1	State of Arkansas	As Engrossed: H5/7/03	Call It	tem 17
2	84th General Assembly	A Bill		
3	First Extraordinary Session, 200	3	HOUSE BILL	1033
4				
5	By: Representatives Jones, R. S	smith, Mathis		
6	By: Senators T. Smith, Higginb	othom		
7				
8				
9		For An Act To Be Entitled		
10		RAISE ADDITIONAL TAX REVENUE BY		
11	AUTHORIZI	NG HORSE RACING AND GREYHOUND RACING		
12	FRANCHISE	ES TO CONDUCT WAGERING ON ELECTRONIC		
13	GAMES OF	SKILL.		
14				
15		Subtitle		
16		SE ADDITIONAL TAX REVENUE BY		
17		IZING HORSE RACING AND GREYHOUND		
18		FRANCHISEES TO CONDUCT WAGERING		
19	ON ELE	CTRONIC GAMES OF SKILL.		
20				
21				
22	BE IT ENACTED BY THE GEN	NERAL ASSEMBLY OF THE STATE OF ARKANS	AS:	
23	GDGDT 0.V 1 4 1			
24		sas Code Title 23 is amended to add a	n additional	
25	chapter to read as follo			
2627		Chapter 113.		
28	WACERING ON FIFCTRONIC O	GAMES OF SKILL CONDUCTED BY HORSE RAC	TNC AND CREVH	OIIND
29	RACING FRANCHISEES	MARIE OF DIVIDE COMPOSITED BY HOROL INC.	TING TIND GREIT	OUND
30	INIOINO TRIMONIBEED			
31	SUBCHA	APTER 1 - GENERAL PROVISIONS		
32	<u></u>			
33	23-113-101. Title	2.		
34		— L be referred to and may be cited as	"The Horse Ra	cing
35	and Greyhound Racing Fra	anchisee Electronic Games of Skill Wa	gering Act."	_
36				

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1	23-113-102. Definitions.
2	As used in this chapter:
3	(1) "Arkansas Greyhound Racing Law" means the Arkansas Greyhound
4	Racing Law, § 23-111-101 et seq.;
5	(2) "Arkansas Horse Racing Law" means the Arkansas Horse Racing
6	Law, § 23-110-101 et seq.;
7	(3) "Commission" means the Arkansas Racing Commission or its
8	successor having jurisdiction over horse racing and greyhound racing in this
9	state;
10	(4) "Director" means the Director of the Arkansas Department of
11	Finance and Administration;
12	(5)(A) "Electronic games of skill" mean games played through any
13	electronic device or machine that afford an opportunity for the exercise of
14	skill or judgment where the outcome is not completely controlled by chance
15	alone.
16	(B) "Electronic games of skill" include electronic
17	versions of games such as poker, twenty-one, checkers, games involving
18	formation of words with letters, and other electronic games affording an
19	opportunity for the exercise of skill or judgment where the outcome is not
20	completely controlled by chance alone;
21	(6) "Franchise holder" means any person holding a franchise to
22	conduct horse racing under the Arkansas Horse Racing Law or greyhound racing
23	under the Arkansas Greyhound Racing Law;
24	(7) "Net wagering revenues from electronic games of skill" means
25	the gross wagering revenues received by a franchise holder from wagers placed
26	by patrons on electronic games of skill, less amounts paid out, or separately
27	reserved under rules of the commission for future payout, to patrons on the
28	wagers; and
29	(8) "Person" means any individual, corporation, partnership,
30	association, trust, or other entity.
31	
32	SUBCHAPTER 2 - AUTHORIZATION OF WAGERING ON ELECTRONIC GAMES OF SKILL
33	
34	23-113-201. Wagering on electronic games of skill permitted -
35	Conditions and limitations.
36	(a)(1) In addition to pari-mutuel wagering on horse and greyhound

