

|                                  |  |           |  |             |  |
|----------------------------------|--|-----------|--|-------------|--|
| Project code:                    |  | Examiner: |  | Start date: |  |
| <b>Item under test</b>           |  |           |  |             |  |
| Base/OS version:                 |  |           | Comms Software version (if separated from base): |             |  |
| <b>Items used to test</b>        |  |           |  |             |  |
| Game name:                       |  |           | Game version:                                    |             |  |
| Jurisdiction software:           |  |           | Other:   |             |  |
| Other:                           |  |           | Other:   |             |  |
| <b>Hardware used to test</b>     |  |           |  |             |  |
| Model:                           |  | ITS#      |  |             |  |
| <b>Communication information</b> |  |           |  |             |  |
| Tool/ MCS used to test:          |  |           | Version:   |             |  |
| Player Tracking Unit Model:      |  |           | PTU Software version:                            |             |  |
| Egm protocol used:               |  |           | Version:   |             |  |
| PTU ITS# or Serial#              |  |           |  |             |  |

**Peripherals Details**

|                      |  |
|----------------------|--|
| Bill Acceptor Model: |  |
| Printer Model:       |  |
| Coin Acceptor Model: |  |

## Check Jurisdiction's Technical Requirements

All Specifications can be found on Q:\Specs. Tick the System Technical Specifications used:

|  |  |                          |
|--|--|--------------------------|
| PLA technical Electronic Bingo related Rules and Regulations | 1. Eastern Cape Gambling and Betting Board (ECGBB) Regulations 2015, Bingo Rules, published September 2016 | <input type="checkbox"/> |
|  | 2. Free state Gambling and Liquor Authority (FSGLA) Regulations and Rules published 6th October 2000.      | <input type="checkbox"/> |
|  | 3. Gauteng Gambling Board (GGB) Regulations and Rules  | <input type="checkbox"/> |
|  | 4. KwaZulu-Natal Gaming and Betting Board (KZNGBB) regulations published 2012 and Rules published 2013     | <input type="checkbox"/> |
|  | 5. Limpopo Gambling board (LGB) bingo rules published September 2017                                       | <input type="checkbox"/> |
|  | 6. Mpumalanga Gaming Board (MGB) Regulations, 29th May 2014  | <input type="checkbox"/> |
|  | 7. Northern Cape Gambling board (NCGB) Regulations   | <input type="checkbox"/> |
|  | 8. North West Gambling Board (NWGB) Regulations January 2011 and Rules 2003                                | <input type="checkbox"/> |
|  | 9. Western Cape Gaming and Racing Board (WCGRB)– Electronic Bongo terminals are prohibited                 |                          |

## Note (s):

- Verify the signatures of the software against the client submitted documents before starting with the actual testing.
- Attach a copy of all events and meters from the MCS used for testing.
- a PASS indicates that the test has been successfully performed;
- a FAILURE indicates that the test has been performed but was unsuccessful; a DIRT number and/or an explanation is to be noted beside this
- a N/A indicates that the test is not applicable – **a reason MUST** be included;
- a N/D means the test was not performed – **a reason as to why MUST** be included.
- When mistakes occur in checklists or other technical documents, each mistake shall be crossed out once, corrected illegible, and the correct value entered alongside. All such alterations shall be signed or initialled by the person making the correction.
- All checklists are to be completed in pen or electronically (last page should be signed physically unless using an advanced digital signature). Pencils are not to be used. Tipex are not to be used.
- "BMM Test" in the External Reference column indicates a test developed to accommodate the BMM testing requirements which are not covered by the National Standards and/or relevant appendices.
- In the case of multi-games, all games must be enabled for evaluation. Relevant requirements must be checked for each game.
- Take pictures of the EGM displayed software ID together and the signatures.

