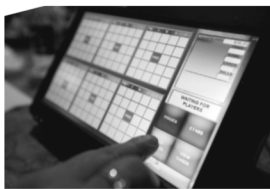


ELECTRONIC GAMES

This chapter contains information on the conduct and reporting of electronic pull-tabs and electronic linked bingo.



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Common Terms	
Bar op (electronic games)	Method of selling electronic pull-tabs or electronic linked bingo devices at a leased premises by the lessor or lessor's employee from the common area where food and on-sale or off-sale of intoxicating liquor or 3.2% malt beverages are sold.
Booth op (electronic games)	Method of selling electronic pull-tabs or electronic linked bingo devices by an employee or volunteer of a licensed organization from a separate enclosure (in an owned or a leased premises) that is distinct from areas where food and beverages are sold.
Cash out	Cash out is redeeming credits on an electronic pull-tab or electronic linked bingo device to zero credits.
Electronic game cash on hand	Electronic game cash on hand is the total amount of cash and money orders in the cash drawer used for electronic pull-tabs or electronic linked bingo.
Electronic game occasion	<ul style="list-style-type: none"> • Electronic games may be played from 8:00 a.m. to 2:00 a.m. CST, and all play during this period is considered an electronic game occasion for reporting purposes. • There is no limit on the number of games that may be conducted during an electronic game occasion.
Electronic game system	All components in electronic, computer, mechanical, or other technologic form that function together to support the play of one or more electronic pull-tab games and electronic linked bingo games.
Electronic linked bingo device	<ul style="list-style-type: none"> • Handheld, portable electronic device used to play an electronic linked bingo game that is linked with other permitted premises allowing play against other bingo players. • Requires coded entry to activate play but does not allow the use of tickets, tokens, coins, currency, or other cash equivalent to be inserted to activate play.
Electronic linked bingo gross receipts	The value of credits wagered on electronic linked bingo games.
Electronic linked bingo net proceeds at premises	The difference between the electronic linked bingo gross receipts and the electronic linked bingo prizes awarded at the premises.
Electronic linked bingo net receipts	The difference between the electronic linked bingo gross receipts and the electronic linked bingo prizes paid.
Electronic linked bingo prizes awarded at premises	The value of credits awarded at the premises for electronic linked bingo prizes.
Electronic linked bingo prizes paid	The portion of the linked bingo prize pool that is allocated to an organization's electronic linked bingo gross receipts at a premises.
Electronic net value of credits or electronic net	The dollar value difference between the credits purchased during an electronic game occasion and the credits redeemed at the premises during the electronic game occasion.

Common Terms (continued)	
Electronic pull-tab device	<ul style="list-style-type: none"> • Handheld, portable electronic device used to play electronic pull-tab games. • Requires coded entry to activate play but does not allow the use of coin, currency, tokens, or other cash equivalent to be inserted to activate play. • Requires player to activate or open each electronic pull-tab ticket and each individual line, row, or column of each ticket. • Maintains credit play accumulated that may be applied to games in play or redeemed upon termination of play. • May incorporate an amusement game feature as part of a game, but may not require additional consideration for that feature, or award any prizes or other benefit for that feature.
Electronic pull-tab game	<ul style="list-style-type: none"> • Contains predetermined number of winning and losing tickets, not to exceed 7,500 tickets. • Contains an electronic game flare that displays game name, form number, predetermined number of tickets in the game, and prize tier. • Price of each ticket may not be less than .25¢ and may not exceed \$5. • Tickets from up to two deals of the same form number and ticket price may be commingled. • Form number and serial number is listed on each ticket.
Electronic pull-tab gross receipts	The value of credits wagered on electronic pull-tab games.
Electronic pull-tab net receipts	The difference between the electronic pull-tab gross receipts and the electronic pull-tab prizes awarded.
Electronic pull-tab prizes awarded at premises	The value of credits added to an electronic device at the premises for electronic pull-tab game prizes.
Electronic pull-tab prizes paid	The total electronic pull-tab prizes paid in cash at a premises and any electronic pull-tab prizes paid by check.
House rules	House rules, developed by your organization, are rules that govern the conduct of lawful gambling. They are posted in close proximity to the point-of-sale system and must be visible at the point of sale.
Point-of-sale (POS) station	<ul style="list-style-type: none"> • On-site computer or system used to communicate with devices using a secure wi-fi connection. • Seller assigns cash credits to devices using the point-of-sale system.
Total value of credits purchased	The value of electronic game credits purchased by the player from the seller.
Total value of credits redeemed	The value of credits on an electronic game device when it is returned to the seller to cash out.
Unredeemed credits	The value of credits available for play on an electronic pull-tab or electronic linked bingo device.

