HOUSE BILL No. 1373

DIGEST OF INTRODUCED BILL

Citations Affected: IC 4-32.3-1-1; IC 4-39; IC 10-17; IC 35-45-5-15; IC 35-52-4.

Synopsis: Veterans service officers and video gaming. Establishes the county service officers' grant fund to provide grants to fund county service officers. Authorizes wagering on video gaming terminals in licensed congressionally chartered veterans' service organizations. Establishes a licensing structure for participants in video gaming.

Effective: July 1, 2020.

Gutwein

January 15, 2020, read first time and referred to Committee on Public Policy.



Introduced

Second Regular Session of the 121st General Assembly (2020)

PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in this style type, and deletions will appear in this style type.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in a statute in *this style type* or *this style type* reconciles conflicts between statutes enacted by the 2019 Regular Session of the General Assembly.

HOUSE BILL No. 1373

A BILL FOR AN ACT to amend the Indiana Code concerning military and veterans.

Be it enacted by the General Assembly of the State of Indiana:

1	SECTION 1. IC 4-32.3-1-1, AS ADDED BY P.L.58-2019,
2	SECTION 4, IS AMENDED TO READ AS FOLLOWS [EFFECTIVE
3	JULY 1, 2020]: Sec. 1. (a) This article applies only to a qualified
4	organization.
5	(b) This article applies only to the following approved gambling
6	activities conducted as fundraising activities by qualified organizations:
7	(1) Bingo events, casino game nights, raffles, festivals, and other
8	gaming activities approved by the commission.
9	(2) The sale of pull tabs, punchboards, and tip boards:
10	(A) at bingo events, casino game nights, raffles, and festivals
11	conducted by qualified organizations; or
12	(B) at any time on the premises owned or leased by qualified
13	organizations and regularly used for the activities of qualified
14	organizations.
15	This article does not apply to any other sale of pull tabs,
16	punchboards, and tip boards.
17	(c) This article does not apply to a promotion offer subject to



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1	IC 24-8.
2	(d) This article does not apply to the following:
$\frac{2}{3}$	(1) A type II gambling game authorized by IC 4-36.
4	(1) A raffle or other gambling game authorized by IC 4-36-5-1(b).
5	(3) Video gaming as authorized by IC 4-39.
6	(e) This article does not apply to a prize linked savings program
0 7	that:
8	(1) is offered or conducted by an eligible financial institution
9	under IC 28-1-23.2;
10	(2) is:
11	(A) offered or conducted by a credit union organized or
12	reorganized under United States law; and
12	(B) conducted in the same manner as a prize linked savings
13 14	program under IC 28-1-23.2; or
14	
16	(3) is:(A) offered or conducted by an insured depository institution
17	(as defined in 12 U.S.C. 1813) that is:
17	
	(i) a national bank formed under 12 U.S.C. 21; (ii) a state member hank (or defined in 12 U.S.C. 1812):
19	(ii) a state member bank (as defined in 12 U.S.C. 1813);
20	(iii) a state nonmember bank (as defined in 12 U.S.C. 1813);
21	
22	(iv) a savings association (as defined in 12 U.S.C. 1813);
23	and
24	(B) conducted in the same manner as a prize linked savings
25	program under IC 28-1-23.2.
26	SECTION 2. IC 4-39 IS ADDED TO THE INDIANA CODE AS A
27	NEW ARTICLE TO READ AS FOLLOWS [EFFECTIVE JULY 1,
28	2020]:
29	ARTICLE 39. VIDEO GAMING AT CONGRESSIONALLY
30	CHARTERED VETERANS' SERVICE ORGANIZATIONS
31	Chapter 1. General Provisions
32	Sec. 1. This article applies only to wagering on video gaming
33	terminals located in licensed congressionally chartered veterans'
34	service organizations under a video gaming terminal installation
35	contract described in IC 4-39-8.
36	Sec. 2. All shipments of video gaming terminals to a
37	manufacturer, distributor, supplier, operator, or licensee in
38	Indiana, the registering, recording, and labeling of which have
39	been completed by the manufacturer or dealer in accordance with
40	15 U.S.C. 1171 through 15 U.S.C. 1178, are legal shipments of
41	gambling devices into Indiana.
42	Sec. 3. Under 15 U.S.C. 1172, approved January 2, 1951, the

state of Indiana, acting by and through elected and qualified members of the general assembly, declares that the state is exempt from 15 U.S.C. 1172. Sec. 4. (a) This section does not apply to real or personal property taxes imposed by a local taxing unit. (b) Local governmental authority concerning all matters relating to video gaming conducted under this article is preempted by the state. (c) No tax or fee, except as provided in this article, shall be assessed or collected from a licensee by a political subdivision having the power to assess or collect a tax or fee. This section does not prohibit the assessment and levying of property taxes otherwise authorized by law or the imposing of a special assessment (including a ditch or drainage assessment, Barrett Law assessment, improvement assessment, sewer assessment, or sewage assessment) otherwise authorized by law to be imposed on property to be benefited by an improvement. (d) A political subdivision may not enter into an agreement with a licensed congressionally chartered veterans' service organization that requires any financial commitments from the licensed congressionally chartered veterans' service organizations that are in addition to the fees and taxes imposed under this article. Sec. 5. This article will maintain the public's confidence and trust through: (1) comprehensive law enforcement supervision; and (2) the strict regulation of facilities, persons, associations, and video gaming at licensed congressionally chartered veterans' service organizations. **Chapter 2. Definitions** Sec. 1. The definitions in this chapter apply throughout this article. Sec. 2. "Adjusted gross receipts" means the difference between: (1) a licensed congressionally chartered veterans' service organization's gross receipts; minus (2) prizes paid out to patrons by the licensed congressionally chartered veterans' service organization. Sec. 3. "Commission" refers to the Indiana gaming commission established by IC 4-33-3-1. Sec. 4. "Department" refers to the department of state revenue. Sec. 5. "Distributor" means a person licensed under this article