| BMM<br>Ref # | Description  | Pass                              | Fail                     | N/A                      | Notes |
|--------------|--|-----------------------------------|--------------------------|--------------------------|-------|
|              |  | External Ref #                    |                          |                          |       |
|              | Compliance Testing   |                                   |                          |                          |       |
| 1            | Prizes   |                                   |                          |                          |       |
| 1.1          | A bingo game shall render a theoretical and demonstrable return to players of not less than <b>65 percent</b> .                                      | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Reg 53                      |                          |                          |       |
| 1.2          | The return to players in any game of bingo shall not be less <b>than 70 % (seventy per cent)</b> of the total amount staked by players on that game. | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | FSGLA Reg 66, Chapter 15          |                          |                          |       |
| 1.3          | A bingo game shall render a theoretical and demonstrable return to players of not less than <b>sixty five percent</b> .                              | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | GGB Reg Part 3 -Chapter 29        |                          |                          |       |
| 1.4          | The Theoretical return to player percentage of the game of Bingo must be not less than <b>70 percent</b>   | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | KZNGBB regs, Part 2 135(1)        |                          |                          |       |
| 1.5          | The return to players in any game of bingo shall not be less than <b>70 percent</b> of the total amount staked by players on that game.              | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | LGB Reg 124, Chapter XXVI         |                          |                          |       |
| 1.5          | Bingo games shall render a theoretical and demonstrable return to players of not less than <b>75 percent</b> .                                       | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | MGB Reg 53, Part 3chapter 15      |                          |                          |       |
| 1.6          | The return to players in any game of bingo shall not be less than <b>seventy percent</b> of the total amount staked by players on that game.         | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | NCGB Regs 135,, Part 3 chapter 31 |                          |                          |       |
| 1.7          | The return to players in any game of bingo shall not be less than <b>seventy percent</b> of the total amount staked by _players on that game.        | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | NWGB Regs 124, Part 3 chapter 29  |                          |                          |       |
| 2            | Stakes   |                                   |                          |                          |       |
| 2.1          | The maximum amount which may be staked on a single game of Bingo, by a player of a Bingo game, is R200.00.   | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | KZNGBB regs, Part 2 135(1)        |                          |                          |       |
| 3            | Electronic Player Terminals (EPTs) and any Operating System or Device - General Requirements   |                                   |                          |                          |       |
| 3.1          | The EPTs or any other operating systems or device to   | <input type="checkbox"/>          | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description  | Pass                     | Fail                     | N/A                      | Notes |
|--------------|--|--------------------------|--------------------------|--------------------------|-------|
|              |  | External Ref #           |                          |                          |       |
|              | be utilized for bingo game must be compatible to be interfaced with a CMCS utilized to monitor and control EPTs or any other operating systems or device to be utilized for bingo game’s data and functionalities, without any malfunction or inconvenience to the players.                | ECGBB Bingo Rule C.5     |                          |                          |       |
| 4            | WAP - General requirements   |                          |                          |                          |       |
| 4.1          | All WAP devices linked to a particular game offered on a WAP system shall have an equal probability to pay a jackpot.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.20    |                          |                          |       |
| 4.2          | A particular game offered on a WAP system shall bear the same name at all licensed premises where it is offered for play.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.21    |                          |                          |       |
| 4.3          | The current value of a WAP jackpot shall be prominently displayed on or in the immediate vicinity of the WAP devices to which such jackpot relates.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.22    |                          |                          |       |
| 4.4          | All WAP devices linked to the same jackpot shall contribute to the provisions account at the same rate.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.23    |                          |                          |       |
| 4.5          | The base value of a WAP jackpot shall commence with the same base value on all sites on which such jackpot is offered.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.24    |                          |                          |       |
| 4.6          | Whenever a WAP jackpot is struck the winning patron shall be paid the value displayed in respect f such jackpot on the licensed premises, or the reconciled value in respect of such jackpot, plus all interest earned on the cumulative portion of such jackpot, whichever is the higher. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.29    |                          |                          |       |
| 5            | Central Monitoring & Control System (“CMCS”) - General Requirements  |                          |                          |                          |       |
| 5.1          | In addition to those set out in SANS 1718, the following logging, searching and reporting of EPTs events and capabilities are to be included in the CMCS:<br>1. authorised and unauthorised door open (cash box, EPT and note acceptors);  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.2          | 2. cash box, note acceptor and EPT door open;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.3          | 3. cash box, note acceptor and EPT door close;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description   | Pass                     | Fail                     | N/A                      | Notes |
|--------------|---|--------------------------|--------------------------|--------------------------|-------|
|              |   | External Ref #           |                          |                          |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.4          | 4. invalid service/key card;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.5          | 5. power off;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.6          | 6. power on;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.7          | 7. connection or break in connection to CMCS;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.8          | 8. jackpot, progressive jackpot won and value thereof, provided that if the monitoring system does not record the value of a progressive jackpot, the procedure for verification thereof shall be contained in the licensee’s internal control procedure; | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.9          | 9. jackpot reset and credit cancel;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.10         | 10.paid out funds while door open, if applicable;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.11         | 11.coin jam, if applicable;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.12         | 12.all personnel gaining access to the EPT or any device as approved by the Board utilized for bingo game;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.13         | 13.EPT or any device as approved by the Board utilized for bingo game component errors as required in terms of the SANS 1718;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.14         | 14.collection of individual device financial data   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description  | Pass                     | Fail                     | N/A                      | Notes |
|--------------|--|--------------------------|--------------------------|--------------------------|-------|
|              |  | External Ref #           |                          |                          |       |
|              |  | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.15         | 15.collection of individual soft meter data at the game level which will include at a minimum:<br>a. in meter;<br>b. out meter;<br>c. drop meter to cash box;<br>d. jackpot meter;<br>e. handle/total in pull meter; and<br>f. bill validator meters reflecting value of notes accepted by denomination.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.39    |                          |                          |       |
| 5.16         | The CMCS must be computer based with sufficient capacity (processing, memory, communication interfaces and hard disk storage) to efficiently monitor, log and control all gambling devices as contemplated in sub-rules C.37 and C.38 for at least 10 days.<br><br><i>C.37 he EPTs or any device as approved by the Board utilized for bingo game operators implement any computerised on-line central monitoring and control system (CMCS) capable of meeting with the Board’s requirements.</i><br><br><i>C.38 The CMCS shall comply with the requirements set out in SANS 1718: Provided that automatic deactivation of the EPT or any device as approved by the Board utilized for bingo game is not mandatory in a licensed bingo hall.</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.40    |                          |                          |       |
| 5.17         | <b>Financial reporting:</b><br>he CMCS must be capable of reporting at least:<br>i. Amount wagered/Bet/Total In;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.41    |                          |                          |       |
| 5.18         | ii. Amount Won/Total Out;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.41    |                          |                          |       |
| 5.19         | iii. Jackpots, and or Progressive Jackpots Paid including WAP, where applicable;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.41    |                          |                          |       |
| 5.20         | iv. Gross Gaming Revenue;  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.41    |                          |                          |       |

