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A BILL  
23-945

IN THE COUNCIL OF THE DISTRICT OF COLUMBIA

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To amend, on temporary basis, Title 25 of the District of Columbia Official Code to authorize, define, and regulate games of skill.

BE IT ENACTED BY THE COUNCIL OF THE DISTRICT OF COLUMBIA, That this act may be cited as the “Revised Game of Skill Machines Consumer Protections Temporary Amendment Act of 2020”.

Sec. 2. The Law to Legalize Lotteries, Daily Numbers Games, and Bingo and Raffles for Charitable Purposes in the District of Columbia, effective March 10, 1981 (D.C. Law 3-172; D.C. Official Code §§ 22-1716 to 22-1718 and 36-601.01 *et seq.*), is amended as follows:

(a) Section 4 (D.C. Official Code § 36-601.12) is amended as follows:

(1) The section heading is amended to read as follows:

“Sec. 4. Lottery, Gambling, and Gaming Fund.”.

(2) Subsection (a) is amended to read as follows:

“(a) There is established as an enterprise fund the Lottery, Gambling, and Gaming Fund (“Fund”), which shall be administered by the Chief Financial Officer. Revenue from the following sources shall be deposited into the Fund or a division of the Fund, as established by the Chief Financial Officer:

27                   “(1) All funds generated by gambling activities operated or licensed by the Chief  
28 Financial Officer; and

29                   “(2) All fees collected pursuant to sections 406 through 408.”.

30                   (3) Subsection (c) is amended by striking the word “gambling” and inserting the  
31 phrase “gambling and gaming” in its place.

32                   (b) A new Title IV is added to read as follows:

33                   “TITLE IV. GAME OF SKILL MACHINES.

34                   “Sec. 401. Definitions

35                   “For purposes of this title, the term:

36                   “(1) “ABC Board” means the Alcoholic Beverage Control Board, established by  
37 D.C. Official Code §25-201.

38                   “(2) “ABRA” means the Alcoholic Beverage Regulation Administration,  
39 established by D.C. Official Code § 25-202.

40                   “(3) “CFO” means the Chief Financial Officer of the District of Columbia.

41                   “(4) “Centralized accounting system” means the accounting system linked by a  
42 communications network as described in sections 409 and 413.

43                   “(5) “Distributor” means a person licensed under this title to:

44                   “(A) Buy or lease game of skill machines, or any major components or  
45 parts of a game of skill machine, from manufacturers for sale or lease and distribution to  
46 retailers; or

47                   “(B) To maintain or service a retailer’s game of skill machine, or any  
48 major component or part of a game of skill machine.

49                   “(6) “Game of skill machine” means a mechanical or electronic gaming device  
50 that rewards the winning player or players with cash, a gift card, or a voucher that can be  
51 redeemed for cash. A mechanical or electronic gaming device shall not be considered a game of  
52 skill machine if:

53                   “(A) The ability of a player to succeed at the game is impacted by the  
54 number or ratio of prior wins to prior losses of players playing the game;

55                   “(B) The outcome of the game can be controlled by a source other than a  
56 player playing the game;

57                   “(C) The success of a player is or may be determined by a chance event  
58 that cannot be altered by the player’s actions;

59                   “(D) The ability of a player to succeed at the game is impacted by game  
60 features not visible or known to a reasonable player; or

61                   “(E) The ability of a player to succeed at the game is impacted by the  
62 exercise of skill that no reasonable player could exercise.

63                   “(7) “Game of skill machine gross revenue” means the total of cash or cash  
64 equivalents received from a game of skill machine minus the total of:

65                   “(A) Cash or cash equivalents paid to players as a result of a game of skill  
66 machine;

67                   “(B) Cash or cash equivalents paid to purchase annuities to fund prizes  
68 payable to players over a period of time as a result of a game of skill machine; and

69                   “(C) The actual cost paid by the license holder for personal property  
70 distributed to a player as a result of a game of skill machine, excluding travel expenses, food,  
71 refreshments, lodging, and services.

72                   “(8) “Licensed establishment” means an on-premises retail establishment licensed  
73 by the ABC Board to sell, serve, and allow for the consumption of alcoholic beverages.

74                   “(9) “Licensed premises” means the physical location of a licensed establishment  
75 that is authorized by the Office to offer game of skill machines.

76                   “(10) “Licensee” means a person who possesses a game of skill manufacturer,  
77 distributor, or retailer license issued by the Office.

78                   “(11) “Manufacturer” means a person that is licensed under this title that  
79 manufactures or assembles game of skill machines for sale or lease to distributors or provides to  
80 distributors major components or parts of game of skill machines for the repair or maintenance  
81 of game of skill machines.

82                   “(12) “Office” means the Office of Lottery and Gaming.

83                   “(13) “Retailer” means a person that is licensed under this title to offer game of  
84 skill machines on its licensed premises.

85                   “Sec. 402. Authorization of game of skill machines.

86           “The operation of game of skill machines shall be lawful in the District if conducted in  
87 accordance with this title and the rules issued pursuant to this title.

88           “Sec. 403. Game of skill machine license requirements; prohibition.