1 racing authorized by the Arkansas Horse Racing Law and Arkansas Greyhound 2 Racing Law, respectively, any franchise holder may conduct wagering on 3 electronic games of skill in accordance with this chapter at any time or 4 times during the calendar year at locations on the grounds of the franchise 5 holder's racetrack site where the franchise holder is authorized by the 6 commission to conduct pari-mutuel wagering on horse racing or greyhound 7 racing pursuant to the Arkansas Horse Racing Law or Arkansas Greyhound Racing 8 Law, as the case may be. 9 (2)(A) The franchise holder may not conduct wagering on 10 electronic games of skill under this chapter unless the question of the 11 wagering on electronic games of skill has been submitted to the electors of 12 the city, town, or county in which the franchise holder's racetrack site is 13 located where the wagering on electronic games of skill is to be conducted, at a special or any regular election, and a majority of the electors voting 14 15 on the question shall have approved the wagering on electronic games of skill 16 at the election. If the racetrack site is located within the corporate 17 limits of a city or town, the question shall be submitted to the electors of either the city, town, or county in which the racetrack site is located, as 18 requested by the franchise holder, and if the racetrack site is not located 19 20 within the corporate limits of a city or town, then the question shall be 21 submitted to the electors of the county in which the racetrack site is 22 located. 23 (B) The governing body of the city, town, or county, as 24 the case may be, shall submit the question to the electors as and when requested by the franchise holder. The franchise holder may make requests on 25 26 one or more occasions, and elections so requested from time to time by the 27 franchise holder may be held during any one or more calendar years as 28 requested from time to time by the franchise holder, but not more than two 29 (2) special elections shall be held during any particular calendar year. The 30 cost incurred by the city, town, or county involved in conducting each special election pursuant to the franchise holder's request shall be paid by 31 the franchise holder. The election shall be held and conducted under the 32 33 general election laws of the state except as otherwise provided in this 34 subdivision (2). 35 (C) The ordinance shall set forth the ballot question

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substantially as follows:

1	"For wagering on electronic games of skill conducted by [name of
2	franchise holder] on the grounds of its racetrack site in
3	[city, town, or county] []
4	
5	Against wagering on electronic games of skill conducted by [name of
6	franchise holder] on the grounds of its racetrack site in
7	[city, town, or county][]
8	
9	As authorized by Arkansas Code § 23-113-201, the question presented is
10	whether or not wagering on electronic games of skill may be conducted by
11	[name of franchise holder] on the grounds of its
12	racetrack site in [city, town, or county]. Vote for or
13	against the question by marking the appropriate box above. Electronic games
14	of skill mean games played through any electronic device or machine that
15	afford an opportunity for the exercise of skill or judgment where the outcome
16	is not completely controlled by chance alone, and include electronic versions
17	of games such as poker, twenty-one, checkers, games involving formation of
18	words with letters, and other electronic games affording an opportunity for
19	the exercise of skill or judgment where the outcome is not completely
20	controlled by chance alone."
21	(D) Notice of the election shall be given by the clerk of
22	the city, town, or county involved by one (1) publication in a newspaper
23	having general circulation within the city, town, or county involved not less
24	than ten (10) days before the election. No other publication or posting of a
25	notice by any other public official shall be required.
26	(E) The election shall be held no earlier than fifteen
27	(15) days after the date of adoption of the ordinance in which the election
28	is called by the legislative body.
29	(F) The mayor of the city or town or the county judge of
30	the county, as the case may be, shall proclaim the results of the election by
31	issuing a proclamation and publishing it one (1) time in a newspaper having
32	general circulation within the city, town, or county involved. The results
33	of the election as stated in the proclamation shall be conclusive unless suit
34	is filed in the circuit court in the county where the election took place
35	within twenty (20) days after the date of publication of the proclamation.
36	(G) If and when the wagering on electronic games of skill

- is approved at any election as provided in this subdivision, that approval
 shall be final and shall continue in effect thereafter for so long as
 wagering on electronic games of skill at the location involved is authorized
- 4 by the other provisions of this chapter (i.e., the provisions of this chapter
- 5 other than this subdivision (2)).
- 6 (b)(1) In order to conduct wagering on electronic games of skill
 7 during a calendar year, the franchise holder must have been licensed by the
 8 commission to conduct a live racing meet within the calendar year or the
- 9 <u>immediately preceding the calendar year of either:</u>
- 10 (A) Horse racing under the Arkansas Horse Racing Law; or
- 11 (B) Greyhound racing under the Arkansas Greyhound Racing
- 12 <u>Law</u>.

