

# MAINE STATE LEGISLATURE

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L.D. 1902

Date: 4/1/26

(Filing No. S-614)

MINORITY  
VETERANS AND LEGAL AFFAIRS

Reproduced and distributed under the direction of the Secretary of the Senate.

STATE OF MAINE  
SENATE  
132ND LEGISLATURE  
SECOND REGULAR SESSION

COMMITTEE AMENDMENT "A" to S.P. 742, L.D. 1902, "An Act to Support Nonprofit Organizations by Authorizing the Operation of Electronic Lucky Seven Devices and Similar Sealed Ticket Games"

Amend the bill by striking out the title and substituting the following:

'An Act to Authorize the Operation of Electronic Sealed Ticket Games by Certain Qualifying Fraternal, Patriotic or Veterans' Organizations'

Amend the bill by striking out everything after the enacting clause and inserting the following:

'Sec. 1. 17 MRSA §324-A, sub-§2, ¶C, as amended by PL 2025, c. 424, §5, is further amended to read:

C. Sealed ticket game tickets may be sold when that game of chance is registered with the Gambling Control Unit and when a valid license or registration certificate is properly displayed. Notwithstanding ~~the other provisions~~ any provision of this section and section 312 to the contrary, sealed ticket games may be conducted ~~during the period beginning 2 hours before and ending 2 hours after a "beano" game~~ at any time as authorized by the registration issued under section 1832.

Notwithstanding any ~~other rule~~ provision of law to the contrary, sealed ticket game tickets may be sold that have a sale value of \$1 or less, and a person who sells or distributes "beano" cards or materials used to play "beano" prior to the conduct of "beano" as a volunteer, as provided in this section, is permitted to play in the "beano" game.

Sec. 2. 17 MRSA §1831, sub-§3, as amended by PL 2025, c. 424, §9, is further amended to read:

3. **Distributor.** "Distributor" means a person, firm, corporation, association or organization, other than an Internet raffle operator or an electronic sealed ticket game system distributor, that sells, markets or otherwise distributes sealed ticket games,

1 gambling apparatus or any other implements of gambling that may be used in the conduct  
 2 of a game of chance.

3 **Sec. 3. 17 MRSA §1831, sub-§3-A** is enacted to read:

4 **3-A. Electronic sealed ticket game.** "Electronic sealed ticket game" means a sealed  
 5 ticket game in which the tickets or cards are represented digitally and the digital tickets or  
 6 cards are displayed on the screen of an electronic sealed ticket game terminal.

7 **Sec. 4. 17 MRSA §1831, sub-§3-B** is enacted to read:

8 **3-B. Electronic sealed ticket game system.** "Electronic sealed ticket game system"  
 9 means a system composed of electronic sealed ticket game terminals, electronic sealed  
 10 ticket games and any electronic devices used to facilitate the operation of electronic sealed  
 11 ticket game terminals, including all related hardware and software.

12 **Sec. 5. 17 MRSA §1831, sub-§3-C** is enacted to read:

13 **3-C. Electronic sealed ticket game system distributor.** "Electronic sealed ticket  
 14 game system distributor" means a person, firm, corporation, association or organization  
 15 that leases or otherwise distributes electronic sealed ticket game systems.

16 **Sec. 6. 17 MRSA §1831, sub-§3-D** is enacted to read:

17 **3-D. Electronic sealed ticket game terminal.** "Electronic sealed ticket game  
 18 terminal" means an electronic device that, upon the insertion of cash or a voucher, allows  
 19 a person to play an electronic sealed ticket game for which the element of chance is  
 20 provided by the electronic sealed ticket game tickets or cards and not by the electronic  
 21 sealed ticket game terminal. "Electronic sealed ticket game terminal" does not include a  
 22 dispenser as defined in section 314-A, subsection 1-A and is not a machine.