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(1) buy a video gaming terminal from a manufacturer; and



1 (2) sell, lease, or otherwise distribute a video gaming terminal 2 or major components or parts of a video gaming terminal to 3 an operator. 4 Sec. 6. "Establishment license" means a license obtained by a 5 congressionally chartered veterans' service organization to operate 6 video gaming terminals. 7 Sec. 7. "Gross receipts" means the total amount of money 8 wagered, either by cash or ticket, by patrons on a video gaming 9 terminal located in a licensed congressionally chartered veterans' 10 service organization. 11 Sec. 8. "Licensed congressionally chartered veterans' service 12 organization" means a veterans' organization that: 13 (1) is qualified as tax exempt under Section 501(c)(3) or 14 501(c)(19) of the Internal Revenue Code; 15 (2) is organized for the verification and burial of veterans and 16 dependents of veterans; 17 (3) is recognized by the United States Department of Veterans 18 Affairs or is federally chartered by the Congress of the United 19 States; 20 (4) has a three-way permit as defined by IC 7.1-1-3-47; and 21 (5) has an establishment license issued by the gaming 22 commission to operate video gaming terminals. 23 Sec. 9. "Licensee" means a congressionally chartered veterans' 24 service organization licensed to operate video gaming issued or a 25 person holding a license under this article. 26 Sec. 10. "Manufacturer" means a person that is licensed under 27 this article to: 28 (1) manufacture or assemble video gaming terminals; and 29 (2) sell video gaming terminals to a distributor. 30 Sec. 11. "Operator" means a person that is licensed under this 31 article to own or lease, install, maintain, and operate video gaming 32 terminals at licensed congressionally chartered veterans' service 33 organizations located in Indiana. 34 Sec. 12. "Patron" means an individual who wagers on gambling 35 games played on a video gaming terminal. 36 Sec. 13. "Payment ticket" means a ticket dispensed by a video 37 gaming terminal in exchange for credits accumulated on a video 38 gaming terminal. 39 Sec. 14. "Payout device" means a device that redeems a payout 40 ticket with cash. 41 Sec. 15. "Person" means an individual, a sole proprietorship, a 42 partnership, an association, a fiduciary, a corporation, a limited



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1	liability company, or any other business entity.
2	Sec. 16. "Supplier" means a person that is licensed under this
3	article to supply major components or parts to video gaming
4	terminals.
5	Sec. 17. "Video gaming terminal" means an electronic video
6	gaming machine that:
7	(1) is available for consideration in the form of cash or a ticket
8	to play or simulate the play of a gambling game, including
9	poker, line up, and blackjack, using a video display and
10	microprocessors; and
11	(2) awards winning players with free games or credits that
12	may be redeemed for cash.
13	The term does not include a machine that directly dispenses coins,
14	cash, or tokens, or is for amusement purposes only.
15	Sec. 18. "Video gaming terminal installation contract" means
16	a contractual agreement between:
17	(1) an operator; and
18	(2) a licensed congressionally chartered veterans' service
19	organization;
20	that sets forth the terms and conditions for the placement,
21	installation, and operation of video gaming terminals on the
22	premises of the licensed congressionally chartered veterans' service
23	organization.
24	Chapter 3. Powers and Duties of the Indiana Gaming
25	Commission
26	Sec. 1. The commission has jurisdiction and supervision over the
27	following:
28	(1) All video gaming operations at licensed congressionally
29	chartered veterans' service organizations.
30	(2) All patrons in licensed congressionally chartered veterans'
31	service organizations.
32	Sec. 2. (a) The commission has the following powers for the
33	purpose of administering, regulating, and enforcing the system of
34	video gaming established under this article:
35	(1) All powers and duties specified in this article.
36	(2) All powers necessary and proper to fully and effectively
37	execute this article.
38	(3) The power to conduct hearings and to issue subpoenas for
39	the attendance of witnesses and subpoenas duces tecum for
40	the production of books, records, and other relevant
41	documents.
42	(4) The power to administer oaths and affirmations to

1	•,
1	witnesses.
2 3	(5) The power to revoke, suspend, or renew licenses issued under this article.
4	(6) The power to hire employees, gather information, conduct
5	investigations, and carry out other tasks under this article.
6	(b) The commission has the following duties for the purpose of
7	administering, regulating, and enforcing the system of video
8	gaming established under this article:
9	(1) To investigate and reinvestigate applicants, operators, and
10	licensees.
11	(2) To take appropriate administrative enforcement or
12	disciplinary action against a person or licensed
13	congressionally chartered veterans' service organization
14	regulated under this article.
15	(3) To investigate alleged violations of this article.
16	(4) To take any reasonable or appropriate action to enforce
17	this article.
18	Sec. 3. (a) The commission shall adopt rules under IC 4-22-2 for
19	the following purposes:
20	(1) Administering this article.
21	(2) Establishing the conditions under which video gaming in
22	Indiana may be conducted.
23	(3) Providing for the prevention of practices detrimental to
24	the public interest and providing for the best interests of video
25	gaming.
26	(4) Imposing penalties for noncriminal violations of this
27 28	article.
28 29	(b) The commission shall adopt emergency rules under IC 4-22-2-37.1 for the purposes described in subsection (a) to
30	enable video gaming in Indiana to commence as soon as possible
31	after December 31, 2020.
32	Sec. 4. The commission shall do the following:
33	(1) Conduct all hearings concerning civil violations of this
34	article.
35	(2) Levy and collect penalties for noncriminal violations of
36	this article.
37	(3) Deposit the penalties in the state general fund.
38	Sec. 5. The commission shall adopt standards for the licensing
39	of the following:
40	(1) Persons regulated under this article.
41	(2) Equipment necessary to conduct video gaming.
42	Sec. 6. The commission shall issue a request for proposals for a