89           “(a) No person may carry out a function of a manufacturer, distributor, or retailer after  
90 March 31, 2021, unless the person has obtained the applicable license or licenses required by this  
91 title, or by rules issued pursuant to this title.

92           “(b)(1) The Office shall issue the following categories of game of skill machine licenses:

93                           “(A) Manufacturer;

94                           “(B) Distributor; and

95                           “(C) Retailer.

96           “(2) The Office shall not grant a license listed in paragraph (1) of this subsection  
97 until it has determined that each person that possesses 10% or greater beneficial or proprietary  
98 interest in the applicant has been approved for licensure in accordance with this title and rules  
99 issued pursuant to this title; provided, that the Office shall not be required to make such a  
100 determination with respect to a person that is an institutional investor unless the institutional  
101 investor possesses 25% or greater beneficial or proprietary interest in the applicant.

102           “(c)(1) An applicant for an initial manufacturer or distributor license shall be subject to  
103 District and national criminal history background checks.

104           “(2) The applicant shall submit an application to the Office, in a form determined  
105 by the Office, for fingerprints for a national criminal records check by the Metropolitan Police

106 Department and the Federal Bureau of Investigation of all individuals required to be named in  
107 the application and a signed authorization of each individual submitting fingerprints for the  
108 release of information by the Metropolitan Police Department and the Federal Bureau of  
109 Investigation.

110           “(3) In the case of an application for license renewal, the Office may require  
111 additional background checks.

112           “(d) The Office shall require proof of good standing pursuant to D.C. Official Code § 29-  
113 102.08 of an applicant for a license pursuant to this title and may, in addition, require  
114 certification that the Citywide Clean Hands Database indicates that the proposed licensee is  
115 current with its District taxes.

116           “(e) Proprietary information, trade secrets, financial information, and personal  
117 information about a person in an application submitted to the Office pursuant to this title shall  
118 not be a public record and shall not be made available under the Freedom of Information Act of  
119 1976, effective March 29, 1977 (D.C. Law 1-96; D.C. Official Code § 2-531 *et seq.*), or any  
120 other law.

121           “(f)(1) A retailer shall display its license as required by section 410(e) and shall make the  
122 license immediately available for inspection upon request by an employee of the Office, the  
123 Metropolitan Police Department, or ABRA.

124                   “(2) When present at a licensed establishment, an employee of a distributor shall  
125 carry a copy of its license and make it readily available for inspection by an employee of the  
126 Office, the Metropolitan Police Department, or ABRA.

127                   “Sec. 404. License prohibitions; suspensions and revocation of licenses.

128                   “(a) An applicant convicted of a disqualifying offense shall not be licensed. The Office  
129 shall define disqualifying offenses by a rule issued pursuant to this title.

130                   “(b) No employee of the Office or ABRA or member of the ABC Board, or immediate  
131 family member of an employee of the Office or ABRA or member of the ABC Board, may be an  
132 applicant for, have an interest in, or obtain a license issued pursuant to this title.

133                   “(c) Failure of an applicant or licensee to notify the Office of a change to the information  
134 provided in its application for license or renewal within 10 days after the change may result in  
135 the Office suspending or revoking the licensee’s license, denying the applicant’s license, and  
136 issuing a fine.

137                   “(d)(1) The Office shall not grant a license pursuant to this title, and shall revoke a  
138 license previously granted, if evidence satisfactory to the Office exists that the applicant or  
139 licensee has:

140                                   “(A) Knowingly made a false statement of a material fact to the Office;

141                                   “(B) Had a license revoked by a governmental authority responsible for  
142 regulation of games of skill;

143                   “(C) Been convicted of a felony and has not received a pardon or been  
144 released from parole or probation for at least 5 years; or

145                   “(D) Been convicted of a gambling-related offense or a theft or fraud  
146 offense.

147                   “(2) The Office may deny a license to an applicant or suspend or revoke a license  
148 of a licensee if the applicant or licensee:

149                   “(A) Has not demonstrated, to the satisfaction of the Office, financial  
150 responsibility sufficient to adequately meet the requirement of the proposed activity;

151                   “(B) Is not the true owner of the licensed business or has not disclosed the  
152 existence or identity of another individual or entity that has an ownership interest in the business;  
153 or

154                   “(C) Is an entity that sells more than 10% of a licensee’s voting interests,  
155 more than 10% of the voting interests of an entity that controls the licensee, or sells a licensee’s  
156 assets to an individual or entity not already determined by the Office to have met the  
157 qualifications of a licensee pursuant to this title.

158                   “Sec. 405. Conflicts of interest.

159                   “(a) Before issuing, authorizing the transfer to a new owner of, or renewing a license, the  
160 Office shall determine that the applicant is not disqualified because of a conflicting interest in  
161 another license.



162           “(b) In making a determination regarding a conflicting interest, the following standards  
163 shall apply:

164                   “(1) No licensee under a distributor’s license shall hold a license in another  
165 license issued under this title; except, that the holder of a distributor’s license may also hold a  
166 manufacturer’s license.