23 **Sec. 7. 17 MRSA §1832, sub-§3,** as amended by PL 2023, c. 391, §3, is further  
 24 amended to read:

25 **3. Must be 18 years of age.** The Gambling Control Unit may not accept a registration  
 26 to conduct a game night, a game of chance, a raffle or certain tournament games or accept  
 27 an application from or issue a license for electronic sealed ticket games, card games and  
 28 certain tournament games under this section to a person or representative of an eligible  
 29 organization or committee who is not 18 years of age or older.

30 **Sec. 8. 17 MRSA §1832, sub-§9** is enacted to read:

31 **9. Electronic sealed ticket game license; application.** The Gambling Control Unit  
 32 may issue a license to operate electronic sealed ticket games to a bona fide fraternal,  
 33 patriotic or veterans' organization that is eligible for a license under subsection 2 and that  
 34 has restricted social quarters on the organization's premises designated for use  
 35 predominately by members of the organization for social and recreational activities, that is  
 36 accessible exclusively to members of the organization and their guests and that is not  
 37 advertised to or open to the general public. An organization seeking a license to operate  
 38 electronic sealed ticket games shall submit an application in a form provided by the  
 39 Gambling Control Unit and signed by a duly authorized officer of the organization. The  
 40 application must include the full name and address of the organization, the number of  
 41 electronic sealed ticket game terminals to be operated, a description of the restricted social  
 42 quarters on the premises where the electronic sealed ticket game terminals will be located

1 and any other information determined necessary by the Gambling Control Unit for the  
 2 issuance of a license to operate electronic sealed ticket games.

3 **Sec. 9. 17 MRSA §1834, sub-§2-A** is enacted to read:

4 **2-A. Operation of electronic sealed ticket games.** The fee for a license to operate  
 5 electronic sealed ticket games is \$1,000 per electronic sealed ticket game terminal for a  
 6 calendar year.

7 **Sec. 10. 17 MRSA §1834, sub-§5-B** is enacted to read:

8 **5-B. Electronic sealed ticket game system distributor.** The fee for a license issued  
 9 to an electronic sealed ticket game system distributor is \$5,000 for each calendar year or  
 10 portion of a calendar year.

11 **Sec. 11. 17 MRSA §1835-C** is enacted to read:

12 **§1835-C. Operation of electronic sealed ticket games**

13 The following provisions apply to the operation of electronic sealed ticket games by  
 14 organizations issued a license under section 1832, subsection 9.

15 **1. Eligible premises; definition.** For the purposes of this section, "eligible premises"  
 16 means the restricted social quarters on the premises of a licensed organization designated  
 17 for use predominately by members of the organization for social and recreational activities,  
 18 that are accessible exclusively to members of the organization and their guests and that are  
 19 not advertised or open to the general public and were included on the application for a  
 20 license under section 1832, subsection 9.

21 **2. Electronic sealed ticket game system; operation.** A licensed organization may  
 22 lease an electronic sealed ticket game system only from a licensed electronic sealed ticket  
 23 game system distributor. An electronic sealed ticket game system must include a method  
 24 for players to redeem vouchers issued by an electronic sealed ticket game terminal. An  
 25 electronic sealed ticket game system may be operated only by duly authorized members of  
 26 the licensed organization or by persons employed by the licensed organization for another  
 27 purpose within the eligible premises. A person under 18 years of age may not operate an  
 28 electronic sealed ticket game system.

29 **3. Electronic sealed ticket game terminals.** An electronic sealed ticket game  
 30 terminal must be certified by an independent testing laboratory approved by the director.  
 31 An electronic sealed ticket game terminal may be moved into, out of or within the State  
 32 only by a licensed electronic sealed ticket game system distributor. An electronic sealed  
 33 ticket game terminal may issue to a player only a printed voucher for any prize, including  
 34 a monetary prize or single set of prizes won by that player, or for any remaining amount  
 35 due to the player at the end of play. An electronic sealed ticket game terminal may not  
 36 dispense cash to a player.

