

SENATE BILL No. 437

DIGEST OF INTRODUCED BILL

Citations Affected: IC 4-32.3-5-23.

Synopsis: Credit card payments for charity gaming. Provides that a qualified organization may accept credit cards for the purchase of: (1) a chance to play any game of chance offered at an allowable activity; or (2) licensed supplies. Provides that certain credit card payments may be made on the Internet.

Effective: July 1, 2020.

Busch

January 15, 2020, read first time and referred to Committee on Public Policy.



Second Regular Session of the 121st General Assembly (2020)

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 a statute in *this style type* or ~~this style type~~ reconciles conflicts between statutes enacted by the 2019 Regular Session of the General Assembly.

SENATE BILL No. 437

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 4-32.3-5-23, AS ADDED BY P.L.58-2019,
2 SECTION 4, IS AMENDED TO READ AS FOLLOWS [EFFECTIVE
3 JULY 1, 2020]: Sec. 23. (a) ~~Subject to subsection (b)~~, A qualified
4 organization may accept credit cards at an allowable activity for the
5 purchase of:
6 (1) food and beverages;
7 (2) merchandise; and
8 (3) retail goods and services offered at a benefit auction.
9 (b) A qualified organization may ~~not~~ accept credit cards ~~or extend~~
10 ~~credit to a player~~ for the purchase of:
11 (1) a chance to play any game of chance offered at an allowable
12 activity; or
13 (2) licensed supplies.
14 (c) **Credit card payments under subsection (b) may be made on**
15 **the Internet.**
16 (d) **Except as provided in subsection (b), a qualified organization**
17 **may not extend credit to a player for the purchase of:**



- 1 **(1) a chance to play any game of chance offered at an**
- 2 **allowable activity; or**
- 3 **(2) licensed supplies.**