Conducting Electronic Pull-Tab Games

For information on who may and may not participate in lawful gambling, see Chapter 3, page 20.

Electronic pull-tabs are played similarly to paper pull-tabs. A player buys a ticket with one or more windows concealing symbols. The player opens the window or windows to determine whether the symbols on the ticket match the winning symbols as listed on the game flare.

Although electronic pull-tab games play in almost the same way, there are some differences in the way electronic pull-tab games are conducted.

- There are no paper pull-tab tickets to count, deface, or store.
- A player pays cash to a seller who then puts cash credit on a handheld device.
- The devices “communicate” with an on-site point-of-sale (POS) system using a secure wi-fi connection.
- The player uses the cash credit on the device to purchase electronic pull-tab tickets one at a time.
- A single cash drawer, similar to the cash register system currently allowed for paper pull-tabs, is used for all electronic games in play.
- Deposits for electronic gambling net receipts at a premises are required within four business days when:
 - the cumulative total net receipts reach \$2,000, and
 - after the close of business on the last day of each month but before the start of business of the next month.
- Winning electronic tickets are redeemed instantly by automatically adding cash credit to the handheld device.
- A prize receipt form is required when cashing out credits of \$600 or more on an electronic pull-tab device.
- A winner verification form is required for individual electronic progressive pull-tab prizes (and for linked bingo prizes) of \$600 or more.
- Money is paid to players only when the device is returned with a cash credit balance.

Purchasing Electronic Pull-Tab Games

- Electronic pull-tab games are ordered from a licensed distributor in the same way as paper pull-tabs, but are “delivered” to the site electronically as determined by the licensed organization and distributor.
- The actual purchase is made as each game is made available for play on the electronic devices. Payment is based on a percentage of the game’s actual net receipts.
- The distributor will provide your organization with an invoice by the 10th day of the month that includes the following information for the previous month's electronic activity:
 - Gross receipts.
 - Prizes awarded.
 - Prizes paid by check.
 - Net Receipts.
 - Electronic fees.
 - Electronic bingo prizes payable.
 - The GCBReports line numbers where the amounts are to be reported on the organization's monthly reports to the Board.

Obtaining Electronic Pull-Tab Equipment and Handheld Devices

- The POS system, handheld devices, and other equipment needed to conduct electronic pull-tab games are provided by or leased from a licensed distributor.
- For leased premises, the cost of the internet access and equipment necessary to bring the secured network link needed to operate the electronic pull-tab system must be paid by the lessor.

Conducting Electronic Pull-Tab Games (continued)

Use of Electronic Pull-Tab Devices and Limits

The use of electronic pull-tab devices are allowed for play at permitted premises:

- where on-sale liquor or on-sale 3.2% beer is sold;
- where the organization also sells paper pull-tabs at the site; or
- where an organization has consent from an organization already selling paper pull-tabs at the site.

Electronic pull-tabs may not be conducted between the hours of 2:00 a.m. and 8:00 a.m. CST

The number of electronic pull-tab devices available for play at each site is limited to:

- six at sites with less than 200 seats;
- twelve at sites with 200 or more seats; and
- fifty at sites where the primary business is bingo (bingo hall) and the site seats at least 100 people. Seating capacity is determined by the fire marshal and is posted at each site.