1 central communication system vendor and enter into a contract 2 with a central communication system vendor. 3 Sec. 7. The commission shall issue a request for proposals for an 4 independent outside testing laboratory for the examination of video 5 gaming terminals and associated equipment as required by this 6 article. The commission shall enter into contracts with at least two 7 (2) independent outside testing laboratories. 8 Sec. 8. If a licensee or an employee of a licensee violates this 9 article or engages in a fraudulent act, the commission may do any 10 combination of the following: 11 (1) Suspend, revoke, or restrict the license of the licensee. 12 (2) Require the removal of a licensee or an employee of a licensee. 13 14 (3) Impose a civil penalty or fine upon the licensee or 15 employee. 16 Sec. 9. (a) The commission shall employ investigators. 17 (b) An investigator employed by the commission is vested with 18 full police powers and duties to enforce this article. 19 (c) An investigator may issue a summons for an infraction or a 20 misdemeanor violation if the defendant promises to appear by 21 signing the summons. A defendant who signs a summons issued 22 under this subsection but fails to appear is subject to the penalties 23 provided by IC 35-44.1-2-10. Upon the defendant's failure to 24 appear, the court shall issue a warrant for the arrest of the 25 defendant. 26 (d) In addition to the powers and duties vested under subsection 27 (b), an investigator may act as an officer for the arrest of offenders 28 who violate the laws of Indiana if the investigator reasonably 29 believes that a crime has been, is being, or is about to be committed 30 or attempted in the investigator's presence. 31 Sec. 10. The commission shall establish the minimum amount of 32 insurance that must be maintained by an operator or a licensee. 33 **Chapter 4. Applicant Information** 34 Sec. 1. This chapter applies to an applicant for any of the 35 following: 36 (1) A manufacturer license. 37 (2) A distributor license. 38 (3) A supplier license. 39 (4) An operator license. 40 (5) An establishment license. 41 Sec. 2. (a) An applicant for a manufacturer, distributor, 42 supplier, operator, or establishment license must provide the



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1	following information:
2 3 4	(1) The name, business address, and business telephone
3	number of the applicant.
4	(2) The following information for an applicant that is not an
5	individual:
6	(A) The state of the applicant's incorporation or
7	registration.
8	(B) The names of all directors and officers.
9	(3) The identity of the following:
10	(A) Any person in which the applicant has an equity
11	interest of at least five percent (5%) of all shares. The
12	identification must include the state of incorporation or
13	registration, if applicable. However, an applicant that has
14	a pending registration statement filed with the Securities
15	and Exchange Commission is not required to provide
16	information under this clause.
17	(B) The shareholders or participants in the applicant. An
18	applicant whose interests are publicly traded is required to
19	provide only the names of the persons holding an equity
20	interest of more than five percent (5%).
21	(4) An identification of any business, including the state of
22	incorporation or registration, if applicable, in which an
23	applicant, the spouse of the applicant, or a child of the
24	applicant, has an equity interest of more than five percent
25	(5%).
26	(5) If the applicant has been indicted or convicted, has pled
27	guilty or nolo contendere, or has forfeited bail concerning a
28	criminal offense under the laws of any jurisdiction, the
29	applicant must include the following information:
30	(A) The name and location of the following:
31	(i) The court.
32	(ii) The arresting law enforcement agency.
33	(iii) The prosecuting attorney.
34	(B) The case number.
35	(C) The date and type of the criminal offense.
36	(D) The disposition of the case.
37	(E) The location and duration of any periods of
38	incarceration served by the applicant.
39	(6) If the applicant has had a license or a certificate issued by
40	a licensing authority in Indiana or any other jurisdiction
41	denied, restricted, suspended, revoked, or not renewed, the
42	applicant must provide the following information:



1	(A) A statement describing the facts and circumstances
2	concerning the authority's actions concerning the
$\frac{2}{3}$	applicant's license or certificate.
4	(B) The date of the authority's action concerning the
4 5	applicant's license or certificate.
6	••
0 7	(C) The reason for the authority's action concerning the
8	applicant's license or certificate.
8 9	(7) If the applicant:
10	(A) has filed or had filed against the applicant a proceeding in bankruptcy; or
10	(B) has been involved in a formal process to adjust, defer,
11	suspend, or work out the payment of a debt;
12	the applicant must provide the date of filing, the name and
13 14	location of the court, the case number of the proceeding, and
14	the disposition of the proceeding.
15	(8) If the applicant has filed or been served with a complaint
10	or notice filed with a public body concerning:
17	(A) a delinquency in the payment of; or
18	(B) a dispute over the filing of;
20	a return or the payment of a tax under federal, state, or local
20	law, the applicant must include the amount of the disputed
21	tax, the type of the disputed tax, the name of the taxing agency
23	involved, and the time involved in the tax dispute.
23	(9) A statement listing the names and positions of public
25	officials, public officers, and the relatives of public officials
26	and public officers who directly or indirectly:
27	(A) have a financial interest in;
28	(B) have a beneficial interest in;
29	(C) are the creditors of;
30	(D) hold a debt instrument issued by; or
31	(E) have an interest in a contractual or service relationship
32	with;
33	the applicant.
34	(10) Except as provided in subsection (b), if the applicant has
35	directly or indirectly made a political contribution, loan,
36	donation, or other payment to a candidate or an office holder
37	in Indiana in the five (5) years before the date of the
38	application, the applicant must provide the amount and
39	method of the payment.
40	(11) The name and business telephone number of the attorney
41	who will represent the applicant in matters before the
42	commission.