167                   “(2) No licensee under a manufacturer’s license shall hold another license issued  
168 under this title; except, that the holder of a manufacturer’s license may also hold a distributor’s  
169 license.

170           “Sec. 406. Manufacturer licensure.

171           “(a) A person may not, after March 31, 2021, manufacture a game of skill machine in the  
172 District or manufacture and cause to be delivered into the District a game of skill machine,  
173 unless the person has a valid manufacturer’s license issued under this title. A manufacturer may,  
174 after March 31, 2021, only sell or lease game of skill machines for use in the District to persons  
175 having a valid distributor’s license.

176           “(b) A person applying for a manufacturer’s license shall do so on a form prescribed by  
177 the Office. The form shall require:

178                   “(1) The name of the applicant;

179                   “(2) The mailing address of the applicant and, if the applicant is a corporation, the  
180 name of the state in which it is incorporated, the location of its principal place of business, and  
181 the names and addresses of its directors;

182                   “(3) A report of the applicant’s financial activities, including evidence of financial  
183 stability, such as bank statements, business and personal income and disbursement schedules,  
184 and tax returns; and

185                   “(4) Such other information as the Office may require by rule.

186                   “(c) In considering whether to approve an application for a manufacturer’s license, the  
187 Office may consider, among such other evidence as may come before the Office, evidence of the  
188 applicant’s licensure, conduct, and activities in another jurisdiction.

189                   “(d) An applicant for a manufacturer’s license shall pay a nonrefundable application fee  
190 of \$10,000 with the application.

191                   “(e) A manufacturer’s license shall be renewed annually; provided, that the licensee has  
192 continued to comply with all statutory and regulatory requirements and pays upon submission of  
193 its renewal application a \$5,000 renewal fee.

194                   “Sec. 407. Distributor licensure.

195                   “(a) A person may not, after March 31, 2021, engage in any of the following activities  
196 unless the person has a valid distributor’s license issued by the Office:

197                   “(1) Buy or lease from a manufacturer a game of skill machine for distribution in  
198 the District;

199                   “(2) Sell, lease, or distribute a game of skill machine in the District or market for  
200 sale, lease, or distribution a game of skill machine in the District; or

201                   “(3) Repair, replace, maintain, or service a game of skill machine or a major  
202 component or part of a game of skill machine in the District or market the repair, replacement, or  
203 maintenance of a game of skill machine or a major component or part of a game of skill machine  
204 in the District.

205                   “(b) A licensed distributor may sell, lease, or distribute a game of skill machine, or repair,  
206 replace, maintain, or service a game of skill machine or any major component or part of a game  
207 of skill machine in the District to a licensed establishment that possesses a game of skill machine  
208 endorsement from the ABC Board pursuant to D.C. Official Code § 25-113.01(e), and after  
209 March 31, 2021, a retailer’s license from the Office. No distributor may give anything of value,  
210 including a loan or financing agreement, to a licensed establishment as an incentive or  
211 inducement to locate a game of skill machine in the establishment; provided, that a distributor  
212 may provide funding to a licensed establishment for the payment of winnings to players of the  
213 distributor’s game of skill machines in the licensed establishment.

214                   “(c) A person applying for a distributor’s license shall do so on a form prescribed by the  
215 Office. The form shall require:

216                   “(1) The name of the applicant;

217                   “(2) The mailing address of the applicant and, if the applicant is a corporation, the  
218 name of the state in which it is incorporated, the location of its principal place of business, and  
219 the names and addresses of its directors;

220                   “(3) A report of the applicant’s financial activities, including evidence of financial  
221 stability, such as bank statements, business and personal income and disbursement schedules,  
222 and tax returns; and

223                   “(4) Such other information as the Office may require by rule.

224                   “(d) In considering whether to approve an application for a distributor’s license, the  
225 Office may consider, among such other evidence that may come before the Office, evidence of  
226 the applicant’s licensure, activities, and conduct in other jurisdictions.

227                   “(e) An applicant for a distributor’s license shall demonstrate that the equipment, system,  
228 or device that the applicant plans to offer to retailers conforms to standards established pursuant  
229 to this title, the rules issued pursuant to this title, and other applicable law.

230                   “(f) An applicant for a distributor’s license shall pay a nonrefundable application fee of  
231 \$10,000 with the application.

232                   “(g) A distributor’s license shall be renewed annually; provided, that the licensee has  
233 continued to comply with all statutory and regulatory requirements and pays upon submission of  
234 its renewal application a \$5,000 renewal fee.

235                   “(h) A distributor shall submit to the Office, at such times as are established by the Office  
236 by rule, a list of all models and versions of game of skill machines sold, delivered, or offered to a  
237 retailer. All such equipment shall be tested and approved by an independent testing laboratory  
238 approved as provided in section 409.

239                   “Sec. 408. Retailer licensure.

240           “(a) A person may not offer or allow for play a game of skill machine at the location in  
241 the District unless the location:

242                           “(1) Is a licensed establishment;

243                           “(2) Possesses a game of skill machine endorsement from ABRA in  
244 accordance with D.C. Official Code § 25-113.01(e), and, after March 31, 2021, a retailer’s  
245 license from the Office; and

246                           “(C) Has entered into a written use agreement with a licensed distributor  
247 (or before April 1, 2021, with a distributor) for the placement or installation of a game of skill  
248 machine or machines on the licensed premises.