Electronic Pull-Tab Game Requirements

- 25¢ minimum ticket price.
- \$5 maximum ticket price (same as paper pull-tabs).
- Prize limits are the same as for paper pull-tabs.
- 7,500 ticket maximum per deal.
- Electronic pull-tab games may be commingled. (Tickets from two deals of the same form number and ticket price are electronically "mixed" together. When a player purchases a ticket, it is randomly selected from either of the commingled deals.)
- The form number and serial number is listed on each ticket purchased.

Electronic Portal Access

The electronic reporting portal must be secured and only available to the following individuals using a unique identifying username and password:

- The organization's gambling manager.
- Authorized organization members who are not sellers.
- The organization's accountant.
- The licensed distributor.

Closing Electronic Games

Some electronic pull-tab games have an automatic game close feature. For these games, the organization's gambling manager may choose this feature before putting games into play. This feature is an automatic program that applies chosen parameters, selected by the gambling manager, that are used to determine whether to close a game in play.

- The parameters may trigger a game to close during or after business hours, OR
- The organization's gambling manager may choose to close electronic pull-tab games manually. This feature allows a gambling manager or authorized organization member to close a game and permanently end ticket sales for that game.

Regardless of whether you select manual or automatic electronic closing, electronic pull-tab game systems allow the gambling manager or authorized individuals the option to close games early.

Conducting Electronic Pull-Tab Games (continued)

Sales to Players

- Each seller must login to the point-of-sale (POS) system using his or her unique login credentials. (Personal identification codes and passwords may not be shared or used by others. Generic IDs such as "cashier" or "bar" are prohibited.)
- Sellers must verify that the player is 18 or older.
- The player gives cash to the seller for the amount of cash credit the player would like loaded on the handheld device.
- The seller documents the cash received in the POS station, loads the electronic device with the appropriate credits, and provides the player the electronic device.

Using a Handheld Device to Purchase Electronic Pull-Tabs

- The player selects an electronic pull-tab game from a list of games currently in play.
- The player is able to view game flare information.
- When the player purchases a ticket, the cash credit amount goes down.
- When the player wins, the cash credit increases.

House Rules

- The minimum size for the house rules sign is 11" x 17". The house rules governing the conduct of lawful gambling must be clearly visible at the point of sale. The house rules must include all policies of your organization that affect the play of the game, including any restrictions in addition to those imposed by Minnesota Statutes, Section 349.181, on who may participate in the conduct of lawful gambling at the premises.
- For electronics, your house rules must state that your organization may remove a device from play that has not been in active mode for a specified period of time (determined by your organization).
- Your house rules should also state that each player is limited to the use of one device at a time.
- The house rules for electronics may include items such as:
 - Cash only. Money orders, cashier's checks, and travelers checks may be accepted. Checks, credit cards, or debit cards not accepted.
 - A player must have a driver's license or government-issued picture ID to check out and play an electronic pull-tab device and to redeem credits of \$600 or more.
 - The organization reserves the right to refuse service for disruptive or offensive behavior.

"Cashing Out" Electronic Pull-Tab Devices

- If cash credit remains on the device when the player discontinues playing, the player brings the device to the seller. The seller then pays the player for the value of the cash credit on the device.
- A prize receipt is required for cashing out \$600 or more. This amount is per cash out and not cumulative of a person's winnings throughout the day.
- For electronic progressive pull-tab prizes of \$600 or more:
 - The organization has the winner complete a winner verification form.
 - The organization furnishes the winner with applicable federal and state tax forms, if any, and collects completed federal and state tax forms, if any.
 - After withholding tax, if applicable, the organization processes payment
 - The winner is paid by check, cash or combination of check and cash within four business days of receipt of required documentation.
 - The organization maintains documentation for 3-1/2 years.
- If a handheld device has any cash credits remaining on it that were not redeemed by the end of the day's activity, the unredeemed cash credits revert to the organization.

