Special Subcommittees Studying Charitable Gaming Laws
Legislative and Other Recommendations/Actions Adopted
at the
November 16, 2009 Meeting

NOTE: This document is a summary of the legislative and other actions/recommendations adopted by the Special Subcommittees Studying Charitable Gaming Laws on November 16, 2009. To review all of the issues considered by the Special Subcommittees, please see the "Issue Matrix" on the Special Subcommittees' website (http://dls.state.va.us/groups/gaming/meetings.htm) for the November 16, 2009 meeting under the heading "Materials."

1. Require DCG to competitively bid new independent laboratory testers. Successful bids should include at least three preferred testing laboratories	VCBA # 9	Reduce DCG costs; promote competition; and speed approval process for new games	VDACS was requested to review issue. VDACS agreed to do so.
2. Limit a QO to no more than 50 bingo games in a session -- 3. Allow nonmembers of a QO to conduct bingo provided the nonmembers are under the direct supervision of a member	HB 2053 Gear (Failed 2009) VCBA # 11		Adopted ----------------------------------- Adopted
4. Increase the number of allowed progressive bingo games including Lucky 7, shaded paper or other custom games to six games per session. Allow the games to be played on paper and in existing card mining devices like all other bingo games as they are currently being played ---	VCBA #2	Progressive games attract players because of the increased prize amounts	Adopted -----------------------------------

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5. If the number of progressive games is increased to six games per session, then reduce the number of winner-take-all games to one per session	VCBA #3		Rejected in favor of #6 below
6. Remove winner-take all games and increase Lucky Seven games from one to three per session	Public Hearings		Adopted
7. Decrease the amount of time between gaming sessions from one hour to 1/2 hour. Permissive.	Public Hearings	May increase revenue by decreasing the number of players who leave between sessions; assist the flow of the games; reduce expenses; and ease pressure on volunteers working the games	Adopted

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