

SECOND REGULAR SESSION

[PERFECTED]

HOUSE COMMITTEE SUBSTITUTE FOR

HOUSE BILL NO. 2989

103RD GENERAL ASSEMBLY

6459H.03P

JOSEPH ENGLER, Chief Clerk

AN ACT

To repeal sections 313.805, 313.820, 313.835, 572.010, 572.020, 572.070, and 572.100, RSMo, and to enact in lieu thereof twenty-five new sections relating to gaming, with penalty provisions and a delayed effective date for certain sections.

Be it enacted by the General Assembly of the state of Missouri, as follows:

Section A. Sections 313.805, 313.820, 313.835, 572.010, 572.020, 572.070, and
2 572.100, RSMo, are repealed and twenty-five new sections enacted in lieu thereof, to be
3 known as sections 27.180, 43.375, 191.250, 313.425, 313.427, 313.429, 313.431, 313.433,
4 313.435, 313.437, 313.438, 313.439, 313.440, 313.441, 313.442, 313.443, 313.444, 313.445,
5 313.805, 313.820, 313.835, 572.010, 572.020, 572.070, and 572.100, to read as follows:

27.180. There is hereby created in the state treasury the "Illegal Gaming
2 Enforcement Fund", which shall consist of moneys received by the state treasury
3 pursuant to subdivision (3) of subsection 3 of section 313.429 or other funds so
4 appropriated. The state treasurer shall be custodian of the fund. In accordance with
5 sections 30.170 and 30.180, the state treasurer may approve disbursements. Moneys in
6 the fund shall be used by the attorney general, prosecutors, and law enforcement to
7 investigate, enforce, charge, and prosecute violations of chapter 572. Notwithstanding
8 the provisions of section 33.080 to the contrary, any moneys remaining in the fund at the
9 end of the biennium shall not revert to the credit of the general revenue fund. The state
10 treasurer shall invest moneys in the fund in the same manner as other funds are
11 invested. Any interest and moneys earned on such investments shall be credited to the
12 fund.

EXPLANATION — Matter enclosed in bold-faced brackets ~~thus~~ in the above bill is not enacted and is intended to be omitted from the law. Matter in **bold-face** type in the above bill is proposed language.

43.375. 1. Notwithstanding the requirements of section 43.380, the Missouri state highway patrol may investigate violations of chapter 572 and any other criminal offenses stemming from or related to video lottery games or other illegal gambling activity.

2. To facilitate investigations under this section, the highway patrol shall have at least one investigator per troop region who shall focus on investigations under this section. Investigators assigned under this subsection may be assigned other duties as the superintendent sees fit, so long as a majority of their time remains focused on enforcement under this section.

3. Subject to appropriations, investigators under this section shall be funded primarily by moneys received from the illegal gaming enforcement fund. The Missouri lottery commission shall provide funding for expenses that are reasonably related to the enforcement of this section. Investigators under this section shall not be subject to the cap in subsection 1 of section 43.050.

4. Notwithstanding any other provision of law, the Missouri lottery commission is authorized to share files in the possession of the commission with the highway patrol in furtherance of activities under this section.

5. The superintendent of the highway patrol may enter into a cooperative agreement with the Missouri lottery commission for the purpose of conducting background investigations for licenses issued by the commission under chapter 313, as well as any other activities ancillary to criminal investigations under this section, in a manner agreeable to both parties. The Missouri lottery commission may make transfers from the state lottery fund or other appropriations to the Missouri state highway patrol gambling crimes investigation fund for services under such cooperative agreement, in accordance with applicable spending authorities.

6. There is hereby created in the state treasury the "Missouri State Highway Patrol Gambling Crimes Investigation Fund", which shall consist of the following:

(1) Moneys transferred to the fund pursuant to section 313.429;

(2) Funds appropriated by the legislature for such purpose;

(3) Funds transferred from the state lottery fund or other appropriations pursuant to a cooperative agreement under this section.

7. The Missouri state highway patrol gambling crimes investigation fund shall be utilized for:

(1) Expenses incurred relating to employing and equipping investigators assigned under this section, except that any funds utilized for these purposes shall be in addition to funds under subsection 2 of section 43.370; and

37 **(2) Expenses for equipment, training, travel, or other personnel costs with a**
38 **discernible nexus to criminal gambling enforcement or the cooperative agreement under**
39 **this section.**

40 **8. The state treasurer shall be custodian of the Missouri state highway patrol**
41 **gambling crimes investigation fund. Notwithstanding the provisions of section 33.080 to**
42 **the contrary, any moneys remaining in the fund at the end of the biennium shall not**
43 **revert to the credit of the general revenue fund. The state treasurer shall invest moneys**
44 **in the fund in the same manner as other funds are invested. Any interest and moneys**
45 **earned on such investments shall be credited to the fund.**

46 **9. Nothing in this section shall be read to give the highway patrol any authority**
47 **to conduct regulatory compliance activities on behalf of the commission except where**
48 **expressly provided for.**

191.250. There is hereby created in the state treasury the "Developmental
2 **Disability Community Support Fund", which shall consist of moneys received by the**
3 **state treasury pursuant to subdivision (3) of subsection 3 of section 313.429, moneys**
4 **appropriated by the general assembly, or any gifts, grants, donations, or bequests**
5 **received from federal, private, or other sources. It is the intent of the general assembly**
6 **that this fund shall provide funding for the ongoing learning, education, and support of**
7 **individuals with developmental disabilities. The state treasurer shall be the custodian of**
8 **the fund. In accordance with sections 30.170 and 30.180, the state treasurer may**
9 **approve disbursements. The fund shall be a dedicated fund and, upon appropriation,**
10 **money in the fund shall be used solely for the administration of this section and for**
11 **providing community services and support to people with developmental disabilities,**
12 **including, but not limited to, the purchase of services from providers designated by the**
13 **division of developmental disabilities. The moneys in the fund shall not be appropriated**
14 **for the support of the facilities operated by the department of mental health. The**
15 **moneys in the fund established in this subsection shall not be appropriated to supplant**
16 **general revenue dollars appropriated to the division of developmental disabilities for the**
17 **years prior to the funds passage. Notwithstanding the provisions of section 33.080 to the**
18 **contrary, any moneys remaining in the fund at the end of the biennium shall not revert**
19 **to the credit of the general revenue fund. The state treasurer shall invest moneys in the**
20 **fund in the same manner as other funds are invested. Any interest and moneys earned**
21 **on such investments shall be credited to the fund.**

313.425. Sections 313.425 to 313.445 shall be known and may be cited as the
2 **"Missouri Video Lottery Regulatory Act" and shall provide additional funding for**
3 **Missouri education programs and additional resources for Missouri municipalities and**

4 counties by establishing a licensing and regulatory framework for a system of video
5 lottery game terminals to conduct video lottery games.

313.427. As used in sections 313.425 to 313.445, the following terms shall mean:

2 (1) "Adjusted gross gaming revenue", the amount of revenue generated by a
3 video lottery game terminal that is remaining after:

4 (a) Payment of winnings to players; and

5 (b) Deduction by the commission of that amount necessary to pay direct
6 administrative costs for the operation of the central control system, but before
7 deduction of the adjusted gross gaming revenue tax;

8 (2) "Adjusted gross gaming revenue tax", a tax of thirty-one percent imposed on
9 adjusted gross gaming revenue;

10 (3) "Central control system", a computer system developed or procured by the
11 commission that connects all video lottery game terminals, redemption terminals, and
12 other necessary equipment using standard industry protocols capable of monitoring
13 activity on a video lottery game terminal, redemption terminal, and other necessary
14 equipment, and that can activate or deactivate a video lottery gaming terminal;

15 (4) "Commission" or "lottery commission", the state lottery commission
16 appointed by the governor to manage and oversee the lottery under section 313.215;

17 (5) "Department", the Missouri department of revenue;

18 (6) "Municipality and county administration tax", a tax of three percent
19 imposed on adjusted gross gaming revenue;

20 (7) "Net terminal income", the amount of adjusted gross gaming revenue
21 remaining after deduction of the gross gaming revenue tax and municipality and county
22 administration tax, which shall be divided equally between the video lottery game
23 operator and the video lottery game retailer;

24 (8) "Person", an individual, partnership, corporation, or limited liability
25 company;

26 (9) "Use agreement", a contract executed by and between a video lottery game
27 operator and a video lottery game retailer, approved by the commission containing
28 minimum terms and conditions determined by the commission establishing the right of
29 the video lottery game operator to place and operate video lottery game terminals on the
30 premises of a video lottery game retailer;

31 (10) "Video lottery game", any game approved by the commission for play on a
32 video lottery game terminal;

33 (11) "Video lottery game distributor", a person licensed by the commission who
34 distributes video lottery games, video lottery game terminals, redemption terminals,
35 ancillary equipment, or parts and components for video lottery gaming terminals

36 approved by the commission for sale to video lottery game distributors or video lottery
37 game operators;

38 (12) "Video lottery game handler", a person licensed by the commission and
39 employed by a video lottery game operator to handle, place, operate, and service video
40 lottery game terminals, redemption terminals, and ancillary equipment;

41 (13) "Video lottery game manufacturer", a person licensed by the commission
42 who manufactures video lottery games, video lottery game terminals, redemption
43 terminals, ancillary equipment, or parts and components for video lottery game
44 terminals or video lottery games approved by the commission for sale to video lottery
45 game operators and video lottery game distributors;

46 (14) "Video lottery game operator", a person licensed by the commission who
47 owns, rents, or leases video lottery games and video lottery game terminals for
48 placement and operation at the business premises of a licensed video lottery game
49 retailer;

50 (15) "Video lottery game redemption terminal" or "redemption terminal", the
51 collective hardware, software, and other ancillary equipment approved by the
52 commission used to redeem a video lottery game ticket for cash;

53 (16) "Video lottery game retailer", a person licensed by the commission to enter
54 into use agreements with video lottery game operators for the placement of video lottery
55 game terminals at the business premises of the licensed video lottery game retailer who
56 meets the requirements of a lottery game retailer under section 313.260. No person with
57 a primary purpose of providing entertainment, activities, or educational services to
58 anyone under the age of twenty-one shall be licensed as a video lottery game retailer;

59 (17) "Video lottery game terminal", any device that, through an electronic,
60 mechanical, or electromechanical process, including through the use of any application,
61 software, or other system that accepts legal tender, credits or tickets, or forms of digital
62 currency to play, and through which is used to generate a prize of money or form of
63 credit that can be redeemed for money or another form of monetary payment that is
64 presented to the player by a set or combination of alphanumeric symbols or lines of
65 symbols that determine the amount of the prize, regardless of the operating system that
66 determined the prize;

67 (18) "Video lottery game terminal credit", credits either purchased or won on a
68 video lottery game terminal that may be used to play video lottery games or be
69 converted into a video lottery game ticket;

70 (19) "Video lottery game ticket", a document printed or provided electronically
71 by a video lottery game terminal at the conclusion of any video lottery game play or
72 series of plays that may be redeemed for cash at a redemption terminal located on the

73 premises of the video lottery game retailer, or that may be reinserted into a video lottery
74 game terminal for video lottery game play on the premises of the video lottery game
75 retailer where such ticket was issued.