| BMM<br>Ref # | Description  | Pass                     | Fail                     | N/A                      | Notes   |
|--------------|--|--------------------------|--------------------------|--------------------------|---|
|              |  | External Ref #           |                          |                          |   |
| 5.21         | v. Gambling Tax payable; and   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.41                             |
|              |  |                          |                          |                          |   |
| 5.22         | vi. Total number of active EPT’s or similar device interfaced with.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.41                             |
|              |  |                          |                          |                          |   |
| 6            | Bingo Game Server - General Requirements   |                          |                          |                          |   |
| 6.1          | All EPTs provider(s) or manufacturer(s) shall provide and maintain bingo game server(s) or similar device used for same purpose (“server”), interfaced with the provider’s EPTs at the licensed Bingo Hall.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.42                             |
|              |  |                          |                          |                          |   |
| 6.2          | The server shall comply with the requirements set out in SANS 1718: Provided that automatic deactivation of the EPTs is not mandatory in a licensed bingo hall.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.43                             |
|              |  |                          |                          |                          |   |
| 6.3          | The logging, searching and reporting of EPTs events and capabilities applicable to the CMCS (Rule C.39) shall apply in the Server.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.44                             |
|              |  |                          |                          |                          |   |
| 6.4          | The server must be computer based with sufficient capacity (processing, memory, communication interfaces and hard disk storage) to efficiently monitor, log and control all EPTs interfaced with as contemplated in sub-rules C.43 and C.44 for the period applicable to the CMCS. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.45                             |
|              |  |                          |                          |                          |   |
| 7            | Playing of the Electronic Bingo Game   |                          |                          |                          |   |
| 7.1          | Every electronic game shall start with payment by the player for that particular game.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.47<br>LGB Bingo rules, 13.1    |
|              |  |                          |                          |                          |   |
| 7.2          | The players may have the option to choose the electronic bingo card(s) they wish to play or these may be chosen by the device:<br><br>On the activation of the game the numbers, pictures or symbols will be displayed on the terminal screen or electronic devices;               | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.48<br>LGB Bingo rules, 13.2(a) |
|              |  |                          |                          |                          |   |
| 7.3          | Each release of one or more numbers, pictures or symbols will be matched on the electronic cards, the player on whose behalf the electronic or similar device first matches all the spaces on the electronic card, or matches a specified set of numbers, pictures and             | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 13.2(b)                          |
|              |  |                          |                          |                          |   |