Conducting Electronic Pull-Tab Games (continued)

Winner Verification Form

WINNER VERIFICATION FORM — Complete in ink. Staple winning bingo card, if any, to this form.		
Organization name, address, city, state, zip	Date and time (a.m./p.m.)	Value of prize \$
<input type="checkbox"/> Electronic linked bingo prize of \$600 or more <input type="checkbox"/> Linked bingo prize of \$600 or more <input type="checkbox"/> Progressive electronic pull-tab prize of \$600 or more		
Site name, address, city, state, zip	Receive prize via (please check one)* <input type="checkbox"/> ACH <input type="checkbox"/> Check	
For ACH only:		
Bank Name		
Routing #		
Account #		
Game name:	Serial #:	
RECEIVED BY		
Name (print)		
Address	Phone #	
City, state, zip		
Driver's license number or ID# from other picture identification	State	
I certify that I am of legal age to claim this prize (age 18 or older); I am an eligible participant not involved in the conduct of lawful gambling pursuant to Minnesota Rules, Part 7861.0260, subpart 1, item C, and Minnesota Statutes, Section 349.181, subdivisions 3-5; I am not claiming this prize on behalf of another person; and all applicable winnings will be reported. I certify the information provided is true and correct, and I am not claiming this prize by means of fraud, deceit, or misrepresentation, under penalty pursuant to Minnesota Statutes, Section 609.763.		
Winner's signature, in ink	Seller's signature, in ink	
PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LG0008 7/19)		

Prize Receipt Form

PRIZE RECEIPT FORM Complete in ink. Staple winning ticket, and winning seal, if any, to prize receipt.*		
Organization name	Date and time (a.m./p.m.)	Value of prize \$
Name of game		
<input type="checkbox"/> Bingo \$100+ <input type="checkbox"/> Electronic device credits \$600+ <input type="checkbox"/> *Tipboard \$100+ <input type="checkbox"/> *Paddlewheel \$100+ <input type="checkbox"/> *Paper pull-tab \$100+ <input type="checkbox"/> *Last sale prize \$20 or more <input type="checkbox"/> Bingo alternative prize \$ _____		
Site location	Game serial number	
RECEIVED BY		
Name (print)		
Address		
City, state, zip		
Driver's license number or ID# from other picture identification	State	
Winner's signature, in ink	Seller's signature, in ink	
PREPARED BY THE MINNESOTA GAMBLING CONTROL BOARD (LG0007 7/16)		

Conducting Electronic Pull-Tab Games (continued)

Depositing Electronic Game Income

After the close of business on the last day of each month, organizations are required to separate the electronic game starting cash bank amount from the total amount of cash in the electronic game cash drawer. The amount in excess of the starting cash bank amount must be placed in a safe and deposited within four business days.

- For example, if the site's starting cash bank amount for electronic games was \$2,000, and the total amount in the electronic game cash drawer at the close of business on July 31 was \$3,118, the organization must place \$1,118 ($\$3,118 - \$2,000 = \$1,118$) in a separate envelope or pouch and store that money in the organization's safe. Within four business days of August 1, the \$1,118 must be deposited into the organization's gambling account.
- This procedure will allow you to easily track the electronic game cash received but not deposited for each month. Be sure that the amount reported on your LG100F Lawful Gambling Fund Reconciliation, line 6, is accurate and matches the amount in your safe pending deposit. Many organizations overstate their "cash received but not deposited" amount in order to get their profit carryover to reconcile with their bank balance. That's why it's important to double-check this amount for accuracy before submitting monthly GCBReports file.

Any time during the month that your cumulative "electronic net" (the dollar value difference between the credits purchased during an electronic game occasion and the credits redeemed at the premises during the electronic game occasion) reaches or exceeds \$2,000, you are required to make an electronic game deposit within four business days bringing the cash bank back to the original starting cash bank amount.

- For example, if the site's starting cash bank for electronics was \$2,000, and the total amount in the electronic game cash drawer at the close of business on July 15, was \$4,138, the organization must initiate a deposit of \$2,138 ($\$4,138 - \$2,000 = \$2,138$). These funds must be deposited into the organization's gambling account within four business days of July 15.
- Remember that regardless of the number of deposits made during the month, you'll always make a deposit (within four business days of the first of the month) of whatever amount is in the electronic game cash drawer less the starting cash bank amount after the close of business on the last day of the month.