26

- 13 (2) However, the commission may waive this requirement if the
- 14 license had not been issued because of events such as fire, storm, accident
- or other casualty, epidemic, shortages of horses or greyhounds, war,
- 16 <u>sabotage</u>, acts of a public enemy, civil disturbances, strikes, labor
- disputes, work stoppages, or similar events.
- 18 (c)(1) Wagering on electronic games of skill conducted by a franchise
- 19 holder in accordance with this chapter shall be lawful, notwithstanding any
- 20 laws or parts of laws of the State of Arkansas to the contrary.
- 21 (2) However, this chapter is not intended to authorize a lottery
- 22 or the sale of lottery tickets prohibited by Article 19, Section 14 of the
- 23 Arkansas Constitution.
- 24 (d)(1) In order to constitute an electronic game of skill under this 25 chapter, the game must not be completely controlled by chance alone.
- 27 betting public may attain through the exercise of skill or judgment a better

(2) A game is not completely controlled by chance alone if the

- 28 measure of success in playing the game than could be mathematically expected
- 29 on the basis of pure luck, i.e., on the basis of pure random chance alone.
- 30 (e)(1) Before conducting wagering on an electronic game of skill, the
- 31 franchise holder shall present to the commission a complete description of
- 32 the game and the electronic device or machine to be utilized in the play of
- 33 the game, the proposed rules of play, and such further information as the
- 34 commission determines is necessary or appropriate in order to effectively
- 35 carry out its regulatory functions in accordance with this chapter.
- 36 (2)(A) Within sixty (60) calendar days thereafter, the

1 commission shall make a finding as to whether the game and electronic device 2 or machine constitutes an electronic game of skill authorized by this 3 chapter. 4 (B) The finding shall further either approve the proposed 5 rules of play or recommend modifications as the commission determines are 6 necessary in the public interest in carrying out its regulatory functions in 7 accordance with this chapter. 8 (3) If the finding concludes that the game and electronic device 9 or machine constitutes an electronic game of skill authorized by this chapter and approves the rules of play or, if applicable, the franchise holder 10 11 incorporates the changes recommended by the commission into the final rules 12 of play, the franchise holder may begin to conduct wagering on the electronic game of skill, subject to the other provisions of this chapter and other 13 14 applicable rules and regulations of the commission adopted pursuant to this 15 chapter. 16 (4) If the finding concludes that the game and electronic device 17 or machine does not constitute an electronic game of skill authorized by this chapter or recommends changes in the proposed rules of play, the commission 18 19 shall provide the franchise holder with the opportunity for a hearing by the 20 commission before the finding is made final by the commission. (f) For each electronic game of skill, the commission shall provide by 21 22 appropriate rule or regulation the specifications for establishing that 23 patrons, in the aggregate, exercising some degree of skill or judgment will, 24 over the expected lifetime of the electronic game of skill, obtain a payout 25 of at least eighty-three percent (83%) of the aggregate amounts wagered on 26 the electronic game of skill. 27 (g) Wagers on electronic games of skill may be made only by

(g) Wagers on electronic games of skill may be made only by individuals physically present at the location on the grounds of the franchise holder's authorized racetrack site as set forth in subsection (a) of this section where electronic games of skill are located and being operated in accordance with this chapter.

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32 (h) No individual under the age of twenty-one (21) years shall be
33 intentionally allowed to place wagers on electronic games of skill, and the
34 commission shall provide by rule or regulation appropriate supervisory
35 procedures for franchise holders to follow in order to safeguard against
36 individuals under the age of twenty-one (21) years placing wagers on

