

Instructions for LE-31a Progressive Pull Tab Summary

1. Enter license number and licensee name.
2. Enter: game name, form number, number of tickets per deal, ticket denomination, and expected profit per deal (all game characteristics for specific progression).
3. Check the box that indicates where the progressive pull tab game is played (either at bingo occasion or bar/clubroom).

Each deal in the progression must have the same form number and its own unique serial number.

Use one (or more) form(s) of the LE-31a for each sequence of progressive pull tab games until the cumulative jackpot prize is won. After the jackpot prize is won, start a new form le-31a for the next sequence of progressive games.

Complete this information every day that a progressive pull tab is sold.

(Information derived from this form is needed to complete the quarterly report form LE-21, Schedule E)

Column a: Serial number of the game.

Column b: Date game is played.

Column c: Actual Receipts. Enter the amount of money received on date game is played (column "a").

Column d: Actual Payouts. Enter the amount of actual cash payouts (instant winners, seal tab winners, etc.), but NOT the Jackpot Contribution.

Column e: Actual Profit. The actual profit is calculated using actual receipts (column "c") and subtracting actual payouts (column "d") and subtracting the jackpot contribution (column "f").

Column f: Jackpot Contribution. Enter the jackpot contribution amount per the manufacturer's predesignated payout structure as specified on the flare.

Column g: Jackpot Balance. This is the cumulative amount of Column "f".

Column h: Jackpot Payout. List amount paid to jackpot winner.

Progressive Pull Tab Bank Deposit (LE-32, Line 23b): The deposit amount to be recorded is calculated using actual receipts (column "e") less actual payouts ("column h").

The deposit must be made using a separate deposit slip and the deposit slip must indicate the serial number(s) of the game(s) sold that was(were) used to calculate the deposit amount.