

House Research Act Summary

CHAPTER: 172

SESSION: 2004 Regular Session

TOPIC: Omnibus lawful gambling bill

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- 1** **Cash shortages.** Clarifies law regarding reporting to the board of cash shortages by an organization licensed for lawful gambling. Repeals expired provisions. Provides that the current maximum cash shortage that may be reported (.3 percent of gross receipts) applies to each permitted premises where gambling is conducted.
- 2** **Sales to all organizations.** Amends the law that limits the circumstances under which a manufacturer may refuse to sell a pull-tab game to a distributor by expanding the provision to include all gambling equipment. Allows a refusal for a specific type of gambling equipment, rather than a specific game, that is sold on an exclusive basis.
- 3** **Fee for gambling manager license.** Specifies that the \$100 fee for a gambling manager's license is an annual fee (the license itself runs for two years).
- 4** **Training of gambling managers.** Deletes a requirement that allows board rules for training of gambling managers to provide for differing training requirements based on classes of license.
- 5** **Tipboard rules.** Requires the board to adopt rules for tipboards with multiple seals and cumulative or carryover tipboard prizes.
- 6** **Rent limits.** Increase from \$2,000 to \$2,500 the maximum rent paid to a lessor from all organizations leasing premises from the lessor for bar-op locations (locations where bar employees are pull-tab sellers). Specifies that the prohibition against charging for other services in addition to charging rent applies to other expenses as well. Prohibits a member of the immediate family of the lessor of gambling premises from being a compensated employee of the organization that leases the premises.
- 7** **Off-premise gambling.** Increases from 1 to 4 the number of days in a calendar year on which an organization may conduct lawful gambling on premises other than those for which

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the organization has a premises permit. Allows an organization to conduct off-premise gambling at a single event up to 12 days long in connection with a fair or church or civic event, in addition to the 4 days.

- 8 Reports.** Deletes an obsolete reference to classes of organization licenses.
- 9 Bingo prizes.** Increases from \$2,500 to \$2,800 the limit on total prizes that may be awarded in a single bingo occasion without a cover-all game. Increases from \$3,500 to \$3,800 the limit on total prizes that may be awarded in a single bingo occasion with a cover-all game.
- 10 Minimum age.** Allows a person under age 18 to play bingo sponsored by a licensed organization on one occasion as part of an annual community event, if the person is accompanied by a parent or guardian.
- 11 Lawful purpose.** Allows a veterans organization licensed to conduct lawful gambling to spend up to \$1,500 per person in gambling net profits to send up to two World War II veterans per local veterans organization to Washington in May 2004 for the dedication of the National World War II Memorial. Provides that no licensed veterans organization may spend more than \$6,000 under authority of this section.
- 12 Repealer.** Repeals previous law allowing the board to adopt rules for tipboards with multiple seals and cumulative or carryover tipboard prizes.
- 13 Effective date.** Makes section 1 effective July 1, 2004. Makes other sections effective immediately, except that section 10 (minimum age) is effective August 1, 2004.