AN ACT concerning gaming.

## Be it enacted by the People of the State of Illinois, represented in the General Assembly:

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    Section 5. The Coin-Operated Amusement Device and
Redemption Machine Tax Act is amended by changing Section 3 as
follows:
    (35 ILCS 510/3) (from Ch. 120, par. 481b.3)
    Sec. 3. Transfer of decals; affixing decals.
    (1) All privilege tax decals herein provided for shall be
transferable from one device to another device. Any such
transfer from one device to another shall be reported to the
Department of Revenue on forms prescribed by such Department.
All privilege tax decals issued hereunder shall expire on July
31 following issuance.
    (2) All privilege tax decals must be securely affixed to
the device. A decal that is attached to a device behind a
transparent plate or covering that is screwed, bolted, or
otherwise securely fastened to the device is deemed to be
securely affixed for the purposes of this Section (Blank).
(Source: P.A. 93-32, eff. 7-1-03.)
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    Section 10. The Criminal Code of 1961 is amended by
    changing Sections 28-1 and 28-2 as follows:
(720 ILCS 5/28-1) (from Ch. 38, par. 28-1)
Sec. 28-1. Gambling.
(a) A person commits gambling when he:
(1) Plays a game of chance or skill for money or other
thing of value, unless excepted in subsection (b) of this
Section; or
(2) Makes a wager upon the result of any game, contest, or any political nomination, appointment or election; or
(3) Operates, keeps, owns, uses, purchases, exhibits, rents, sells, bargains for the sale or lease of, manufactures or distributes any gambling device; or
(4) Contracts to have or give himself or another the option to buy or sell, or contracts to buy or sell, at a future time, any grain or other commodity whatsoever, or any stock or security of any company, where it is at the time of making such contract intended by both parties thereto that the contract to buy or sell, or the option, whenever exercised, or the contract resulting therefrom, shall be settled, not by the receipt or delivery of such property, but by the payment only of differences in prices thereof; however, the issuance, purchase, sale, exercise, endorsement or guarantee, by or through a person registered with the Secretary of state pursuant to Section 8 of the Illinois Securities Law of 1953, or by or through a person exempt from such registration under said Section 8, of a put, call, or other option to buy or sell securities which have been registered with the Secretary of State or which are exempt from such registration under Section 3 of the Illinois Securities Law of 1953 is not gambling within the meaning of this paragraph (4); or
(5) Knowingly owns or possesses any book, instrument or apparatus by means of which bets or wagers have been, or are, recorded or registered, or knowingly possesses any money which he has received in the course of a bet or wager; or
(6) Sells pools upon the result of any game or contest of skill or chance, political nomination, appointment or election; or
(7) Sets up or promotes any lottery or sells, offers to sell or transfers any ticket or share for any lottery; or
(8) Sets up or promotes any policy game or sells, offers to sell or knowingly possesses or transfers any policy ticket, slip, record, document or other similar device; or
(9) Knowingly drafts, prints or publishes any lottery ticket or share, or any policy ticket, slip, record, document or similar device, except for such activity related to lotteries, bingo games and raffles authorized by and conducted in accordance with the laws of Illinois or any other state or foreign government; or
(10) Knowingly advertises any lottery or policy game, except for such activity related to lotteries, bingo games and raffles authorized by and conducted in accordance with the laws of Illinois or any other state; or
(11) Knowingly transmits information as to wagers, betting odds, or changes in betting odds by telephone, telegraph, radio, semaphore or similar means; or knowingly installs or maintains equipment for the transmission or receipt of such information; except that nothing in this subdivision (11) prohibits transmission or receipt of such information for use in news reporting of sporting events or contests; or
(12) Knowingly establishes, maintains, or operates an Internet site that permits a person to play a game of chance or skill for money or other thing of value by means of the Internet or to make a wager upon the result of any game, contest, political nomination, appointment, or election by means of the Internet. (b) Participants in any of the following activities shall not be convicted of gambling therefor:
(1) Agreements to compensate for loss caused by the happening of chance including without limitation contracts of indemnity or guaranty and life or health or accident insurance;
(2) Offers of prizes, award or compensation to the actual contestants in any bona fide contest for the determination of skill, speed, strength or endurance or to the owners of animals or vehicles entered in such contest;
(3) Pari-mutuel betting as authorized by the law of this State;
(4) Manufacture of gambling devices, including the acquisition of essential parts therefor and the assembly thereof, for transportation in interstate or foreign commerce to any place outside this state when such transportation is not prohibited by any applicable Federal law;
(5) The game commonly known as "bingo", when conducted in accordance with the Bingo License and Tax Act;
(6) Lotteries when conducted by the state of Illinois in accordance with the Illinois Lottery Law;
(7) Possession of an antique slot machine that is neither used nor intended to be used in the operation or promotion of any unlawful gambling activity or enterprise. For the purpose of this subparagraph (b) (7), an antique slot machine is one manufactured 25 years ago or earlier;
(8) Raffles when conducted in accordance with the Raffles Act;
(9) Charitable games when conducted in accordance with the Charitable Games Act;
(10) Pull tabs and jar games when conducted under the Illinois Pull Tabs and Jar Games Act; or
(11) Gambling games conducted on riverboats when authorized by the Riverboat Gambling Act; or
(12) Offers of prizes, awards, or compensation to the actual contestants in any bona fide contest between 2 or more individuals participating in (1) an electronic video game simulating a contest requiring skill, experience, dexterity, and precision and where the element of chance does not predominate or (2) an electronic video game requiring speed and accuracy of response to factual questions and where the element of chance does not predominate; but not including card games and simulated card games and not including any gambling game or activity of the type conducted under the Bingo Licensing Act, the Illinois Lottery Law, the Raffles Act, the Charitable Games Act, the Illinois Pull Tabs and Jar Games Act, or the