249           “(b) A person shall apply for a retailer’s license on a form prescribed by the Office. The  
250 form shall require:

251                           “(1) The name of the applicant;

252                           “(2) The mailing address of the applicant and, if the applicant is a corporation, the  
253 name of the state in which it is incorporated, the location of its principal place of business, and  
254 the names and addresses of its directors;

255                           “(3) At the discretion of the Office, a report of the applicant’s financial activities,  
256 including evidence of financial stability, such as bank statements, business and personal income  
257 and disbursement schedules, and tax returns; and

258                           “(4) Any other information the Office considers necessary.

259           “(c) An applicant for a retailer’s license shall pay a nonrefundable application fee of \$300  
260 with the application.

261           “(d) A retailer’s license shall be renewed annually; provided, that the licensee continued  
262 to comply with the statutory and regulatory requirements and pays upon submission of its  
263 renewal application a \$300 renewal fee.

264           “(e) The Office may require a retailer to be bonded, in such amounts and in such manner  
265 as determined by the Office.

266           “(f) Game of skill machines shall not be offered or allowed to be played in the District  
267 other than at an establishment licensed as a retailer.

268           “Sec. 409. Minimum requirements of game of skill machines.

269           “(a)(1) ) No model or version of a game of skill machine shall be offered for distribution  
270 or play in the District unless the model or version of the game of skill machine has first been  
271 tested and approved as a game of skill machine pursuant to this title and the rules issued pursuant  
272 to this title; except, that:

273                   “(A) A model or version of a game of skill machine for which an endorsement  
274 was approved by the ABC Board under D.C. Official Code § 25-401 before October 1, 2020,  
275 shall not be subject to testing or approval under this section unless required by the Office by rule;  
276 provided, that each such game of skill machine shall be required to comply with subsection  
277 (b)(12) of this section.

278                   “(B) A model or version of a game of skill machine may be approved by the  
279 Office before January 1, 2021, if it meets the requirements of subsection (b)(1) through (12) of  
280 this section, regardless of whether the Office has issued minimum standard rules pursuant to  
281 subsection (b) of this section, and the game of skill machine shall not be required to come into  
282 compliance with the minimum standard rules issued by the Office pursuant to subsection (b) of  
283 this section until such date as shall be set forth by the Office in such rules.

284                   “(2) The Office, or the applicant at the direction of the Office, shall utilize the  
285 services of an Office-approved independent outside testing laboratory to test and assess the  
286 model or version of the game of skill machine.

287                   “(3) The applicant shall be responsible for paying the costs associated with testing  
288 the model or version of the game of skill machines.

289                   “(b) Except as otherwise provided in subsection (a)(1)(A) and (B) of this section, every  
290 game of skill machine offered in the District shall meet the minimum standards-established by  
291 the Office by rule. The minimum standards shall, include the following:

292                   “(1) The game of skill machine shall conform to all requirements of federal law  
293 and regulations, including the Federal Communications Commission’s Class A emissions  
294 standards.

295                   “(2) The game of skill machine shall display an accurate representation of the  
296 game outcome.

297                   “(3) The game of skill machine shall not automatically alter pay tables or any  
298 function of the game of skill machine based on an internal computation of a hold percentage or  
299 have a means of manipulation that affects the random selection process or probabilities of  
300 winning a game.

301                   “(4) The game of skill machine shall not be negatively affected by static discharge  
302 or other electromagnetic interference.

303                   “(5) The game of skill machine shall be capable of displaying the following  
304 during idle status: “power reset”; “door open”; or “door closed”.

305                   “(6) The game of skill machine shall be able to detect and display the game’s  
306 complete play history and winnings for the previous 10 games.

307                   “(7) The theoretical payback percentage of a game of skill machine shall not be  
308 capable of being changed without making a hardware or software change in the machine itself.

309                   “(8) The game of skill machine shall be designed so that the replacement of parts  
310 or modules required for normal maintenance does not necessitate replacement of the  
311 electromechanical meters.

312                   “(9) The game of skill machine shall contain a non-resettable meter, which shall  
313 be located in a locked area of the machine that is accessible only by a key.

314                   “(10) The game of skill machine shall be capable of storing the meter information  
315 required by paragraph (9) of this subsection for a minimum of 180 days after a power loss to the  
316 machine.



317                   “(11) The game of skill machine shall have accounting software that keeps an  
318 electronic record that includes:

319                               “(A) Total cash or other value inserted into the game of skill machine;

320                               “(B) The value of winning tickets awarded to players by the game of skill  
321 machine;

322                               “(C) The total credits played on the game of skill machine;

323                               “(D) The total credits awarded by the game of skill machine; and

324                               “(E) The payback percentage credited to players of the game of skill  
325 machine.