313.429. 1. (1) The commission shall implement a system of video lottery game
2 terminals and issue licenses to video lottery game manufacturers, video lottery game
3 distributors, video lottery game operators, video lottery game handlers, and video
4 lottery game retailers; provided, however, that:

5 (a) No person licensed as a video lottery game manufacturer or a video lottery
6 game distributor shall be issued a license as a video lottery game operator or video
7 lottery game retailer;

8 (b) No person licensed as a video lottery game operator shall be issued a license
9 as a video lottery game manufacturer, video lottery game distributor, or video lottery
10 game retailer;

11 (c) No person licensed as a video lottery game retailer shall be issued a license as
12 a video lottery game manufacturer, video lottery game distributor, or video lottery game
13 operator.

14 (2) Nothing in this subsection shall prevent a video lottery game manufacturer or
15 a video lottery gaming distributor from being licensed as both a video lottery game
16 manufacturer and a video lottery game distributor. Nothing in this subsection shall
17 prevent a video lottery game manufacturer or a video lottery game distributor from
18 contracting with the commission to provide or operate the central control system.

19 (3) The commission shall not authorize or allow a single video lottery game
20 manufacturer or video lottery game distributor as the sole or exclusive manufacturer or
21 distributor of video lottery game terminals, video lottery games, or redemption
22 terminals in Missouri.

23 (4) The commission shall ensure that the video lottery game system authorized
24 by sections 313.425 to 313.437 shall allow for multiple video lottery game
25 manufacturers, video lottery game distributors, video lottery game operators, and
26 video lottery game retailers to encourage private sector investment and job
27 opportunities for Missouri citizens.

28 2. Video lottery game terminals and video lottery games shall meet independent
29 testing standards approved by the commission, as tested by one or more licensed
30 independent test labs. The commission shall promulgate rules for minimum standards
31 for video lottery game terminals, video lottery games, and redemption terminals. Such
32 minimum standards shall include:

33 (1) Video lottery game terminals shall conform to all requirements of federal law
34 and regulations, including FCC Class A Emission Standards;

35 **(2) Video lottery game terminals and video lottery games shall theoretically pay**
36 **out a mathematically demonstrable percentage during the expected lifetime of the**
37 **terminal of all amounts played, which shall not be less than eighty percent. The**
38 **commission shall establish a maximum payout percentage for approved models by rule.**
39 **Video lottery game terminals that may be affected by skill shall meet this standard when**
40 **using a method of play that will provide the greatest return to the player over a period**
41 **of continuous play;**

42 **(3) Video lottery game terminals shall use a random number generator**
43 **computer, software, or similar random selection process to generate and produce an**
44 **independent and random outcome of each play of a video lottery game. The random**
45 **selection process shall meet ninety-nine percent confidence limits using a standard chi-**
46 **squared test for goodness of fit;**

47 **(4) Video lottery game terminals shall display an accurate representation of the**
48 **video lottery game outcome;**

49 **(5) Video lottery game terminals shall not automatically alter pay tables or any**
50 **function of the video lottery game terminal based on internal computation of hold**
51 **percentage or have any means of manipulation that affects the random selection process**
52 **or probabilities of winning a game;**

53 **(6) Video lottery game terminals shall not be adversely affected by static**
54 **discharge or other electromagnetic interference;**

55 **(7) Video lottery game terminals shall, while in an idle state or on demand, be**
56 **capable of detecting and displaying "power reset", "door open", and "door just**
57 **closed";**

58 **(8) Video lottery game terminals shall have the capacity to display complete play**
59 **history including, but not limited to, outcome, intermediate play steps, credits available,**
60 **bets placed, credits paid, and credits cashed out, for the most recent game played and**
61 **ten games played immediately prior thereto;**

62 **(9) The theoretical payback percentage of a video lottery game terminal shall not**
63 **be capable of being changed without making a hardware or software change in the video**
64 **lottery game terminal, either on site or through the central control system;**

65 **(10) Video lottery game terminals shall be designed so that replacement of parts**
66 **or modules required for normal maintenance does not necessitate replacement of the**
67 **electromechanical meters;**

68 **(11) Video lottery game terminals shall have one or more mechanisms that**
69 **accept cash in the form of bills and accepting tickets. The mechanisms shall be designed**
70 **to prevent obtaining credits without paying by stringing, slamming, drilling, or other**

71 means. If such attempts at physical tampering are made, the video lottery game
72 terminal shall suspend itself from operating until reset;

73 (12) Video lottery game terminals shall have accounting software that keeps an
74 electronic record of information including, but not limited to, total cash inserted, value
75 of winning tickets claimed by players, total credits played, total credits awarded by a
76 video lottery game terminal, and payback percentage credited to players of each video
77 lottery game;

78 (13) Video lottery game terminals shall be capable of issuing and accepting
79 tickets for play, commonly known as "ticket-in ticket-out". Video lottery game
80 terminals shall not directly dispense anything of value except for tickets representing
81 credits purchased or won on a video lottery game terminal. The ticket shall indicate the
82 total amount of award, the time of day in a twenty-four-hour format showing hours and
83 minutes, the date, the video lottery game terminal serial number, the sequential number
84 of the ticket, and an encrypted validation number from which the validity of the prize
85 may be determined;

86 (14) Video lottery game terminals and redemption terminals shall be connected
87 to the central control system approved by the commission. The commission shall
88 provide licensed video lottery game operators with the necessary protocols to connect
89 video lottery game terminals to the central control system after such video lottery game
90 terminals have been approved by the commission. No video lottery game terminal shall
91 be placed in operation without first connecting to the central control system and shall
92 remain connected to the central control system at all times a video lottery game terminal
93 is made available for play;

94 (15) The commission shall adopt rules to identify the location, by municipality
95 and county, of each video lottery game terminal being operated in the state and
96 connected to the central control system. The commission shall adopt rules to maintain a
97 current list of such information, and shall provide said list to the department of revenue
98 to ensure accurate taxation and reporting; and

99 (16) No device that was previously determined to be an illegal gambling machine
100 by the commission shall be licensed as a video lottery game terminal.

101 3. (1) The commission shall impose an initial nonrefundable administrative
102 license application fee that shall be submitted when the application is filed and deposited
103 in the state lottery fund as follows:

104 (a) For video lottery game manufacturers and video lottery game distributors,
105 twenty-five thousand dollars;

106 (b) For video lottery game operators, one hundred thousand dollars;

107 (c) For video lottery game retailer establishments, one thousand dollars for each
108 video lottery game retailer establishment; and

109 (d) For video lottery game handlers, one hundred dollars.

110 (2) The initial license shall be for a period of one year. Thereafter, renewals of
111 such license shall be for a period of four years. Subsequent to the initial one-year
112 period, anyone licensed pursuant to this subsection shall submit an annual
113 nonrefundable fee to be deposited in the state lottery fund. Such fee shall be paid as
114 follows:

115 (a) Five thousand dollars for video lottery game manufacturers and video lottery
116 game distributors;

117 (b) Fifty thousand dollars for video lottery game operators;

118 (c) One hundred dollars for video lottery game handlers; and

119 (d) One thousand dollars for each establishment owned and operated by a video
120 lottery game retailer.

121 (3) In addition to any other fees imposed by sections 313.425 to 313.445, an
122 annual nonrefundable administrative fee of one thousand two hundred fifty dollars shall
123 be paid to the department for each video lottery game terminal placed in service, and
124 shall be deemed an administrative fee on the device itself and not on the operation or
125 play thereof. Such annual administrative fee shall be equally divided and paid by the
126 video lottery game operator and the video lottery game retailer to the department once
127 per year. The department shall remit two hundred dollars of the fee to the commission,
128 which shall deposit such fee in the state lottery fund. The remaining eight hundred
129 dollars of such fee shall be remitted to the illegal gaming enforcement fund, which the
130 state treasurer shall pay as follows:

131 (a) One hundred dollars shall be transmitted to the Missouri state highway
132 patrol for use in investigations and enforcement of sections 313.425 to 313.445;

133 (b) Fifty dollars shall be transmitted to the Missouri attorney general's office for
134 use in illegal gambling enforcement;

135 (c) Fifty dollars shall be transmitted to the Missouri prosecutors pension fund;

136 (d) Four hundred dollars shall be transmitted to the Missouri veterans
137 commission;

138 (e) Two hundred dollars shall be transmitted to the municipality in which the
139 video lottery game terminal is located, except that if a video lottery game terminal is
140 located in an unincorporated area of a county, the two hundred dollars shall be
141 transmitted to the county in which the video lottery game terminal is located; and

142 (f) Two hundred fifty dollars shall be transmitted to the developmental disability
143 community support fund.