1	electronic games of skill.
2	
3	SUBCHAPTER 3 - ARKANSAS RACING COMMISSION
4	
5	23-113-301. Jurisdiction of Arkansas Racing Commission.
6	Subject to the limitations and conditions in this chapter or other
7	applicable law, the commission shall have full administrative regulatory
8	jurisdiction over the business of electronic games of skill and wagering
9	thereon conducted by franchise holders under this chapter.
10	
11	23-113-302. Powers and duties.
12	(a) The commission shall, in addition to all other duties, powers, and
13	responsibilities conferred upon it by other laws of this state, exercise the
14	duties, powers, and responsibilities over electronic games of skill, and
15	wagering thereon, as authorized in this chapter, and without necessarily
16	being limited to the following enumeration, but subject to the other
17	provisions of this chapter, it shall be the function, power, and duty of the
18	<pre>commission to:</pre>
19	(1) Regulate the specific games, devices, machines, and
20	equipment played and utilized in connection with wagering on electronic games
21	of skill, and the rules of play and methods of operation thereof, as
22	contemplated by this chapter, as well as appropriate security and
23	surveillance systems, in order to safeguard fairness and integrity in the
24	conduct and operation of electronic games of skill and wagering thereon;
25	(2) Regulate the specific times of operation and specific areas
26	of the franchise holder's premises where wagering on electronic games of
27	skill may be conducted;
28	(3) Prescribe the procedures for issuing licenses to employees
29	of the franchise holder conducting electronic games of skill and wagering
30	thereon including, without limitation, the information to be submitted by the
31	individuals in connection with their background, employment, experience, and
32	character, as reasonably necessary to determine the individual's
33	qualifications and suitability for the position;
34	(4) Prescribe the procedures for issuing licenses to persons
35	supplying electronic games of skill to the franchise holder including,
36	without limitation, the information to be submitted by the persons in

1 connection with their background, experience, character, business activities, 2 and financial affairs, as reasonably necessary to determine the person's 3 qualifications and suitability for supplying electronic games of skill to 4 franchise holders for use in accordance with this chapter; 5 (5) Have authority to enter upon the premises where electronic 6 games of skill are being operated and to observe the conduct of wagering 7 thereon; and 8 (6) Take such other action, not inconsistent with law, as the 9 commission may deem necessary or desirable in order to supervise and regulate, and to effectively control in the public interest, the operation of 10 11 electronic games of skill and conduct of wagering thereon as authorized by 12 this chapter. (b) The commission shall have the authority to promulgate, revise, 13 amend and repeal rules, regulations, and orders consistent with the policy, 14 15 objects, and purposes of this chapter, as it reasonably deems necessary or 16 desirable in the public interest in carrying out the provisions of this 17 chapter. (c) The commission may require the franchise holder to devote up to 18 19 one-half of one percent (0.5%) of the net wagering revenues from electronic 20 games of skill to programs and activities approved by the commission which 21 are devoted to mitigating compulsive gambling habits. 22 23 23-113-303. Licenses for employees and supplies. 24 (a) The commission shall have the authority to require persons 25 employed by the franchise holder in the conduct of wagering on electronic 26 games of skill to obtain a license from the commission under procedures 27 generally consistent with the licensing procedures otherwise applicable to 28 other employees of the franchise holder engaged in the conduct of pari-mutuel 29 wagering on horse racing or greyhound racing, as the case may be. 30 (b)(1) No person may sell or otherwise supply electronic games of skill to a franchise holder for the conduct of wagering thereon as authorized 31 32 in this chapter unless the person has: 33 (A) Demonstrated to the satisfaction of the commission 34 that the person has the capability and qualifications necessary to reasonably 35 furnish the equipment and perform the services to be provided by the 36 supplier; and

1	(B) Obtained a license from the commission.
2	(2) Each supplier shall pay to the commission an annual license
3	fee in the amount of one hundred dollars (\$100) per year for each year or
4	part thereof that the license is in effect.
5	(c) Any person knowingly making any false statement on an employee or
6	supplier license application under this chapter shall be guilty of an
7	unclassified misdemeanor and upon conviction shall be fined an amount not
8	less than one hundred dollars (\$100) nor more than one thousand dollars
9	(\$1,000), or by imprisonment for not more than one (1) year, or by both fine
10	and imprisonment.
11	
12	23-113-304. Hearings.
13	(a)(1) If any franchise holder or other person is aggrieved by any
14	action of the commission, the franchise holder or other person shall be
15	entitled to a hearing by the commission.
16	(2) The hearings shall be conducted in accordance with the
17	rules and procedures governing other commission hearings.
18	(b)(1) At the conclusion of the hearing, the commission shall make its
19	findings to be the basis for the action taken by the commission.
20	(2) The findings and orders of the commission shall be subject
21	to review in the Pulaski County Circuit Court, from which an appeal may be
22	taken to the Arkansas Supreme Court.
23	
24	SUBCHAPTER 4 - CONTRIBUTION TO PURSES AND
25	ARKANSAS THOROUGHBRED AND GREYHOUND BREEDING PROGRAMS
26	
27	23-113-401. Contribution to purses and promotion of Arkansas
28	thoroughbred and greyhound breeding activities.
29	(a) An amount equal to twelve percent (12%) of the net wagering
30	revenues from electronic games of skill shall be set aside by the franchise
31	holder in a separate account and used only for purses for live horse racing
32	or live greyhound racing conducted by the franchise holder, as the case may
33	<u>be.</u>
34	(b) With respect to a franchise holder operating a franchise to
35	conduct horse racing, an amount equal to one percent (1%) of the net wagering
36	revenues from electronic games of skill conducted by the horse racing

