



102ND GENERAL ASSEMBLY

State of Illinois

2021 and 2022

HB0712

Introduced 2/8/2021, by Rep. Tim Butler

SYNOPSIS AS INTRODUCED:

230 ILCS 40/35	
720 ILCS 5/28-1	from Ch. 38, par. 28-1
720 ILCS 5/28-2	from Ch. 38, par. 28-2

Amends the Criminal Code of 2012. Changes the definition of "gambling device" to include any vending or other electronic machine or device, including, without limitation, a machine or device that awards credits and contains a circuit, meter, or switch capable of removing and recording the removal of credits that offers a person entry into any contest, competition, sweepstakes, scheme, plan, or other selection process that involves or is dependent upon an element of chance for which the person may receive a gift, award, or other item or service of value if that offer is incidental to or results from: (A) the purchase of an item or service of value; or (B) the purchase or gratuitous receipt of a coupon, voucher, certificate, or other similar credit that can be redeemed for or applied towards an item or service of value from such machine or device or elsewhere. Provides that participants in a game of skill or chance where money or other things of value can be won but no payment or purchase is required to participate shall not be convicted of gambling except where participation in such game of skill or chance is accomplished using a gambling device prohibited by these changes to the definition. Further provides that a gambling offense involving such a gambling device is a Class 4 felony. Amends the Video Gaming Act. Removes a provision allowing for the use of a game device without a license if the game device is used in an activity that is not gambling under the Criminal Code of 2012. Effective immediately.

LRB102 12702 SMS 18041 b

CORRECTIONAL
BUDGET AND
IMPACT NOTE ACT
MAY APPLY

A BILL FOR

1 AN ACT concerning gaming.

2 **Be it enacted by the People of the State of Illinois,**
3 **represented in the General Assembly:**

4 Section 5. The Video Gaming Act is amended by changing
5 Section 35 as follows:

6 (230 ILCS 40/35)

7 Sec. 35. Display of license; confiscation; violation as
8 felony.

9 (a) Each video gaming terminal shall be licensed by the
10 Board before placement or operation on the premises of a
11 licensed establishment, licensed truck stop establishment,
12 licensed large truck stop establishment, licensed fraternal
13 establishment, or licensed veterans establishment. The license
14 of each video gaming terminal shall be maintained at the
15 location where the video gaming terminal is operated. Failure
16 to do so is a petty offense with a fine not to exceed \$100. Any
17 licensed establishment, licensed truck stop establishment,
18 licensed large truck stop establishment, licensed fraternal
19 establishment, or licensed veterans establishment used for the
20 conduct of gambling games in violation of this Act shall be
21 considered a gambling place in violation of Section 28-3 of
22 the Criminal Code of 2012. Every gambling device found in a
23 licensed establishment, licensed truck stop establishment,

1 licensed large truck stop establishment, licensed fraternal
2 establishment, or licensed veterans establishment operating
3 gambling games in violation of this Act shall be subject to
4 seizure, confiscation, and destruction as provided in Section
5 28-5 of the Criminal Code of 2012. Any license issued under the
6 Liquor Control Act of 1934 to any owner or operator of a
7 licensed establishment, licensed truck stop establishment,
8 licensed large truck stop establishment, licensed fraternal
9 establishment, or licensed veterans establishment that
10 operates or permits the operation of a video gaming terminal
11 within its establishment in violation of this Act shall be
12 immediately revoked. No person may own, operate, have in his
13 or her possession or custody or under his or her control, or
14 permit to be kept in any place under his or her possession or
15 control, any device that awards credits and contains a
16 circuit, meter, or switch capable of removing and recording
17 the removal of credits when the award of credits is dependent
18 upon chance.

19 ~~Nothing in this Section shall be deemed to prohibit the~~
20 ~~use of a game device only if the game device is used in an~~
21 ~~activity that is not gambling under subsection (b) of Section~~
22 ~~28-1 of the Criminal Code of 2012.~~

23 A violation of this Section is a Class 4 felony. All
24 devices that are owned, operated, or possessed in violation of
25 this Section are hereby declared to be public nuisances and
26 shall be subject to seizure, confiscation, and destruction as

1 provided in Section 28-5 of the Criminal Code of 2012.

2 The provisions of this Section do not apply to devices or
3 electronic video game terminals licensed pursuant to this Act.
4 A video gaming terminal operated for amusement only and
5 bearing a valid amusement tax sticker shall not be subject to
6 this Section until 30 days after the Board establishes that
7 the central communications system is functional.