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1	(12) A description of the product or service to be
2	manufactured, distributed, or supplied by the applicant if the
3	applicant is applying for a manufacturer, distributor, or
4	supplier license.
5	(b) Subsection (a)(10) does not apply to an applicant for an
6	establishment license.
7	Sec. 3. (a) The following information that may be submitted,
8	collected, or gathered as part of an application for a license under
9	this article is confidential for purposes of IC 5-14-3-4:
10	(1) Any information concerning a minor child of the
11	applicant.
12	(2) The Social Security number of the applicant or the
13	applicant's spouse.
14	(3) The home telephone number of the applicant, the
15	applicant's spouse, or the children of the applicant.
16	(4) The applicant's birth certificate.
17	(5) The driver's license number of the applicant or the
18	applicant's spouse.
19	(6) The name or address of any former spouse of the
20	applicant.
21	(7) The date of birth of the applicant's spouse.
22	(8) The place of birth of the applicant's spouse.
23	(9) The personal financial records of the applicant, the
24	applicant's spouse, or a minor child of the applicant.
25	(10) Any information concerning a victim of domestic
26	violence, sexual assault, or stalking.
27	(11) The electronic mail address of the applicant, the spouse
28	of the applicant, or a family member of the applicant.
29	(b) In addition to information that is confidential under
30	subsection (a), all information maintained by the commission
31	concerning an applicant who holds, held, or has applied for a
32	license under this article:
33	(1) is confidential for purposes of IC 5-14-3; and
34	(2) may be released by the commission only for law
35	enforcement purposes or to a state agency.
36	(c) For the safety of the public, licensed congressionally
37	chartered veterans' service organizations, and operators, the
38	commission may not disclose financial data related to the economic
39	performance of video gaming at any individual licensed
40	congressionally chartered veterans' service organization.
41	Sec. 4. Notwithstanding any other law, the commission shall
42	provide upon written request the following information:



1 (1) The information provided under section 2 of this chapter 2 concerning a licensee or an applicant. 3 (2) The aggregate amount of fees paid to the state by all of the 4 licensed congressionally chartered veterans' service 5 organizations located in each municipality or county. 6 (3) A copy of any documentation from the commission 7 providing the reasons for the denial, revocation, suspension, 8 or nonrenewal of a license. 9 (4) A copy of any documentation from the commission 10 providing the reasons for the commission's refusal to allow an 11 applicant to withdraw the applicant's application. 12 **Chapter 5. Licensing** 13 Sec. 1. (a) The commission may issue the following licenses 14 under this chapter to qualified applicants: 15 (1) A manufacturer license. 16 (2) A distributor license. 17 (3) A supplier license. 18 (4) An operator license. 19 (5) An establishment license. 20 (b) To obtain a license, a person or a congressionally chartered 21 veterans' service organization must submit an application form, an 22 application fee, and any information requested by the commission 23 under this article. 24 (c) The commission shall, promptly and in reasonable order, 25 approve or reject all license applications received under this 26 article. 27 Sec. 2. The burden is on each applicant to demonstrate the 28 applicant's suitability for a license issued under this article. The 29 commission may issue or deny a license as provided by this article. 30 Sec. 3. An applicant for a license under this article must submit 31 to a background investigation conducted by the commission with 32 the assistance of the state police or another law enforcement 33 agency. 34 Sec. 4. A person or a congressionally chartered veterans' service 35 organization may not be licensed under this article if any of the 36 following apply: 37 (1) The applicant has knowingly made a false statement of 38 material fact to the commission. 39 (2) The applicant is found by the commission to lack the 40 necessary financial stability or responsibility for holding an 41 establishment license issued under this article. 42 (3) The applicant, if an individual, is less than twenty-one (21)



1	years of age on the date on which the application is received
2	by the commission.
3	(4) The applicant is on the most recent tax warrant list.
4	(5) The applicant, if an individual, has been convicted of or
5	entered a plea of guilty or nolo contendere to a crime set forth
6	IC 35-45-5 or a crime of moral turpitude.
7	(6) The applicant, if an individual, has been convicted of or
8	entered a plea of guilty or nolo contendere to a felony within
9	the ten (10) years preceding the date of the license application,
10	unless the commission determines that:
11	(A) the individual has been pardoned or the individual's
12	civil rights have been restored;
13	(B) after the conviction or entry of the plea, the individual
14	has engaged in the kind of law abiding commerce and good
15	citizenship that would reflect well upon the integrity of the
16	commission; or
17	(C) the individual has terminated a relationship with a
18	person whose actions directly contributed to the conviction
19	or entry of the plea.
20	(7) The applicant fails to provide all materials requested by
21	the commission.
22	(8) The applicant has a background, including a criminal
23	record, reputation, habits, social or business associations, or
24	prior activities, that poses a threat to the public interests of
25	the state or to the security and integrity of video gaming.
26	(9) The applicant may create or enhance the dangers of
27	unsuitable, unfair, or illegal practices, methods, and activities
28	in the conduct of video gaming.
29	(10) The applicant presents questionable business practices
30	and financial arrangements incidental to the conduct of video
31	gaming operations.
32	Sec. 5. The fact that an applicant:
33	(1) has faced charges of a crime described in section 4(5) or
34	4(6) of this chapter that were ultimately dismissed; or
35	(2) has been charged with a crime described in section 4(5) or
36	4(6) of this chapter, but not convicted of the crime;
37	is not a sufficient grounds to disqualify the applicant for a license
38	under this article in the absence of other facts determined by the
39	commission to support a finding of unsuitability under section 4(8)
40	through 4(10) of this chapter.
41	Sec. 6. The costs of investigating an applicant for a license under
42	this chapter must be paid from the initial license fee paid by the

1 applicant under IC 4-39-12-4.