1	franchise holder shall be paid by the franchise holder to the commission for
2	deposit into the Arkansas Racing Commission Purse and Awards Fund to be used
3	for purse supplements, breeders' awards, owners' awards, and stallion awards
4	as provided in § 23-110-409 in order to promote and encourage thoroughbred
5	horse breeding activities in Arkansas.
6	(c) With respect to a franchise holder operating a franchise to
7	conduct greyhound racing, an amount equal to one percent (1%) of the net
8	wagering revenues from electronic games of skill conducted by the greyhound
9	racing franchise holder shall be paid by the franchise holder to the
10	commission to be used for breeders' awards as provided in the commission's
11	rules and regulations governing greyhound racing in Arkansas in order to
12	promote and encourage greyhound breeding activities in Arkansas.
13	(d)(1) The dedication of net wagering revenues from electronic games
14	of skill to purses and breeding activities as set forth in this section shall
15	not be subject to any contract or agreement between the franchise holder and
16	any organization representing horsemen or greyhound owners or trainers, to
17	the end that any such contractual obligations for the use of moneys for
18	purses shall not apply to the funds dedicated to purses and breeding
19	activities as set forth in this section.
20	(2) The funds dedicated to purses and breeding activities as set
21	forth in this section are intended to be in addition to any such contractual
22	purse obligations affecting moneys other than the amounts dedicated to purses
23	and breeding activities as set forth in this section, as well as in addition
24	to amounts required to be used for purses and breeding activities under
25	applicable provisions of the Arkansas Horse Racing Law and Arkansas Greyhound
26	Racing Law, as the case may be.
27	(e) The commission shall have jurisdiction to check and verify
28	compliance by the franchise holder with the provisions of this section and
29	shall make periodic determinations as to compliance under rules and
30	regulations adopted by the commission.
31	
32	<u>SUBCHAPTER 5 — TAXES</u>
33	
34	<u>23-113-501. Taxes.</u>
35	(a) A privilege tax is imposed on wagering on electronic games of
36	skill conducted under this chapter as follows:

1	(1) An amount equal to twenty-six percent (26%) of the net
2	wagering revenues from electronic games of skill shall be paid by the
3	franchise holder to the Director of the Department of Finance and
4	Administration for disposition under § 23-113-604;
5	(2) An amount equal to one-half of one percent (0.5%) of the net
6	wagering revenues from electronic games of skill shall be paid by the
7	franchise holder to the county in which the franchise holder is operating the
8	electronic games of skill; and
9	(3) An amount equal to one and one-half percent (1.5%) of the
10	net wagering revenues from electronic games of skill shall be paid by the
11	franchise holder to the city or town in which the franchise holder is
12	operating the electronic games of skill.
13	(b) Except as provided in § 23-113-502, the taxes shall be paid on a
14	monthly basis pursuant to rules and procedures adopted by the director. It
15	shall be the duty of a franchise holder on or before the twentieth day of
16	each month to deliver to the director, upon forms prescribed and furnished by
17	the director, a return under oath showing the total net wagering revenues
18	from electronic games of skill during the preceding calendar month.
19	(c) The taxes levied by this section are in lieu of any state or local
20	gross receipts, sales, or other similar taxes, and to this end the Arkansas
21	Gross Receipts Tax Act of 1941, as amended, § 26-52-101 et seq., shall not be
22	applicable to gross receipts derived by franchise holders from wagering on
23	electronic games of skill.
24	(d) The privilege tax payable to the director under subdivision (a)(1)
25	of this section shall be administered by the director pursuant to the
26	Arkansas Tax Procedure Act, § 26-18-101, et seq., provided regulatory
27	authority over licensing and other matters under this chapter not relating to
28	the administration, payment, and collection of the privilege tax shall remain
29	with the commission.
30	
31	23-113-502. Prepayment of Privilege Tax to the State.
32	(a) Upon the approval at a local election of wagering on electronic
33	games of skill as provided § 23-113-201(a)(2), and the results of the
34	election being so proclaimed and becoming conclusive as provided in § 23-113-
35	201(a)(2)(F), unless a suit is filed contesting the proclamation or local
36	election, thirty (30) days after the date of the publication of the