326                   “(12) The game of skill machine shall be connected to a centralized accounting  
327 system in accordance with section 413 for the purposes set forth in section 413; except, that a  
328 game of skill machine that has been approved for operation or distribution in the District by  
329 ABRA or the Office before the date designated by the Office pursuant to section 413(a)(2)(B)  
330 shall be allowed until the date designated by the Office pursuant to section 413(a)(2)(B) to come  
331 into compliance with this paragraph.

332                   “(c) The Office may issue rules to establish additional licensing and registration  
333 requirements for the purposes of preserving the integrity and security of game of skill machines  
334 in the District, including by prohibiting game of skill machines that approximate the look or feel  
335 of a gambling device.

336           “Sec. 410. Registration; display of registration sticker, license, and warning sign;  
337 locations of game of skill machines.

338           “(a) After March 31, 2021, no distributor shall distribute a game of skill machine to a  
339 retailer or allow the continued distribution of its game of skill machine at a retailer’s licensed  
340 establishment, and no retailer shall allow the distribution of a game of skill machine to the  
341 retailer or allow the installation or operation of a game of skill machine at its licensed  
342 establishment, unless:

343                   “(1) The game of skill machine is registered with the Office; and

344                   “(2) A registration sticker issued by the Office is affixed to and maintained on the  
345 game of skill machine.

346           “(b) The Office shall issue to a distributor or retailer, after approval of an application for  
347 registration of a game of skill machine filed by the distributor or retailer with the Office, a  
348 registration sticker for placement on the registered game of skill machine. The registration fee  
349 for each game of skill machine shall be \$100. If the registration sticker is damaged, destroyed,  
350 lost, or removed, the retailer shall pay the Office \$75 for a replacement registration sticker.

351           “(c) A distributor shall not have distributed more than 5 game of skill machines to a  
352 licensed establishment at any time and a retailer shall not allow more than 5 game of skill  
353 machines to be operated or located on a licensed premises at any time.

354           “(d) A retailer shall locate its game of skill machines for play only in specific locations  
355 approved by ABRA within the retailer’s licensed establishment.

**ENGROSSED ORIGINAL**

356           “(d) A retailer shall post a warning sign and, after March 31, 2021, its retailers license,  
357 both maintained in good repair and in a place clearly visible at the point of entry to the  
358 designated areas where the game of skill machines are located. The warning sign shall include:

359                   “(1) The minimum age required to play a game of skill machine;

360                   “(2) The contact information for the District’s gambling hotline; and

361                   “(3) The contact information for the Office of Lottery and Gaming for purposes of  
362 filing a complaint against the manufacturer, distributor, or retailer.

363           “(e) Failure to display the registration sticker, license, or warning sign may result in the  
364 Office revoking or suspending the license or issuing a fine against the licensed establishment  
365 pursuant to section 415.

366           “Sec. 411. Cash award.

367           “(a) A game of skill machine shall not directly dispense cash awards to a player. If, at the  
368 conclusion of the game, a player is entitled to a cash award, the game of skill machine shall  
369 dispense a ticket or voucher to the player. The ticket or voucher shall indicate:

370                   “(1) The total amount of the cash award;

371                   “(2) The time of day that the cash award was issued in a 24-hour format showing  
372 hours and minutes, the date, the terminal serial number, and the sequential number of the ticket  
373 or voucher; and

374                   “(3) An encrypted validation number from which the validity of the cash award  
375 may be determined.

376           “(b) A retailer shall allow a player to take the ticket or voucher to the owner of the  
377 licensed establishment or the owner’s designee, who shall be located at the licensed  
378 establishment, for payment of the cash award.

379           “Sec. 412. Game of skill machine use by minors prohibited.

380           “(a) A licensee shall not permit a person under the age of 18 to use or play a game of skill  
381 machine.

382           “(b) The Office may suspend or revoke a license and issue a fine, in accordance with  
383 section 415, against a licensee that knowingly allows a person under the age of 18 to use or play  
384 a game of skill machine.

385           “Sec. 413. Centralized accounting system.

386           “(a)(1) Within 365 days after the effective date of this title, the Office shall procure a  
387 centralized accounting system for games of skill machines, which shall be linked to a  
388 communications networks. All games of skill machines registered in the District shall connect to  
389 the centralized accounting system through the communications network. The centralized  
390 accounting system shall be administered by the Office and shall allow for the accounting,  
391 reporting, monitoring, and reading of game of skill machine activities by the District for the  
392 purposes of assisting the Office in determining compliance with, and enforcing, the provisions of  
393 this title and the rules issued pursuant to this title. The centralized accounting system shall also  
394 allow for game of skill machines to be activated and deactivated remotely by the Office.

395                   “(2) When the Office is satisfied with the operation of the centralized accounting  
396 system, it shall:

397                               “(A) Certify the effective status of the system; and

398                               “(B) Notify all retailers of the date by which the distributor’s and retailer’s  
399 game of skill machines must be linked to the centralized accounting system, which date shall not  
400 be less than 90 days after the date of the effective status of the centralized accounting system.

401                   “(b) The centralized accounting system shall not provide for the monitoring or reading of  
402 personal or financial information concerning patrons of game of skill machines.

