

1 STATE OF OKLAHOMA

2 2nd Session of the 59th Legislature (2024)

3 HOUSE BILL 3583

By: Pae

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6 AS INTRODUCED

7 An Act relating to amusements and sports; enacting  
8 the Electronic Pull-Tab Device Act; requiring  
9 approval by Alcoholic Beverage Laws Enforcement  
10 Commission; prohibiting electronic pull-tab device  
11 from being used for certain games; permitting  
12 electronic pull-tab device to include certain  
13 characteristics; requiring that each electronic pull-  
14 tab device include memory; directing that memory be  
15 maintained in secure location; prohibiting electronic  
16 pull-tab device from having any means of manipulation  
17 that could affect operation or outcome of game;  
18 prohibiting electronic pull-tab device from having  
19 certain attributes; directing that electronic pull-  
20 tab device be able to withstand forced illegal entry;  
21 setting limit of the number of electronic pull-tab  
22 device present on premises; directing ABLE Commission  
23 to promulgate rules; amending 3A O.S. 2021, Section  
24 402, which relates to definitions; defining terms;  
-- providing for codification; and providing an  
effective date.

19 BE IT ENACTED BY THE PEOPLE OF THE STATE OF OKLAHOMA:

20 SECTION 1. NEW LAW A new section of law to be codified  
21 in the Oklahoma Statutes as Section 428 of Title 3A, unless there is  
22 created a duplication in numbering, reads as follows:

23 This act shall be known and may be cited as the "Electronic  
24 Pull-Tab Device Act".  
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1 SECTION 2. NEW LAW A new section of law to be codified

2 in the Oklahoma Statutes as Section 429 of Title 3A, unless there is  
3 created a duplication in numbering, reads as follows:

4 A. Each electronic pull-tab device shall bear a seal approved  
5 by the Alcoholic Beverage Laws Enforcement (ABLE) Commission.

6 B. An electronic pull-tab device shall not be capable of being  
7 used for the purpose of engaging in any game prohibited by the  
8 Commission.

9 C. In addition to a video monitor or touch screen, each  
10 electronic pull-tab device may include, but not be limited to, a  
11 bill acceptor, printer, and electromechanical buttons for activating  
12 the game and providing player input, including a means for the  
13 player to make selections and choices in games.

14 D. For each electronic pull-tab device, there shall be located  
15 anywhere within the distributed pull-tab system, nonvolatile memory  
16 or its equivalent. The memory shall be maintained in a secure  
17 location for the purpose of storing and preserving a set of critical  
18 data that has been error-checked in accordance with the critical  
19 memory requirements of this regulation.

20 E. An electronic pull-tab device shall not have any switches,  
21 jumpers, wire posts, or other means of manipulation that could  
22 affect the operation or outcome of a game. The electronic pull-tab  
23 device may not have any functions or parameters adjustable through  
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1 any separate video display or input codes except for the adjustment  
2 of features that are wholly cosmetic.

3 F. An electronic pull-tab device shall not have any of the  
4 following attributes:

- 5 1. Spinning or mechanical reels;
- 6 2. Pull handle;
- 7 3. Sounds or music solely intended to entice a player to play;
- 8 4. Flashing lights or tower light;
- 9 5. Top box, coin tray, ticket acceptance, hopper, coin  
10 acceptor;
- 11 6. Enhanced animation, cabinet, or payglass artwork; or
- 12 7. Any other attribute identified by the Commission.

13 G. An electronic pull-tab device shall be robust enough to  
14 withstand forced illegal entry that would leave behind physical  
15 evidence of the attempted entry or such entry that causes an error  
16 code that is displayed and transmitted to the distributed pull-tab  
17 system. Any such entry attempt shall inhibit game play until  
18 cleared and shall not affect the subsequent play or any other play,  
19 prize, or aspect of the game.

20 H. The number of electronic pull-tab devices, other than those  
21 electronic pull-tab devices that are handheld, present at any  
22 premises at which charitable gaming is conducted shall be limited to  
23 ten devices. The Commission shall determine whether an electronic  
24 pull-tab device is handheld.

1 I. The ABLE Commission shall promulgate rules necessary to  
2 implement and enforce the provisions of the Electronic Pull-Tab  
3 Device Act.