144 **(4) No license shall be issued to any person who has been convicted of a felony or**
145 **any crime involving illegal gambling.**

146 **(5) A licensee shall notify the commission of any change relating to the status of**
147 **its license or any other information contained in the application materials on file with**
148 **the commission.**

149 **4. Licensed video lottery game operators and licensed video lottery game**
150 **retailers shall enter into a use agreement for the placement of video lottery game**
151 **terminals. The video lottery game operator shall provide a true and accurate copy of**
152 **the executed use agreement to the video lottery game retailer within ten days after**
153 **execution of the use agreement by the parties. The use agreement shall be on a form**
154 **approved by the commission. The use agreement shall contain commercially reasonable**
155 **terms including, but not limited to, the following minimum requirements:**

156 **(1) An equal division of net terminal income between a video lottery game**
157 **operator and video lottery game retailer;**

158 **(2) A requirement that the video lottery game operator is to be responsible for**
159 **collection, remittance, and disbursement of gross gaming revenue, gross gaming revenue**
160 **tax, and net terminal income;**

161 **(3) An affirmative statement that no inducement was offered, proposed, or**
162 **accepted by either the video lottery game operator or the video lottery game retailer**
163 **regarding the placement or operation of video lottery game terminals at the premises of**
164 **the video lottery game retailer;**

165 **(4) An indemnity and hold harmless provision on behalf of the state, the**
166 **commission, and its agents relative to any cause of action arising out of the use**
167 **agreement between a video lottery game operator and a video lottery game retailer;**

168 **(5) A prohibition on the assignment of the agreement from or to any person**
169 **except from a video lottery game operator to another video lottery game operator or**
170 **from a video lottery game retailer to another video lottery game retailer, and providing**
171 **that all use agreements shall be otherwise freely assignable;**

172 **(6) A release of the video lottery game retailer from any continuing contractual**
173 **obligation to the video lottery game operator if the video lottery game operator has its**
174 **license revoked or denied, has its renewal denied, or surrenders its license;**

175 **(7) A provision that the parties agree to modify the agreement to the extent**
176 **necessary to comply with a change in Missouri law or commission rules;**

177 **(8) A term not to exceed five years and shall not contain any automatic renewal**
178 **or extension of any such term; and**

179 **(9) Provisions approved by the commission.**

180 **5. No video lottery game retailer shall enter into a use agreement with more than**
181 **one video lottery game operator at any time. Only upon termination of a use agreement**
182 **with a video lottery game operator may a video lottery game retailer enter into a new**
183 **use agreement with a different video lottery game operator.**

184 **6. All licensees shall remain subject to all income taxes, property taxes, sales**
185 **taxes, and use taxes lawfully assessed by this state, or any municipality, county, or other**
186 **political subdivision of this state; provided, however, that a municipality, county, or**
187 **other political subdivision of this state shall not impose, levy, collect, or assess any**
188 **license requirement, tax, or fee including, but not limited to, any permit tax or fee,**
189 **sticker fee, occupation tax or fee, amusement tax or fee, or taxes or fees upon the play,**
190 **use, ownership, lease, placement, operation, repair, service, transportation, or storage of**
191 **any video lottery game terminal, video lottery game, video lottery game manufacturer,**
192 **video lottery game distributor, video lottery game operator, or video lottery game**
193 **retailer. Nothing in this section shall prevent a political subdivision from levying a fee**
194 **upon a video lottery game retailer of not more than two hundred fifty dollars, and such**
195 **fee shall be divided equally between the video lottery game retailer and the video lottery**
196 **game operator; provided, however, that all revenues generated from the levying of such**
197 **fees shall be deposited into the general revenue fund of the political subdivision.**

198 **7. (1) Video lottery game terminals shall be inspected and approved by the**
199 **commission prior to being sold, leased, or transferred.**

200 **(2) Video lottery game manufacturers and video lottery game distributors may**
201 **buy, sell, or lease new or refurbished video lottery game terminals to and from video**
202 **lottery game manufacturers, video lottery game distributors, and video lottery game**
203 **operators.**

204 **(3) Redemption terminals shall meet independent testing standards approved by**
205 **the commission. The commission may approve redemption terminals that have been**
206 **approved by another state for operation for use as part of that state's video lottery game**
207 **system or similar system.**

208 **8. (1) Licensed video lottery game operators:**

209 **(a) May buy, lease, or rent video lottery game terminals from licensed video**
210 **lottery game manufacturers or distributors;**

211 **(b) May handle, place, service, and maintain video lottery game terminals; and**

212 **(c) Shall connect all video lottery game terminals to the central control system**
213 **approved by the commission.**

214 **(2) All video lottery game tickets shall be redeemed using a redemption terminal.**
215 **Such redemption terminal shall be located within a video lottery game retailer's**
216 **establishment in direct proximity to such video lottery game terminals. Video lottery**

217 **game operators shall pay the commission thirty-two percent of any unclaimed cash**
218 **prize associated with each video lottery game ticket that has not been redeemed within**
219 **one hundred eighty days of issuance.**

220 **(3) A video lottery game operator shall not, directly or indirectly, lease real estate**
221 **to a video lottery game retailer. No lease of real property to a video lottery game retailer**
222 **may contain a provision requiring any sharing or splitting of net terminal income**
223 **between the lessor and the lessee, or any method of rent calculation using a percentage**
224 **of net terminal income, or any other similar provision or method for the determination**
225 **or calculation of any rent, concession, or other charge by a lessor to a lessee. Video**
226 **lottery game retailers shall submit true, accurate, and complete leases or similar**
227 **agreements regarding the premises of the video lottery game retailer to the commission**
228 **with their license application and annual license renewal application.**

229 **(4) Only a video lottery game operator or an operator's employee may negotiate**
230 **and enter into a use agreement with a video lottery game retailer for the initial or**
231 **continued placement of video lottery game terminals. Video lottery game operators and**
232 **video lottery game retailers shall not offer, propose, or accept anything of value, other**
233 **than the equal division of net terminal income in exchange for the execution of a use**
234 **agreement. No video lottery game operator or video lottery game retailer shall pay**
235 **compensation or any other valuable consideration to any third party for the solicitation,**
236 **procurement, execution, or delivery of any use agreement with a video lottery game**
237 **operator or video lottery game retailer, except as approved by the commission. A video**
238 **lottery game operator shall not share or split net terminal income with any other video**
239 **lottery game operator licensee under sections 313.425 to 313.445 or with any other**
240 **third-party, except as approved by the commission. The commission shall adopt rules**
241 **for the sharing or splitting of net terminal income by a video lottery game operator.**

242 **(5) Any agreement, contract, or arrangement for the initial or continued**
243 **placement of video lottery game terminals entered into by any person prior to being**
244 **duly licensed as a video lottery game operator or a video lottery game retailer by the**
245 **commission shall be invalid. Only use agreements by and between licensed video lottery**
246 **game operators and licensed video lottery game retailers shall be deemed valid for the**
247 **placement and operation of video lottery game terminals.**

248 **9. (1) To combat problem gambling, video lottery game operators shall allow**
249 **players to be self-excluded from video lottery game play pursuant to rules adopted by**
250 **the commission. Any person that has been self-excluded is guilty of trespassing in the**
251 **first degree pursuant to section 569.140 if such person enters a designated video lottery**
252 **gaming area as defined by rules and regulations created by the Missouri lottery**
253 **commission pursuant to subsection 16 of section 313.429.**

254 **(2) Video lottery game operators may establish a player rewards systems**
255 **approved by the commission. No player shall be required to enroll in a rewards**
256 **program offered by a video lottery game operator as a condition to play video lottery**
257 **games.**

258 **10. (1) Video lottery game terminals shall not directly dispense anything of value**
259 **except for video lottery game tickets. Tickets shall be dispensed by pressing the ticket**
260 **dispensing button on the video lottery game terminal at the end of any video lottery**
261 **game play or series of plays. The value of video lottery game terminal credits shall be**
262 **determined by the commission. Video lottery game operators shall not be required to**
263 **pay out coins for prizes to be paid to a player having a value less than one dollar, and**
264 **redemption terminals shall not be required to dispense coins. Any prize to be paid to a**
265 **player having a value less than one dollar shall be dispensed to the player from the**
266 **redemption terminal in the form of a ticket, which may be inserted into a video lottery**
267 **game terminal for play. The commission may adopt rules allowing redemption**
268 **terminals to allow a player to donate prizes to be paid to a player having a value of less**
269 **than one dollar to charitable organizations.**

270 **(2) The maximum wager for a single video lottery game shall not exceed four**
271 **dollars. Notwithstanding the provisions of subsection 5 of section 313.321 to the**
272 **contrary, the maximum prize won from a single wager for video lottery game play shall**
273 **not exceed one thousand one hundred ninety-nine dollars or no more than one dollar**
274 **less than the minimum amount required to report gambling winnings from slot**
275 **machines pursuant to IRS Form W2G and IRS Form 5754.**

276 **(3) No more than eight video lottery game terminals may be placed at the**
277 **business premises of a video lottery game retailer. A political subdivision may further**
278 **restrict the number of video lottery game terminals at each retail business to not more**
279 **than five video lottery terminals, provided that such a restriction shall not extend to**
280 **high volume convenience stores that primarily serve the trucking industry.**

281 **(4) The play, use, or operation of video lottery games and video lottery game**
282 **terminals shall not be advertised to the public through any means including, but not**
283 **limited to, media outlets, social media advertising, direct mail, broadcast media,**
284 **telephone solicitation, billboards, or other signage. The commission may adopt rules**
285 **allowing for limited signage to be displayed at a video lottery game retailer's premises.**
286 **The advertising prohibition contained in this subdivision shall apply to all licensees**
287 **including, but not limited to, video lottery game manufacturers, video lottery game**
288 **distributors, video lottery game operators, video lottery game retailers, and video**
289 **lottery game handlers. Notwithstanding any other provision of law to the contrary,**
290 **there is no prohibition or restriction on direct or indirect marketing or advertising of**

291 video lottery games, video lottery game terminals, or redemption terminals by video
292 lottery game manufacturers, and video lottery game distributors to video lottery game
293 operators and video lottery game retailers. Video lottery game operators may advertise,
294 promote, and market to players of video lottery games and video lottery game terminals
295 through player rewards programs approved by the commission.

296 (5) Video lottery games shall not be played at any time when the video lottery
297 game retailer's establishment is closed for business.

298 11. (1) No person under twenty-one years of age shall play video lottery games
299 or video lottery game terminals. The video lottery game retailer shall be responsible for
300 preventing persons under twenty-one years of age from playing video lottery games or
301 video lottery game terminals.

302 (2) Video lottery game operators shall install, maintain, and operate video
303 surveillance systems within the immediate area of the video lottery game retailer's
304 establishment where video lottery game terminals and redemption terminals are
305 located. The surveillance system may also cover the perimeter of the video lottery game
306 retailer's premises. The video lottery game operator shall maintain video footage for
307 thirty days and shall, upon request, provide such footage to the commission. Video
308 footage taken by the video surveillance system shall:

309 (a) Be deleted and expunged after the thirty day period described in this
310 subdivision; and

311 (b) Not make use of any facial recognition technology or software.