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Sec. 7. The commission shall conduct or cause to be conducted a background investigation of each applicant for a license issued under this chapter.

Sec. 8. Criminal history record information obtained during the investigation of an individual must be maintained by the commission for the term of the license and for any subsequent license term.

9 Sec. 9. The commission may require that an application or other 10 document submitted by an applicant or a licensee must be sworn 11 to or affirmed before a notary public.

Sec. 10. An applicant must furnish all information requested by the commission, including financial data and documents, certifications, consents, waivers, and individual histories.

15 Sec. 11. (a) An initial license issued under this chapter is valid 16 for one (1) year. A person holding a manufacturer license, a 17 distributor license, a supplier license, or an operator license may 18 annually renew the license if:

> (1) the commission determines that the person satisfies the conditions of this article; and

(2) the person pays the annual renewal fee under IC 4-39-12.

(b) A person holding a manufacturer license, a distributor license, a supplier license, or an operator license is subject to a complete investigation every three (3) years to determine that the person is in compliance with this article. The costs of the investigation must be paid from the renewal license fee paid under IC 4-39-12.

(c) Notwithstanding subsection (b), the commission may investigate a person holding a manufacturer license, a distributor license, a supplier license, or an operator license at any time the commission determines that an investigation is necessary to ensure that the person remains in compliance with this article.

Sec. 12. (a) The commission may issue an establishment license only to a licensed congressionally chartered veterans' service organization that satisfies the requirements of this article.

(b) An establishment license allows the congressionally chartered veterans' service organization to conduct video gaming under a video gaming terminal installation contract at the street address specified in the congressionally chartered veterans' service organization's application for the establishment license.

(c) An establishment license issued under this chapter is valid 42 for three (3) years.

1	Sec. 13. If the commission proposes to revoke a license issued
2	under this chapter, the licensee may continue to operate under the
3	license until the commission has made a decision and all
4	administrative appeals have been exhausted by the licensee.
5	Chapter 6. Restrictions on Licensees and Other Persons
6	Sec. 1. A person holding a manufacturer license or a person
7	holding an interest in a person holding a manufacturer license may
8	not:
9	(1) hold an operator license; or
10	(2) own an equity interest in a person holding an operator
11	license.
12	Sec. 2. A person holding a distributor license or a person
13	holding an interest in a person holding a distributor license may
14	not:
15	(1) hold an operator license; or
16	(2) own an equity interest in a person holding an operator
17	license.
18	Sec. 3. A person holding an operator license or a person holding
19	an interest in a person holding an operator license may not:
20	(1) hold a manufacturer license;
21	(2) hold a distributor license; or
22	(3) own an equity interest in a person holding a manufacturer
23	license or a distributor license.
24	Sec. 4. A licensed congressionally chartered veterans' service
25	organization may not:
26	(1) hold a manufacturer license;
27	(2) hold a distributor license; or
28	(3) own an equity interest in a person holding a manufacturer
29	license, a distributor license, or an operator license.
30	Sec. 5. Notwithstanding sections 1 through 4 of this chapter, a
31	licensee may hold an otherwise prohibited equity interest of not
32	more than five percent (5%) in another person holding a license
33	under this article if the other person is registered with the
34	Securities and Exchange Commission.
35	Sec. 6. A person may not assemble, sell, lease, or contract to sell
36	or lease a video gaming terminal to a distributor unless the person
37	holds a valid manufacturer license.
38	Sec. 7. A person may not sell, lease, or contract to sell or lease
39	a video gaming terminal to an operator unless the person holds a
40	valid distributor license.
41	Sec. 8. A person may not place, install, or manage the operations
42	of a video gaming terminal or the major components or parts of a

video gaming terminal in a licensed congressionally chartered veterans' service organization unless the person holds a valid operator license. A licensed congressionally chartered veterans' service organization may not own or lease a video gaming terminal or major components or parts of a video gaming terminal unless the licensed congressionally chartered veterans' service organization holds a valid operator license.

8 Sec. 9. A licensed congressionally chartered veterans' service 9 organization may not service, maintain, repair, possess, control, or 10 have access to a video gaming terminal or major components or 11 parts of a video gaming terminal unless the licensed 12 congressionally chartered veterans' service organization holds a 13 valid operator license under this article.

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Sec. 10. (a) A manufacturer may not be licensed as an operator.(b) A distributor may not be licensed as an operator.

16 (c) An operator may not be licensed as a manufacturer or17 distributor.

(d) An operator may contract only with other licensees under this article.

20 Sec. 11. (a) An operator may not give anything of value, 21 including a loan or a financing arrangement, to a licensed 22 congressionally chartered veterans' service organization as an 23 incentive or inducement to locate video gaming terminals in that 24 organization.

(b) A licensed congressionally chartered veterans' service organization may not accept anything of value, including a loan or a financing arrangement, from any person as an incentive or inducement to locate video gaming terminals in that organization. Chapter 7. Video Gaming Terminal Standards

30 Sec. 1. A licensee may not install a video gaming terminal in a 31 licensed congressionally chartered veterans' service organization 32 under a video gaming terminal installation contract unless the 33 video gaming terminal has been approved by the commission.