8 (b) (1) The odds of winning each video game shall be posted
9 on or near each video gaming terminal. The manner in which the
10 odds are calculated and how they are posted shall be
11 determined by the Board by rule.

12 (2) No video gaming terminal licensed under this Act may
13 be played except during the legal hours of operation allowed
14 for the consumption of alcoholic beverages at the licensed
15 establishment, licensed fraternal establishment, or licensed
16 veterans establishment. A licensed establishment, licensed
17 fraternal establishment, or licensed veterans establishment
18 that violates this subsection is subject to termination of its
19 license by the Board.

20 (Source: P.A. 101-31, eff. 6-28-19.)

21 Section 10. The Criminal Code of 2012 is amended by
22 changing Sections 28-1 and 28-2 as follows:

23 (720 ILCS 5/28-1) (from Ch. 38, par. 28-1)

24 Sec. 28-1. Gambling.

1 (a) A person commits gambling when he or she:

2 (1) knowingly plays a game of chance or skill for
3 money or other thing of value, unless excepted in
4 subsection (b) of this Section;

5 (2) knowingly makes a wager upon the result of any
6 game, contest, or any political nomination, appointment or
7 election;

8 (3) knowingly operates, keeps, owns, uses, purchases,
9 exhibits, rents, sells, bargains for the sale or lease of,
10 manufactures or distributes any gambling device;

11 (4) contracts to have or give himself or herself or
12 another the option to buy or sell, or contracts to buy or
13 sell, at a future time, any grain or other commodity
14 whatsoever, or any stock or security of any company, where
15 it is at the time of making such contract intended by both
16 parties thereto that the contract to buy or sell, or the
17 option, whenever exercised, or the contract resulting
18 therefrom, shall be settled, not by the receipt or
19 delivery of such property, but by the payment only of
20 differences in prices thereof; however, the issuance,
21 purchase, sale, exercise, endorsement or guarantee, by or
22 through a person registered with the Secretary of State
23 pursuant to Section 8 of the Illinois Securities Law of
24 1953, or by or through a person exempt from such
25 registration under said Section 8, of a put, call, or
26 other option to buy or sell securities which have been

1 registered with the Secretary of State or which are exempt
2 from such registration under Section 3 of the Illinois
3 Securities Law of 1953 is not gambling within the meaning
4 of this paragraph (4);

5 (5) knowingly owns or possesses any book, instrument
6 or apparatus by means of which bets or wagers have been, or
7 are, recorded or registered, or knowingly possesses any
8 money which he has received in the course of a bet or
9 wager;

10 (6) knowingly sells pools upon the result of any game
11 or contest of skill or chance, political nomination,
12 appointment or election;

13 (7) knowingly sets up or promotes any lottery or
14 sells, offers to sell or transfers any ticket or share for
15 any lottery;

16 (8) knowingly sets up or promotes any policy game or
17 sells, offers to sell or knowingly possesses or transfers
18 any policy ticket, slip, record, document or other similar
19 device;

20 (9) knowingly drafts, prints or publishes any lottery
21 ticket or share, or any policy ticket, slip, record,
22 document or similar device, except for such activity
23 related to lotteries, bingo games and raffles authorized
24 by and conducted in accordance with the laws of Illinois
25 or any other state or foreign government;

26 (10) knowingly advertises any lottery or policy game,

1 except for such activity related to lotteries, bingo games
2 and raffles authorized by and conducted in accordance with
3 the laws of Illinois or any other state;

4 (11) knowingly transmits information as to wagers,
5 betting odds, or changes in betting odds by telephone,
6 telegraph, radio, semaphore or similar means; or knowingly
7 installs or maintains equipment for the transmission or
8 receipt of such information; except that nothing in this
9 subdivision (11) prohibits transmission or receipt of such
10 information for use in news reporting of sporting events
11 or contests; or

12 (12) knowingly establishes, maintains, or operates an
13 Internet site that permits a person to play a game of
14 chance or skill for money or other thing of value by means
15 of the Internet or to make a wager upon the result of any
16 game, contest, political nomination, appointment, or
17 election by means of the Internet. This item (12) does not
18 apply to activities referenced in items (6), (6.1), (8),
19 ~~and~~ (8.1), and (15) of subsection (b) of this Section.

20 (b) Participants in any of the following activities shall
21 not be convicted of gambling:

22 (1) Agreements to compensate for loss caused by the
23 happening of chance including without limitation contracts
24 of indemnity or guaranty and life or health or accident
25 insurance.

26 (2) Offers of prizes, award or compensation to the

1 actual contestants in any bona fide contest for the
2 determination of skill, speed, strength or endurance or to
3 the owners of animals or vehicles entered in such contest.

