying winning tickets must contain a space for a player to mark in ink whether the
22 player's choice of:

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

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

25 D. For chance tickets, the game serial number must be printed under each tab and also on each
26 tab to identify a tab if separated or opened.

27

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

31 A. Except for folded and banded tickets, symbol blocks must be a minimum of 2.5/32 inch from
32 the die-cut edge of the ticket.

33 B. To be tamper-resistant, tickets must be designed, constructed, glued, and assembled to
34 prevent the determination of a winning or losing ticket before its sale to the public:

35 (1) from the outside of the ticket in any manner;

36 (2) without removing the tabs or opening the tickets to reveal the numbers or symbols;

37 (3) when using a light; or

38 (4) due to any manufacturing or color variations in the tickets.

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1 The glue must be of sufficient strength and type to prevent the separation or delamination of the
2 ticket.

3 C. All winning tickets must have a primary and secondary form of identifying a winner. A
4 secondary form of identifying a winner is not required for folded and banded tickets.

5 D. Winning tickets must comply with the following:

6 (1) tickets with both a primary and secondary win indicator must be designed so the win
7 indicators are a minimum of 3.5/32 inch from the die-cut edge of the ticket;

8 (2) if a win bar is used and extends into the column farthest from the hinged side of the
9 ticket, it must be 5/32 inch from the die-cut edge; and

10 (3) if randomly generated alphanumeric win indicators are used, they must be printed in the
11 space between the hinge and the column closest to the hinge, or located in any position except the
12 column farthest from the hinged side. Alphanumeric win indicators must be designed so that the code
13 numbers, or any color used to highlight the code numbers, are a minimum of 3.5/32 inch from the die-
14 cut edge.

15 E. Dimensions must be the same for all tickets in the deal.

16 F. Tickets must not contain coupons or discounts.

17 G. The winning tickets for a multiple seal or cumulative game must specify the seal to be opened
18 or uncovered by the seller.

19 H. Pull-tab tickets for an event game must be designed in such a way to avoid duplicate winning
20 hold tickets. This item pertains to event games allowed by Minnesota Statutes, section 349.1721,
21 subdivision 2.

22 I. Each deal must have an ideal sales and prize payout structure designed to result in a profit for
23 the game, not to exceed the limit under Minnesota Statutes, section 349.2113.

24 J. Chance ticket prize amounts must be randomly printed under the chance ticket's numbered
25 tabs or seals.

26 K. Chance tickets must be prepackaged and randomly placed by the manufacturer in a sealed,
27 perforated, or covered container for each chance ticket, which seal, perforation, or cover must be
28 broken to remove the chance ticket.

29 L. Chance tickets must be securely fastened or adjacent to the flare or associated placard,
30 subject to the board approval process.

31 M. Prize amounts must be randomly printed under the chance ticket tabs.

32
33 Subp. 1c. **Manufacturing standards for packaging of paper pull-tab and tipboard tickets.**

34 The packaging of paper pull-tab and tipboard tickets for each deal must comply with the following.

35 A. Winning tickets must be distributed and mixed among all other tickets in a deal to eliminate
36 any pattern between deals or portions of deals from which the location or approximate location of any
37 winning tickets may be determined. The deal must be assembled so that placement of winning or
38 losing tickets does not allow for the possibility of prize manipulation or selection of winning tickets.

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1 B. Subsets of a deal are not allowed.

2 C. A cumulative game may not contain more than 10,000 tickets in total for all deals in the
3 game.

4 D. Each deal's container must be sealed with a manufacturer's seal including a warning to the
5 purchaser that the game may have been tampered with if the container was received by the purchaser
6 with the manufacturer's seal broken.

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

9 (2) The seal must be:

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

11 (b) if tickets are packaged using a heat-sealed process with plastic with a minimum thickness of
12 2 mil, the seal must be printed or affixed on the plastic.

13 E. The serial number must be clearly and legibly placed on the outside of the deal's container.

14 F. Except for deals packaged using a heat-sealed process with plastic with a minimum thickness
15 of 2 mil, each pull-tab deal, including the flare and any other required information, must be sealed in
16 shrink-wrap. Each case of individual tipboard games in which the tipboard tickets are affixed to the
17 flare must be sealed in shrink-wrap. Displays containing sealed, perforated, or covered chance tickets
18 must be packaged with the corresponding multiple chance game.

19 G-H...

20
21 Subp. 1d. **Manufacturing standards for paper pull-tab and tipboard flares.** The front of the
22 paper pull-tab and tipboard flare must include:

23 A. manufacturer's name or board-registered logo;

24 B. game name and serial number, which must be identical to the same information printed on the
25 tickets in the deal;

26 C. unique form number for that game;

27 D. ticket count; the ticket count requirement does not apply to chance tickets;

28 E. prize structure, including the quantity of symbols or numbers for winning tickets by
29 denomination, with their respective winning symbol or number combinations. The prize amounts may
30 not exceed the limit under Minnesota Statutes, section 349.211;

31 F. cost per play, not to exceed the limit under Minnesota Statutes, section 349.211;

32 G-M...

33 N. a placard or flare for a tipboard game must also meet the requirements in Minnesota Statutes,
34 section 349.1711.

35 O. No qualifying statements on winning combinations are allowed.

36 P. In addition to paragraph A through O, multiple chance game flares must contain the following.

37 (1) Quantity and chance ticket prize amounts. The prize amounts may not exceed the limit
38 under Minnesota Statutes, section 349.211.