37 **4. Number and location of electronic sealed ticket game terminals.** A licensed  
 38 organization may operate the following number of electronic sealed ticket game terminals  
 39 per eligible premises of the licensed organization:

40 A. No more than 4 electronic sealed ticket game terminals for a licensed organization  
 41 with fewer than 100 members; or

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B. No more than 8 electronic sealed ticket game terminals for a licensed organization with 100 or more members.

Notwithstanding paragraph B, a licensed organization with eligible premises that are located within a 35-mile radius of a casino licensed under Title 8, chapter 31 may operate no more than 4 electronic sealed ticket game terminals on those premises.

5. Hours of operation. A licensed organization may permit the operation of electronic sealed ticket game terminals for no more than 12 hours during any day, except that an electronic sealed ticket game terminal may not be operated between 2:00 a.m. and 10:00 a.m. and may not be operated during any time when the eligible premises are being used for an event at which the majority of participants are under 18 years of age or the majority of participants are members of the public.

6. Number of tickets or cards per electronic sealed ticket game. An electronic sealed ticket game terminal may offer more than one electronic sealed ticket game. Each electronic sealed ticket game must contain a fixed number of tickets or cards, which may not exceed 25,000.

7. Games played by members and guests; age requirements. An electronic sealed ticket game may be played only by a member of the licensed organization or by that member's guest. A person under 18 years of age is not permitted to play electronic sealed ticket games.

8. Wagers. The maximum value for each ticket or card within an electronic sealed ticket game is the same as the maximum bet for a licensed game of chance under section 1835-A, subsection 1, paragraph A.

9. Revenue; compensation; fees. An electronic sealed ticket game may be operated only for the exclusive benefit of the licensed organization, except that:

A. No more than 20% of the gross revenue from the operation of electronic sealed ticket games may be used to compensate those duly authorized members or employees of the licensed organization who operate electronic sealed ticket games;

B. No more than 30% of the gross revenue from the operation of electronic sealed ticket games may be paid to the electronic sealed ticket game system distributor as a leasing fee under a contract approved by the director;

C. The director may collect from each licensed organization a fee equal to 1% of the gross revenue from the operation of electronic sealed ticket games for the purpose of paying administrative expenses. The fee must be deposited in the Gambling Control Unit administrative expenses Other Special Revenue Funds account, which is a nonlapsing dedicated account. Fees are due on the 10th of each month for the previous month. All fees under this paragraph due to the State but not remitted when due must be paid together with interest on the unpaid balance at a rate of 1.5% per month; and

D. The director shall collect 5% of gross revenue from the operation of electronic sealed ticket games from each licensed organization and distribute it to the Treasurer of State to be deposited in the Maine Veterans' Homes Stabilization Fund established in Title 37-B, section 613, subsection 1.

10. Records and reports. A licensed organization shall keep records and submit reports in accordance with section 1839.

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**11. Illegal gambling machine.** Electronic sealed ticket game terminals may not be operated in a manner that meets the definition of "illegal gambling machine" in Title 17-A, section 952, subsection 5-A.

**12. Rules.** The Gambling Control Unit shall adopt rules to facilitate the operation of electronic sealed ticket game systems. Rules must include, but are not limited to, rules regarding the registration, certification, auditing and shipment of electronic sealed ticket game systems.

**13. Report.** Beginning February 15, 2027 and annually thereafter, the director shall submit a report to the joint standing committee of the Legislature having jurisdiction over gambling matters regarding the operation of electronic sealed ticket games. The report must include, but is not limited to, the names and total number of licensed electronic sealed ticket game system distributors, the names and total number of organizations licensed to operate electronic sealed ticket games and the premises where the electronic sealed ticket game terminals are located, the number of electronic sealed ticket game terminals located at each premises, the total annual gross revenue reported by licensed organizations under section 1839 and the total annual gross revenue deposited in the Maine Veterans' Homes Stabilization Fund under subsection 9, paragraph D.

