

HB0023S01 compared with HB0023

~~{deleted text}~~ shows text that was in HB0023 but was deleted in HB0023S01.

Inserted text shows text that was not in HB0023 but was inserted into HB0023S01.

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Senator Todd Weiler proposes the following substitute bill:

GAMBLING MACHINES AMENDMENTS

2019 GENERAL SESSION

STATE OF UTAH

Chief Sponsor: Michael K. McKell

Senate Sponsor: Todd Weiler

LONG TITLE

~~{Committee Note:~~

~~— The Judiciary Interim Committee recommended this bill.~~

~~{General Description:~~

This bill modifies provisions relating to gambling.

Highlighted Provisions:

This bill:

- ▶ defines terms;
- ▶ modifies definitions;
- ▶ clarifies that certain gambling offenses include fringe gambling; and
- ▶ makes technical changes.

Money Appropriated in this Bill:

None

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Other Special Clauses:

None

Utah Code Sections Affected:

AMENDS:

76-10-1101, as last amended by Laws of Utah 2012, Chapters 27 and 157

76-10-1102, as last amended by Laws of Utah 2012, Chapter 157

76-10-1103, as enacted by Laws of Utah 1973, Chapter 196

76-10-1104, as last amended by Laws of Utah 1991, Chapter 241

76-10-1105, as enacted by Laws of Utah 1973, Chapter 196

Be it enacted by the Legislature of the state of Utah:

Section 1. Section **76-10-1101** is amended to read:

76-10-1101. Definitions.

As used in this part:

(1) "Consumer" means the same as that term is defined in Section 76-10-1230.

~~(+)~~ (2) (a) "Fringe gambling" means any gambling, lottery, fringe gaming device, or video gaming device ~~[which is: (i)]~~ that is given, conducted, or offered for use or sale by a business in exchange for anything of value~~;~~ ~~or (ii) given away]~~ or incident to the purchase of ~~[other goods or services]~~ another good or service.

(b) "Fringe gambling" does not ~~[mean]~~ include a promotional activity that is clearly ancillary to the primary activity of a business.

~~[(c) Determination of whether a promotional activity is clearly ancillary under Subsection (1)(b) is by consideration of the totality of the circumstances, which may include one or more of these factors:]~~

~~[(i) the manner in which the business is marketed, advertised, or promoted;]~~

~~[(ii) whether and the degree to which the business provides instructions regarding the use or operation of the promotional activity, as compared to the use or operation of the goods or services sold by the business;]~~

~~[(iii) the availability and terms of any free play option to engage in the promotional activity;]~~

~~[(iv) whether any contest, sweepstakes, or other promotional entries provided to~~

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~~customers who purchase goods or services from the business provide any advantage in winning a prize over any advantage provided to participants in the promotional activity who do not purchase goods or services from the business;]~~

~~[(v) whether the goods or services promoted for purchase by the business are on terms that are commercially reasonable; and]~~

~~[(vi) whether any prize won by participation in the promotion may be parlayed into one or more additional opportunities to win an additional prize.]~~

(3) (a) "Fringe gaming device" means a device that provides the user:

(i) a card, token, credit, or product in exchange for anything of value; and

(ii) along with the card, token, credit, or product, the opportunity to participate in a contest, game, gaming scheme, or sweepstakes with a potential return of money or something of value that is based on an element of chance and not substantially affected by a person's skill, knowledge, or dexterity.

(b) "Fringe gaming device" does not include a device that:

(i) provides the user a card, token, credit, or product in exchange for only the ~~user's name, birthdate, or contact information~~ birthdate; or

(ii) utilizes a mandatory electronic age verification process that:

(A) provides a visual warning that notifies the user that use is limited to adults 18 years of age or older; and

(B) electronically or mechanically requires the user to input a birthdate demonstrating that the user is not under 18 years of age before the device can be activated for play; and

(iii) provides a visual warning that use of the device is limited to 60 minutes and automatically terminates the user's session on the device at the expiration of the time limit.

~~[(2)] (4) (a) "Gambling" means risking anything of value for a return or risking anything of value upon the outcome of a contest, game, gaming scheme, or gaming device when the return or outcome:~~

~~(i) is based ~~upon~~ on an element of chance, regardless of the existence of a preview or pre-reveal feature in the device, contest, or game; and~~

~~(ii) is in accord with an agreement or understanding that someone will receive ~~something~~ anything of value in the event of a certain outcome.~~

~~(b) "Gambling" includes a lottery ~~and fringe gambling~~.~~

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(c) "Gambling" does not include:

(i) a lawful business transaction; or

(ii) playing an amusement device that confers:

(A) only an immediate and unrecorded right of replay not exchangeable for value[-]; or

(B) as a reward for playing, a toy or novelty with a value of less than ~~[\$5]~~ \$10.

~~[(3)]~~ (5) "Gambling bet" means money, checks, credit, or any other representation of value.

~~[(4)]~~ (6) "Gambling device or record" means anything specifically designed for use in gambling or fringe gambling or used primarily for gambling or fringe gambling.

~~[(5)]~~ (7) "Gambling proceeds" means anything of value used in gambling or fringe gambling.

~~[(6)]~~ (8) "Internet gambling" or "online gambling" means gambling, fringe gambling, or gaming by use of:

(a) the Internet; or

(b) any mobile electronic device that allows access to data and information.