403                   “(c) Employees and agents of a contractor or subcontractor of the Office that is engaged  
404 in building, operating, maintaining, or contracting to build, operate, or maintain the centralized  
405 accounting system, and the immediate family members of such employees and agents, shall be  
406 prohibited from obtaining a license under this title.

407                   “(d) Unless a retailer’s license is canceled, suspended, or revoked, nothing in this section  
408 shall authorize the Office to limit or eliminate a registered game of skill from the centralized  
409 accounting system.

410                   “Sec. 414. Insurance.

411                   The Office may require by rule issued pursuant to this title that a distributor maintain  
412 liability insurance on the game of skill machines that it places in licensed establishments or that a  
413 retailer maintain liability insurance on the game of skill machines that are located in its licensed  
414 establishment.

415 “Sec. 415. Penalties.

416 “(a) In the event of a violation of this title or a rule issued pursuant to this title, the Office  
417 may:

418 “(1) Impose a fine of not more than \$50,000;

419 “(2) Revoke a licensee’s license; and

420 “(3) Suspend the licensee’s license for up to one year.

421 “(b) A person that has been fined or whose application has been denied, revoked, or  
422 suspended pursuant to this section shall have a right to a hearing before the Office and, in the  
423 event of the Office’s affirmation of the fine, denial, revocation, or suspension, the right to appeal  
424 the decision of the Office to the Superior Court of the District of Columbia.

425 “(c) The Office shall notify ABRA within 48 hours after the Office suspends or revokes a  
426 retailer’s license.

427 “Sec. 416. Authority of the Office.

428 “(a) The Office may enforce the provisions of this title with respect to licensees and with  
429 respect to any individual or entity not holding a license and offering a game of skill machine in  
430 violation of the provisions of this title or rules issued pursuant to this title.

431 “(b) Subject to subsection (c) of this section, the Office and the Metropolitan Police  
432 Department may issue citations for civil violations of this title as set forth in rules issued  
433 pursuant to this title.

434           “(c) A citation for a violation for which the penalty includes the suspension or revocation  
435 of a license shall be issued by the Office as a result of an investigation carried out by the Office.

436           “(d) The Office, ABRA, or Metropolitan Police Department may request and check the  
437 identification of a person who has played, is playing, or is attempting to play a game of skill  
438 machine. The Office or Metropolitan Police Department may seize evidence that substantiates a  
439 violation under this title, which may include seizing the tickets, vouchers, or cash awards issued  
440 to a person under the age of 18 and fake identification documents used by a person under the age  
441 of 18.

442           “(e) The Office may seize a game of skill machine license from an establishment if:

443                   “(1) The game of skill machine license has been suspended, revoked, or cancelled  
444 by the Office;

445                   “(2) The business is no longer in existence; or

446                   “(3) The business has been closed by another District government agency.

447           “Sec. 417. Investigations and inspections.

448           “(a) The Office may conduct investigations, searches, seizures, and perform other duties  
449 authorized by this title and rules issued pursuant to this title.

450           “(b) An applicant for a license and each licensee shall allow an authorized member of the  
451 Office, an ABRA investigator, or any member of the Metropolitan Police Department full  
452 opportunity to examine at any time during business hours:

453                   “(1) The location on the premises where game of skill machines are available to  
454 play; and

455                   “(2) The books and records of the licensee or applicant.

456                   “Sec. 418. Unlawful acts; action by the Attorney General.

457                   “(a)(1) No manufacturer, distributor, licensed establishment, or employee or agent of a  
458 manufacturer, distributor, or licensed establishment shall intentionally make a false or  
459 misleading representation concerning an individual’s chances, likelihood, or probability of  
460 winning at playing a game of skill machine.

461                   “(2) An individual or entity claiming to be aggrieved by a fraudulent act or a false  
462 or misleading statement by a licensee shall have a cause of action in a court of competent  
463 jurisdiction for damages and any legal or equitable relief as may be appropriate.

464                   “(b) The Attorney General for the District of Columbia, in the name of the District of  
465 Columbia, may bring an action in the Superior Court of the District of Columbia to enjoin an  
466 individual or entity or to seek a civil penalty of up to \$50,000 for a violation of this title or rule  
467 issued pursuant to this title.

468                   “Sec. 419. Taxation of game of skill machines.

469                   “(a) A tax shall be imposed on all persons owning a game of skill machine located in the  
470 District for the privilege of operating a game of skill machine in the District.

471                   “(b) The rate of tax shall be 10% of the game of skill machine gross revenue from each  
472 game of skill machine in the District.



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473           “(c) On or before the 20th calendar day of each month, each owner of a game of skill  
474 machine located in the District shall file a return with the CFO, on forms and in the manner  
475 prescribed by the CFO, indicating the amount of game of skill machine gross revenue for the  
476 owner’s game of skill machines for the preceding calendar month and the amount of tax for  
477 which the owner is liable.

478           “(d) All funds owed to the District under this section shall be held in trust for the District  
479 in federally insured depository institution that maintains an office in the District until the funds  
480 are paid to the District of Columbia Treasurer.

481           “(e) Each owner of a game of skill machine located in the District shall keep a record of  
482 the game of skill machine gross revenue, awards, and net income of each game of skill machine  
483 in such form as the CFO may require.