4 (3) Pari-mutuel betting as authorized by the law of
5 this State.

6 (4) Manufacture of gambling devices, including the
7 acquisition of essential parts therefor and the assembly
8 thereof, for transportation in interstate or foreign
9 commerce to any place outside this State when such
10 transportation is not prohibited by any applicable Federal
11 law; or the manufacture, distribution, or possession of
12 video gaming terminals, as defined in the Video Gaming
13 Act, by manufacturers, distributors, and terminal
14 operators licensed to do so under the Video Gaming Act.

15 (5) The game commonly known as "bingo", when conducted
16 in accordance with the Bingo License and Tax Act.

17 (6) Lotteries when conducted by the State of Illinois
18 in accordance with the Illinois Lottery Law. This
19 exemption includes any activity conducted by the
20 Department of Revenue to sell lottery tickets pursuant to
21 the provisions of the Illinois Lottery Law and its rules.

22 (6.1) The purchase of lottery tickets through the
23 Internet for a lottery conducted by the State of Illinois
24 under the program established in Section 7.12 of the
25 Illinois Lottery Law.

26 (7) Possession of an antique slot machine that is

1 neither used nor intended to be used in the operation or
2 promotion of any unlawful gambling activity or enterprise.
3 For the purpose of this subparagraph (b)(7), an antique
4 slot machine is one manufactured 25 years ago or earlier.

5 (8) Raffles and poker runs when conducted in
6 accordance with the Raffles and Poker Runs Act.

7 (8.1) The purchase of raffle chances for a raffle
8 conducted in accordance with the Raffles and Poker Runs
9 Act.

10 (9) Charitable games when conducted in accordance with
11 the Charitable Games Act.

12 (10) Pull tabs and jar games when conducted under the
13 Illinois Pull Tabs and Jar Games Act.

14 (11) Gambling games when authorized by the Illinois
15 Gambling Act.

16 (12) Video gaming terminal games at a licensed
17 establishment, licensed truck stop establishment, licensed
18 large truck stop establishment, licensed fraternal
19 establishment, or licensed veterans establishment when
20 conducted in accordance with the Video Gaming Act.

21 (13) Games of skill or chance where money or other
22 things of value can be won but no payment or purchase is
23 required to participate, except where participation in
24 such game of skill or chance is accomplished using a
25 gambling device prohibited by Section 28-2(a)(iii).

26 (14) Savings promotion raffles authorized under

1 Section 5g of the Illinois Banking Act, Section 7008 of
2 the Savings Bank Act, Section 42.7 of the Illinois Credit
3 Union Act, Section 5136B of the National Bank Act (12
4 U.S.C. 25a), or Section 4 of the Home Owners' Loan Act (12
5 U.S.C. 1463).

6 (15) Sports wagering when conducted in accordance with
7 the Sports Wagering Act.

8 (c) Sentence.

9 (1) Gambling is a Class A misdemeanor. A second or
10 subsequent conviction under subsections (a)(3) through
11 (a)(12), is a Class 4 felony.

12 (2) Notwithstanding subsection (c)(1), or anything
13 else contained in this Section to the contrary, a gambling
14 offense involving a device described in Section
15 28-2(a)(iii) is a Class 4 felony.

16 (d) Circumstantial evidence.

17 In prosecutions under this Section circumstantial evidence
18 shall have the same validity and weight as in any criminal
19 prosecution.

20 (Source: P.A. 101-31, Article 25, Section 25-915, eff.
21 6-28-19; 101-31, Article 35, Section 35-80, eff. 6-28-19;
22 101-109, eff. 7-19-19; revised 8-6-19.)

23 (720 ILCS 5/28-2) (from Ch. 38, par. 28-2)

24 Sec. 28-2. Definitions.

25 (a) A "gambling device" is: (i) any clock, tape machine,

1 slot machine or other machines or device for the reception of
2 money or other thing of value on chance or skill or upon the
3 action of which money or other thing of value is staked,
4 hazarded, bet, won, or lost; (ii) ~~or~~ any mechanism, furniture,
5 fixture, equipment, or other device designed primarily for use
6 in a gambling place; or (iii) any vending or other electronic
7 machine or device, including, without limitation, a machine or
8 device that awards credits and contains a circuit, meter, or
9 switch capable of removing and recording the removal of
10 credits that offers a person entry into any contest,
11 competition, sweepstakes, scheme, plan, or other selection
12 process that involves or is dependent upon an element of
13 chance for which the person may receive a gift, award, or other
14 item or service of value if that offer is incidental to or
15 results from: (A) the purchase of an item or service of value;
16 or (B) the purchase or gratuitous receipt of a coupon,
17 voucher, certificate, or other similar credit that can be
18 redeemed for or applied towards an item or service of value
19 from such machine or device or elsewhere. A "gambling device"
20 does not include:

21 (1) A coin-in-the-slot operated mechanical device
22 played for amusement which rewards the player with the
23 right to replay such mechanical device, which device is so
24 constructed or devised as to make such result of the
25 operation thereof depend in part upon the skill of the
26 player and which returns to the player thereof no money,

1 property, or right to receive money or property.