1 (2) All possible chance ticket results.

2 (3) The sealed, perforated, or covered display containing the chance tickets must be
3 attached to the flare.

4 (9) A warning on the flare informing organizations that compromised security of the seals,
5 perforations, or coverings containing the chance tickets requires immediate closure of deal.

6 Q. Ideal net receipts are determined by averaging the highest and lowest possible outcomes of
7 play.

8 R. The flare, or the sealed, perforated, or covered display containing chance tickets attached to
9 the flare, must be manufactured so that none of the information under seals, perforations, or coverings
10 can be determined in advance of opening the seals, perforations, or coverings in any manner or by any
11 device including but not limited to any pattern in manufacture, assembly, packaging, markings, or by
12 use of a light.

13 S. Maximum payout cannot exceed 85 percent. Chance tickets cannot exceed prize limits in
14 Minnesota Statutes, sections 349.211 and 349.2113.

15 T. To calculate the highest payout scenario, it must be assumed that all winning tickets are
16 redeemed.

17
18 Subp. 5. **Manufacturing standards for bingo number selection devices.** Bingo number
19 selection devices manufactured to be sold in Minnesota must include the manufacturer's name or its
20 board-registered logo and conform to the following standards.

21 A. Each device must ensure random selection of all 75 bingo numbers.

22 B. Each device must not be able to be manipulated by a person to alter the outcome of a bingo
23 game.

24 C. Each device must be manufactured solely for the purpose of conducting lawful gambling.

25 D. Bingo board requirements are as follows:

26 (1) Bingo boards manufactured to be sold in Minnesota must have printed on the face of the
27 board the following.

28 (a) The manufacturer's name or board-registered logo.

29 (b) The game name.

30 (c) The form number.

31 (d) The serial number.

32 (e) The bar code.

33 (f) A state of Minnesota symbol that is at least one inch high and one inch wide consisting
34 of an outline of the geographic boundaries of Minnesota with the letters "MN" inside the outline.

35 (2) The exterior of the seals or tabs must contain the sequential numbers 1 through 75. All
36 numbers 1 through 75 must be used.

37 (3) One of 75 randomly placed bingo letter and number combinations must be placed beneath
38 each sequentially numbered seal or tab.

1 (4) Bingo boards must be tamper resistant. To be tamper resistant, a bingo board must be
2 designed, constructed, glued, or otherwise assembled to prevent the determination of a number under
3 the tab or seal prior to the caller removing the tab or seal. Bingo boards must:

4 (a) have no visual variations of any kind; and

5 (b) not show numbers under tabs or seals when holding up to a light.

6 The glue or seal must be of sufficient strength and type to prevent the separation or
7 delamination of the ticket.

8 (5) The bingo board must list the order of seals to be opened.

9 (6) The bingo board may contain a flashboard to list the order of the ball call.

10 (7) The bingo board may only be used as a bingo selection device in accordance with
11 Minnesota Statutes, chapter 349.

12 (8) Each bingo board must not be able to be manipulated by a person to alter the outcome of
13 a bingo game.

14 (9) Each bingo board must be manufactured solely for the purpose of conducting lawful
15 gambling.

16
17 **Subp. 6a. Manufacturing standards for raffle boards.**

18 A. Raffle boards manufactured to be sold in Minnesota must have printed on the face of the
19 board or placard the following.

20 (1) The manufacturer's name or board-registered logo.

21 (2) The form number.

22 (3) The serial number.

23 (4) The bar code.

24 (5) A state of Minnesota symbol that is at least one inch high and one inch wide consisting of
25 an outline of the geographic boundaries of Minnesota with the letters "MN" inside the outline.

26 (6) The cost per single entry.

27 (7) A blank space for an organization to write the organization's name, the date of the raffle,
28 and location of the raffle.

29 (8) A blank space for an organization to write, in ink, the list of prizes.

30 (9) "Winner selection must be based on random drawing(s) of stubs."

31 (10) All stubs in a raffle must be contained on one raffle board for each raffle.

32 (11) Language stating that the use of a raffle board relating to the outcome of an athletic or
33 sporting event is illegal gambling.

34 B. A raffle board must contain stubs which must be identical in size.

35 C. Each stub must:

36 (1) contain a preprinted number identical to the number preprinted underneath the stub on
37 the raffle board to which it is attached;

38 (2) contain the board's unique serial number; and

1 (3) be sufficiently large for a player to print his or her name and contact information.