484           “(f) An owner of a game of skill who fails to pay the tax imposed by this section shall be  
485 subject to all collection, enforcement, and administrative provisions applicable to unpaid taxes or  
486 fees, as provided in Chapters 41, 42, 43, and 44 of Title 47.

487           “(g) Notwithstanding D.C. Official Code § 47-4406, the CFO may disclose the total  
488 amount of game of skill machine gross revenue collected in the periodic estimates and reports of  
489 revenues.

490           “Sec. 420. Deposit of license fees.

491           “All fees collected under sections 406 through 408 shall be deposited in the Lottery,  
492 Gambling, and Gaming Fund, established by section 4 (D.C. Official Code § 36-601.12).”.

493 “Sec. 421. Rules and regulations governing game of skill machines.

494 “(a) The CFO, pursuant to Title I of the District of Columbia Administrative Procedure  
495 Act, approved October 21, 1968 (82 Stat. 1204; D.C. Official Code § 2-501 et seq.), shall by  
496 January 2021, issue rules to implement the provisions of this title.

497 “(b) The rules issued by the CFO pursuant to subsection (a) of this section shall include:

498 “(1) Minimum standards under section 409(b);

499 (2) Standards for conducting inspections of game of skill machines for  
500 compliance with industry standards;

501 “(3) Standards for inspecting licensed establishments for compliance with this  
502 title;

503 “(4) Minimum and maximum payment amounts for playing game of skill  
504 machines;

505 “(5) The maximum amount of allowable winnings per game;

506 “(6) Requirements relating to how fees and taxes are to be remitted;

507 “(7) The method of accounting to be used by a licensed establishment where a  
508 game of skill machine is authorized;

509 “(8) Methods of age verification;

510 “(9) Types of records that shall be required to be maintained by a licensee;

511 “(10) Posting requirements;

512                   “(11) Advertising guidelines, including specific language concerning individuals  
513 under the age of 18;

514                   “(12) Penalties for a violation of this title or rule issued pursuant to this title; and

515                   “(13) Internal control standards for game of skill machines.”.

516           Sec. 3. Title 25 of the District of Columbia Official Code is amended as follows:

517           (a) Section 25-101 is amended as follows:

518                   (1) A new paragraph (22B) is added to read as follows:

519                   “(22B) “Game of skill machine” has the meaning set forth in section 401(6) of the  
520 Law to Legalize Lotteries, Daily Numbers Games, and Bingo and Raffles for Charitable  
521 Purposes in the District of Columbia, passed on emergency basis on October 6, 2020 (Enrolled  
522 version of Bill 23-\_\_\_\_).”.

523                   (2) A new paragraph (53A) is added to read as follows:

524                   “(53A) “Voucher” means a ticket issued by a game of skill machine that is  
525 redeemable for cash winnings.”.

526           (b) Section 25-113a is amended as follows:

527                   (1) The section is redesignated as § 25-113.01.

528                   (2) The section heading is amended to read as follows:

529                   “§ 25-113.01. License endorsements.”.

530                   (3) A new subsection (e) is added to read as follows:

531           “(e)(1) A licensee under a manufacturer’s license class A or B holding an on-site sales  
532 and consumption permit, or an on-premises retailer’s license, class C/R, D/R, C/H, D/H, C/T,  
533 D/T, C/N, D/N, C/X, or DX, shall obtain a game of skill machine endorsement from the Board in  
534 order to offer a game of skill machine on the licensed premises.

535           “(2)(A) A game of skill machine shall not be placed on outdoor public or private  
536 space; except, that the Board, in its discretion, may allow for the placement of a game of skill  
537 machine on outdoor public or private space if, in the Board’s determination, activity associated  
538 with the game of skill machine is:

539                           “(i) Not visible from a public street or sidewalk;

540                           “(ii) Adequately secured against unauthorized entrance; and

541                           “(iii) Accessible only by patrons from within the establishment.

542           “(B) Subparagraph (A) of this paragraph shall not apply to a licensee  
543 operating a passenger-carrying marine vessel in accordance with § 25-113(h).”.

544           (c) Section 25-401 is amended by adding a new subsection (e) to read as follows:

545           “(e) An applicant for a game of skill machine endorsement shall submit to the Board with  
546 its application:

547                           “(1) A diagram of where the game of skill machines will be placed on the licensed  
548 premises; and

549                   “(2) The name of the manufacturer and distributor of the game of skill machines  
550 and documentation reflecting that the manufacturer and distributor are licensed to do business  
551 and pays taxes in the District of Columbia.”.

552                   (d) Section 25-508 is amended to read as follows:

553                   “25-508. Minimum fee for permits, and manager’s license, and endorsement.

554                   “The minimum fees for permits, manager’s license, and endorsement shall be as follows:

555                   “Tasting permit for class A licensees                   \$100/year

556                   “Importation permit   \$5

557                   “Manager’s license   \$100/year

558                   “On-site sales and consumption permit                   \$1,000/year

559                   “Game of skill machine endorsement                   \$200”.