2 (2) Except as otherwise provided in this subsection
3 (a), a vending machine ~~Vending machines~~ by which full and
4 adequate return is made for the money invested and in
5 which there is no element of chance or hazard.

6 (3) A crane game. For the purposes of this paragraph
7 (3), a "crane game" is an amusement device involving
8 skill, if it rewards the player exclusively with
9 merchandise contained within the amusement device proper
10 and limited to toys, novelties, and prizes other than
11 currency, each having a wholesale value which is not more
12 than \$25.

13 (4) A redemption machine. For the purposes of this
14 paragraph (4), a "redemption machine" is a single-player
15 or multi-player amusement device involving a game, the
16 object of which is throwing, rolling, bowling, shooting,
17 placing, or propelling a ball or other object that is
18 either physical or computer generated on a display or with
19 lights into, upon, or against a hole or other target that
20 is either physical or computer generated on a display or
21 with lights, or stopping, by physical, mechanical, or
22 electronic means, a moving object that is either physical
23 or computer generated on a display or with lights into,
24 upon, or against a hole or other target that is either
25 physical or computer generated on a display or with
26 lights, provided that all of the following conditions are

1 met:

2 (A) The outcome of the game is predominantly
3 determined by the skill of the player.

4 (B) The award of the prize is based solely upon the
5 player's achieving the object of the game or otherwise
6 upon the player's score.

7 (C) Only merchandise prizes are awarded.

8 (D) The wholesale value of prizes awarded in lieu
9 of tickets or tokens for single play of the device does
10 not exceed \$25.

11 (E) The redemption value of tickets, tokens, and
12 other representations of value, which may be
13 accumulated by players to redeem prizes of greater
14 value, for a single play of the device does not exceed
15 \$25.

16 (5) Video gaming terminals at a licensed
17 establishment, licensed truck stop establishment, licensed
18 large truck stop establishment, licensed fraternal
19 establishment, or licensed veterans establishment licensed
20 in accordance with the Video Gaming Act.

21 (a-5) "Internet" means an interactive computer service or
22 system or an information service, system, or access software
23 provider that provides or enables computer access by multiple
24 users to a computer server, and includes, but is not limited
25 to, an information service, system, or access software
26 provider that provides access to a network system commonly

1 known as the Internet, or any comparable system or service and
2 also includes, but is not limited to, a World Wide Web page,
3 newsgroup, message board, mailing list, or chat area on any
4 interactive computer service or system or other online
5 service.

6 (a-6) "Access" has the meaning ascribed to the term in
7 Section 17-55.

8 (a-7) "Computer" has the meaning ascribed to the term in
9 Section 17-0.5.

10 (b) A "lottery" is any scheme or procedure whereby one or
11 more prizes are distributed by chance among persons who have
12 paid or promised consideration for a chance to win such
13 prizes, whether such scheme or procedure is called a lottery,
14 raffle, gift, sale, or some other name, excluding savings
15 promotion raffles authorized under Section 5g of the Illinois
16 Banking Act, Section 7008 of the Savings Bank Act, Section
17 42.7 of the Illinois Credit Union Act, Section 5136B of the
18 National Bank Act (12 U.S.C. 25a), or Section 4 of the Home
19 Owners' Loan Act (12 U.S.C. 1463).

20 (c) A "policy game" is any scheme or procedure whereby a
21 person promises or guarantees by any instrument, bill,
22 certificate, writing, token, or other device that any
23 particular number, character, ticket, or certificate shall in
24 the event of any contingency in the nature of a lottery entitle
25 the purchaser or holder to receive money, property, or
26 evidence of debt.

1 (d) It is the intent of Section 28-2(a)(iii) to prohibit
2 any mechanism that seeks to avoid being considered a gambling
3 device through the use of any subterfuge or pretense
4 whatsoever.

5 (Source: P.A. 101-31, eff. 6-28-19; 101-87, eff. 1-1-20;
6 revised 8-6-19.)

7 Section 99. Effective date. This Act takes effect upon
8 becoming law.