Riverboat Gambling Act.
(c) Sentence.

Gambling under subsection (a) (1) or (a) (2) of this Section is a Class A misdemeanor. Gambling under any of subsections (a) (3) through (a)(11) of this Section is a Class A misdemeanor. A second or subsequent conviction under any of subsections (a)(3) through (a)(11), is a Class 4 felony. Gambling under subsection (a) (12) of this Section is a Class A misdemeanor. A second or subsequent conviction under subsection (a)(12) is a Class 4 felony.
(d) Circumstantial evidence.

In prosecutions under subsection (a) (1) through (a) (12) of this Section circumstantial evidence shall have the same validity and weight as in any criminal prosecution. (Source: P.A. 91-257, eff. 1-1-00.)
(720 ILCS 5/28-2) (from Ch. 38, par. 28-2)
Sec. 28-2. Definitions.
(a) A "gambling device" is any clock, tape machine, slot machine or other machines or device for the reception of money or other thing of value on chance or skill or upon the action of which money or other thing of value is staked, hazarded, bet, won or lost; or any mechanism, furniture, fixture, equipment or other device designed primarily for use in a gambling place. A "gambling device" does not include:
(1) A coin-in-the-slot operated mechanical device played for amusement which rewards the player with the right to replay such mechanical device, which device is so constructed or devised as to make such result of the operation thereof depend in part upon the skill of the player and which returns to the player thereof no money, property or right to receive money or property
(2) Vending machines by which full and adequate return is made for the money invested and in which there is no element of chance or hazard.
(3) A crane game. For the purposes of this paragraph
(3), a "crane game" is an amusement device involving skill, if it rewards the player exclusively with merchandise contained within the amusement device proper and limited to toys, novelties and prizes other than currency, each having a wholesale value which is not more than $\$ 1007$ times the eost eharged to play the amusement deviee onee or $\$ 5$, whichever is less.
(4) A redemption machine. For the purposes of this paragraph (4), a "redemption machine" is a single-player or multi-player amusement device involving a game, the object of which is throwing, rolling, bowling, shooting, placing, or propelling a ball or other object into, upon, or against a hole or other target, provided that all of the following conditions are met:
(A) The outcome of the game is predominantly determined by the skill of the player.
(B) The award of the prize is based solely upon the player's achieving the object of the game or otherwise upon the player's score.
(C) Only merchandise prizes are awarded.
(D) The average wholesale value of prizes awarded in lieu of tickets or tokens for single play of the device does not exceed $\$ 100$ the lesser of $\$ 5$ or 7 times the eost eharged for a single play of the deviee.
(E) The redemption value of tickets, tokens, and other representations of value, which may be accumulated by players to redeem prizes of greater value, does not exceed the amount charged for a single play of the device
(a-5) "Internet" means an interactive computer service or system or an information service, system, or access software provider that provides or enables computer access by multiple users to a computer server, and includes, but is not limited to, an information service, system, or access software provider that provides access to a network system commonly known as the Internet, or any comparable system or service and also
includes, but is not limited to, a World Wide Web page, newsgroup, message board, mailing list, or chat area on any interactive computer service or system or other online service.
(a-6) "Access" and "computer" have the meanings ascribed to them in Section 16D-2 of this Code.
(b) A "lottery" is any scheme or procedure whereby one or more prizes are distributed by chance among persons who have paid or promised consideration for a chance to win such prizes, whether such scheme or procedure is called a lottery, raffle, gift, sale or some other name.
(c) A "policy game" is any scheme or procedure whereby a person promises or guarantees by any instrument, bill, certificate, writing, token or other device that any particular number, character, ticket or certificate shall in the event of any contingency in the nature of a lottery entitle the purchaser or holder to receive money, property or evidence of debt.
(Source: P.A. 91-257, eff. 1-1-00.)

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