Sec. 2. The commission may use the services of an independent testing laboratory to test video gaming terminals for compliance with this chapter.

Sec. 3. A video gaming terminal must do the following to satisfy the requirements for approval under this chapter:

(1) Conform to all requirements of federal law, including Class A Emissions Standards imposed under 47 CFR 15.

41 (2) Pay out a mathematically demonstrable percentage during
42 the service life of the terminal of at least eighty percent

1	(80%), but not more than ninety-five percent (95%).
2	(3) Use a random selection process to determine the outcome
3	of each play of a game.
4	(4) Use a random selection process that meets ninety-nine
5	percent (99%) confidence limits using a standard chi-square
6	test for goodness of fit.
7	(5) Display an accurate representation of the game outcome.
8	(6) Be capable of detecting and displaying the following
9	conditions during an idle state or on demand:
10	(A) Power reset.
11	(B) Door open.
12	(C) Door just closed.
13	(7) Be capable of displaying complete play history, including
14	outcome, intermediate play steps, credits available, bets
15	placed, credits paid, and credits cashed out, for the eleven (11)
16	games most recently played on the terminal.
17	(8) Allow the replacement parts or modules required for
18	normal maintenance without requiring the replacement of the
19	electromechanical meters.
20	(9) House in a locked area of the terminal meters that:
21	(A) are incapable of being reset; and
22	(B) keep a permanent record of the value of any electronic
23	card inserted into the terminal, all winnings made by the
24	terminal printer, credits played, and credits won by video
25	gaming players.
26	(10) Allow on demand display of the information recorded in
27	compliance with subdivision (9)(B).
28	(11) Use accounting software that keeps an electronic record
29	of at least the following information:
30	(A) The total value of all electronic cards inserted into the
31	terminal.
32	(B) The value of winning tickets claimed by players.
33	(C) The total credits played.
34	(D) The total credits awarded by the terminal.
35	(E) The pay back percentage credited to the players of
36	each game.
37	(12) Link to a central communications system to provide
38	auditing program information required by the commission.
39	Sec. 4. The commission may not approve a video gaming
40	terminal:
41	(1) on which an automatic alteration of pay tables or any
42	function of the video gaming terminal through an internal

	1)
1	computation of hold percentage is possible;
2	(2) that is subject to any means of manipulation that affects
3	the random selection process or the probabilities of winning
4	a game; or
5	(3) that may be adversely affected by a static discharge or
6	other electromagnetic interference.
7	Sec. 5. The theoretical payback percentage of a video gaming
8	terminal may not be altered except by changing the hardware or
9	software of the video gaming terminal on site or through the
10	central communications system required by IC 4-39-9-5.
11	Sec. 6. The operator shall retain any electronically stored meter
12	information recorded in accordance with this chapter for at least
13	one hundred eighty (180) days after a loss of electric power to a
14	video gaming terminal in service at a licensed congressionally
15	chartered veterans' service organization.
16	Chapter 8. Video Gaming Terminal Installation Contract
17	Sec. 1. A video gaming terminal installation contract must
18	include the following terms and conditions:
19	(1) An affirmative statement that no inducement was offered
20	by the operator, the agent of the operator, or any other person
21	regarding the placement and operation of video gaming
22	terminals on the premises of the licensed congressionally
23	chartered veterans' service organization.
24	(2) A provision prohibiting the operator from assigning the
25	contract to an unlicensed entity.
26	(3) A provision releasing the licensed congressionally
27	chartered veterans' service organization from all contractual
28	obligations to the operator if the operator surrenders its
29	license, the license of the operator is revoked, or the
30	commission declines to renew the operator's license.
31	(4) A provision that indemnifies and holds harmless the state,
32	the commission, and any agent of the commission with respect
33	to a cause of action arising from the contract.
34	(5) A statement that the licensed congressionally chartered
35	veterans' service organization's obligation to place video
36	gaming terminals and the licensed congressionally chartered
37	veterans' service organization's obligation to allow the
38	placement of video gaming terminals are both conditioned
39	upon the parties obtaining the necessary licenses to conduct
40	video gaming under this article.
41	Chapter 9. Conduct of Video Gaming
42	Sec. 1. (a) A licensed congressionally chartered veterans' service

42 Sec. 1. (a) A licensed congressionally chartered veterans' service



organization may not allow a video gaming terminal to be played except during the period beginning one (1) hour before the lawful consumption of alcoholic beverages begins in the licensed congressionally chartered veterans' service organization and ending one (1) hour after the lawful consumption of alcoholic beverages ends in the licensed congressionally chartered veterans' service organization.

(b) Only a member of the licensed congressionally chartered veterans' service organization or a member's guest may play a video gaming terminal.

(c) A licensed congressionally chartered veterans' service organization that violates this section is subject to:

(1) the suspension, termination, or revocation of the licensed congressionally chartered veterans' service organization's license; or

16 (2) other disciplinary action as determined by the commission. 17 Sec. 2. An operator must own or lease each video gaming 18 terminal installed under this article. An operator is responsible for 19 maintaining each video gaming terminal owned or leased by the 20 operator. An operator shall ensure that each video gaming 21 terminal owned or leased by the operator is in compliance with this 22 article and the requirements of the commission.

23 Sec. 3. (a) An operator must maintain liability insurance on any 24 video gaming terminal or equipment placed or installed in a 25 licensed congressionally chartered veterans' service organization 26 by the operator.