**Sec. 12. 17 MRSA §1839,** as amended by PL 2023, c. 86, §6, is further amended to read:

**§1839. Records and reports**

**1. Records required.** Each licensee or registrant shall keep a record of all financial transactions involving games operated or conducted under this chapter. Except for records kept by eligible organizations operating raffles under section 1837-A, the records must include an exact account of all gross revenue from the games, an itemization of all allowable expenses, including, but not limited to, the cost of prizes, printing, licenses and administration, and the disposition of all proceeds, including, but not limited to, all gifts, grants and payments to any person, firm, corporation, association or organization for any purpose ~~whatsoever~~. All financial records involving games operated or conducted under this chapter must be separate and distinguishable from other records of the organization. Revenue from more than one game operated or conducted under this chapter may be entered into one account as long as the revenue from each game operated or conducted by a licensee or registrant is deposited into the account in a separate transaction and recorded separately from other game revenue.

**2. Records required for licensee or registrant employing tokens.** If a licensee or registrant employs tokens to account for revenue from games operated or conducted under this chapter and if the licensee or registrant maintains direct control over the sale and redemption of the tokens and keeps accurate records of all tokens used, then the Gambling Control Unit may by rule alter or reduce the record-keeping requirements of subsection 1 to the extent the use of tokens renders those records unnecessary for adequate control of the licensee's or registrant's games.

**3. Disposition of funds reports.** Within 10 business days after the ~~last day of any period during which a~~ conclusion of each licensed game under this chapter is conducted, the licensee shall file with the Gambling Control Unit a disposition of funds form prescribed and furnished by the Gambling Control Unit, ~~detailing that details~~ for the period the total receipts and expenditures of the game and the disposition of funds gross revenue,

1 each deposit that matches the total gross revenue and any allowable expenses under this  
 2 chapter for the game. Every statement must be made under oath by an officer of the  
 3 licensee or by the member in charge of the operation or conduct of the game. A registrant  
 4 who operates or conducts games under this chapter shall maintain records of disposition of  
 5 funds, which must be made available to the Gambling Control Unit upon request. An  
 6 organization licensed under section 1832, subsection 9 filing a disposition of funds report  
 7 under this subsection shall file reports monthly, and the report is due by the first day of  
 8 each calendar month for the previous month.

9 **4. Disposition of funds reports from registrant using tokens.** If tokens are  
 10 employed to account for revenue from games operated or conducted under this chapter,  
 11 ~~then~~ the registrant shall maintain a report of the number of tokens sold, the value of the  
 12 tokens, the number of tokens redeemed and the disposition of funds from the proceeds of  
 13 sale in addition to such other information as the Gambling Control Unit may require under  
 14 subsection 3.

15 **5. Records maintained for 3 years.** Every licensee or registrant that has operated or  
 16 conducted a game under this chapter shall maintain and keep for a period of 3 years reports  
 17 as may be necessary to substantiate the records and reports required by this section or by  
 18 the rules adopted under this chapter.

19 **6. Location.** All records maintained by a licensee or registrant pursuant to this section  
 20 and pursuant to the rules adopted under this chapter must be kept and maintained on the  
 21 premises where the game has been operated or conducted or at the primary business office  
 22 of the licensee or registrant, which must be designated by the licensee in the license  
 23 application or the registrant in the registration. These records must be open to inspection  
 24 by the Gambling Control Unit, and a licensee or registrant may not refuse the Gambling  
 25 Control Unit permission to inspect or audit the records. Refusal to permit inspection or  
 26 audit of the records does not constitute a crime under this chapter but constitutes grounds  
 27 for revocation of license or registration.