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1 proclamation the franchise holder located in the city, town, or county, as 2 the case may be, where the approval and local election took place shall pay 3 to the director ten million dollars (\$10,000,000), if the franchise holder is a horse racing franchise holder, and eight million dollars (\$8,000,000) if 4 5 the franchise holder is a greyhound racing franchise holder, such payment 6 being a prepayment of the privilege tax payable by the franchise holder to 7 the director under § 23-113-501(a)(1). If suit is filed contesting the 8 proclamation or local election, the franchise holder shall make the required 9 prepayment thirty (30) days after the issue is finally resolved in the court 10 proceedings (including appeals) and the court shall have issued a final order 11 (after all appeals have been taken and appellate decisions rendered or the 12 time for appeal has lapsed without appeal) that the election was valid and that the wagering on electronic games of skill was approved by the electors 13 of the city, town, or county, as the case may be, as provided in § 23-113-14 15 201(a)(2). 16 (b) The director shall promptly refund the prepayment to the franchise 17 holder if franchise holder has been unable to conduct wagering on electronic games of skill as contemplated by this chapter within one (1) year from the 18 19 date the prepayment was made because of litigation or other factors outside the reasonable control of the franchise holder. Otherwise, the prepayment 20 21 set forth in subsection (a) of this section shall be a credit applied to the 22 payments otherwise due from the franchise holder under § 23-113-501(a)(1). 23 After the total amount of the first eleven (11) payments due from the 24 franchise holder under § 23-113-501(a)(1) has been established, the director 25 shall determine an amount due from the franchise holder as an estimated 26 annual prepayment for the second year of operation by applying the multiplier 27 of 1.2 to the total amount of the first eleven (11) payments due from the 28 franchise holder. The director shall notify the franchise holder in writing 29 as soon as administratively feasible of the amount due as the estimated 30 annual prepayment and the franchise holder shall make the required prepayment thirty (30) days after the date of the director's notification. 31 32 (c) The director shall determine the amount due from the franchise 33 holder for estimated annual prepayments for the third and subsequent years of 34 operation based on the total reported amount due from the franchise holder 35 under § 23-113-501(a)(1) for the twelve (12) month period preceding the due 36 date of the estimated annual prepayment multiplied by one hundred and ten

1	percent (110%).
2	(d) If the prepayment required under subdivision (a) of this section
3	is expended before the total amount of the first eleven (11) payments due
4	from the franchise holder under § 23-113-501(a)(1) has been established, the
5	director shall notify the franchise holder in writing as soon as
6	administratively feasible that the franchise holder shall pay a supplemental
7	prepayment in an amount to be determined by the Director that ensures full
8	payment of the tax for the full twelve (12) month period. The franchise
9	holder shall make the required supplemental prepayment thirty (30) days after
10	the date of the director's notification.
11	(e) After the director has received a franchise holder's estimated
12	annual prepayment for any year of operation, the franchise holder shall be
13	given credit for any balance carry forward from previous prepayments made by
14	the franchise holder. The director shall refund the franchise holder any
15	balance over and above the required estimated annual prepayment.
16	(f) If a franchise holder notifies the director that it has
17	discontinued the operation of electronic games of skill under this chapter
18	and the franchise holder has filed all returns required by § 23-113-501, the
19	director shall refund the balance of any prepayments made by the franchise
20	holder under this section.
21	(g) The director may adopt rules and regulations to appropriately administer
22	the prepayments and credit consistent with the provisions of this section.
23	SUBCHAPTER 6 - MISCELLANEOUS
24	
25	23-113-601. Duty to maintain records.
26	A franchise holder operating electronic games of skill and conducting
27	wagering thereon under this chapter shall keep a complete set of books and
28	records as necessary to show fully the activities and transactions of the
29	franchise holder with respect to the operations and wagering conducted in
30	accordance with this chapter, and the commission shall have reasonable access
31	to the books and records in order to verify compliance with the provisions of
32	this chapter and the rules and regulations of the commission.
33	
34	23-113-602. Inconsistent statutes inapplicable.
35	(a) Title 5, Chapter 66, and all other laws and parts of laws
36	inconsistent with any of the provisions of this chapter are expressly