Conducting Electronic Linked Bingo Games

Electronic linked bingo is played on a handheld and portable electronic device linked to participating sites throughout the state that allows players to participate simultaneously for a statewide progressive jackpot. Games are operated by a licensed "linked bingo game provider". Although electronic linked bingo games play in similar ways to regular bingo games, there are some differences in the way the electronic games are conducted.

- New games may start continuously.
- There are no paper bingo sheets to count, deface, or store.
- A player pays cash to a seller who then loads cash credit on a handheld device.
- The devices "communicate" with an on-site POS system using a secure wi-fi connection.
- The player uses the cash credit on the device to purchase electronic bingo cards, limited to 36 faces per game.

Conducting Electronic Linked Bingo Games (continued)

- A single cash drawer, similar to the cash register system currently allowed for paper pull-tabs, is used for all electronic games in play.
- Deposits for electronic gambling net receipts at a premises are required within four business days when:
 - the cumulative total net receipts reach \$2,000, and
 - after the close of business on the last day of each month but before the start of business of the next month.
- Licensed organizations conduct electronic linked bingo on behalf of the linked bingo game provider and receive an allocated share of the linked bingo game provider's overall net receipts.

Obtaining Electronic Linked Bingo Equipment and Handheld Devices

- The POS system, handheld devices, and other equipment needed to conduct electronic linked bingo games are provided by or leased from a licensed distributor contracted through the linked bingo game provider.
- For a leased premises, costs of the internet access and equipment necessary to bring the secured network link needed to operate the electronic linked bingo system must be paid by the lessor.

Sales to Players

- Each seller must login to the POS system using his or her unique login credentials. (Personal identification codes and passwords may not be shared or used by others. Generic IDs such as "cashier" or "bar" are prohibited.)
- Sellers must verify that the player is 18 or older.
- The player gives cash to the seller for the amount of cash credit the player would like loaded on the handheld device.
- The seller documents the cash received in the POS station, loads the electronic device with the appropriate credits, and provides the player the electronic device.

Using a Handheld Device to Purchase Electronic Linked Bingo Cards

- Player is able to view bingo game information.
- When player purchases a bingo card, cash credit amount goes down.

"Cashing Out" Electronic Linked Bingo Devices

- Prizes of less than \$600 are paid instantly by automatically adding cash credit to the handheld device.
- A prize receipt form is required for cashing out a device with \$600 or more in credits.
- A winner verification form is required for individual prizes of \$600 or more:
 - The winner completes the winner verification form.
 - The organization furnishes the winner with applicable federal and state tax forms, and collects completed federal and state tax forms, if any.
 - The organization provides the electronic linked bingo game provider with the completed winner verification form.
 - The winner is paid by check directly from the linked bingo game provider within three business days of verification of the winning bingo.
 - The organization maintains documentation for 3-1/2 years.
- If a handheld device has any cash credits remaining on it that were not redeemed by the end of the day's activity, the unredeemed cash credits revert to the organization.

Monthly Reporting of Electronic Games

Starting Cash Banks

If Lessor Provides Start Bank:

- The lessor may provide the starting cash bank if electronic games are sold by the lessor or the lessor's employees. The organization's gambling manager should work with the lessor to determine the appropriate bank amount. A typical starting cash bank amount for electronic pull-tabs is \$2,000.
- The lessor is responsible for having sufficient cash on hand to pay players for the cash credit amounts on all returned electronic game devices.

If Organization Provides Start Bank:

- The organization is responsible for having sufficient cash on hand to pay players for the cash credit on all returned electronic game devices.
- It's recommended that the organization maintain a reserve start bank in a safe located at the site. If necessary, these funds can be used to replenish the start bank at the end of the day's activity when the ending cash balance is lower than the starting cash bank amount.
- If a reserve bank is maintained, the organization should keep a log of all funds taken from and returned to the reserve bank.

