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Minnesota Gambling Control Board

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## Conduct of Raffle Using Alternative Method of Selecting Winners

### **"Cow-A-Bunga Bingo" Raffle**

Approved September 17, 2007; amended May 17, 2010

The following game concept and game requirements may be used for a "Cow-A-Bunga Bingo" raffle.

#### **Game Concept**

Tickets would be sold like any regular raffle activity and each ticket would be assigned by event organizers to a specific grid location on a "drop area". The method of determining the winning entry would be based on the random dropping of a cow pie or by a drawing if a cow pie does not materialize within the allotted timeframe for the event. The grid containing the largest amount of the cow pie, as determined by independent judges, would be the winner.

#### **Game Requirements**

- Raffle tickets must include all relevant information required by Board rule and include a matching stub to record player information (name; address; phone #).
- Player/ticketholder is not required to be present to win.
- No tickets may be sold after the event begins.
- The method for determining the winning ticket must follow one of these guidelines:
  - The "stubs" will be placed in individually sealed, non-transparent envelopes by event organizers, randomly mixed, and then placed on a "grid board" which matches the actual grid used, or
  - The "stubs" will be placed in individually sealed, non-transparent envelopes and marked with a corresponding grid number prior to start of event and secured by one of the judges until the winning grid is determined, or
  - A computer-generated random number selection method may be used to determine grid placement of pre-numbered tickets. The computer-generated random selection print out must be produced prior to start of event and signed and sealed in an envelope by two judges. (Go to [www.random.org/sequences/](http://www.random.org/sequences/) for a suggested random number generator.)

(The sealed envelopes are a strict requirement in order to avoid any prior knowledge and manipulation or interference by players or spectators prior to or during the conduct of the cow in the grid area.)

- The actual grid area must be clearly marked with all grids being of equal shape and size and the area protected with a barrier or fence. Spectators must not interfere with progress of the event.
- At the designated time, a cow will be led into the grid area by an appropriate handler and let free to roam within the area until a cow pie is placed on a grid or the time allotment has expired. Upon completion of a cow pie or time allotment, the cow will be escorted out of the area by the handler and the independent judges (who are not allowed to participate in the raffle) will determine the results. If a cow pie occurs, the sealed envelope(s) matching the winning grid(s) are opened to determine winning player(s) and posted for public viewing. If there is no cow pie, the winner will be determined by a random drawing.
- The grid containing the biggest volume of cow pie will determine the top prize winner. Additional winners may be determined based on proximity to the top prize winner or as defined in House Rules by the event organizers.
- If a cow pie lands on a grid which is determined to be an "unsold" grid, the winner will be the closest "sold" grid in proximity to the cow pie.
- The organization must publicly post the "Rules of the Game" so all participants understand the conduct of the event, and the results or the decision of the judges will also be publicly posted.
- All sold and unsold tickets must be accounted for.

**If you have any questions regarding conduct, contact the  
Gambling Control Board at 651-539-1900.**