

SENATE
STATE OF MINNESOTA
EIGHTY-EIGHTH SESSION

S.F. No. 2211

(SENATE AUTHORS: EATON, Hall, Johnson, Housley and Scalze)

DATE	D-PG	OFFICIAL STATUS
03/03/2014	5929	Introduction and first reading Referred to State and Local Government

1.1 A bill for an act
 1.2 relating to gambling; establishing an online gambling study and moratorium.
 1.3 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA:

1.4 Section 1. **ONLINE GAMBLING STUDY AND MORATORIUM.**

1.5 Subdivision 1. **Task force creation and membership.** A task force is created to
 1.6 study the online sale of state lottery tickets in the state of Minnesota. The task force
 1.7 consists of the following members:

1.8 (1) two members of the senate, appointed by the majority leader;

1.9 (2) two members of the house of representatives, appointed by the speaker of the
 1.10 house;

1.11 (3) four representatives of the retail industry, two appointed by the speaker and two
 1.12 appointed by the majority leader;

1.13 (4) four members of the public, two appointed by the speaker and two appointed by
 1.14 the majority leader;

1.15 (5) one member with knowledge or experience in the prevention or treatment of
 1.16 problem gambling;

1.17 (6) the director of the Minnesota State Lottery; and

1.18 (7) the director of the Minnesota Gambling Control Board.

1.19 Subd. 2. **Staff.** The Minnesota Gambling Control Board shall provide staff and
 1.20 assistance for the task force.

1.21 Subd. 3. **Task force duties and report.** No later than March 1, 2016, the task force
 1.22 shall submit to the speaker of the house, majority leader of the senate, and governor a
 1.23 study which analyzes the following:

2.1 (1) the social impact of selling state lottery tickets over the Internet, including the
2.2 consideration of safeguards for the public and underage residents;

2.3 (2) the financial impact on brick-and-mortar retailers and other businesses from the
2.4 sale of state lottery tickets over the Internet;

2.5 (3) how other states that have authorized the sale of lottery tickets over the Internet
2.6 have implemented their programs;

2.7 (4) the ability of the state to adequately develop and implement safeguards for the
2.8 protection of personal data transmitted when games are played;

2.9 (5) whether it is in the best interest of the state to authorize the sale of state lottery
2.10 tickets over the Internet;

2.11 (6) the potential revenue to the state of Minnesota likely to be realized from the sale
2.12 of state lottery tickets over the Internet; and

2.13 (7) the necessary legal changes that are required to authorize the State Lottery to
2.14 engage in the sale of state lottery tickets over the Internet.

2.15 Subd. 4. **Moratorium.** The State Lottery may not allow a person to purchase a state
2.16 lottery ticket or play a state lottery game through a player-activated electronic device that
2.17 connects to the Internet, such as a computer or mobile device.

2.18 **EFFECTIVE DATE.** This section is effective the day following final enactment.