Daily Records and Reports—Forms to Use

Complete and keep the following required forms:

- LG861e Daily Cash Bank Accounting for Electronic Pull-Tabs and Electronic Linked Bingo (if the organization provides the starting cash banks).
- Worksheet - Electronic Game Occasion Deposit (if the lessor provides the cash bank).

The LG861e is a required form for all organizations that conduct electronic pull-tabs or electronic linked bingo at sites where the organization provides the starting cash bank for these games. A tutorial with helpful information on completing the LG861e, used for both electronic linked bingo and electronic pull-tabs, is available by going to www.mn.gov/qcb (Quick Links, "Electronic game information", or "All Forms by Form Number", LG800 series for LG861e tutorial).

The LG861e is similar to the LG861 form used for each deal of paper pull-tabs in that it tracks the cash drawer amount at the beginning and end of each day. One line on the form is completed for each day that electronic games are conducted. At the beginning of the day, the seller counts the cash in the drawer and initials the form. The cash total should equal the ending cash bank amount from the previous day.

At the end of the day, the seller counts the cash and initials the form. The seller also then checks the electronic game point-of-sale system to obtain the day's electronic game net receipts. The cash and net receipts amounts are compared to determine the cash long or short for that day's activity. There are also columns to track money that is removed from the cash drawer for deposit, or added to the cash drawer to replenish the starting cash bank and document the initials of the person adding or removing funds.

Forms are available at www.mn.gov/qcb or from the Gambling Control Board.

Monthly Reporting of Electronic Games (continued)

Tracking Deposits and Cash Shortages

If Lessor Provides Start Bank

- At the end of each day, the lessor or a lessor's employee records the "Daily net from POS report" on Worksheet EGD, Electronic Game Deposits.
- The organization designates a person (may be an organization employee or volunteer, the lessor, or one of the lessor's employees) to deposit the cash.
- The amount deposited must equal the sum of the "Daily net from POS report" amount for the previous day or days (no cash shortages). Do not deposit amounts from a partial day's activity.
- The organization is able to monitor each day's net receipts remotely and compare these amounts to the cash deposited into the gambling account.

If Organization Provides Start Bank

- LG861e Daily Cash Bank Accounting for Electronic Pull-Tabs and Electronic Linked Bingo is used to track shortages and deposits.
- One line on the form is completed for each day's activity.
- A video tutorial on how to complete the LG861e (used for both electronic linked bingo and electronic pull-tabs) is available by going to www.mn.gov/gcb (Quick Links, "Electronic game information", or All Forms by Form Number, LG800 series for LG861e tutorial).
- The amount deposited must equal the sum of the "Cash from game proceeds" amount for the previous day or days. Do not deposit amounts from a partial day's activity.
- The organization designates a person (may be an organization employee or volunteer, the lessor, or one of the lessor's employees) to deposit the cash.

Contact your Compliance Specialist with any questions.

Frequency of Deposits

Deposits for electronic gambling net receipts at a premises are required within four business days of when the cumulative total net receipts reach \$2,000, and within four business days of the first day of the next month. Be sure to secure your cash in a safe until deposited. For more information refer to "Depositing Electronic Game Income".

Cash Long or Short:

- Cash Long or Short—Organization Provides Cash Bank. The total cash long or short taken from the LG861e Daily Cash Bank Accounting for Electronic Pull-Tabs and Linked Bingo is reported on the LG100A, Line 22.
- Cash Long or Short—Lessor Provides Cash Bank. There will be no cash long or short amounts. Deposits made during the month must equal each day's net receipts.

Electronic Pull-Tabs:

- Electronic Pull-Tab Provider Fees. These are amounts paid to a licensed distributor for providing electronic pull-tab games and equipment to your organization. Report these fees in the month they are paid on the LG100A, Line 19.

Electronic Pull-Tab Gross Receipts and Prizes:

- Gross Receipts and Prizes Paid. The organization will receive an invoice from the distributor showing the electronic pull-tab gross receipts and prizes for the month. The POS system will also provide this information. Report the gross receipts, prizes paid, and net receipts on the LG100A, Line 2.