28 **Sec. 13. 17 MRSA §1840-A** is enacted to read:

29 **§1840-A. Electronic sealed ticket game system distributors**

30 The following provisions apply to licensed electronic sealed ticket game system  
 31 distributors.

32 **1. Electronic sealed ticket game system distributor license.** An electronic sealed  
 33 ticket game system distributor may not lease, market or otherwise distribute electronic  
 34 sealed ticket game systems without a license issued by the Gambling Control Unit. A  
 35 nonresident manufacturer or distributor of electronic sealed ticket game systems doing  
 36 business in this State must have an agent in this State who is licensed as an electronic sealed  
 37 ticket game system distributor. The Gambling Control Unit may adopt rules regarding the  
 38 licensing of electronic sealed ticket game system distributors.

39 **2. Application; criminal history record check.** An applicant for an electronic sealed  
 40 ticket game system distributor license, or, if the applicant is a firm, corporation, association  
 41 or other organization, its resident manager, superintendent or official representative, shall  
 42 file an application with the Gambling Control Unit on a form provided by the Gambling  
 43 Control Unit. The director shall request a criminal history record check in accordance with  
 44 this subsection for each applicant for initial licensure. The director may require a criminal

- 1 history record check in accordance with this subsection from a licensee seeking to renew a
- 2 license. A criminal history record check conducted pursuant to this subsection must include
- 3 criminal history record information obtained from the Maine Criminal Justice Information
- 4 System established in Title 16, section 631 and the Federal Bureau of Investigation.
- 5 A. Criminal history record information obtained from the Maine Criminal Justice
- 6 Information System pursuant to this subsection must include a record of public criminal
- 7 history record information as defined in Title 16, section 703, subsection 8.
- 8 B. Criminal history record information obtained from the Federal Bureau of
- 9 Investigation pursuant to this subsection must include other state and national criminal
- 10 history record information.
- 11 C. An individual required to submit to a criminal history record check under this
- 12 subsection shall submit to having the individual's fingerprints taken. The Department
- 13 of Public Safety, Bureau of State Police, upon payment by the individual of the fee
- 14 required under paragraph E, shall take or cause to be taken the individual's fingerprints
- 15 and shall immediately forward the fingerprints to the Bureau of State Police, State
- 16 Bureau of Identification. Any person who fails to transmit criminal fingerprint records
- 17 to the State Bureau of Identification pursuant to this paragraph is subject to the
- 18 provisions of Title 25, section 1550.
- 19 D. The Department of Public Safety, Bureau of State Police, State Bureau of
- 20 Identification shall conduct the state and national criminal history record checks
- 21 required under this subsection. Except for the portion of a payment, if any, that
- 22 constitutes the processing fee for a criminal history record check charged by the Federal
- 23 Bureau of Investigation, all money received by the Bureau of State Police under this
- 24 subsection must be paid to the Treasurer of State, who shall apply the money to the
- 25 expenses incurred by the Department of Public Safety in the administration of this
- 26 subsection.
- 27 E. The director shall by rule set the amount of the fee to be paid for each criminal
- 28 history record check required to be performed under this subsection.
- 29 F. The subject of a Federal Bureau of Investigation criminal history record check may
- 30 obtain a copy of the criminal history record check by following the procedures outlined
- 31 in 28 Code of Federal Regulations, Sections 16.32 and 16.33. The subject of a state
- 32 criminal history record check may inspect and review the criminal history record
- 33 information pursuant to Title 16, section 709.
- 34 G. State and national criminal history record information obtained by the director
- 35 under this subsection may be used only for the purpose of screening an applicant for a
- 36 license or a license renewal under this chapter.
- 37 H. All criminal history record information obtained by the director pursuant to this
- 38 subsection is confidential, is for the official use of the director only and may not be
- 39 disseminated by the director or disclosed to any other person or entity except as
- 40 provided in paragraph F.
- 41 I. The director, after consultation with the Department of Public Safety, Bureau of
- 42 State Police, State Bureau of Identification, shall adopt rules to implement this
- 43 subsection.

1        **3. Limitations; licensed organizations.** An electronic sealed ticket game system  
 2 distributor may lease, market or otherwise distribute electronic sealed ticket game systems  
 3 only to a person or organization licensed under section 1832, subsection 9 to operate  
 4 electronic sealed ticket games.