(9) "Internet service provider" means a person engaged in the business of providing Internet access service, with the intent of making a profit, to consumers in Utah.

~~[(7)]~~ (10) "Lottery" means any scheme for the disposal or distribution of property by chance among persons who have paid or promised to pay any valuable consideration for the chance of obtaining property, or portion of it, or for any share or any interest in property, upon any agreement, understanding, or expectation that it is to be distributed or disposed of by lot or chance, whether called a lottery, raffle, or gift enterprise, or by whatever name it is known.

(11) "Promotional activity that is clearly ancillary to the primary activity of a business" means that the promotional activity:

(a) continues for a limited period of time;

(b) is related to a good or service provided by the business or the marketing or advertisement of a good or service provided by the business;

(c) does not require a person to purchase a good or service from the business in consideration for participation or an advantage in the promotional activity or any other contest, game, gaming scheme, sweepstakes, or promotional activity; and

(d) promotes the good or service being promoted for purchase by the business on terms

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that are commercially reasonable.

[(8)] (12) "Video gaming device" means any device that possesses all of the following characteristics:

- (a) a video display and computer mechanism for playing a game;
- (b) the length of play of any single game is not substantially affected by the skill, knowledge, or dexterity of the player;
- (c) a meter, tracking, or recording mechanism that records or tracks any money, tokens, games, or credits accumulated or remaining;
- (d) a play option that permits a player to spend or risk varying amounts of money, tokens, or credits during a single game, in which the spending or risking of a greater amount of money, tokens, or credits:
 - (i) does not significantly extend the length of play time of any single game; and
 - (ii) provides for a chance of greater return of credits, games, or money; and
- (e) an operating mechanism that, in order to function, requires inserting money, tokens, or other valuable consideration [~~in order to function~~] other than solely the user's name, birthdate, or contact information.

Section 2. Section **76-10-1102** is amended to read:

76-10-1102. Gambling.

- (1) A person is guilty of gambling if the person:
 - (a) participates in gambling or fringe gambling, including any Internet or online gambling;
 - (b) knowingly permits any gambling or fringe gambling to be played, conducted, or dealt upon or in any real or personal property owned, rented, or under the control of the actor, whether in whole or in part; or
 - (c) knowingly allows the use of any video gaming device that is:
 - (i) in any business establishment or public place; and
 - (ii) accessible for use by any person within the establishment or public place.
- (2) Gambling is a class B misdemeanor, except that any person who is convicted two or more times under this section is guilty of a class A misdemeanor.
- (3) (a) A person is guilty of a class A misdemeanor who intentionally provides or offers to provide any form of Internet or online gambling to any person in this state.

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(b) Subsection (3)(a) does not apply to an Internet service provider ~~[or]~~, a hosting company as defined in Section 76-10-1230, a provider of public telecommunications services as defined in Section 54-8b-2, or an Internet advertising service by reason of the fact that the Internet service provider, hosting company, Internet advertising service, or provider of public telecommunications services:

(i) transmits, routes, or provides connections for material without selecting the material; or

(ii) stores or delivers the material at the direction of a user.

(4) If any federal law is enacted that authorizes Internet gambling in the states and that federal law provides that individual states may opt out of Internet gambling, this state shall opt out of Internet gambling in the manner provided by federal law and within the time frame provided by that law.

(5) Whether or not any federal law is enacted that authorizes Internet gambling in the states, this section acts as this state's prohibition of any gambling, including Internet gambling, in this state.

Section 3. Section **76-10-1103** is amended to read:

76-10-1103. Gambling fraud.

(1) A person is guilty of gambling fraud if ~~[he]~~ the person participates in gambling or fringe gambling and wins or acquires to himself or herself or another any gambling proceeds when ~~[he]~~ the person knows ~~[he]~~ the person has a lesser risk of losing or greater chance of winning than one or more of the other participants, and the risk is not known to all participants.

(2) A person convicted of gambling fraud ~~[shall be]~~ is punished as in the case of theft of property of like value.

Section 4. Section **76-10-1104** is amended to read:

76-10-1104. Gambling promotion.

(1) A person is guilty of gambling promotion if ~~[he]~~ the person derives or intends to derive an economic benefit other than personal winnings from gambling or fringe gambling and:

(a) ~~[he]~~ the person induces or aids another to engage in gambling or fringe gambling;
or

(b) ~~[he]~~ the person knowingly invests in, finances, owns, controls, supervises,

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manages, or participates in any gambling or fringe gambling.

(2) Gambling promotion is a class B misdemeanor, [~~provided, however~~] except that any person who is twice convicted under this section [~~shall be~~] is guilty of a [~~felony of the~~] third degree felony.

Section 5. Section **76-10-1105** is amended to read:

76-10-1105. Possessing a gambling device or record.

(1) A person is guilty of possessing a gambling device or record if [~~he~~] the person knowingly possesses [~~it with intent to use it~~] the gambling device or record with intent to use the gambling device or record in gambling or fringe gambling.

(2) Possession of a gambling device or record is a class B misdemeanor, [~~provided, however,~~] except that any person who is twice convicted under this section [~~shall be~~] is guilty of a class A misdemeanor, and [~~any~~] a person who is convicted three or more times under this section [~~shall be~~] is guilty of a [~~felony of the~~] third degree felony.