4 SECTION 3. AMENDATORY 3A O.S. 2021, Section 402, is  
5 amended to read as follows:

6 Section 402. As used in the Oklahoma Charity Games Act, Section  
7 401 et seq. of this title, and the Electronic Pull-Tab Device Act,  
8 as created in Section 1 of this act:

9 1. "Bingo" means a game in which each player receives a bingo  
10 face and covers the squares according to the numbers, letters, or  
11 combination of numbers and letters that have been announced by the  
12 caller. The numbers and letters called are on an object selected at  
13 random either manually or mechanically from a receptacle in which  
14 have been placed the objects bearing the numbers, letters, or  
15 combinations of numbers and letters corresponding to the system used  
16 for designating the bingo face squares. The winner of each bingo  
17 game is the player who first properly covers a predetermined and  
18 announced pattern of squares upon the bingo face being used by the  
19 player;

20 2. "Bingo face" means a flat piece of paper which is marked off  
21 into any number of squares in any arrangement of rows, with each  
22 square being designated by number, letter or combination of numbers  
23 and letters and with one or more squares designated as a "free"  
24 space with the word "Oklahoma" and a facsimile outline of a map of  
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1 Oklahoma in it, which cannot be reused after the game in which a  
2 player has used it is over;

3 3. "Breakopen ticket card" means a single folded or banded  
4 ticket or a card, the face of which is initially covered or  
5 otherwise hidden from view to conceal a number, letter, symbol, or  
6 set of letters or symbols, a few of which numbers, letters or  
7 symbols out of every set of charity game tickets have been  
8 designated in advance at random as prize winners and which is used  
9 in a breakopen ticket game;

10 4. "Breakopen ticket game" means a game wherein a player  
11 receives a breakopen ticket card. A breakopen ticket game shall  
12 meet the following criteria:

- 13 a. the game shall be assembled so that no placement of  
14 winners or losers exists that allows the possibility  
15 of prize manipulation,
- 16 b. the concealed numbers, letters, or symbols shall not  
17 be visible from the outside of the game using high  
18 intensity lamps. Protection shall be provided by the  
19 opaque paper stock employed, with the possible  
20 addition of colors and printed blackout patterns or by  
21 use of an aluminum foil laminate,
- 22 c. a unique symbol or printed security device, such as a  
23 specific number keyed to particular winners or the  
24 name of the symbol or some of the symbol colors  
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1 changed for a window, or other similar protection  
2 shall be placed in the winning windows of prize  
3 windows to ensure that the winner image is unique,

4 d. it shall not be possible to detect or pick out winning  
5 from losing tickets through variations in printing  
6 graphics, color, or use of different printing plates,

7 e. it shall not be possible to isolate winning or  
8 potential winning tickets from minor variations in  
9 size or cutting of the tickets comprising a particular  
10 packet, and

11 f. each ticket in a game shall have a serial number. All  
12 tickets in a game shall have the same serial number  
13 appearing in a conspicuous place on the ticket;

14 5. "Business entity" means a person, company, corporation, or  
15 partnership organized for profit;

16 6. "Charity game" means a bingo game, U-PIK-EM bingo game, or  
17 breakopen ticket game conducted by an organization pursuant to the  
18 provisions of the Oklahoma Charity Games Act;

19 7. "Charity game equipment" means any object uniquely designed  
20 for use in the conducting of a charity game including, but not  
21 limited to, bingo faces, U-PIK-EM bingo game sets, and breakopen  
22 ticket cards. Items used in conducting charity games which are not  
23 charity game equipment are ink markers, furniture and general  
24 furnishings of rooms where charity games are conducted;

1 8. "Commission" or "ABLE Commission" means the Alcoholic  
2 Beverage Laws Enforcement Commission;

3 9. "Day session" means the set time frame within which  
4 conducting of charity games is authorized beginning no earlier than  
5 10:00 a.m. and ending no later than 5:00 p.m.;

6 10. "Deal" means one series of breakopen ticket game cards  
7 which has a stated number of winner payouts and a stated amount of  
8 the payouts;

9 11. "Distributor" means a person or business entity that sells,  
10 markets, or otherwise provides charity game equipment to an  
11 organization;

12 12. "Doing business" means either conducting a charity game by  
13 an organization or providing goods or services to an organization by  
14 a business entity;