5        **4. Electronic sealed ticket game system certification.** Electronic sealed ticket game  
 6 systems must be certified by an independent testing laboratory approved by the director.  
 7 The electronic sealed ticket game system distributor shall pay the cost of the certification  
 8 before the certification occurs. To be certified by an independent testing laboratory, the  
 9 electronic sealed ticket game system shall demonstrate, at a minimum, that the system  
 10 meets the operation requirements in section 1835-C.

11        **5. Lease agreements.** When an electronic sealed ticket game system is leased, the  
 12 electronic sealed ticket game system distributor shall forward to the Gambling Control Unit  
 13 a copy of the lease agreement, shipment approval and any registration and certification  
 14 information for the electronic sealed ticket game terminals and any other information as  
 15 required by the Gambling Control Unit by rule, prior to the delivery of the leased system.  
 16 A lease agreement must include all ongoing services provided by the electronic sealed  
 17 ticket game system distributor to the organization licensed to operate electronic sealed  
 18 ticket games. A lease agreement must include, but is not limited to, the name and address  
 19 of the electronic sealed ticket game system distributor, the name and address of the  
 20 organization licensed under section 1832, subsection 9 that is leasing the electronic sealed  
 21 ticket game system, a description of the electronic sealed ticket game system, including  
 22 serial numbers and model names and numbers for any electronic sealed ticket game  
 23 terminals, and all prices and payments for the lease and for any ongoing services provided  
 24 as a part of that lease. Any change, modification or alteration of a lease agreement must be  
 25 reported to the Gambling Control Unit by the electronic sealed ticket game system  
 26 distributor within 6 days of the change, modification or alteration. Each lease must be for  
 27 a specific period of time.

28        **6. Reports.** By the first day of each calendar month, for the previous month, a licensed  
 29 electronic sealed ticket game system distributor shall file with the Gambling Control Unit  
 30 a report for each organization licensed to operate electronic sealed ticket games with which  
 31 the electronic sealed ticket game system distributor has a lease agreement indicating:

- 32        A. The total gross revenue of the organization from the operation of electronic sealed  
 33 ticket game systems under the lease;
- 34        B. The amount paid as a percentage of total gross revenue to the distributor under  
 35 section 1835-C, subsection 9, paragraph B;
- 36        C. The amount paid to the director for administrative expenses under section 1835-C,  
 37 subsection 9, paragraph C; and
- 38        D. The amount paid to the director for deposit in the Maine Veterans' Homes  
 39 Stabilization Fund under section 1835-C, subsection 9, paragraph D.

40        The Gambling Control Unit may require from a licensed electronic sealed ticket game  
 41 system distributor other reports as determined necessary by the Gambling Control Unit for  
 42 the purposes of the administration and enforcement of this section and section 1835-C.

43        **7. Maintenance and inspection of records.** A licensed electronic sealed ticket game  
 44 system distributor shall maintain and keep for a period of 3 years, on the premises of the

1 electronic sealed ticket game system distributor, any records that may be necessary to  
2 substantiate the reports required by this section or by the rules adopted under this chapter.  
3 The records must be open to inspection, and an electronic sealed ticket game system  
4 distributor may not refuse permission for the Gambling Control Unit to inspect or audit the  
5 records. Refusal to permit the inspection or audit of the records by the Gambling Control  
6 Unit does not constitute a crime under this chapter but constitutes grounds for revocation  
7 of license or registration.

8 **Sec. 14. 17 MRSA §1841, sub-§1**, as enacted by PL 2009, c. 487, Pt. A, §2, is  
9 amended to read:

10 **1. Schemes prohibited.** A license may not be issued under this chapter for the conduct  
11 or operation of a machine, a slot machine, roulette or games commonly known as policy or  
12 numbers, except that a license may be issued for an electronic video machine or for an  
13 electronic sealed ticket game terminal. An electronic video machine or an electronic sealed  
14 ticket game terminal that constitutes a game of chance is fully governed by this chapter.