| BMM<br>Ref # | Description   | Pass                     | Fail                     | N/A                      | Notes  |
|--------------|---|--------------------------|--------------------------|--------------------------|--|
|              |   | External Ref #           |                          |                          |  |
|              | symbols on the electronic card or similar device, wins the prize(s);  |                          |                          |                          |  |
| 7.4          | After completion of the game the player may continue to play another game or continue in any additional or bonus game features that may be awarded.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.49<br>LGB Bingo rules, 13.2(c)            |
|              |   |                          |                          |                          |  |
| 7.5          | The electronic device used may offer an alternative electronic or mechanical display of the results, as long as the results of the alternative game are based on the outcome of the bingo game and that this display is for entertainment purposes only.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | ECGBB Bingo Rule C.50<br>LGB Bingo rules, 13.2(d)            |
|              |   |                          |                          |                          |  |
| 7.6          | In the event of a malfunction of the central distribution network or the link between linked bingo halls after commencement of the game, the full purchase price of all tickets sold at all the bingo hall or halls within the province where such malfunction occurred, must be paid back to every player. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | KZNGBB Rules, 2013 23.7(1)<br>LGB Bingo rules, 14.1 and 14.2 |
|              |   |                          |                          |                          |  |
| 7.7          | Notwithstanding the provisions of sub-rule (1), the game must continue in the linked bingo halls where no malfunction of the link has occurred and the prizes available to the players must remain the same as those announced at the beginning of the game.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | KZNGBB Rules, 2013 23.7(2)                                   |
|              |   |                          |                          |                          |  |
| 7.8          | (e) If the game is played using electronic cards or similar devices the screens or similar devices shall be clearly visible to the player, on which shall be displayed the following minimum information:   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 3.1(e)                                      |
|              |   |                          |                          |                          |  |
| 7.9          | (i) a clear digital representation of the electronic card or cards;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 3.1(e)                                      |
|              |   |                          |                          |                          |  |
| 7.10         | (ii) the minimum stake per game, and or appropriate information regarding the stake per game;   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 3.1(e)                                      |
|              |   |                          |                          |                          |  |
| 7.11         | (iii) the amount of the applicable jackpot as well as the maximum amount of draws for the jackpot; and  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 3.1(e)                                      |
|              |   |                          |                          |                          |  |
| 7.12         | (iv) all numbers drawn in the game currently being played.  | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | LGB Bingo rules, 3.1(e)                                      |
|              |   |                          |                          |                          |  |
| 7.13         | No two cards in the same game may be identical in regard to the numbers, pictures or symbols.   | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | GGB Rules 13.060 (5)<br>KZNGBB Rules, 2013 21.2(4)           |
|              |   |                          |                          |                          |  |



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|              |  | External Ref #                                      |                          |                          |       |
|              |  | LGB Bingo rules, 7.3                                |                          |                          |       |
| 7.14         | The electronic card or device used may offer an alternative electronic or mechanical display of the results, as long as the results of the alternative game are based on the outcome of the bingo game and that this display is for entertainment purposes only. | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | KZNGBB Rules, 2013 21.2(5)                          |                          |                          |       |
| 8            | Game records For Electronic card(s)  |   |                          |                          |       |
| 8.1          | Each operator shall have a system or electronic recording device, approved by the Board, on which shall be recorded, the following minimum information:<br>1. the date;  | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(a) |                          |                          |       |
| 8.2          | 2. the total amount of cash staked per player position or electronic card or device;   | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(b) |                          |                          |       |
| 8.3          | 3. the total amount of prize money paid out per player position or electronic card or device;  | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(c) |                          |                          |       |
| 8.4          | 4. the total amount of cash hold per player position or electronic card or device;   | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(d) |                          |                          |       |
| 8.5          | 5. percentage pay-out and hold per player position or electronic card or device;   | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(e) |                          |                          |       |
| 8.6          | 6. total amount of cash staked;  | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
| 8.7          | 7. total amount of prize money; and  | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51<br>LGB Bingo rules, 16.2.1(g) |                          |                          |       |
| 8.8          | 8. total amount of cash hold.  | <input type="checkbox"/>                            | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |  | ECGBB Bingo Rule C.51                               |                          |                          |       |