Electronic Linked Bingo:

- Amount Owed to Linked Bingo Game Provider. The organization will receive an invoice from the linked bingo game provider showing the amounts owed/receivable for prizes awarded and the amount owed for the linked bingo game provider fee.
- Linked bingo game provider fees are reported in the month they are actually paid on the LG100A, Line 20.

Monthly Reporting of Electronic Games (continued)

The linked bingo game provider establishes your organization’s share of the total prizes awarded as a set percentage of the gross receipts. For example, if your linked bingo game provider pays out 70% of its gross receipts in prizes and your site’s electronic linked bingo gross receipts for June was \$1,000, your site’s share of the total prizes awarded in June was \$700.

However, it’s very unlikely that your organization awarded exactly \$700 in electronic linked bingo prizes at your site during June. For example, let’s say that your organization only awarded prizes of \$500 at your site. At the end of June, you would owe the linked bingo game provider \$200 for your remaining portion of the total prizes.

On your June LG100A Lawful Gambling Receipts and Expenses by Site you would report your electronic linked bingo gross receipts of \$1,000 in Column A and your organization’s share of the linked bingo game provider’s prizes, \$700, in Column B.

Receipts and Prizes	A Gross Receipts	B Prizes	C Net Receipts
1 Paper pull-tabs			\$0.00
2 Electronic pull-tabs			\$0.00
3 Non-linked bingo			\$0.00
4 Linked bingo	\$1,000.00	\$700.00	\$300.00

Reporting Prize Amount Owed to (or by) Linked Bingo Game Provider

Although you’ve just reported prizes of \$700 for June, you know from your month-end electronic linked bingo reports that your site only paid out prizes of \$500 during the month. The difference between the amount your organization paid out at your site (\$500) and your site’s share of the total prizes awarded (\$700) is reported on Line 13 of the LG100F for the month in which the activity occurred.

12 Total additions (sum of lines 5 through 11)		\$0.00
13 Linked bingo prize amount payable to (receivable from) linked bingo provider	\$200.00	
14 Receipts deposited from games still in play that are not included on an LG100A		

Your organization will reimburse (or be reimbursed by) the linked bingo game provider for the amount on the LG100F, Line 13, in the month after the prizes were awarded. In this example, you’ll reimburse the linked bingo game provider \$200 in July for June’s prizes. Once the amount has been reimbursed, it no longer needs to be reported on the LG100F (the \$500 in prizes paid to players and the \$200 reimbursed to the linked bingo game provider would then equal the \$700 prize amount reported on the LG100A).

Reporting the Linked Bingo Game Provider Fee

The linked bingo game provider fee is calculated based on your site’s electronic linked bingo net receipts. This amount is reported on the LG100A for the month in which it is paid. The provider fee is paid in the month following the month in which the net receipts were incurred. In our example, you’d pay the provider fee for the month of June in July, and so you’d report the fee payment on July’s LG100A.

19 Electronic pull-tab provider fees	
20 Electronic linked bingo provider fees	\$60.00
21 Other miscellaneous allowable expenses not listed above	

Reporting the linked bingo game provider fee can be confusing because organizations typically pay the prize reimbursement amount (\$200) and the provider fee (\$60) with one transaction, often by electronic transfer. In this example, the organization would have transferred \$260 to the linked bingo game provider sometime in July. The \$60 provider fee is reported on the LG100A, Line 20, for July, while the \$200 reimbursement amount would have already been reported on the LG100F, Line 13, in June. No further reporting of the \$200 is required.

Help with Reporting

If you have questions about completing these forms, please contact your Compliance Specialist at the Gambling Control Board.