560                   (e) The table of contents of Chapter 7 is amended as follows:

561                   (1) The table of contents is amended by adding a new section designation to read  
562 as follows:

563                   “§ 25-786. Game of skill machine operating requirements.”.

564                   (2) Section 25-763 is amended by adding a new subsection (g) to read as follows:

565                   “(g) Exterior signs advertising game of skill machines shall be prohibited on the licensed  
566 establishment.”.

567                   (3) Section 25-765 is amended by adding a new subsection (c) to read as follows:

568           “(c) Advertisements related to game of skill machines shall not be placed on the interior  
569 or exterior of a window or on the exterior of a door that is used to enter or exit the licensed  
570 establishment.”.

571           (4) A new section 25-786 is added to read as follows:

572           “§ 25-786. Game of skill machine operating requirements.

573           “A licensee with a game of skill machine endorsement shall:

574           “(1) Not allow or permit a person under 18 years of age to play a game of skill  
575 machine and shall designate an employee to regularly monitor the designated area where game of  
576 skill machines are played to ensure that no person under 18 years of age is playing or attempting  
577 to play a game of skill machine;

578           “(2) Verify that each person playing a game of skill machine is lawfully permitted  
579 to do so by checking the person’s government-issued identification document upon entry into  
580 either the licensed establishment or the designated area where the game of skill machines are  
581 located and where the person seeks to cash out his or her winnings, if any; except, that the failure  
582 of a licensee to verify a person’s identification shall not be a violation of this paragraph if the  
583 person whose identification was not checked is 18 years of age or older;

584           “(3) Not allow or permit a person that appears intoxicated or under the influence  
585 of a narcotic or other substance to play a game of skill machine;

586           “(4) Not share revenue from the licensee’s sale of alcohol with a manufacturer or  
587 distributor of a game of skill machine, unless approved by the Board as an owner of the license;

588                   “(5) Not allow or permit the placement of a game of skill machine on an outdoor  
589 public or private space that has not been approved by the Board;

590                   “(6) Not allow or permit the placement of a game of skill machine outside of the  
591 designated areas contained on the applicant’s diagram provided as part of the license application  
592 or outside the areas approved by the Board;

593                   “(7) Not have more than 5 game of skill machines on the licensed premises; and

594                   “(8) Install security cameras that are operational and record for 30 days, in the  
595 areas designated for game of skill machines, near the cash register or terminal where cash  
596 winnings of game of skill machines are processed, and where the licensee’s money is stored.”.

597                   (e) Section 25-801 is amended by adding a new subsection (h) to read as follows:

598                   “(h) An ABRA investigator may request and check the identification of a person who has  
599 played, is playing, or is attempting to play a game of skill machine. An ABRA investigator may  
600 seize fake identification used by a person under 18 years of age and may seize such records  
601 related to a game of skill machine as the investigator deems appropriate to investigate the  
602 playing of a game of skill machine by a person under 18 years of age.”.

603                   Sec. 4. Section 865 of An Act To establish a code of law for the District of Columbia,  
604 approved March 3, 1901 (31 Stat. 1331; D.C. Official Code § 22-1704), is amended as follows:

605                   (a) The existing text is designated as subsection (a).

606                   (b) A new subsection (b) is added to read as follows:

607           “(b) It shall be unlawful to install or operate a game of skill machine in the District  
608       except as permitted by Title IV of the Law to Legalize Lotteries, Daily Numbers Games, and  
609       Bingo Raffles for Charitable Purposes in the District of Columbia, passed on emergency basis on  
610       October 6, 2020 (Enrolled version of Bill 23-\_\_\_\_) (“Title IV”). Whoever shall install or operate a  
611       game of skill machine in the District in violation of Title IV shall be guilty of a misdemeanor  
612       and, upon conviction thereof, shall be imprisoned for not more than 180 days or fined not more  
613       than the amount set forth in D.C. Official Code-§ 22-3571.01 or both.”.

614           Sec. 5. Repealers.

615           (a) The Games of Skill Machines Consumer Protection Emergency Amendment Act of  
616       2020, enacted on August 28, 2020 (D.C. Act 23-404; 67 DCR 10098), is repealed.

617           (b) The Games of Skill Machines Consumer Protection Amendment Act of 2020, enacted  
618       on August 31, 2020 (D.C. Act 23-407; 67 DCR 10493), is repealed.

619           Sec. 6. Fiscal impact statement.

620           The Council adopts the fiscal impact statement of the Budget Director as the fiscal impact  
621       statement required by section 4a of the General Legislative Procedures Act of 1975, approved  
622       October 16, 2006 (120 Stat. 2038; D.C. Official Code § 1-301.47a).

623           Sec. 7. Effective date.

624           (a) This act shall take effect following approval by the Mayor (or in the event of veto by  
625       the Mayor, action by the Council to override the veto), and shall remain in effect for no longer  
626       than 90 days, as provided for emergency acts of the Council of the District of Columbia in



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627 section 412(a) of the District of Columbia Home Rule Act, approved December 24, 1973 (87  
628 Stat. 788; D.C. Official Code § 1-204.12(a)).  
629 (b) This act shall expire after 225 days of its having taken effect.