

## CLASSIFICATION STANDARDS DISCUSSION AGENDA

1. Definition of “electronic or electromechanical facsimile” found in § 502.8.
  - Options available: (1) keep the current definition, (2) proceed with the definition change as proposed in the draft, or (3) make the alternative change proposed by NIGA and/or three Advisory Committee members
2. Main issues presented in Advisory Committee member letters
  - Permit all numbers necessary to reach the first potential game-winning pattern to be released in the first round. Add proposed language to § 5. (See also 6c and 6h.)
  - Remove restrictions on “Auto daub” in § 5g
  - Modify the 20% requirement for the game-winning prize in § 4g.
  - Allow cards with some pre-selected numbers (Bonanza bingo) in § 5c.
  - Change the 6 player-2 second requirement in § 6a (Three options presented: only 2 players required but not limit larger participation / 6 players in 1 second / minimum player number based on hit frequency in the game design.
  - Add mediation to process if there is a Chairman’s objection to lab report in § 10.
3. Other matters presented in tribal comments
  - Arbitrary card requirements: 75 spaces for bingo / 3 spaces for games similar
  - Requiring all players to compete for same interim patterns
  - Restriction on “second chance” prizes—spin the wheel and good neighbor
  - Arbitrary requirements for size of the pool for the ball-draw in bingo (75 balls)
  - “Sleeping” restrictions - inability to “catch-up” for all purposes - arbitrary distinction between game-winning pattern/prize and other patterns/interim prizes
  - Tangible pull-tab requirements
  - Role of the testing lab
  - Six-month implementation
  - Proposed game classification process .