Gambling Control

Minnesota Gambling Control Board

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MULTIPLE CHANCE AND MULTIPLE SEAL PULL-TAB GAME STANDARDS AND REQUIREMENTS

Checklist

Manufacturing standards for the design and manufacture of Multiple Chance and Multiple Seal Pull-Tab Games

The Minnesota Gambling Control Board (Board) is responsible for the regulation of lawful gambling in Minnesota as mandated under Minnesota Statutes, Chapter 349.

This document outlines the integrity/approval requirements for multiple chance and multiple seal pull-tab games. All multiple chance and multiple seal pull-tab games must meet the requirements contained within this document and the terms and conditions set forth in statute and rule for the manufacture and use of multiple chance and multiple seal pull-tab games.

Minnesota Gambling Control Board
8/15/2016

_____ _____/_____/_____

Manufacturer **Date Submitted**

_____ _____

Name of Multiple Chance Pull-Tab Game **Form Number**

MULTIPLE CHANCE/MULTIPLE SEAL PULL-TAB GAME REQUIREMENTS (349.1721, s. 5; 349.211; 349.2113; 7861.0210, s. 36a & 37; 7864.0230, s. 1a, 1d)

All statutes and rules pertaining to the manufacture and operation of paper pull-tab games apply to multiple chance and multiple seal pull-tab games.

	1. Games must contain the manufacturer's name and logo.
	2. Games must contain the game name.
	3. Games must contain the form number.
	4. Games must contain the serial number.
	5. Games must contain the bar code.
	6. Games must contain a state of Minnesota symbol that is at least 1" high and 1" wide consisting of an outline of the geographic boundaries of Minnesota with the letters "MN" inside the outline.
	7. Games must contain the ticket count (ticket count does not apply to the chance tickets).
	8. **Multiple chance** games must contain a predetermined number of winning and losing tickets.
	9. **Multiple chance** games must contain predetermined number of qualifying winning tickets which provide an option to the player to forfeit the ticket for a chance ticket which may contain a prize greater than, equal to, or lesser than the qualifying winning ticket.
	10. **Multiple chance** games must contain a predetermined number of tickets designated as chance tickets or seals.
	11. **Multiple chance** games must contain prize amounts for the non-chance tickets that do not exceed the limits under Minn. Stat. Sec. 349.211 and 349.2113.
	12. **Multiple seal** games must contain a predetermined prize amount under a seal matching the qualifying pull-tab ticket. Ticket may/may not identify window to choose.
	13. **Multiple seal** game prize amounts may not exceed the limits under Minn. Stat. Sec. 349.211 and 349.2113.

MULTIPLE CHANCE/MULTIPLE SEAL PULL-TAB GAME – FLARE (349.211; 349.2113; 7861.0280, S. 5; 7864.0230, s. 1d)

All statutes and rules pertaining to the manufacture of flares apply to multiple chance and multiple seal pull-tab game flares.

	1. The flare must contain the manufacturer's name or Board-registered logo.
	2. The flare must contain the game name and serial number, which must be identical to the same information printed on the tickets in the deal.
	3. The flare must contain the form number.
	4. The flare must contain the ticket count (ticket count does not apply to the chance tickets).
	5. The flare must contain the prize structure. Flares must accurately reflect winning combinations; no disclaimers for variations of winning combinations are allowed.
	6. The flare must contain the cost per play (not to exceed the limit under Minn. Stat. Sec. 349.211).
	7. For **multiple chance** games, the flare must state that a chance ticket includes the possibility of a prize greater than, equal to, or lesser than the qualifying winning ticket being forfeited.
	8. For **multiple chance** games, the flare must contain a warning informing organizations that compromised security of the seals, perforations, or coverings containing the chance tickets requires immediate closure of deal.

	9. For **multiple chance** games, the flare must state the quantity of chance tickets and chance ticket prize amounts.
	10. For **multiple seal** games, the flare must state all possible seal results.
	11. For **multiple seal** games, the seals on the flare must be numbered.
	12. For **multiple seal** games, the seal prize must be on the back of the tab when uncovered.

MULTIPLE CHANCE/MULTIPLE SEAL PULL-TAB GAME – CHANCE TICKETS/DISPLAYS (349.211; 7861.0210, s. 10b; 7864.0230, s. 1b; 1c; 1d)

	1. Chance ticket displays must be tamper-resistant and sealed, perforated, or covered.
	2. Chance ticket displays must be constructed of a tamper-resistant material which indicates tampering if the seal, perforation, or other covering is broken.
	3. The chance ticket display must be manufactured so that none of the information in the chance tickets can be determined in advance of opening the chance tickets in any manner or by any device including but not limited to any pattern in manufacture, assembly, packaging, markings, or by use of a light.
	4. For **multiple chance** games, chance ticket displays must have the game's name, form number, serial number, and prize tiers clearly printed on the display. A display constructed of transparent material whereby this information is visible on the chance tickets satisfies this provision.
	5. For **multiple chance** games, chance ticket displays containing chance tickets must be packaged with the corresponding multiple chance game.
	6. For **multiple chance** games, chance ticket removal requires the breaking of the perforation, seal, or other covering.

MULTIPLE CHANCE/MULTIPLE SEAL PULL-TAB GAME – TICKETS

All statutes and rules pertaining to the manufacture of pull-tab tickets apply to multiple chance and multiple seal tickets. (349.1721, s. 5; 7864.0230, s. 1a-1d)

	1. Multiple chance and multiple seal pull-tab game tickets must include: • The manufacturer's name or Board-registered logo.
	• The game name, which must be identical to the game name on the flare for that deal.
	• The game serial number.
	• The game form number.
	• Cost per play, not to exceed the limit under Minn. Stat. Sec. 349.211 (this item does not apply to chance tickets).
	• Quantity of winners in each tier, and the respective winning numbers or symbols and prize amount, except chance tickets shall also display the quantity of winners for each tier of winning prizes contained in the game's chance tickets.
	2. There must be the same number of qualifying winning tickets as there are chance tickets in the game.
	3. **Qualifying winning tickets** must be randomly placed among and mixed with all other tickets in a deal by the manufacturer.
	4. Each **qualifying winning ticket** must indicate that the ticket is a qualifying winning ticket.
	5. Each **qualifying winning ticket** must provide an option to the player to forfeit the ticket for a multiple chance ticket or seal.
	6. Each **qualifying winning ticket** must specify the seal to be opened or uncovered by the seller, or indicate that the player may select the seal to be opened.
	7. Each **qualifying winning ticket** must contain a space for a player to indicate in ink the player's choice of forfeiting or redeeming the prize indicated on the qualifying winning ticket.
	8. **Qualifying winning ticket** prizes may not exceed $75.

	9. **Chance tickets** must correspond to the game identified on the flare.
	10. **Chance tickets** must be randomly placed by the manufacturer in a chance ticket display.
	11. Each **chance ticket** must be individually sealed in a separate section of the chance ticket display.
	12. **Chance tickets** must display the quantity of winners for each tier of winning prizes contained in the game's chance tickets.
	13. **Chance tickets** do not have cost per play printed on them.

Other Features/Findings:

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