



Mille Lacs Band of Ojibwe Indians
Gaming Regulatory Authority
Office of Gaming Regulation and Compliance

January 22, 2026

NOTICE OF ADOPTION

Pursuant to 15 MLB SA § 306(b)(2), this serves as the official Notice of Adoption the following:

Changes to:
DETAILED GAMING REGULATION – 3a Gaming Software and Equipment General Standards

(Formerly included as part of DGR 11)

Summary of changes, to DGR 3a Gaming Software and Equipment General Standards include:

1. New numbering and easy to read format.
2. DGR added to include software and equipment for table games and other games in the standard.
3. Added to Section 1.1.1 requirement for notification of shipment of table game and card game felts.
4. Added in section 6.4.3 requirement for software revoked by the Independent Test Lab needs to be either returned to the vendor or destroyed as soon as practical and kept separate from approved software until that happens.

Effective Date: March 1, 2026.

The GRA attached the final version illustrating the updates made as a result of reviewing the comments submitted. Copies of this regulation can be obtained at the GRA Office of Gaming Regulation & Compliance and at <https://millelacsband.com/home/indian-gaming-regulation/gaming-regulations-resolutions>


Gaming Regulatory Authority Board

01/22/26

Date



Mille Lacs Band of Ojibwe Indians

Gaming Regulatory Authority

Detailed Gaming Regulations

**DGR- 3A Gaming Software and Equipment
General Standards**

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1. Gaming Software and Equipment Notification Requirements

- 1.1. The Gaming Operation/Gaming Enterprise shall develop shipping and receiving notification standards including, but not limited to, the following:
 - 1.1.1. Five (5) day notification to the Gaming Regulatory Authority (GRA) prior to shipment is required for the following items:
 - a. Video Games of Chance (VGC's)
 - b. Bingo terminals and other electronic Bingo equipment
 - c. Key chip/RAM/Base/Master Game EPROMs and all other equivalent storage media that controls the VGC or can be used to change the play or percentage of the VGC
 - d. Bingo paper, bingo balls and other draw objects
 - e. Pull tabs
 - f. Poker and blackjack (21) cards
 - g. Progressive controllers and associated software
 - h. Card shufflers and counters and associated software
 - i. Gaming chips
 - j. Cashless ticket redemption kiosk software
 - k. Printer software
 - l. Bill validator software
 - m. Player card interface software
 - n. Software applicable to servers that interface together to allow gaming, patron or accounting functions to occur and be tracked
 - o. Servers for server based/supported gaming including Bingo and associated software
 - p. Promotional and player club card printing kiosks and associated software
 - q. Table and card game felts
 - 1.1.2. Software, firmware, or hardware that is in non-mandatory upgrade (NU) or revoked status shall not be shipped, received, or installed. This applies to any and all Independent Test Labs (ITL) in use
 - 1.1.3. Notifications shall contain the following:
 - a. .Amount and program identification numbers for game control media
 - b. Amount and serial numbers of bingo paper
 - c. Amount, serial numbers, and game title(s) for pull tabs

- d. Serial number of VGCs and player interfaces
- e. Date of expected shipment and delivery
- f. Method of delivery (i.e. EPROM chips, download, e-mail attachment, etc.)

1.1.4 Compliance approval of the shipment is not required, except when the vendor/manufacturer is requesting a waiver of the five-day notification.

2. Shipping and Receiving Requirements for all Gaming Equipment and Software

- 2.1. The GRA shall develop a system of internal controls for the shipping, receiving, and inspection of all gaming equipment, related equipment, and software.
 - 2.1.1. Gaming system components shall be shipped in a secure manner to deter unauthorized access.
 - 2.1.2. A representative of the gaming department, escorted by security and accompanied by a GRA representative or designee shall be present to receive all gaming system components and game play software packages, and to verify the contents against the shipping invoice/packing slip.
 - a. Such verification shall take place as soon as practical, but no later than the next business day.
 - b. All shipments must comply with any applicable State of MN or federal regulations.
- 2.2. EPROMs and/or other equivalent storage media controlling game play and percentage shall be shipped separately from the applicable gaming devices, unless prior approval has been received.
 - 2.2.1. Packing Slips shall itemize what is shipped complete with program or serial numbers.
 - 2.2.2. All vehicles used to ship VGC's must have a tamper evident seal placed on access doors.
 - 2.2.3. EPROMs and/or other equivalent storage media controlling game play and percentage shall be shipped directly to the GRA.

3. Gaming Equipment, Systems, and Software Installations and Modifications

- 3.1. The GRA shall develop a system of internal controls for the verification and testing of gaming equipment and systems, related equipment, and software prior to implementation.
 - 3.1.1. Software must be authenticated prior to placement into play by a representative of the department escorted by security with the authentication verified by a member of the OGR&C or designee by comparing signatures against the test laboratory letter.
 - 3.1.2. Gaming System software, to include software running table games/card games and bonusing systems, bingo systems, and any gaming system besides VGCs, shall also be authenticated at least semi-annually.