(b) A licensed congressionally chartered veterans' service organization must maintain liability insurance on any video gaming terminal or equipment placed or installed in the licensed 30 congressionally chartered veterans' service organization under a video gaming terminal installation contract.

(c) The commission shall determine the minimum amount of insurance required by this section.

Sec. 4. A licensed congressionally chartered veterans' service organization shall conspicuously display the following information on a poster or placard in the public area of the licensed congressionally chartered veterans' service organization in which video gaming is conducted:

(1) The telephone number of the toll free telephone line described in IC 4-33-12-9.

(2) That the area is restricted to individuals who are at least twenty-one (21) years of age.

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1 (3) The telephone number of the operator. 2 Sec. 5. (a) An operator must ensure that each video gaming 3 terminal in Indiana is linked to a central communications system. 4 (b) The central communications system required by this section 5 must: 6 (1) have game to system communication protocol; 7 (2) use a standard industry protocol approved by the 8 commission; and 9 (3) allow the commission or the operator to activate or 10 deactivate a particular video gaming terminal from a remote 11 location. 12 Sec. 6. An operator shall display the odds of winning each game 13 on or near each video gaming terminal, including the manner in 14 which the odds are calculated. 15 Sec. 7. A licensed congressionally chartered veterans' service 16 organization conducting video gaming must install a video gaming 17 terminal in an area separated from the public spaces of the licensee 18 in which a minor may be present. The entrance to the area must be 19 within the view of at least one (1) employee who is at least 20 twenty-one (21) years of age at all times. A licensed congressionally 21 chartered veterans' service organization may comply with this 22 section by erecting a physical barrier to the video gaming area, 23 including a partition, gate, or rope that is secured to the floor or 24 walls. 25 Sec. 8. The maximum number of video gaming terminals that 26 may be installed in a licensed congressionally chartered veterans' 27 service organization is five (5). 28 Sec. 9. The cost of a credit must be one (1) of the following 29 amounts: 30 (1) One cent (\$0.01). 31 (2) Five cents (\$0.05). 32 (3) Ten cents (\$0.10). 33 (4) Twenty-five cents (\$0.25). 34 Sec. 10. The maximum amount that a patron may wager on a 35 particular game on a video gaming terminal is two dollars (\$2). 36 Sec. 11. The maximum amount that a patron may win on any 37 individual hand on a video gaming terminal is five hundred 38 ninety-nine dollars (\$599). 39 Sec. 12. A video gaming terminal may not directly dispense cash, 40 coins, or any article of exchange or value other than a receipt 41 ticket. 42 Sec. 13. A patron must be able to obtain a receipt ticket at the



1 the video gaming terminal. 3 Sec. 14. A receipt ticket must include the following information: 4 (1) The total amount of credits and the amount of the cash award, if any, won by the patron. 6 (2) The date and time that the receipt ticket is dispensed. 7 (3) The serial number of the video gaming terminal. 8 (4) The sequential number of the receipt ticket. 9 (5) An encrypted validation number from which the validity 10 of the cash award, if any, may be determined. 11 (6) The one (1) year expiration date of the payment ticket. 12 Sec. 15. A patron may collect any cash award won on a video 13 gaming terminal by submitting the cash receipt ticket into a payout 14 device located in the licensed congressionally chartered veterans' 15 service organization. 16 Sec. 16. The following persons may not wager on a video gaming terminal: 17 (1) An employee of the commission. 18 (1) An employee of the commission. 19 (2) A person less than twenty-one (21) years of age. 10 Chapter 10. Crimes and Penalties 21 Sec. 1. A person who knowingly or intentionally: 22 (1) makes	1	end of the patron's play by pressing a ticket dispensing button on
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42 Sec. 3. (a) The commission may require a licensee to suspend		а .
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video gaming operations without notice or hearing if the commission determines that the safety or health of patrons or employees would be threatened by the continued operation of video gaming in the licensed congressionally chartered veterans' service organization.

6 (b) The suspension of video gaming operations under this 7 section may remain in effect until the commission determines that 8 the cause for suspension has been abated. The commission may 9 revoke a license issued under this article if the commission 10 determines that the licensee has not made satisfactory progress 11 toward abating the hazard.

Chapter 12. Fees

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Sec. 1. An operator shall pay a congressionally chartered
veterans' service organization pay an application fee of one
hundred fifty dollars (\$150) when the congressionally chartered
veterans' service organization applies for a license under this
article.

18 Sec. 2. (a) An operator shall pay a licensed congressionally 19 chartered veterans' service organization annual license renewal 20 fees equal to one-third (1/3) of the licensed congressional chartered 21 veterans' service organization's annual net video gaming proceeds 22 to the commission.

(b) The commission shall deposit an annual license renewal fee received under this section to the county service officers grant fund established by IC 10-17-11.5-6.

(c) A fee paid under this section is due on the first day of the calendar month containing the anniversary date of the issuance of the licensee's license.

Sec. 3. (a) A licensed congressionally chartered veterans' service organization shall pay an annual service fee equal to one-third (1/3) of the licensed congressionally chartered veterans' service organization's annual net video gaming proceeds to the operator.

(b) A fee paid under this section is due on the first day of the calendar month containing the anniversary date of the issuance of the licensed congressionally chartered veterans' service organization's license.

Sec. 4. The commission shall charge the following initial license fees:

(1) Twenty-five thousand dollars (\$25,000) for an initial manufacturer license, an initial distributor license, or an initial supplier license issued to a person residing or domiciled in Indiana.