15 13. "Electronic pull-tab device" means an electronic device  
16 that displays an instant result from a pull-tab game by utilizing a  
17 touchscreen monitor. The device accumulates winnings for the player  
18 and prints out a voucher at the conclusion of play that can be  
19 redeemed for cash or credited to use on another electronic pull-tab  
20 device for continued play;

21 ~~13.~~ 14. "Employee" means a person who works for compensation in  
22 a licensed charity game establishment;

23 ~~14.~~ 15. "Immediate family member" means a spouse, parent, child  
24 or sibling or spouse of a parent, child or sibling of a resident of  
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1 a facility exempt from specific provisions of the Oklahoma Charity  
2 Games Act as provided in subsection C of Section 405 of this title;

3 ~~15.~~ 16. "Licensee" means any person, organization, or business  
4 entity which has received a license from the Commission;

5 ~~16.~~ 17. "Location" means the building, including the individual  
6 rooms and equipment in the rooms, grounds, and appurtenances,  
7 including adjacent premises if subject to the direct or indirect  
8 control of the organization while conducting a charity game, which  
9 are used in connection with or in furtherance of the conducting of a  
10 charity game;

11 ~~17.~~ 18. "Manager" means a person who:

- 12 a. is an employee of an organization,
- 13 b. has supervisory authority over other employees or over  
14 the conduct of charity games, and
- 15 c. has been designated as such by the organization  
16 pursuant to the provisions of subsection D of Section  
17 408 of this title;

18 ~~18.~~ 19. "Manufacturer" means a person or business entity that  
19 assembles from raw materials, supplies, or subparts to form a  
20 completed series of charity game equipment for use in charity games  
21 and that sells, markets, or otherwise provides such equipment to a  
22 distributor;



1       ~~19.~~ 20. "Night session" means the set time frame within which  
2 conducting of charity games is authorized beginning no earlier than  
3 5:00 p.m. and ending no later than 12:00 ~~p.m.~~ a.m. midnight;

4       ~~20.~~ 21. "Organization" means a religious, charitable, labor,  
5 fraternal, educational, or other type of association or any branch,  
6 lodge, chapter, or auxiliary of such association which:

- 7           a. operates without profit to its members,
- 8           b. has been in existence and been operating as a  
9                nonprofit organization for not less than two (2) years  
10               prior to applying for an organization license,
- 11           c. is exempt from taxation pursuant to the provisions of  
12               paragraphs (3), (4), (5), (6), (7), (8), (9), (10), or  
13               (19) of subsection (c) of Section 501 or paragraph (1)  
14               of subsection (a) of Section 509 of the United States  
15               Internal Revenue Code of 1986, as amended, 26 U.S.C.,  
16               Section 501(c) et seq. or Section 509(a)(1), and
- 17           d. formulates bylaws which clearly identify and  
18               establish:
  - 19                   (1) method of electing officers and their duties,
  - 20                   (2) method by which members are elected, initiated or  
21                        admitted,
  - 22                   (3) the rights and privileges of each member,
  - 23                   (4) that each member has one vote, and

1 (5) that membership rights are personal to the member  
2 and not assignable;

3 ~~21.~~ 22. "Progressive game" means a game in which prizes are  
4 allowed to be carried over and increased from session to session;

5 ~~22.~~ 23. "U-PIK-EM bingo game" means a game played wherein a  
6 player writes the numbers on a U-PIK-EM bingo game set. The player  
7 retains one sheet of the set and deposits the second sheet in a  
8 receptacle in the control of the organization. The player then  
9 covers the numbers as the caller announces a number. The numbers  
10 called are on an object selected at random either manually or  
11 mechanically from a receptacle in which have been placed the objects  
12 bearing the numbers. The winner of each U-PIK-EM bingo game is the  
13 player who first covers all the numbers appearing on the retained  
14 sheet in accordance with the pattern as designated on the sheet; and

15 ~~23.~~ 24. "U-PIK-EM bingo game set" means two paper sheets of  
16 carbonless paper both bearing identical serial numbers on which a  
17 player writes numbers or letters, wherein one sheet is retained by  
18 the player and used for playing and one sheet is held by the  
19 organization and used for verifying winners.

20 SECTION 4. This act shall become effective November 1, 2024.  
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22 59-2-9038 CMA 12/29/23  
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