312 (3) The commission shall adopt rules regarding the investigation and
313 enforcement of violations of law, rule, or regulation governing the conduct of video
314 lottery games in conformance with established commission procedures, which may
315 include fines, suspension, and revocation of licenses issued by the commission.

316 (4) A video lottery game operator shall post a sign in a conspicuous location
317 where such video lottery game terminals are located containing, in red lettering at least
318 one inch high on a white background, a telephone contact number (1-888-BETSOFF)
319 for the problem gambling helpline, or other similar information as determined by the
320 commission. The commission may adopt rules for the mandatory posting of signage
321 regarding problem gaming, underage gaming, and other consumer protection measures.

322 (5) Pursuant to rules adopted by the department and the commission, a video
323 lottery game operator shall be responsible for:

324 (a) Paying prizes won from video lottery game play to winning players;

325 (b) Collecting all funds from video lottery game terminals;

326 (c) Depositing all funds collected from video lottery game terminals into a
327 separate bank account maintained by the video lottery game operator to allow for

328 **monthly electronic fund transfers by the commission and the department all applicable**
329 **adjusted gross gaming tax and municipality and county administration tax;**

330 **(d) After such transfer to the commission and the department, remitting to the**
331 **video lottery game retailer its share of net terminal income on not less than a monthly**
332 **basis. The video lottery game operator may thereafter transfer its share of net terminal**
333 **income to its business operations account; and**

334 **(e) The commission may adopt rules allowing for the division of net terminal**
335 **income between the video lottery game operator and the video lottery game retailer on a**
336 **basis other than an equal division of net terminal income.**

337 **(6) A video lottery game retailer or operator shall place a conspicuous warning**
338 **label or sticker on each video lottery game terminal at each video lottery game retailer**
339 **location in red lettering at least one inch high on white background that reads,**
340 **"WARNING: GAMBLING CAN BE ADDICTIVE".**

341 **12. The adjusted gross gaming revenue tax shall be imposed on adjusted gross**
342 **gaming revenue. Video lottery game operators shall collect and remit the adjusted gross**
343 **gaming revenue tax, which shall be deposited in the state lottery fund pursuant to rules**
344 **adopted by the commission. The commission shall use and transmit such funds as**
345 **follows:**

346 **(1) The commission shall retain an amount from the adjusted gross gaming**
347 **revenue tax necessary to cover direct administrative expenses for the regulation and**
348 **enforcement of the video lottery game program that are not covered by license fees or**
349 **reimbursements;**

350 **(2) Subject to appropriations, all remaining funds after administrative expenses**
351 **and payment of prizes shall be transferred to the lottery proceeds fund and shall be**
352 **appropriated equally to public elementary and secondary education and public**
353 **institutions of higher education as follows:**

354 **(a) Twenty percent of such funds shall be appropriated to the "Public**
355 **Elementary and Secondary School Construction and Rehabilitation Grant Fund" which**
356 **is hereby created. The state treasurer shall administer the fund, and the department of**
357 **elementary and secondary education shall establish criteria for the distribution of such**
358 **funds by rule. Notwithstanding the provisions of section 33.080 to the contrary, any**
359 **moneys remaining in the fund at the end of the biennium shall not revert to the credit of**
360 **the general revenue fund. Any interest and moneys earned on such investments shall be**
361 **credited to the fund; and**

362 **(b) The public elementary and secondary school construction and rehabilitation**
363 **grant fund shall consist of all moneys transferred to it under this subsection, and all**
364 **moneys otherwise appropriated or donated to it. The funding provided for in this**

365 subdivision shall supplement, and not supplant, any education funding otherwise
366 appropriated by the general assembly. The moneys in the public elementary and
367 secondary school construction and rehabilitation grant fund may be used for:

368 a. Public school construction or renovations; and

369 b. Enhancing credit and reducing the interest costs associated with school
370 district general obligation bonds funded by school bond property tax levies issued for
371 construction, capital improvements, renovations or rehabilitation.

372 13. The municipality and county administration tax shall be imposed on
373 adjusted gross gaming revenue. Video lottery game operators shall remit the
374 municipality and county administration tax to the department. The department shall
375 distribute such funds to the municipality or county identified by the commission
376 pursuant to subdivision (15) of subsection 2 of this section. The municipality or county
377 shall receive the proceeds of the municipality and county administration tax generated
378 by the video lottery game terminals located within the jurisdiction of the identified
379 municipality or county to be used for providing services necessary for the safety of the
380 public visiting a video lottery game retailer's location. All revenue owed to the
381 municipality or county shall be deposited and distributed to the municipality or county
382 in accordance with rules and regulations created by the department. All the funds
383 deposited with any municipality or county shall not be considered state funds and shall
384 be deposited in the municipality or county's general revenue fund to be expended as
385 provided for in this section.

386 14. All revenues received by the commission from license fees and any
387 reimbursements associated with the administration of the provisions of sections 313.425
388 to 313.445, and all interest earned thereon, shall be used for administrative expenses and
389 shall be deposited in the state lottery fund. Moneys deposited into the state lottery fund
390 from license fees and any reimbursements of commission administrative expenses to
391 administer sections 313.425 to 313.445 shall not be considered net proceeds under
392 Article III, Section 39(b) of the Constitution of Missouri. Subject to appropriation, up
393 to one percent of such license fees shall be deposited to the credit of the compulsive
394 gamblers fund created under section 313.842.

395 15. The commission may contract with a state law enforcement entity to assist in
396 conducting background investigations of video lottery game license applicants, and for
397 the enforcement of sections 313.425 to 313.445.

398 (1) The Missouri lottery commission may require that fingerprint submissions
399 be made as part of an application seeking licensure for a video lottery game
400 manufacturer, video lottery game distributor, video lottery game operator, video lottery
401 game handler, or video lottery game retailer as defined in section 313.427.

402 **(2) If the Missouri lottery commission requires that fingerprint submission be**
403 **made as part of such application, the Missouri lottery commission shall require**
404 **applicants to submit fingerprints to the Missouri state highway patrol for the purpose of**
405 **conducting a state and federal fingerprint-based criminal history background check.**

406 **(3) The fingerprints and any required fees shall be sent to the Missouri state**
407 **highway patrol's central repository. The fingerprints shall be used for searching the**
408 **state criminal records repository and shall also be forwarded to the Federal Bureau of**
409 **Investigation for a federal criminal records search under section 43.540. The Missouri**
410 **state highway patrol shall notify the Missouri lottery commission of any criminal history**
411 **record information or lack of criminal history record information discovered on the**
412 **individual. Notwithstanding the provisions of section 610.120 to the contrary, all**
413 **records related to any criminal history information discovered shall be accessible and**
414 **available to the Missouri lottery commission.**

415 **16. The commission shall adopt rules for the implementation of the video lottery**
416 **game system authorized under sections 313.425 to 313.445, including, but not limited to,**
417 **a designation of distinct area of the business or building not accessible to anyone under**
418 **the age of twenty-one as the video lottery gaming area that is divided from the primary**
419 **business operation area of the video lottery game retailer's premises where all video**
420 **lottery game terminals and redemption terminals shall be placed and operated and all**
421 **gaming activity shall be conducted. Any rule or portion of a rule, as that term is defined**
422 **in section 536.010, that is created under the authority delegated in this section shall**
423 **become effective only if it complies with and is subject to all of the provisions of chapter**
424 **536 and, if applicable, section 536.028. This section and chapter 536 are nonseverable**
425 **and if any of the powers vested with the general assembly pursuant to chapter 536 to**
426 **review, to delay the effective date, or to disapprove and annul a rule are subsequently**
427 **held unconstitutional, then the grant of rulemaking authority and any rule proposed or**
428 **adopted after August 28, 2026, shall be invalid and void.**

313.431. In order to expedite the orderly implementation of the video lottery
2 **game system authorized under sections 313.425 to 313.445, the commission shall:**

3 **(1) Contract for the supply and operation of a central control system no later**
4 **than ninety days after the effective date of sections 313.425 to 313.445;**

5 **(2) Make license applications for video lottery game manufacturers, video**
6 **lottery game distributors, video lottery game operators, video lottery game retailers,**
7 **and video lottery game handlers available to applicants no later than thirty days after**
8 **the effective date of sections 313.425 to 313.445;**

9 **(3) Accept applications and promulgate any emergency rules or regular rules**
10 **and regulations needed for the implementation of the video lottery game system**

11 authorized under sections 313.425 to 313.445 no later than one hundred twenty days
12 after the effective date of sections 313.425 to 313.445;

13 (4) Begin issuing licenses under sections 313.425 to 313.445 no later than one
14 hundred twenty days after the effective date of this section;

15 (5) Issue an approved form use agreement no later than ninety days after the
16 effective date of sections 313.425 to 313.445;

17 (6) Establish a start date when all video lottery game operators may begin
18 soliciting use agreements with video lottery game retailers for the placement of video
19 lottery game terminals. No video lottery game operator shall solicit use agreements
20 prior to the start date. Such start date shall be set no more than one hundred eighty
21 days after the effective date of sections 313.425 to 313.445;

22 (7) Approve or deny any completed video lottery game retailer application or
23 video lottery game operator application no more than ninety days after such application
24 is received by the commission. The operation of unregulated amusement devices or
25 unregulated gambling devices shall not be the sole cause for denial of a video lottery
26 game retailer license or a video lottery game operator license; and

27 (8) Establish a date by which the system of video lottery game terminals shall be
28 operational. The operational date shall be no later than three hundred sixty five days
29 after the effective date of sections 313.425 to 313.445.

313.433. Notwithstanding any other provision of law to the contrary,
2 participation by a person, firm, corporation, or organization in any aspect of the
3 state lottery under sections 313.425 to 313.445 shall not be construed to be a lottery or
4 gift enterprise in violation of Article III, Section 39 of the Constitution of Missouri.

313.435. 1. A municipality may adopt an ordinance prohibiting video lottery
2 game terminals within the corporate limits of such municipality within one hundred
3 twenty days after the effective date of this act. Such municipality shall notify the
4 commission of the ordinance within seven days of passage. A municipality that has
5 adopted such an ordinance may at any time thereafter adopt an ordinance allowing
6 video lottery game terminals within the corporate limits of such municipality, but may
7 not after the passage of such ordinance adopt any subsequent ordinance regarding
8 prohibition of video lottery terminals for ten consecutive years. A municipality may
9 then only pass an ordinance to prohibit video lottery game terminals not earlier than
10 five years.

