

HOUSE BILL No. 1168

DIGEST OF INTRODUCED BILL

Citations Affected: IC 4-32.2-5-28.

Synopsis: Charity gaming. Allows a qualified organization to accept credit cards for the purchase of: (1) a chance to play any game of chance offered at an allowable event; and (2) a licensed supply.

Effective: July 1, 2014.

Klinker

January 13, 2014, read first time and referred to Committee on Public Policy.



Second Regular Session 118th General Assembly (2014)

PRINTING CODE. Amendments: Whenever an existing statute (or a section of the Indiana Constitution) is being amended, the text of the existing provision will appear in this style type, additions will appear in **this style type**, and deletions will appear in ~~this style type~~.

Additions: Whenever a new statutory provision is being enacted (or a new constitutional provision adopted), the text of the new provision will appear in **this style type**. Also, the word **NEW** will appear in that style type in the introductory clause of each SECTION that adds a new provision to the Indiana Code or the Indiana Constitution.

Conflict reconciliation: Text in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2013 Regular Session and 2013 First Regular Technical Session of the General Assembly.

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A BILL FOR AN ACT to amend the Indiana Code concerning gaming.

Be it enacted by the General Assembly of the State of Indiana:

1 SECTION 1. IC 4-32.2-5-28, AS ADDED BY P.L.104-2011,
2 SECTION 9, IS AMENDED TO READ AS FOLLOWS [EFFECTIVE
3 JULY 1, 2014]: Sec. 28. ~~(a) Subject to subsection (b);~~ A qualified
4 organization may accept credit cards at an allowable event for the
5 purchase of **any of the following**:
6 (1) Food and beverages.
7 (2) Merchandise. ~~and~~
8 (3) Retail goods and services offered at a benefit auction.
9 **(4) A chance to play any game of chance offered at an**
10 **allowable event.**
11 **(5) A licensed supply.**
12 ~~(b) A qualified organization may not accept credit cards or extend~~
13 ~~credit to a player for the purchase of a:~~
14 ~~(1) chance to play any game of chance offered at an allowable~~
15 ~~event; or~~
16 ~~(2) licensed supply.~~

