



## ACM Legislative Update 4/29/04

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*Proudly Serving Charitable Gambling Organizations Throughout Minnesota*

### 2004 Omnibus Charitable Gambling Policy Bill (HF 2521) Passes Minnesota Legislature

The Minnesota Legislature has now passed **HF 2521 - the 2004 Omnibus Charitable Gambling Policy Bill**. The Senate version of **HF 2521**, authored by **Senator Jim Vickerman** of Tracy, passed the Minnesota Senate on Wednesday, April 28, 2004 by a vote of **64-0**. The House version of **HF 2521**, authored by **Representative Carl Jacobson** of Shoreview, passed the Minnesota House of Representatives on Monday, March 22, 2004 by a vote of **125-5**.

**HF 2521 - the 2004 Omnibus Charitable Gambling Policy Bill** was presented to the Governor on Wednesday, April 28, 2004 and he is expected to sign it into law in the next few days.

A detailed summary of **HF 2521 - the 2004 Omnibus Charitable Gambling Policy Bill** is printed below. Most of **HF 2521** (Sections 2 - 12) will be effective the day after being signed into law by **Governor Pawlenty**. Section 1 dealing with cash shortages will be effective July 1, 2004. We will update the ACM Hotline (651-255-6702), the ACM Web Site ([www.alliedcharitiesmn.org](http://www.alliedcharitiesmn.org)), and mail out a postcard to our current ACM Members & Associate Members as soon as Governor Pawlenty signs HF 2521 into law. ACM will send out a copy of HF 2521 - the 2004 Omnibus Charitable Gambling Policy Bill to our current ACM Members & Associate Members after it is signed into law.

### HF 2521 Omnibus Charitable Gambling Policy Bill Overview

**Section 1** requires that cash shortages be reported by site instead of by organization. Limits remain the same (.3% of gross receipts) but is based on fiscal year (12 months) beginning July 1, 2004.

**Section 2** clarifies that manufacturers must make all gambling equipment available for sale to distributors - not just "pull-tabs".

**Section 3** clarifies that the fee for a gambling manager is an "annual" fee.

**Section 4** deletes the reference to "class of license" - class of license was removed last session.

**Section 5** restores the original language for multiple seal tipboards and cumulative or carryover tipboard prizes. Original language became null & void after rules were not formally proposed for adoption within 18 months of passage.

**Section 6** adjusts the maximum rent allowed for a "bar operation" from \$2,000 to \$2,500 and clarifies cash shortages as an "expense". Also limits the involvement of a lessor's immediate family in the conduct of lawful gambling.

**Section 7** expands the number of "off-site" activities from 1 day to 4 days per calendar year plus 1 event up to 12 days in connection with a county fair, the state fair, a church festival, or a civic celebration.

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**Section 8** removes the reference to class license.

**Section 9** raises the total prize level limits at a bingo occasion from \$2,500 to \$2,800 unless a cover-all game is played in which case the limit is raised from \$3,500 to \$3,800.

**Section 10** allows a person under the age of 18 to participate in one bingo occasion conducted by a licensed organization as part of an annual community event if the person under age 18 is accompanied by a parent or guardian.

**Section 11** allows a licensed veterans organization to use gambling proceeds to send up to 2 World War II veterans to Washington DC for the National World War II Memorial dedication events the end of May 2004. Maximum expense allowance is \$1,500 per veteran. Allows a donation to other veterans posts.

**Section 12** repeals the original language for multiple seal tipboards and cumulative or carryover tipboard prizes.

**Section 13** effective dates: Section 1 is effective July 1, 2004. Remaining Sections are effective the day following final enactment.

## 2004 Gambling Bill Introductions

Listed below are the gambling bills introduced since the 4/16/04 ACM Legislative Update (thru 4/28/04):

**HF 3177 (Abrams)** - Card clubs; franchise fee imposed on card clubs operated by pari-mutuel licensees.

As of 4/28/04 21 gambling bills have been introduced in the Minnesota Senate this session and 22 gambling bills have been introduced in the Minnesota House of Representatives this session.

*To view all 2003/2004 House Gambling Bills go to the URL below & click on Gambling:*

**<http://www.revisor.leg.state.mn.us:8181/housetop.html>**

*To view all 2003/2004 Senate Gambling Bills go to the URL below & click on Gambling:*

**[http://www.revisor.leg.state.mn.us:8181/senate\\_subjects.html](http://www.revisor.leg.state.mn.us:8181/senate_subjects.html)**



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