11 2. A county commission may, for the unincorporated area of the county, adopt
12 an ordinance prohibiting video lottery game terminals within the unincorporated area
13 of the county within one hundred twenty days from the effective date of this act. Such
14 county shall notify the commission of the ordinance within seven days of passage. A

15 county commission that has adopted such an ordinance may at any time thereafter
16 adopt an ordinance allowing video lottery game terminals within the unincorporated
17 area of the county, but may not after the passage of such ordinance adopt any ordinance
18 prohibiting video lottery game terminals within the unincorporated area of the county.

19 **3. Any municipality or county adopting an ordinance that prohibits the licensing**
20 **of video lottery games shall notify the commission of such action and provide a certified**
21 **copy of such ordinance to the commission. Upon receiving such notification and**
22 **ordinance, the commission shall not license video lottery game retailers within such area**
23 **covered by such municipal or county ordinance.**

24 **4. If any such municipality or county that has opted to prohibit the use of video**
25 **lottery game terminals to play video lottery games repeals such ordinance and adopts an**
26 **ordinance allowing video lottery game terminals within such municipality or county,**
27 **then such municipality or county shall notify the commission, and the commission may**
28 **license video lottery game retailers within such municipality or county to conduct video**
29 **lottery games.**

313.437. 1. Nothing in sections 313.425 to 313.445 shall be construed to prohibit
2 **or bar the issuance of any license described therein to an applicant on the basis of that**
3 **applicant's operation, handling, leasing, licensing, servicing, or placing of machines or**
4 **devices, except that any video lottery game retailer shall attest, on a form provided by**
5 **the commission, that the video lottery game retailer does not own or possess any illegal**
6 **gambling devices, or other machines or devices where the player pays money to play a**
7 **game of skill or chance which may result in a cash award or prize to the player. This**
8 **form shall be submitted with a person's application for any license authorized under**
9 **sections 313.425 to 313.445.**

10 **2. The general assembly, by enacting sections 313.425 to 313.445, intends to**
11 **enact a comprehensive scheme of statewide regulation, and further intends to preempt**
12 **any other regulation of the area covered by sections 313.425 to 313.445. No**
13 **municipality, county, governmental subdivision, or agency may enact or enforce any**
14 **law, ordinance, or regulation that regulates, taxes, imposes a fee, or makes any conduct**
15 **in the area covered by sections 313.425 to 313.445 an offense, or the subject of a criminal**
16 **or civil penalty or sanction of any kind; however, nothing in this section shall prevent a**
17 **political subdivision from prohibiting the hours of operation during which video lottery**
18 **game terminals may be used for game play during the hours of 1:30 a.m. and 6:00 a.m.**

313.438. 1. The application form for licensure under sections 313.425 to 313.445
2 **shall be prescribed by the commission and shall contain the following information:**

3 **(1) The name, date of birth, and address of the individual or organization;**

4 **(2) A statement as to whether the individual or organization has had any**
5 **previous application refused, or any license revoked or suspended;**

6 **(3) A copy of the articles of incorporation and certificate of incorporation of the**
7 **organization, if applicable;**

8 **(4) A sworn statement signed by the individual or chief officer and the secretary**
9 **of the organization verifying that the statements contained in the application are true;**

10 **(5) The name and address of a person authorized to receive service of process on**
11 **behalf of the organization; and**

12 **(6) Such other information deemed necessary by the commission or as the**
13 **commission may promulgate by regulation.**

14 **2. The commission shall issue, suspend, revoke, and renew licenses under**
15 **sections 313.425 to 313.445 pursuant to rules and regulations adopted by the**
16 **commission. Licensing rules and regulations shall include requirements relating to**
17 **the financial responsibility of the licensee, the security and efficient operation of the**
18 **video lottery game, and other matters necessary to protect the public interest and trust**
19 **in the lottery. Licensees shall be selected without regard to political affiliation.**

20 **3. The commission shall require every licensee to post a bond, a bonding fee, or a**
21 **letter of credit in such amount as may be required by the commission, and upon**
22 **licensure shall prominently display the licensee's license, or a copy thereof, as provided**
23 **in the rules and regulations of the commission.**

24 **4. Any license issued by the commission shall not be assignable or transferable.**

25 **5. A license shall be revoked upon a finding that the licensee:**

26 **(1) Has knowingly provided false or misleading information to the commission**
27 **or its employees;**

28 **(2) Has been convicted of any felony; or**

29 **(3) Has endangered the security of the lottery.**

30 **6. A license may be suspended, revoked, or not renewed for any of the following**
31 **causes:**

32 **(1) A change of business location;**

33 **(2) A delinquency in remitting money owed to the commission; or**

34 **(3) Any violation of any rule or regulation adopted pursuant to this section by**
35 **the commission.**

36 **7. A person who knowingly makes a false statement on an application is guilty of**
37 **a class A misdemeanor and shall not be eligible for any license by the commission.**

38 **8. A renewal application shall only include any changes in the information**
39 **required to be submitted with the initial application or such other information required**
40 **by the commission.**

41 **(1) A blank form for application for registration shall be mailed to each person**
42 **licensed in this state at the person's last known office or residence address. Failure to**
43 **receive such application shall not, however, relieve any person of the duty to renew and**
44 **pay the required fee, nor exempt the person from the penalties provided by this chapter**
45 **for failure to renew.**

46 **(2) If a person licensed, certified, or registered by the commission does not renew**
47 **such license, such license shall be deemed void.**

48 **9. The commission shall submit fingerprints for any person seeking issuance or**
49 **renewal of a license issued by the commission, for the purpose of checking the person's**
50 **prior criminal history when the commission determines a nationwide check is**
51 **warranted. The fingerprint cards and any required fees shall be sent to the Missouri**
52 **state highway patrol's central repository. The fingerprints shall be used for searching**
53 **the state criminal history repository and shall also be forwarded to the Federal Bureau**
54 **of Investigation for the searching of the federal criminal history files under section**
55 **43.540. The patrol shall notify the commission of any criminal history information or**
56 **lack of criminal history information discovered on the individual. Notwithstanding the**
57 **provisions of section 610.120 to the contrary, all records related to any criminal history**
58 **information discovered shall be accessible and available to the commission.**

59 **10. It is the burden of the applicant to show by clear and convincing evidence the**
60 **applicant's suitability as to character, experience, and other factors as may be deemed**
61 **appropriate by the commission.**

62 **11. Before a license is granted, the commission shall conduct a thorough**
63 **investigation of the applicant for a license. The applicant shall provide information on a**
64 **form as required by the commission.**

65 **12. Any organization licensed under sections 313.425 to 313.445 that changes any**
66 **of its officers, directors, or officials during the term of the license shall immediately**
67 **report the names and addresses of such individuals to the commission, along with a**
68 **sworn statement of each such individual as required on forms furnished by the**
69 **commission.**

70 **13. The following persons and organizations shall not be eligible for any license**
71 **under the provisions of sections 313.425 to 313.445 and shall not participate in the**
72 **management, conduct, or operation of any video lottery game, video lottery game**
73 **handler, video lottery game distributor, video lottery game retailer, video lottery game**
74 **operator, or video lottery game manufacturer:**

75 **(1) Any person who has been convicted of a felony;**

76 **(2) Any person who has been convicted of or pleaded nolo contendere to any**
77 **illegal gambling activity or forfeited bond for not appearing while charged with any**
78 **illegal gambling activity;**

79 **(3) Any person the commission has determined, based on the person's prior**
80 **activities or criminal record, if any, poses a threat to the public interest or to the**
81 **effective regulation and control of video lottery games, or creates or enhances the**
82 **dangers of unsuitable, unfair, or illegal practices, methods, or activities in the conduct of**
83 **video lottery games;**

84 **(4) Any firm, organization, or corporation in which a person defined in**
85 **subdivision (3) of this subsection is an owner, officer, or director, whether compensated**
86 **or not;**

87 **(5) Any firm, organization, or corporation in which a person defined in**
88 **subdivision (3) of this subsection is to participate in the management or operations of a**
89 **video lottery game, video lottery game handler, video lottery game distributor, video**
90 **lottery game manufacturer, video lottery game operator, or video lottery game retailer;**

91 **(6) Any person who, at the time of the application for renewal of a license, would**
92 **not be eligible for such license upon first application.**

313.439. 1. The commission may refuse to issue a license and a licensee shall be
2 **subject to the imposition of penalties, suspension or revocation of such license, or other**
3 **action for any act or failure to act by the licensee or the licensee's agents or employees,**
4 **that is injurious to the public health, safety, good order, and general welfare of the**
5 **people of the state of Missouri, or that would discredit or tend to discredit the video**
6 **lottery operations in the state of Missouri unless the licensee proves by clear and**
7 **convincing evidence that the licensee is not guilty of such action. The commission shall**
8 **notify the applicant or licensee in writing of the reasons for the refusal or discipline, and**
9 **shall advise the applicant or licensee of their right to file a complaint with the**
10 **administrative hearing commission as provided by chapter 621. If no written request**
11 **for a hearing is received by the administrative hearing commission within the thirty-day**
12 **period, the right to seek review of the commission's decision shall be considered as**
13 **waived. The commission shall take appropriate action against any applicant or licensee**
14 **who violates the law or the rules and regulations of the commission. Without limiting**
15 **other provisions of sections 313.425 to 313.445, the following acts or omissions may be**
16 **grounds for such discipline:**

17 **(1) Failing to comply with or make provision for compliance with the provisions**
18 **of sections 313.425 to 313.445, the rules and regulations of the commission, or any**
19 **federal, state, or local law or regulation;**

20 **(2) Failing to comply with any rule, order, or ruling of the commission or its**
21 **agents pertaining to sections 313.425 to 313.445;**

22 **(3) Receiving or purchasing goods or services from a person or business entity**
23 **who does not hold a license issued pursuant to sections 313.425 to 313.445, but who is**
24 **required to hold such license by the provisions of sections 313.425 to 313.445 or the rules**
25 **and regulations of the commission;**

26 **(4) Associating with, either socially or in business affairs, or employing persons**
27 **of notorious or unsavory reputation or who have extensive police records, or who have**
28 **failed to cooperate with any officially constituted investigatory or administrative body**
29 **and would adversely affect public confidence and trust in gaming;**

