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STATE GOVERNMENT

SENATE FILE 2142

BY KIBBIE, BRUNKHORST, LUNDBY,
PUTNEY, CONNOLLY, BEALL, ZAUN,
HATCH, BOLKCOM, DEARDEN,
SHULL, MULDER, and BOETTGER

Passed Senate, Date _____ Passed House, Date _____
Vote: Ayes _____ Nays _____ Vote: Ayes _____ Nays _____
Approved _____

A BILL FOR

1 An Act prohibiting monitor vending machines and providing an
2 effective date.

3 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

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STATE GOVERNMENT

SC 2142

TLSB 5993XS 81

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1 Section 1. Section 99G.3, subsection 7, Code 2005, is
2 amended to read as follows:

3 7. "Lottery", "lotteries", "lottery game", "lottery games"
4 or "lottery products" means any game of chance approved by the
5 board and operated pursuant to this chapter and games using
6 mechanical or electronic devices, provided that the authority
7 shall not authorize a monitor vending machine or a player-
8 activated gaming machine that utilizes an internal randomizer
9 to determine winning and nonwinning plays and that upon random
10 internal selection of a winning play dispenses coins,
11 currency, or a ticket, credit, or token to the player that is
12 redeemable for cash or a prize, and excluding gambling or
13 gaming conducted pursuant to chapter 99B, 99D, or 99F.

14 Sec. 2. Section 99G.3, Code 2005, is amended by adding the
15 following new subsection:

16 NEW SUBSECTION. 8A. "Monitor vending machine" means a
17 machine or other similar electronic device that includes a
18 video monitor and audio capabilities that dispenses to a
19 purchaser lottery tickets that have been determined to be
20 winning or losing tickets by a predetermined pool drawing
21 machine prior to the dispensing of the tickets.

22 Sec. 3. TRANSITION PROVISIONS -- MONITOR VENDING MACHINES
23 -- ASSUMPTION OF COSTS. Notwithstanding any provision of
24 section 99G.3, as amended by this Act, to the contrary, a
25 retailer that has acquired a monitor vending machine prior to
26 the effective date of this Act shall be allowed to offer the
27 machine to the public for only thirty days following the
28 effective date of this Act. On or after thirty days following
29 the effective date of this Act, a retailer shall not make a
30 monitor vending machine available to the public and shall
31 return any monitor vending machine acquired by the retailer to
32 the Iowa lottery authority. Upon return of any monitor
33 vending machine, the retailer shall no longer be liable for
34 costs associated with the machine and the Iowa lottery
35 authority shall assume liability for any costs associated with

1 acquiring the monitor vending machine.

2 Sec. 4. EFFECTIVE DATE. This Act, being deemed of
3 immediate importance, takes effect upon enactment.

4 EXPLANATION

5 This bill prohibits the Iowa lottery authority from
6 allowing retailers to offer a monitor vending machine that
7 dispenses lottery tickets to the public. The bill defines a
8 "monitor vending machine" as a machine with a video monitor
9 and audio capabilities that dispenses to a purchaser lottery
10 tickets that have been determined to be winning or losing
11 tickets by a predetermined pool drawing machine prior to the
12 dispensing of the tickets. The bill also amends the
13 definition of lottery game to exclude the authorization to use
14 a monitor vending machine to dispense lottery tickets.

15 The bill further provides that any monitor vending machine
16 in use by a retailer prior to the effective date of the bill
17 may continue to be offered to the public for 30 days following
18 the effective date of the bill. On or after that date,
19 monitor vending machines are no longer permitted, and the
20 retailer is required to return the machines to the Iowa
21 lottery authority. Upon return of the machine, the retailer
22 is no longer liable for any costs associated with the machine
23 and the Iowa lottery authority assumes liability for any of
24 these costs.

25 The bill takes effect upon enactment.

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