- 3.1.3. The GRA reserves the right to perform software verification (KOB) of any currently installed VGC or gaming system, as necessary.
- 3.1.4. The manufacturer shall provide specialized equipment or the services of an independent technical expert to assist with the testing, examination and analysis of all gaming equipment, related equipment and software, if needed
- 3.1.5. Software verification discrepancies shall be investigated and resolved prior to the software being installed in a gaming device or being offered for play.
- 3.1.6. Testing must be completed by the GRA as part of the project to verify that the gaming equipment has been properly installed before the games are offered for guest play. The GRA shall create and implement procedures for the testing/verification of the gaming equipment. This shall include, but is not limited to, testing the following, as applicable:
 - a. Communication with the gaming system
 - b. Communication with the accounting system
 - c. Communication with the player tracking system
 - d. Currency and vouchers to bill acceptor
 - e. Voucher printing
 - f. Meter incrementation, including progressive meters and
 - g. Pay table, for verification

4. Gaming Device with Bonus Feature Standards

- 4.1. The Gaming Operation/Gaming Enterprise shall develop a system of internal control for gaming devices with bonus features including but not limited to the following:
 - 4.1.1. Configuration settings shall be secured for any gaming device that allows bonusing as a selectable feature.
 - 4.1.2. Each patron shall be able to identify each machine that supports the promotion (e.g. remove display menu items that pertain to bonus operation for gaming machines not participating; provide a host message indicating bonus capability; or a specific sticker on gaming machines to indicate either participation or non-participation.).
 - 4.1.3. The method of bonus award notification can include any combination of host messaging, sounds, or visual indicators. The gaming device shall reflect the amount of bonus awards. Electronic accounting meters, and logs shall reflect all bonus transactions.
 - 4.1.4. Any disclaimers (bonus expiration, any limits on bonuses, etc.) must be conspicuously posted at or near the gaming devices affected.
 - 4.1.5. Bonus features shall be implemented by the host system to allow for secure change of any of the associated parameters. The communication process shall be robust and stable enough to secure each bonus transaction such that failure event(s) can be identified and logged for subsequent audit and reconciliation

4.2. All changes to parameters that may impact bonus redemption frequency or amount shall be logged with the following:

- 4.2.1. The associate who made the change
- 4.2.2. The altered parameter
- 4.2.3. The time and date of change
- 4.2.4. The parameter value before and after the change
- 4.2.5. The reason for the parameter adjustment

5. Gaming Software Storage Standards

5.1. Software or hardware that is required to change any parameter on gaming system, software or related equipment shall be secured in a dual locked cabinet with access restricted to Security and the Office of Gaming Regulation and Compliance (OGR&C). All such software and hardware shall be logged into and out of the cabinet according to OGR&C procedures. Any hardware (DIP) switches that allow the changing of parameters or clearing of meters shall be secured per OGR&C instructions.

5.2. All other secured gaming software shall be secured in a dual locked cabinet with access restricted to authorized gaming department and Security department associates. All software shall be logged into and out of the cabinet.

5.3. Software logs shall include the following:

- 6.3.1 Date out/Date in
- 6.3.2 Time out/Time in
- 6.3.3 Software I.D./version and amount/number
- 6.3.4 Reason
- 6.3.5 Initials of associate issuing the software and
- 6.3.6 Signature and file number of associates involved.

6.4. At least quarterly, inventories must be conducted on software storage cabinets, as applicable, and the results forwarded to the GRA. Any discrepancies in the inventory (difference between what was expected and what was present) must be investigated and the results of such investigation forwarded to the GRA.

- 6.4.1 Software that is classified as Non-Mandatory Upgrade (NU), no longer going to be used on the gaming floor, or removed from gaming systems in long term storage, does not have to be inventoried quarterly provided it is verified, sealed, stored in a dual controlled area, and kept separate from all other software.
- 6.4.2 A log or other permanent form of documentation will be used to indicate what software is contained in this storage area.

6.4.3 Software that has been revoked by the ITL shall either be returned to vendor or destroyed as soon as practical. Until it is returned or destroyed, it shall be kept separate from both approved and NU software and clearly marked as revoked.

6. Removal of Game Program or Software

6.1. The Gaming Operation/Gaming Enterprise shall develop a system of internal controls for the removal of game program or other equivalent game software media from devices including the following:

8.1.1 Documentation of the temporary or permanent removal and storage of game programs or software shall include, but is not limited to, the following information:

- a. Date
- b. Serial number
- c. Manufacturer
- d. Program/software number
- e. Personnel involved
- f. Storage location(s) until returned to operation or disposed of
- g. Seal numbers, if applicable

History

Changes approved by the GRA Board on January 22, 2026. Effective Date: March 01, 2026.