30 **(5) Use of fraud, deception, misrepresentation, or bribery in securing any license**
31 **issued pursuant to the provisions of sections 313.425 to 313.445 or impersonation of any**
32 **person holding a license or allowing a person to use the person's license;**

33 **(6) Obtaining or attempting to obtain any fee, charge, or other compensation by**
34 **fraud, deception, or misrepresentation;**

35 **(7) Incompetence, misconduct, gross negligence, fraud, misrepresentation, or**
36 **dishonesty in the performance of the functions or duties regulated by the provisions of**
37 **sections 313.425 to 313.445;**

38 **(8) Revocation, suspension, restriction, modification, limitation, reprimand,**
39 **warning, censure, probation, or other final disciplinary action against the licensee or**
40 **applicant for a license by another state, territory, federal agency, or country, whether or**
41 **not voluntarily agreed to by the licensee or applicant, including, but not limited to, the**
42 **denial of licensure, or surrender of the license;**

43 **(9) A person is finally adjudged incapacitated or disabled by a court of**
44 **competent jurisdiction;**

45 **(10) Issuance of a license based upon a material mistake of fact;**

46 **(11) Knowingly making a false statement, orally or in writing, to the commission.**

47 **2. The commission may cause a complaint to be filed with the administrative**
48 **hearing commission as provided by chapter 621 against any applicant or holder of any**
49 **license required by sections 313.425 to 313.445, or against any person who has failed to**
50 **renew or has surrendered the person's license.**

51 **3. After the filing of such complaint before the administrative hearing**
52 **commission, the proceedings shall be conducted in accordance with the provisions of**
53 **chapter 621. Upon a finding by the administrative hearing commission that the grounds**
54 **of this section for disciplinary action are met, the commission may, singly or in**
55 **combination, warn, censure, or place the person named in the complaint on probation**
56 **on such terms and conditions as the commission deems appropriate for a period not to**

57 exceed ten years, or may suspend the person's license for a period not to exceed three
58 years, or restrict or limit the person's license for an indefinite period of time, or revoke
59 the person's license or administer a public or private reprimand, or deny the person's
60 application for a license, or permanently withhold issuance of a license.

313.440. The administration of sections 313.425 to 313.445 shall be vested in the
2 commission which shall have power to adopt and enforce rules and regulations to
3 regulate and license the management, operation, and conduct of video lottery games and
4 participants therein and to properly administer and enforce the provisions of sections
5 313.425 to 313.445. Any rule or portion of a rule, as that term is defined in section
6 536.010, that is created under the authority delegated in this section shall become
7 effective only if it complies with and is subject to all of the provisions of chapter 536 and,
8 if applicable, section 536.028. This section and chapter 536 are nonseverable and if any
9 of the powers vested with the general assembly pursuant to chapter 536 to review, to
10 delay the effective date, or to disapprove and annul a rule are subsequently held
11 unconstitutional, then the grant of rulemaking authority and any rule proposed or
12 adopted after August 28, 2026, shall be invalid and void.

313.441. The commission shall employ such professional, clerical, technical, and
2 administrative personnel as may be necessary to carry out the provisions of sections
3 313.425 to 313.445. No person shall be employed by the lottery who has been convicted
4 of a felony. Any person employed by the lottery in a management or policy-making
5 position shall be a resident of this state or become a Missouri resident within six months
6 of the person's appointment. Personnel shall be employed without regard to any
7 political affiliation. Personnel shall receive a salary comparable to the salaries received
8 by other state employees doing comparable duties.

313.442. 1. The commission may administer oaths, subpoena witnesses, issue
2 subpoenas duces tecum, and require production of documents and records. Subpoenas,
3 including subpoenas duces tecum, shall be served by a person authorized to serve
4 subpoenas of courts of record. In lieu of requiring attendance of a person to produce
5 original documents in response to a subpoena duces tecum, the commission may require
6 sworn copies of such documents to be filed with it or delivered to its designated
7 representative.

2. The commission may enforce its subpoenas, including subpoena duces tecum,
9 by applying to a circuit court of Cole County, the county of the investigation, hearing or
10 proceeding, or any county where the person resides or may be found, for an order upon
11 any person who shall fail to obey a subpoena to show cause why such subpoena should
12 not be enforced, which such order and a copy of the application therefore shall be served
13 upon the person in the same manner as a summons in a civil action, and if the circuit

14 **court shall, after a hearing, determine that the subpoena should be sustained and**
15 **enforced, such court shall proceed to enforce the subpoena in the same manner as**
16 **though the subpoena had been issued in a civil case in the circuit court.**

313.443. Upon application by the commission, and the necessary burden having
2 **been met, a court of general jurisdiction may grant an injunction, restraining order, or**
3 **other order as may be appropriate to enjoin a person from offering to engage or**
4 **engaging in the performance of any acts or practices for which a license is required by**
5 **sections 313.425 to 313.445 upon a showing that such acts or practices were performed**
6 **or offered to be performed without a license. Any such action shall be commenced**
7 **either in the county in which such conduct occurred or in the county in which the**
8 **defendant resides. Any action brought under this section shall be in addition to and not**
9 **in lieu of any penalty provided by sections 313.425 to 313.445 and may be brought**
10 **concurrently with other actions to enforce the provisions of sections 313.425 to 313.445.**

313.444. Upon receiving information that any provision of sections 313.425 to
2 **313.445 has been or is being violated, the commission or other person designated by the**
3 **commission shall investigate, and upon probable cause appearing, the commission shall**
4 **file a complaint with the administrative hearing commission or appropriate official or**
5 **court.**

313.445. Notwithstanding the provisions of section 1.140, the provisions of
2 **sections 313.425 to 313.445 and 572.020, 572.070, and 572.100 shall be nonseverable, and**
3 **if any provision is for any reason held be invalid, such decision shall invalidate all of the**
4 **remaining provisions of sections 313.425 to 313.445, 572.020, 572.070, and 572.100, as**
5 **amended by this act.**

313.805. The commission shall have full jurisdiction over and shall supervise all
2 gambling operations governed by sections 313.800 to 313.850. The commission shall have
3 the following powers and shall promulgate rules and regulations to implement sections
4 313.800 to 313.850:

5 (1) To investigate applicants and determine the priority and eligibility of applicants
6 for a license and to select among competing applicants for a license the applicant which best
7 serves the interests of the citizens of Missouri;

8 (2) To license the operators of excursion gambling boats and operators of gambling
9 games within such boats, to identify occupations within the excursion gambling boat
10 operations which require licensing, and adopt standards for licensing the occupations
11 including establishing fees for the occupational licenses and to license suppliers;

12 (3) To adopt standards under which all excursion gambling boat operations shall be
13 held and standards for the facilities within which the gambling operations are to be held.
14 Notwithstanding the provisions of chapter 311 to the contrary, the commission may authorize

15 the operation of gambling games on an excursion gambling boat which is also licensed to sell
16 or serve alcoholic beverages, wine, or beer. The commission shall regulate the wagering
17 structure for gambling excursions, provided that the commission shall not establish any
18 regulations or policies that limit the amount of wagers, losses, or buy-in amounts;

19 (4) To enter the premises of excursion gambling boats, facilities, or other places of
20 business of a licensee within this state to determine compliance with sections 313.800 to
21 313.850;

22 (5) To investigate alleged violations of sections 313.800 to 313.850 or the
23 commission rules, orders, or final decisions;

24 (6) To assess any appropriate administrative penalty against a licensee, including, but
25 not limited to, suspension, revocation, and penalties of an amount as determined by the
26 commission up to three times the highest daily amount of gross receipts derived from
27 wagering on the gambling games, whether unauthorized or authorized, conducted during the
28 previous twelve months as well as confiscation and forfeiture of all gambling game
29 equipment used in the conduct of unauthorized gambling games. Forfeitures pursuant to this
30 section shall be enforced as provided in sections 513.600 to 513.645;

31 (7) To require a licensee, an employee of a licensee or holder of an occupational
32 license to remove a person violating a provision of sections 313.800 to 313.850 or the
33 commission rules, orders, or final orders, or other person deemed to be undesirable from the
34 excursion gambling boat or adjacent facilities;

35 (8) To require the removal from the premises of a licensee, an employee of a licensee,
36 or a holder of an occupational license for a violation of sections 313.800 to 313.850 or a
37 commission rule or engaging in a fraudulent practice;

38 (9) To require all licensees to file all financial reports required by rules and
39 regulations of the commission;

40 (10) To issue subpoenas for the attendance of witnesses and subpoenas duces tecum
41 for the production of books, records, and other pertinent documents, and to administer oaths
42 and affirmations to the witnesses, when, in the judgment of the commission, it is necessary to
43 enforce sections 313.800 to 313.850 or the commission rules;

44 (11) To keep accurate and complete records of its proceedings and to certify the
45 records as may be appropriate;

46 (12) To ensure that the gambling games are conducted fairly. No gambling device
47 shall be set to pay out less than eighty percent of all wagers;

48 (13) To require all licensees of gambling game operations to use a cashless wagering
49 system whereby all players' money is converted to physical or electronic tokens, electronic
50 cards, or chips which only can be used on the excursion gambling boat;

51 (14) To require excursion gambling boat licensees to develop a system, approved by
52 the commission, that allows patrons the option to prohibit the excursion gambling boat
53 licensee from using identifying information for marketing purposes. The provisions of this
54 subdivision shall apply only to patrons giving identifying information for the first time. Such
55 system shall be submitted to the commission by October 1, 2000, and approved by the
56 commission by January 1, 2001. The excursion gambling boat licensee shall use identifying
57 information obtained from patrons who have elected to have marketing blocked under the
58 provisions of this section only for the purposes of enforcing the requirements contained in
59 sections 313.800 to 313.850. This section shall not prohibit the commission from accessing
60 identifying information for the purposes of enforcing section 313.004 and sections 313.800 to
61 313.850;

62 (15) To determine which of the authorized gambling games will be permitted on any
63 licensed excursion gambling boat;

64 (16) The commission shall base its decision to license excursion gambling boats on
65 any of the following criteria: the docking location or the excursion cruise could cause danger
66 to the boat's passengers, violate federal law or the law of another state, or cause disruption of
67 interstate commerce or possible interference with railway or barge transportation. The
68 commission shall consider economic feasibility or impact that would benefit land-based
69 development and permanent job creation. The commission shall not discriminate among
70 applicants for excursion gambling boats that are similarly situated with respect to the criteria
71 set forth in this section;

72 (17) The commission shall render a finding or findings concerning the transition from
73 a boat, barge, or floating facility to a nonfloating facility within thirty days after a hearing on
74 any request from an applicant or existing licensee. Such hearing may be held prior to any
75 final action on licensing to assist an applicant and any city or county in the finalizing of their
76 economic development plan;

77 (18) To require any applicant for a license or renewal of a license to operate an
78 excursion gambling boat to provide an affirmative action plan which has as its goal the use of
79 best efforts to achieve maximum employment of African-Americans and other minorities and
80 maximum participation in the procurement of contractual purchases of goods and services.
81 This provision shall be administered in accordance with all federal and state employment
82 laws, including Title VII of the Civil Rights Act of 1964, as amended by the Civil Rights Act
83 of 1991. At license renewal, the licensee will report on the effectiveness of the plan. The
84 commission shall include the licensee's reported information in its annual report to the joint
85 committee on gaming and wagering;

86 (19) **To annually adjust the admission fee imposed pursuant to section 313.820**
87 **for inflation; and**

88 **(20)** To take any other action as may be reasonable or appropriate to enforce sections
89 313.800 to 313.850 and the commission rules.