| BMM<br>Ref # | Description   | Pass  | Fail                     | N/A                      | Notes |
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|              |   | External Ref #  |                          |                          |       |
|              |   | LGB Bingo rules, 16.2.1(h)  |                          |                          |       |
| 9            | Random Number Selecting Devices   |   |                          |                          |       |
| 9.1          | A random number selecting device, which shall operate either electronically or by means of a ball drawing apparatus;                                    | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.030 (1)<br>FSGLAB Rule 12.3 (1)  |                          |                          |       |
| 9.2          | A Bingo operator shall not use any random number selecting device unless such a device has been certified by the NRCS and approved by the Board.        | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.040 (1)<br>FSGLAB Rule 12.4 (1)<br>KZNGBB Rules, 201322.1(1)<br>LGB Bingo rules, 4.1(2)<br>NWGB Rules 13.04(1) |                          |                          |       |
| 9.3          | Any number selecting device shall be designed, manufactured and used in such a way that the randomness of the numbers selected, will be ensured always. | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.040 (2)<br>FSGLAB Rule 12.4 (2)<br>KZNGBB Rules, 2013 22.1(2)<br>NWGB Rules 13.04(2)                           |                          |                          |       |
| 9.4          | Game Records  |   |                          |                          |       |
|              | Each operator shall have a computer system,   | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description   | Pass   | Fail                     | N/A                      | Notes |
|--------------|---|--|--------------------------|--------------------------|-------|
|              |   | External Ref #   |                          |                          |       |
| 9.5          | approved by the Board and linked to the control desk, on which shall be recorded, simultaneously with the playing of each game, <b>all information relevant to each game of Bingo, including, but not limited to, the following:</b><br>(a) the date;<br>(b) the series and serial number of the first card sold;<br>(c) the series and serial number of the last card sold;<br>(d) the total number of cards sold;<br>(e) details of unsold or damaged cards;<br>(f) the amount of the face-value of the cards;<br>(g) the amount accumulated in the jackpot, if any, after the sale of the cards;<br>(h) the time of commencement of number selection;<br>(i) the numbers selected up to each of the prizes awarded;<br>(j) the serial number of the card or cards winning each of the prizes;<br>(k) the net amount of the total of each prize;<br>(l) the total number of numbers selected;<br>(m) any incident which may have an effect on the result of the game; and<br>(n) the time of closure of the game. | GGB Rules 13.140(1)<br>FSGLAB Rule 12.14 (1)<br>KZNGBB 2013 rules, 20.6.1, 20.6.2<br>NWGB Rule 13.14 |                          |                          |       |
| 9.6          | The information recorded in terms of sub-rule (1), shall be stored in electronic format for a minimum of three months after completion of each game, in such a manner that it shall not be capable of being changed after being recorded and such information shall only be accessible to the Board, authorised staff members of the Bingo operator or its franchisor and the auditors of the operator and/or franchisor.   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.140(2)<br>FSGLAB Rule 12.14 (2)   |                          |                          |       |
| 9.7          | The information recorded in terms of Rules 20.6.1 and 20.6.2 must be stored in electronic format for a minimum of five <b>(5) years</b> after completion of each game.<br><br>The storage must be such that the information must not be capable of being changed after being recorded.<br><br>Such information must only be accessible to the Board, authorised staff members of the bingo licensee and the auditors of the licensee.   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | KZNGBB 2013 rules, 20.6.3(1)(2)(3)   |                          |                          |       |
| 9.8          | The information recorded in terms of sub-rule (16.2.1),   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description   | Pass   | Fail                     | N/A                      | Notes |
|--------------|---|--|--------------------------|--------------------------|-------|
|              |   | External Ref #   |                          |                          |       |
|              | shall be stored in electronic format for a minimum of <b>six months</b> after completion of each game, in such a manner that it shall not be capable of being changed after being recorded and such information shall only be accessible to the Board, including inspectors, authorised staff members of the bingo licence holder or its franchiser, the casino licence holder and the auditors of the operator, franchiser or casino licence holder. | LGB Bingo rules, 16.2.2  |                          |                          |       |
| 10           | Simultaneous Games  |  |                          |                          |       |
| 10.1         | The game of Bingo may be played simultaneously at the Bingo centres of more than one Bingo operator, subject to the provisions contained in these (PLA rules) Rules in general and this part specifically.  | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.160(1)<br>FSGLAB Rule 12.16 (2)<br>KZNGBB 2013 rules, 23.5(4)<br>NWGB Rules 13.6(1) |                          |                          |       |
| 10.2         | A licensee must ensure that the central bingo hall automatically prepares and stores all game records; and must have sufficient computer capacity (processing, memory, communications inter-faces and hard disk storage) to efficiently monitor and log all significant events taking place in every simultaneous game.   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.160(3)<br>FSGLAB Rule 12.16 (3)<br>KZNGBB 2013 rules, 23.5(6)                       |                          |                          |       |
| 10.3         | In respect of simultaneous games, the central bingo hall must determine the types of prizes.  | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | KZNGBB 2013 rules, 23.2(3)   |                          |                          |       |
| 10.4         | All prizes must be paid out from the linked bingo hall where that prize has been won.   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | KZNGBB 2013 rules, 23.2(4)   |                          |                          |       |
| 10.5         | The maximum number of simultaneous games allowed to be played in one day, shall be five or such other number as may be approved by the Board.<br><i>Note: State the number of games if more than 5</i>  | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |
|              |   | GGB Rules 13.160(4)<br>FSGLAB Rule 12.16 (4)   |                          |                          |       |
| 11           | Equipment Required for Simultaneous Bingo   |  |                          |                          |       |
| 11.1         | The equipment required in terms of rule 2.1 (GGB), to   | <input type="checkbox"/>   | <input type="checkbox"/> | <input type="checkbox"/> |       |