1 declared not to apply to any person engaged in, conducting or otherwise 2 participating in, operating electronic games of skill or wagering thereon as 3 authorized by this chapter. 4 (b) No person shall be guilty of any criminal offense set forth in 5 Title 5, Chapter 66, or any other law relating to illegal gambling to the 6 extent the person relied on any rule, regulation, order, finding, or other 7 determination by the commission that the activity was authorized by this 8 chapter. 9 10 23-113-603. Pari-mutuel wagering on horse and greyhound racing. 11 (a) This chapter does not apply to, and for purposes of this chapter 12 electronic games of skill do not include, pari-mutuel wagering on horse 13 racing and greyhound racing governed by the Arkansas Horse Racing Law or Arkansas Greyhound Racing Law, whether pari-mutuel wagering on live racing, 14 15 simulcast racing, or races conducted in the past and rebroadcast by 16 electronic means to the end that pari-mutuel wagering on horse racing and greyhound racing shall continue to be governed by the Arkansas Horse Racing 17 Law and Arkansas Greyhound Racing Law, respectively, and not by this chapter. 18 19 (b)(1) Provisions of the Arkansas Horse Racing Law and Arkansas 20 Greyhound Racing Law prohibiting wagering other than on horse or greyhound 21 races and other than under the pari-mutuel or certificate method of wagering 22 shall not apply to wagering on electronic games of skill conducted pursuant to this chapter, and to this end the provisions of §§ 23-110-405(d)(1) and 23 24 23-111-508(b) and (d)(1) and (2), the provisions of §§ 23-110-405(d)(2) and 25 23-111-508(d)(4), and any other inconsistent provisions of the Arkansas Horse 26 Racing Law and Arkansas Greyhound Racing Law shall not apply to wagering on 27 electronic games of skill conducted in accordance with this chapter. 28 (2) Wagering under this chapter is not required to be pari-29 mutuel. 30 23-113-604 Disposition of privilege taxes, license fees, etc. 31 32 (a) All privilege taxes received by the Director of the Department of 33 Finance and Administration under this chapter for the benefit of the state 34 shall be deposited in the State Treasury to the credit of the General Revenue 35 Fund Account of the State Apportionment Fund. (b) All permit or license fees, penalties, and fines received by the 36

1	commission under this chapter, shall be deposited in the State Treasury to
2	the credit of the General Revenue Fund Account of the State Apportionment
3	Fund.
4	
5	SECTION 2. EMERGENCY CLAUSE. It is found and determined by the
6	Eighty-Fourth General Assembly of the State of Arkansas that the state is in
7	urgent need of additional revenues to support state funded programs,
8	functions, and activities; that it is imperative to address immediately these
9	revenue needs and in order to accomplish these objectives, essential to the
10	welfare of the State of Arkansas and its citizens and residents, the
11	provisions set forth in this act must be effective immediately. Therefore,
12	an emergency is declared to exist and this act being immediately necessary
13	for the preservation of the public peace, health, and safety shall become
14	effective on:
15	(1) The date of its approval by the Governor;
16	(2) If the bill is neither approved nor vetoed by the Governor,
17	the expiration of the period of time during which the Governor may veto the
18	bill; or
19	(3) If the bill is vetoed by the Governor and the veto is
20	overridden, the date the last house overrides the veto.
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22	/s/ Jones, et al
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