 313.820. 1. An excursion boat licensee shall pay to the commission an admission fee
2 of two dollars, **as adjusted for inflation, every two hours** for each person ~~embarking on an~~
3 ~~excursion gambling boat with a ticket of admission~~ **present within the gambling area of**
4 **each gambling facility. Within the first two months of each calendar year, the**
5 **commission shall adjust annually for inflation based on the Consumer Price Index for**
6 **All Urban Consumers for the Midwest Region, as defined and officially recorded by the**
7 **United States Department of Labor or its successor, to determine the new admission fee**
8 **beginning January 1, and shall go into effect at the beginning of the new fiscal year.**
9 **Such fee shall be calculated initially on inflationary data recorded by the United States**
10 **Department of Labor in January 1993 and such figure shall be used to calculate**
11 **inflation adjustments for the remainder of fiscal year 2027 and for the next ten complete**
12 **fiscal years thereafter. The first fifty cents of such admission fee as adjusted for**
13 **inflation shall be deposited to the credit of the department of natural resources historic**
14 **preservation revolving fund and administered according to the provisions described in**
15 **section 313.835(2)(a) to commemorate the bicentennial of the location of the permanent**
16 **seat of government as described in second Section of the eleventh Article of the original**
17 **Constitution of the state of Missouri. Unless renewed by the Missouri general assembly**
18 **upon the expiration of the provisions of this section, all revenue from such fee shall be**
19 **remitted to the commission and shall be distributed according to the provisions of this**
20 **section. Two dollars of such fee, as adjusted for inflation, shall be paid to the veterans**
21 **commission capital improvement trust fund upon the effective date of this section. One**
22 **dollar of such fee, as adjusted for inflation, shall be deposited to the credit of the gaming**
23 **commission fund as authorized pursuant to section 313.835, and one dollar of such fee, as**
24 **adjusted for inflation, shall not be considered state funds and shall be paid to the home dock**
25 **city or county. ~~Subject to appropriation, one cent of such fee deposited to the credit of the~~**
26 ~~**gaming commission fund may be deposited to the credit of the compulsive gamblers fund**~~
27 ~~**created pursuant to the provisions of section 313.842.**~~ Nothing in this section shall preclude
28 ~~**[any licensee from charging any amount deemed necessary for a ticket of admission to any**~~
29 ~~**person embarking on an excursion gambling boat]**~~ **the commission from adjusting the fee**
30 **annually as deemed necessary to account for inflation. ~~[If tickets are issued which are~~**
31 ~~**good for more than one excursion, the admission fee shall be paid to the commission for each**~~
32 ~~**person using the ticket on each excursion that the ticket is used.]**~~ If free passes or
33 complimentary admission tickets are issued, the excursion boat licensee shall pay to the
34 commission the same fee upon these passes or complimentary tickets as if they were sold at
35 the regular and usual admission rate; however, the excursion boat licensee may issue fee-free

36 passes to actual and necessary officials and employees of the licensee or other persons
37 actually working on the excursion gambling boat. The issuance of fee-free passes is subject
38 to the rules of the commission, and a list of all persons to whom the fee-free passes are issued
39 shall be filed with the commission.

40 **2. In all present and future forms of remote wagering, an excursion boat licensee**
41 **shall pay to the commission a remote wagering access fee in lieu of an admission fee of**
42 **one and one half percent of the total amount of money waged each month. The proceeds**
43 **of such remote wagering access fee shall be deposited to the credit of the gaming**
44 **commission fund as authorized pursuant to section 313.835, and shall be distributed in**
45 **accordance with regulations promulgated by the commission, except that the first**
46 **thirty-five million dollars from the proceeds of the remote wagering access fee shall be**
47 **deposited to the credit of the department of natural resources historic preservation**
48 **revolving fund as described in section 313.835(2)(a).**

49 ~~[2]~~ 3. All licensees are subject to all income taxes, sales taxes, earnings taxes, use
50 taxes, property taxes or any other tax or fee now or hereafter lawfully levied by any political
51 subdivision; however, no other license tax, permit tax, occupation tax, excursion fee, or taxes
52 or fees shall be imposed, levied or assessed exclusively upon licensees by a political
53 subdivision. All state taxes not connected directly to gambling games shall be collected by
54 the department of revenue. Notwithstanding the provisions of section 32.057 to the contrary,
55 the department of revenue may furnish and the commission may receive tax information to
56 determine if applicants or licensees are complying with the tax laws of this state; however,
57 any tax information acquired by the commission shall not become public record and shall be
58 used exclusively for commission business.

313.835. All revenue received by the commission from license fees, penalties,
2 administrative fees, reimbursement by any excursion gambling boat operators for services
3 provided by the commission and admission fees authorized pursuant to the provisions of
4 sections 313.800 to 313.850, except that portion of the admission fee, not to exceed one cent,
5 that may be appropriated to the compulsive gamblers fund as provided in section 313.820,
6 shall be deposited in the state treasury to the credit of the "Gaming Commission Fund" which
7 is hereby created for the sole purpose of funding the administrative costs of the commission,
8 subject to appropriation. Moneys deposited into this fund shall not be considered proceeds of
9 gambling operations. Moneys deposited into the gaming commission fund shall be
10 considered state funds pursuant to Article IV, Section 15 of the Missouri Constitution. All
11 interest received on the gaming commission fund shall be credited to the gaming commission
12 fund. In each fiscal year, total revenues to the gaming commission fund for the preceding
13 fiscal year shall be compared to total expenditures and transfers from the gaming commission

14 fund for the preceding fiscal year. The remaining net proceeds in the gaming commission
15 fund shall be distributed in the following manner:

16 (1) The first five hundred thousand dollars shall be appropriated on a per capita basis
17 to cities and counties that match the state portion and have demonstrated a need for funding
18 community neighborhood organization programs for the homeless and to deter gang-related
19 violence and crimes;

20 (2) The remaining net proceeds in the gaming commission fund for fiscal year 2013
21 and each fiscal year thereafter shall be distributed as follows:

22 **(a) The revenue generated by the fee authorized in section 313.820(1) shall be**
23 **remitted to the Missouri department of natural resources historic preservation**
24 **revolving fund which shall contract with a charitable organization which is exempt**
25 **from federal income tax and whose Missouri unrelated business taxable income, in any,**
26 **would be subject to the state income tax imposed under chapter 143 for the construction**
27 **of a facility for the acquisition and preservation of artifacts related to Missouri's**
28 **riverboat heritage.**

29 ~~[(a)]~~ **(b)** The ~~[first]~~ **next** five million dollar portion shall be transferred to the access
30 Missouri financial assistance fund, established pursuant to the provisions of sections
31 173.1101 to 173.1107, and additional moneys as annually appropriated by the general
32 assembly shall be appropriated to such fund;

33 ~~[(b)]~~ **(c)** The ~~[second]~~ **next** three million dollar portion shall be transferred to the
34 veterans' commission capital improvement trust fund created in section 42.300;

35 ~~[(c)]~~ **(d)** The ~~[third]~~ **next** four million dollar portion shall be transferred to the
36 Missouri National Guard trust fund created in section 41.214, and additional moneys as
37 appropriated by the general assembly may be appropriated to such fund, up to one million
38 five hundred thousand dollars annually;

39 ~~[(d)]~~ **(e) The next fifteen million dollar portion shall be transferred to the**
40 **Missouri department of natural resources historic preservation fund and shall be used**
41 **to preserve and protect collections of historic artifacts;**

42 **(f)** Subject to appropriations, one hundred percent of remaining net proceeds in the
43 gaming commission fund, after the appropriations are made pursuant to the provisions of
44 paragraphs (a), (b), and (c) of this subdivision, shall be transferred to the veterans'
45 commission capital improvement trust fund created in section 42.300.