| BMM<br>Ref # | Description  | Pass  | Fail                     | N/A                      | Notes   |
|--------------|--|---|--------------------------|--------------------------|---|
|              |  | External Ref #  |                          |                          |   |
|              | be contained in a Bingo centre, may be used when conducting a simultaneous game.   | GGB Rules 13.160(1)<br>FSGLAB Rule 12.17 (1)<br>NWGB Rules 13.17(1) |                          |                          |   |
| 11.2         | In addition to the equipment required in terms of rule 13.030 (GGB), the following equipment shall be contained in the Bingo centre in which simultaneous games are conducted:<br><br>(a) The central Bingo centre shall have a random number selecting device, which shall comply with the provisions of rule 13.040 (GGB);<br><br>(b) if the random number selecting device consists of a ball drawing apparatus the following rules shall apply:<br><br>(i) the central Bingo centre shall have a system for the production and recording of a visual or audio signal, for distribution to the linked Bingo centres, which system shall be approved by the Board, prior to the use thereof in any simultaneous game;<br><br>(ii) all the draws of each game shall be recorded on video tape, which shall be kept as an annexure to the record of each game; and<br><br>(iii) the central Bingo centre shall have a system, approved by the Board, which shall transmit a visual or audio signal by means of a direct link to each linked Bingo centre, in order to ensure that each draw made is displayed to or announced to the players in each linked Bingo centre, simultaneously with the draw being made in the central Bingo centre; and<br><br>(c) if a computerised number selecting device is used, there shall be a direct link between the central Bingo centre and each linked Bingo centre, which shall ensure that the numbers selected in the central Bingo centre shall be displayed in each linked Bingo centre, simultaneously with the selection thereof. | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> | GGB Rules 13.160(2)<br>FSGLAB Rule 12.17 (2)<br>NWGB Rules 13.17(2) |
|              |  |   |                          |                          |   |
| 11.3         | (3) (a) The central bingo centre:<br><br>(i) shall provide a link between the central Bingo centre and every linked Bingo centre;<br><br>(ii) shall allow data and information to be sent and received between the central Bingo centre and each linked Bingo centre, on a real time on line basis;<br><br>(iii) shall automatically prepare all game records;<br><br>(iv) shall have sufficient computer capacity (processing, memory, communications inter-faces and hard disk storage) to efficiently monitor and log all significant events taking place in every simultaneous game;   | <input type="checkbox"/>  | <input type="checkbox"/> | <input type="checkbox"/> | GGB Rules 13.160(3)<br>FSGLAB Rule 12.17 (3)<br>NWGB Rules 13.17(3) |
|              |  |   |                          |                          |   |

PASS ☐FAIL ☐

*Please tick one of the above to indicate if this checklist has been successfully completed or not. If FAIL is ticked, please list the DIRT number and/or issues, below.*

**Comments:**

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**Signature:**

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**Completion Date:**

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