1	(2) Thirty-five thousand dollars (\$35,000) for an initial
	manufacturer license, an initial distributor license, or an
2 3	initial supplier license, an initial distributor incense, or an
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4 5	in a state or country other than Indiana.
	(3) Fifteen thousand dollars (\$15,000) for an initial operator
6	license issued to a person residing or domiciled in Indiana.
7	(4) Twenty-five thousand dollars (\$25,000) for an initial
8	operator license issued to a person residing or domiciled in a
9	state or country other than Indiana.
10	Sec. 5. (a) A person holding a distributor, manufacturer, or
11	supplier license shall pay an annual license renewal fee of ten
12	thousand dollars (\$10,000).
13	(b) A person holding an operator license shall pay an annual
14	license renewal fee of five thousand dollars (\$5,000).
15	Sec. 6. The commission shall deposit the following into the
16	county service officer grant fund established by IC 10-17-11.5-6:
17	(1) All fees collected under this chapter.
18	(2) All application fees received under IC 4-39-5.
19	Chapter 13. Operator Information
20	Sec. 1. An operator shall submit the following information to the
21	department on a form prescribed by the department before the
22	fifteenth day of each month:
23	(1) The total amount of adjusted gross receipts received from
24	video gaming in the previous month.
25	(2) The total amount of gross receipts received from video
26	gaming in the previous month.
27	(3) The location of each licensed congressionally chartered
28	veterans' service organization conducting video gaming in the
29	previous month, including whether the licensed
30	congressionally chartered veterans' service organization is
31	located in an unincorporated area of a county.
32	SECTION 3. IC 10-17-11.5 IS ADDED TO THE INDIANA CODE
33	AS A NEW CHAPTER TO READ AS FOLLOWS [EFFECTIVE
34	JULY 1, 2020]:
35	Chapter 11.5. County Service Officers Grant Fund
36	Sec. 1. The purpose of the fund established by section 6 of this
37	chapter is to provide grants to counties to partially fund the salary
38	of a county service officer described in IC 10-17-1-9.
39	Sec. 2. As used in this chapter, "department" refers to the
39 40	
40 41	I V
	IC 10-17-1-2.
42	Sec. 3. As used in this chapter, "director" refers to the director

1 of veterans' affairs. 2 Sec. 4. As used in this chapter, "fund" refers to the county 3 service officers grant fund established by section 6 of this chapter. 4 Sec. 5. As used in this chapter, "county veterans service officer 5 grant" means a grant of twenty-two thousand dollars (\$22,000) per 6 year that pays for the salary of one (1) half time county veterans' 7 service officer. 8 Sec. 6. (a) The county service officers grant fund is established 9 to provide grants to partially fund county service officers in 10 Indiana. 11 (b) The department shall expend all money in the fund 12 exclusively to provide grants as described in subsection (a). 13 (c) The fund consists of: 14 (1) state appropriations; (2) private donations to the fund; and 15 16 (3) deposits from IC 4-39-12-2. 17 (d) The department may award county veterans' service officer grants based on the veteran population of the county. If a county 18 19 has less than five thousand one (5,001) veterans living in the 20 county, the department shall award one (1) grant to the county. If 21 a county has more than five thousand (5,000) veterans living in the 22 county, the department shall award a grant for every two thousand 23 five hundred (2,500) veterans who live in the county. 24 Sec. 7. On June 30 of each year, the department shall transfer 25 any money remaining in the fund to the military family relief fund established by IC 10-17-12-8. 26 27 Sec. 8. The department shall administer the fund. Sec. 9. The department shall adopt rules under IC 4-22-2 to 28 29 administer the fund, including rules concerning the eligibility of 30 fund recipients. 31 SECTION 4. IC 10-17-12-9, AS AMENDED BY P.L.198-2016, 32 SECTION 635, IS AMENDED TO READ AS FOLLOWS 33 [EFFECTIVE JULY 1, 2020]: Sec. 9. (a) The fund consists of the 34 following: 35 (1) Appropriations made by the general assembly. 36 (2) Donations to the fund. 37 (3) Interest. 38 (4) Money transferred to the fund from other funds including the 39 county service officers' grant fund established by 40 IC 10-17-11.5-6. 41 (5) Annual supplemental fees collected under IC 9. 42

(6) Money from any other source authorized or appropriated for



1	the fund.
2	(b) The commission shall transfer the money in the fund not
3	currently needed to provide assistance or meet the obligations of the
4	fund to the veterans' affairs trust fund established by IC 10-17-13-3.
5	(c) Money in the fund at the end of a state fiscal year does not revert
6	to the state general fund or to any other fund.
7	(d) There is annually appropriated to the commission for the
8	purposes of this chapter all money in the fund not otherwise
9	appropriated to the commission for the purposes of this chapter.
10	SECTION 5. IC 35-45-5-15 IS ADDED TO THE INDIANA CODE
11	AS A NEW SECTION TO READ AS FOLLOWS [EFFECTIVE JULY
12	1, 2020]: Sec. 15. This chapter does not apply to video gaming
13	authorized by IC 4-39.
14	SECTION 6. IC 35-52-4-36 IS ADDED TO THE INDIANA CODE
15	AS A NEW SECTION TO READ AS FOLLOWS [EFFECTIVE JULY
16	1, 2020]: Sec. 36. IC 4-39-10-1 defines a crime concerning video
17	gaming.
18	SECTION 7. IC 35-52-4-37 IS ADDED TO THE INDIANA CODE
19	AS A NEW SECTION TO READ AS FOLLOWS [EFFECTIVE JULY
20	1, 2020]: Sec. 37. IC 4-39-10-2 defines a crime concerning video
21	gaming.