572.010. 1. As used in this chapter the following terms mean:

2 (1) "Advance gambling activity", a person advances gambling activity if, acting other
3 than as a player, he or she engages in conduct that materially aids any form of gambling
4 activity. Conduct of this nature includes but is not limited to conduct directed toward the
5 creation or establishment of the particular game, lottery, contest, scheme, **gambling**, device or

6 activity involved, toward the acquisition or maintenance of premises, paraphernalia,
7 equipment or apparatus therefor, toward the solicitation or inducement of persons to
8 participate therein, toward the actual conduct of the playing phases thereof, toward the
9 arrangement or communication of any of its financial or recording phases, or toward any
10 other phase of its operation. A person advances gambling activity if, having substantial
11 proprietary control or other authoritative control over premises being used with his or her
12 knowledge for purposes of gambling activity, he or she permits that activity to occur or
13 continue or makes no effort to prevent its occurrence or continuation. The supplying,
14 servicing and operation of a licensed excursion gambling boat under sections 313.800 to
15 313.840 does not constitute advancing gambling activity. **The owning, operating,**
16 **supplying, or servicing of video lottery game terminals under sections 313.425 to**
17 **313.437 does not constitute advancing gambling activity;**

18 (2) "Bookmaking", advancing gambling activity by unlawfully accepting bets from
19 members of the public as a business, rather than in a casual or personal fashion, upon the
20 outcomes of future contingent events;

21 (3) "Contest of chance", any contest, game, gaming scheme, or ~~[gaming]~~ **gambling**
22 device in which the outcome ~~[depends in a material degree upon an]~~ **of the contest is**
23 **determined by any** element of chance, notwithstanding that the skill of the contestants may
24 also be a factor therein;

25 (4) "Gambling", a person engages in gambling when:

26 (a) He or she **operates, plays, or participates in the operation of a gambling**
27 **device; or**

28 (b) **He or she** stakes or risks something of value upon the outcome of a contest of
29 chance or a future contingent event not under his or her control or influence, upon an
30 agreement or understanding that he or she will receive something of value in the event of a
31 certain outcome. Gambling does not include bona fide business transactions valid under the
32 law of contracts, including but not limited to contracts for the purchase or sale at a future date
33 of securities or commodities, and agreements to compensate for loss caused by the happening
34 of chance, including but not limited to contracts of indemnity or guaranty and life, health or
35 accident insurance; nor does gambling include playing an amusement device that confers only
36 an immediate right of replay not exchangeable for something of value. Gambling does not
37 include any licensed activity, or persons participating in such games which are covered by
38 sections 313.800 to 313.840. **Gambling does not include any licensed activity or persons**
39 **participating in such licensed activity, licensed video lottery game terminals, or video**
40 **lottery games under sections 313.425 to 313.437;**

41 (5) ~~["Gambling device", any device, machine, paraphernalia or equipment that is used~~
42 ~~or usable in the playing phases of any gambling activity, whether that activity consists of~~

43 ~~gambling between persons or gambling by a person with a machine. However, lottery tickets,~~
44 ~~policy slips and other items used in the playing phases of lottery and policy schemes are not~~
45 ~~gambling devices within this definition;~~

46 ~~(6)~~ "Gambling record", any article, instrument, record, receipt, ticket, certificate,
47 token, slip or notation used or intended to be used in connection with unlawful gambling
48 activity;

49 ~~(7)~~ (6) "Lottery" or "policy", an unlawful gambling scheme in which for a
50 consideration the participants are given an opportunity to win something of value, the award
51 of which is determined by chance;

52 ~~(8)~~ (7) "Player", a person who engages in any form of gambling solely as a
53 contestant or bettor, without receiving or becoming entitled to receive any profit therefrom
54 other than personal gambling winnings, and without otherwise rendering any material
55 assistance to the establishment, conduct or operation of the particular gambling activity. A
56 person who gambles at a social game of chance on equal terms with the other participants
57 therein does not otherwise render material assistance to the establishment, conduct or
58 operation thereof by performing, without fee or remuneration, acts directed toward the
59 arrangement or facilitation of the game, such as inviting persons to play, permitting the use of
60 premises therefor and supplying cards or other equipment used therein. A person who
61 engages in "bookmaking" as defined in subdivision (2) of this section is not a player;

62 ~~(9)~~ (8) "Professional player", a player who engages in gambling for a livelihood or
63 who has derived at least twenty percent of his or her income in any one year within the past
64 five years from acting solely as a player;

65 ~~(10)~~ (9) "Profit from gambling activity", a person profits from gambling activity if,
66 other than as a player, he or she accepts or receives money or other property pursuant to an
67 agreement or understanding with any person whereby he participates or is to participate in the
68 proceeds of gambling activity;

69 ~~(11)~~ (10) "Slot machine"~~[a gambling device that as a result of the insertion of a~~
70 ~~coin or other object operates, either completely automatically or with the aid of some physical~~
71 ~~act by the player, in such a manner that, depending upon elements of chance, it may eject~~
72 ~~something of value. A device so constructed or readily adaptable or convertible to such use is~~
73 ~~no less a slot machine because it is not in working order or because some mechanical act of~~
74 ~~manipulation or repair is required to accomplish its adaptation, conversion or workability.~~
75 ~~Nor is it any less a slot machine because apart from its use or adaptability as such it may also~~
76 ~~sell or deliver something of value on a basis other than chance] or "gambling device", an~~
77 **electronic, computerized, or mechanical machine, terminal, or other similar device that:**

78 **(a) Requires the direct or indirect insertion of any form of consideration, coin,**
79 **currency, ticket, token, electronic token or currency, or other similar object, or the**

80 **depositing of any form of consideration with the owner or operator of such slot machine**
 81 **or gambling device to operate the device;**

82 **(b) Offers, operates, or plays a contest or game, either completely automatically**
 83 **or with the aid of some physical act by the player, the outcome of which is determined by**
 84 **any element of chance, regardless of whether the outcome may also be partially or**
 85 **predominantly determined by the skill of the player, and regardless of whether the**
 86 **outcome may be partially or completely revealed to the player before or during play of**
 87 **the slot machine or gambling device; and**

88 **(c) May award to the player an award, prize, or something of value, whether or**
 89 **not the award is made directly or indirectly, and whether or not the award is made**
 90 **automatically from the gambling device or manually.**

91

92 **A device so constructed or readily adaptable or convertible to such use is no less a slot**
 93 **machine or gambling device because it is not in working order or because some**
 94 **mechanical act of manipulation or repair is required to accomplish its adaptation,**
 95 **conversion, or workability, nor is it any less a slot machine or gambling device because**
 96 **apart from its use or adaptability as such it may also sell or deliver something of value**
 97 **on a basis other than chance. A slot machine or gambling device does not include**
 98 **licensed video lottery game terminals or video lottery games under sections 313.425 to**
 99 **313.437;**

100 ~~[(12)]~~ **(11) "Something of value", any money or property, any token, object or article**
 101 **exchangeable for money or property, or any form of credit or promise directly or indirectly**
 102 **contemplating transfer of money or property or of any interest therein or involving extension**
 103 **of a service, entertainment or a privilege of playing at a game or scheme without charge;**

104 ~~[(13)]~~ **(12) "Unlawful", not specifically authorized by law.**

105 **2. Notwithstanding the provisions of section 1.140 to the contrary, the provisions**
 106 **of this section and sections 313.425 to 313.445 shall be nonseverable, and if any**
 107 **provision is for any reason held to be invalid, such decision shall invalidate all of the**
 108 **remaining provisions of this section and sections 313.425 and 313.445, as amended by**
 109 **this act.**

572.020. 1. A person commits the offense of gambling if he or she knowingly
 2 engages in gambling.

3 2. The offense of gambling is a class ~~C misdemeanor unless:~~

4 ~~(1) It is committed by a professional player, in which case it is a class A~~
 5 ~~misdemeanor; or~~

6 ~~(2) The person knowingly engages in gambling with a child less than seventeen years~~
 7 ~~of age, in which case it is a class B misdemeanor] A misdemeanor.~~

8 **3. Notwithstanding the provisions of section 1.140 to the contrary, the provisions**
9 **of this section and sections 313.425 to 313.445 shall be nonseverable, and if any**
10 **provision is for any reason held to be invalid, such decision shall invalidate all of the**
11 **remaining provisions of this section and sections 313.425 and 313.445, as amended by**
12 **this act.**

572.070. 1. A person commits the offense of possession of a gambling device if, with
2 knowledge of the character thereof, he or she manufactures, sells, transports, places or
3 possesses, or conducts or negotiates any transaction affecting or designed to affect ownership,
4 custody or use of:

5 (1) A slot machine or gambling device; or

6 (2) Any other gambling device, knowing or having reason to believe that it is to be
7 used in the state of Missouri in the advancement of unlawful gambling activity.

8 2. The offense of possession of a gambling device is a class A misdemeanor.

9 **3. Notwithstanding the provisions of section 1.140 to the contrary, the provisions**
10 **of this section and sections 313.425 to 313.445 shall be nonseverable, and if any**
11 **provision is for any reason held to be invalid, such decision shall invalidate all of the**
12 **remaining provisions of this section and sections 313.425 and 313.445, as amended by**
13 **this act.**

14 **4. Any video lottery game operator or video lottery game retailer with a video**
15 **lottery game, video lottery terminal, or other gambling device in use prior to the passage**
16 **of this act or any gambling device that would otherwise be determined to be illegal**
17 **through the passage of the provisions of this section and sections 313.425 to 313.445 shall**
18 **as a condition of continued operation before August 28, 2027, submit to the commission**
19 **any financial records related to each video lottery game, video lottery terminal, or other**
20 **gambling device and any records indicating installation, storage, and maintenance of**
21 **each gambling device at its current physical location. Such records shall be referred to**
22 **and reviewed by the office of the attorney general.**

23 **5. Any video lottery game operator or video lottery game retailer described in**
24 **subsection 5 of this section may elect to remove any video lottery game, video lottery**
25 **terminal, or other gambling device from the business premises of the video lottery game**
26 **retail establishment upon the passage of the provisions of this section and sections**
27 **313.425 to 313.445. Any gambling device that is removed shall not be replaced with the**
28 **same or similar gambling device. Any gambling device that becomes non-functioning**
29 **shall be permanently removed from the business premises of the video lottery game**
30 **retail establishment and shall not be replaced with the same of similar gambling device.**

572.100. 1. The general assembly by enacting this chapter intends to preempt any
2 other regulation of the area covered by this chapter. No governmental subdivision or agency

3 may enact or enforce a law that regulates or makes any conduct in the area covered by this
4 chapter an offense, or the subject of a criminal or civil penalty or sanction of any kind.

5 **2. The term "gambling", as used in this chapter, does not include licensed activities**
6 **under sections 313.800 to 313.840, and does not include licensed activities under sections**
7 **313.425 to 313.437.**

8 **3. The Missouri lottery commission shall have concurrent authority and**
9 **jurisdiction to investigate and enforce violations of chapter 572, and to seek prosecution**
10 **of violations of chapter 572 by the attorney general pursuant to section 27.105.**

11 **4. Notwithstanding the provisions of section 1.140 to the contrary, the provisions**
12 **of this section and sections 313.425 to 313.445 shall be nonseverable, and if any**
13 **provision is for any reason held to be invalid, such decision shall invalidate all of the**
14 **remaining provisions of this section and sections 313.425 and 313.445, as amended by**
15 **this act.**

Section B. The repeal and reenactment of Sections 572.020, 572.070, and 572.100 of
2 Section A of this act shall become effective on August 28, 2027.

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