19.0600.04004

FIRST ENGROSSMENT

Sixty-sixth Legislative Assembly of North Dakota

ENGROSSED HOUSE BILL NO. 1533

Introduced by

Representatives Dockter, Headland, Howe, K. Koppelman Senator Meyer

I	A BILL for an Act to create and enact a new section to chapter 53-06.1 of the North Dakota-
2	Century Code, relating to the creation of the charitable gaming technology fund; to amend and
3	reenact subsection 1 of section 53-06.1-12 of the North Dakota Century Code, relating to
1	charitable gaming tax; to provide a continuing appropriation; and to provide an allocation. for an
5	Act to provide for a legislative management study of charitable gaming laws.

BE IT ENACTED BY THE LEGISLATIVE ASSEMBLY OF NORTH DAKOTA:

7	SECTION 1. AMENDMENT. Subsection 1 of section 53-06.1-12 of the North Dakota
8	Century Code is amended and reenacted as follows:
9	— 1. A gaming tax is imposed on the total gross proceeds received by a licensed-
10	organization in a quarter and it must be computed and paid to the attorney general on
11	a quarterly basis on the tax return. This tax must be paid from adjusted gross
12	proceeds and is not part of the allowable expenses. For a licensed organization with
13	gross proceeds <u>The tax is</u> :
14	a. Not exceeding one million five hundred thousand dollars the tax is one One third
15	of one percent of gross proceeds from electronic pull tabs.
16	<u>b.</u> One percent of gross proceeds from all other games for a licensed organization
17	with gross proceeds not exceeding one million five hundred thousand dollars.
18	b. Exceeding one million five hundred thousand dollars the tax is fifteen
19	<u>c.</u> <u>Fifteen</u> thousand dollars plus two and twenty-five hundredths percent of gross
20	proceeds exceeding one million five hundred thousand dollars from all other
21	games for a licensed organization with gross proceeds exceeding one million five
22	hundred thousand dollars.
23	SECTION 2. A new section to chapter 53-06.1 of the North Dakota Century Code is created
24	and enacted as follows:

26

assembly.

1	— Charitable gaming technology fund - Continuing appropriation.			
2	<u>The</u> i	re is created in the state treasury the charitable gaming technology fund. The fund		
3	consists of all moneys deposited in the fund. Moneys in the fund are appropriated to the			
4	attorney general on a continuing basis for contracting for and purchasing equipment and			
5	software for a charitable gaming technology system, training employees to operate the system,			
6	and maintaining and updating the system.			
7	SECTION 3. GAMING TAX ALLOCATION - EXCEPTION. Notwithstanding the provisions			
8	of sectio	n 53-06.1-12, from the deposits designated for deposit in the general fund under		
9	subsection 3 of section 53-06.1-12 in fiscal year 2020, the attorney general shall deposit four-			
0	hundred thousand dollars into the charitable gaming technology fund.			
11	SEC	TION 1. LEGISLATIVE MANAGEMENT STUDY - CHARITABLE GAMING LAWS.		
2	During the 2019-20 interim, the legislative management shall consider studying the state's			
3	charitable gaming laws. The study must include:			
4	1.	An evaluation of whether charitable gaming is being expanded properly; whether the		
5		addition of new games, such as sports betting and historic horse racing, is		
6		appropriate; and whether such expansion should be approved by the voters;		
7	2.	An evaluation regarding the appropriate limitations, restrictions, and oversight if new		
8		games are added;		
9	3.	An evaluation of whether a portion of gaming proceeds should be deposited in the		
20		gambling disorder prevention and treatment fund; and		
21	4.	A review of whether the laws regarding taxation, eligible uses for proceeds, gambling		
22		sites and locations, limitations, enforcement, conduct and play of charitable gaming		
23		are fair, adequate, and appropriate.		
24	The legislative management shall report its findings and recommendations, together with any			
25	legislation required to implement the recommendations, to the sixty-seventh legislative			