Electronic Game Reporting

Where Reported:	Get Information From:
LG100A, Lines 2 (Electronic pull-tabs) and 4 (Linked bingo).	LG861e, Daily Cash Bank Accounting for Electronic Pull-Tabs and Electronic Linked Bingo.
LG100A, Line 18 (Rent paid to lessors) — electronic games conducted exclusively by bar-op or exclusively by booth-op.	Point-of-sale (POS) monthly totals report.
LG100A, Line 18 (Rent paid to lessors) — electronic games conducted by both bar-op and booth-op.	Refer to check register and/or bank statement to determine payments made to distributor during month.
LG100A, Line 19 (Electronic pull-tab provider fees).	Refer to check register and invoices from linked bingo game provider to determine payments made during the month for provider fees.
LG100A, Line 20 (Electronic linked bingo game provider fees).	Completed LG216 Rent Calculation Worksheet.
LG100A, Line 22 (Cash long/short) — <u>organization</u> provides cash bank.	POS report of gross, prizes, and net receipts for each electronic game occasion, and LG216 Rent Calculation Worksheet.
LG100F, Line 13 (Linked bingo prize amount payable to or receivable from linked bingo provider).	Refer to invoices from linked bingo game provider to determine the prize contribution or refund amount for month being reported that was unpaid at month-end.

Keep Your Game Records

Keep the LG861e for your records for at least 3-1/2 years following the month the income was reported on your LG100A.

Keep all records in a secured area (recommended not susceptible to flooding) for at least 3-1/2 years after the month in which the game was reported as closed on the Schedule B2.

Common Questions Relating to Electronic Games

- Q. A bartender sells and redeems electronic pull-tabs and electronic linked bingo games from behind the bar. The site also has a pull-tab booth where organization employees sell paper pull-tabs only. Can the bartender play paper pull-tabs purchased from the pull-tab booth on days when she is not working?**
- A. No. By selling and redeeming electronic pull-tabs and electronic linked bingo games at the site, the bartender is involved in the conduct of gambling at the site. She is ineligible to play paper/electronic pull-tabs, linked bingo, tipboards or paddlewheel at the site at any time, whether sold from the pull-tab booth or from behind the bar.
- Q. An organization member regularly performs the month-end physical inventory of gambling equipment at the organization's wholly owned premises. The member is not compensated for performing this duty. This is the only gambling related conduct performed by the member. On the 20th of the month, the organization member won a \$5,000 electronic linked bingo prize while playing electronic games at the site. Was this member eligible to play electronic games at the site and were they eligible to claim the \$5,000 electronic linked bingo prize?**
- A. No. Organization members involved in the conduct of paper/electronic pull-tabs, linked bingo, tipboards or paddlewheels may not participate as a player of paper/electronic pull-tabs, linked bingo, tipboards or paddlewheels at the premises where they work. "Conduct" includes performing inventory counts of gambling equipment. The fact that the member had not performed these duties in the two weeks prior to their large bingo win does not make them eligible to play. They are still regularly involved in the conduct of gambling at the site.
- Q. An organization requires all of its members to participate in performing final audits of pull-tab games from all of its permitted premises. The organization members are not compensated for performing these duties. Could a member of this organization play electronic pull-tabs or electronic linked bingo at one of the organization's permitted premises?**
- A. No. Organization members involved in the conduct of paper/electronic pull-tabs, linked bingo, tipboards or paddlewheels may not participate as a player of paper/electronic pull-tabs, linked bingo, tipboards or paddlewheels at the premises where they work. "Conduct" includes auditing games or making deposits.
- Q. What if the site loses power while electronic pull-tab or linked bingo devices are in play?**
- A. The point-of-sale (POS) system has a battery backup that will allow all devices in play to be cashed out.
- Q. What if someone takes a handheld electronic pull-tab or linked bingo device from the premises?**
- A. The device is designed so that it cannot be used for any purpose other than electronic pull-tab or linked bingo games conducted within range of the POS system. Once the device leaves the site, it has no usefulness.
- If a device is stolen, the organization should contact local law enforcement and notify the licensed distributor. If the device is stolen while a player is using it, the player will still be able to cash out using the POS system.
- If a device is lost, the organization should notify the licensed distributor.
- Unauthorized possession of an electronic gaming device is a crime.
- Q. What if a handheld electronic pull-tab or electronic linked bingo device is damaged by a player?**
- A. If cash credit was on the device when it was damaged, the seller will still be able to cash out the device using the POS system. If the damage was done intentionally, it should be treated as vandalism. Unintentional damage should be dealt with on a case-by-case basis.