2
3 **7864.0235 ELECTRONIC PULL-TAB GAME SYSTEM STANDARDS AND REQUIREMENTS.**

4 Subpart 1. **Manufacturing standards for design and manufacture of electronic pull-tab**
5 **tickets, electronic pull-tab devices, and electronic pull-tab game systems.** In addition to the
6 provisions of Minnesota Statutes, sections 349.12, subdivisions 12b, 12c, and 12d; 349.1721,
7 subdivision 4; and 349.211, subdivision 2a, electronic pull-tab tickets, devices, and game systems
8 must meet the requirements contained in this part.

9
10 Subp. 9a. **Operating system software versions; updates.** Each manufacturer’s device must
11 use the same version of operating software. All updated operating system software versions must
12 bring all software to the most current version available.

13
14 Subp. 10a. **Daily system close for update.** All electronic linked bingo game systems must
15 automatically close and update all site activity from previous day to the central server by 2:30 a.m.
16 central time.

17
18 Subp. 11. **Secure communication.** Connections between all components and access points of
19 the electronic game system must only be through the use of secure communication protocols which are
20 designed to prevent unauthorized access or tampering, employing:

21 A. Advanced Encryption Standard (AES) specifications as defined by the National Institute of
22 Standards and Technology (NIST); and

23 B. IEEE 802.11 standards contained in the Wi-Fi Protected Access II (WPA2) authentication
24 protocols.

25
26 Subp. 34. **Electronic game system.**

27 A. Each component of an electronic game system must function as indicated by the
28 communication protocol implemented by the licensed manufacturer of the electronic pull-tab game
29 system.

30 B. All communication between a server and the electronic pull-tab devices must use
31 authentication and encryption protection employing Advanced Encryption Standard (AES) specifications
32 as defined by the National Institute of Standards and Technology (NIST) to provide secure
33 authentication of the device and the server, ensuring the integrity of the data communicated, and for
34 confidentiality.

35 C. The communicated data must be encrypted. All systems must require virtual private network
36 (VPN) or secure sockets layer (SSL) encrypted tunneling protocols unless otherwise approved by the
37 board. The certified testing laboratory must examine each submitted electronic game system to
38 ensure that the proposed field configuration is secure. The certified testing laboratory may provide

1 additional security recommendations to maintain the integrity of the configuration.

2 D. The electronic game system must be capable of being tested by the board to verify approved
3 product.

4
5 Subp. 38. **Prior board approval required for electronic gambling equipment;**
6 **conformance with standards for previously approved electronic gambling equipment;**
7 **independent laboratory testing required for certain electronic gambling equipment.** This
8 subpart applies to board approval of electronic gambling equipment, conformance with standards for
9 previously approved electronic gambling equipment, and independent laboratory testing required for
10 certain electronic gambling equipment.

11 A. Before the sale, lease, or distribution of any electronic gambling equipment in Minnesota, a
12 manufacturer must obtain prior board approval for the electronic gambling equipment. The
13 manufacturer must provide to the director at no charge the following:

14 B-C

15 D. The board must notify the manufacturer in writing no later than five days after a board
16 meeting of the board's decision on whether the product is approved for sale in Minnesota. ~~Board~~
17 ~~approval is not considered approval of the bar code required by the commissioner of revenue.~~

18 E-K

19
20 **7864.0240 MANUFACTURER OPERATIONS, ACCOUNTS, REPORTS, AND RECORDS.**

21 Subp. 4. **Return of paper pull-tab and tipboard games, raffle boards, or bingo boards;**
22 **determination of defective game; credit invoice issued.** A manufacturer must accept the return
23 of a game of paper pull-tabs or tipboards, raffle boards, or bingo boards from a distributor if the game
24 was not manufactured according to the standards in part 7864.0230 and take the following corrective
25 actions.

26 A. For games or boards returned before being put into play, the following apply.

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

32 (2) If the manufacturer ships a new game or board to replace the returned game or board,
33 the manufacturer must prepare a new invoice for the new game or board.

34 (3) If the returned game or board was not manufactured according to the standards in part
35 7864.0230 and cannot be brought into compliance, the manufacturer must destroy the game or
36 board. At the board's request, the manufacturer must furnish documentation stating that the game or
37 board was destroyed.

38 B. For games or boards returned during play or after being removed from play, the following

1 apply.

2 (1) Within 15 business days of receiving a game or board from a distributor, the
3 manufacturer must determine whether the game or board was manufactured according to the
4 standards. The manufacturer must return the game or board to the distributor, who will return it to
5 the organization to keep as a played game or board.

6 (2) Within 15 business days of determining that the game or board was not manufactured
7 according to the standards, the manufacturer must issue a credit invoice to the distributor for the cost
8 of the game or board, including any valid and documented losses over which the organization had no
9 control or ability to prevent and which were reimbursed by the distributor. A copy of the credit invoice
10 must be filed electronically as required by the commissioner of revenue.