15 **Sec. 15. 17 MRSA §1842, sub-§2, ¶B**, as amended by PL 2017, c. 284, Pt.  
16 KKKKK, §29, is further amended by amending subparagraph (2) to read:

17 (2) If a distributor violates section 1840, subsection 2 or an electronic sealed ticket  
18 game system distributor violates section 1840-A, subsection 1, the Gambling  
19 Control Unit is not required to give the notice or allow the compliance period  
20 provided in subparagraph (1); or

21 **Sec. 16. 17-A MRSA §952, sub-§5-A, ¶C**, as amended by PL 2009, c. 487, Pt. B,  
22 §11, is further amended to read:

23 C. That is not a machine that a person may lawfully operate pursuant to a license that  
24 has been issued under Title 17, chapter 62 or that is operated by the Department of  
25 Administrative and Financial Services, Bureau of Alcoholic Beverages and Lottery  
26 Operations; ~~and~~

27 **Sec. 17. 17-A MRSA §952, sub-§5-A, ¶D**, as enacted by PL 2003, c. 687, Pt. A,  
28 §7 and affected by Pt. B, §11, is amended to read:

29 D. That is not a slot machine registered pursuant to Title 8, section 1020 and owned  
30 by a slot machine distributor licensed pursuant to Title 8, section 1013-; and

31 **Sec. 18. 17-A MRSA §952, sub-§5-A, ¶E** is enacted to read:

32 E. That is not an electronic sealed ticket game terminal operated by an organization  
33 licensed pursuant to Title 17, section 1832, subsection 9.

34 **Sec. 19. 25 MRSA §1542-A, sub-§1, ¶JJ** is enacted to read:

35 JJ. Who is an applicant for licensure as an electronic sealed ticket game system  
36 distributor, as required under Title 17, section 1840-A, subsection 2.

37 **Sec. 20. 25 MRSA §1542-A, sub-§3, ¶II** is enacted to read:

38 II. The State Police shall take or cause to be taken the fingerprints of the person named  
39 in subsection 1, paragraph JJ at the request of that person or the Director of the  
40 Gambling Control Unit within the Department of Public Safety and upon payment of

1 the fee established by the Director of the Gambling Control Unit pursuant to Title 17,  
 2 section 1840-A, subsection 2.

3 **Sec. 21. Appropriations and allocations.** The following appropriations and  
 4 allocations are made.

5 **DEFENSE, VETERANS AND EMERGENCY MANAGEMENT, DEPARTMENT**  
 6 **OF**

7 **Maine Veterans' Homes Stabilization Fund Z358**

8 Initiative: Provides authorization to allow for the expenditure of funding received pursuant  
 9 to Maine Revised Statutes, Title 17, section 1835-C, subsection 9, paragraph D.

10	<b>OTHER SPECIAL REVENUE FUNDS</b>	<b>2025-26</b>	<b>2026-27</b>
11	All Other	\$0	\$225,225
12			
13	<b>OTHER SPECIAL REVENUE FUNDS TOTAL</b>	<b>\$0</b>	<b>\$225,225</b>

15 **DEFENSE, VETERANS AND EMERGENCY**  
 16 **MANAGEMENT, DEPARTMENT OF**  
 17 **DEPARTMENT TOTALS**

18		<b>2025-26</b>	<b>2026-27</b>
19	<b>OTHER SPECIAL REVENUE FUNDS</b>	<b>\$0</b>	<b>\$225,225</b>
20			
21	<b>DEPARTMENT TOTAL - ALL FUNDS</b>	<b>\$0</b>	<b>\$225,225</b>

22 **PUBLIC SAFETY, DEPARTMENT OF**  
 23 **Gambling Control Board Z002**

24 Initiative: Provides funding for one Public Service Manager I and one Auditor II position  
 25 and associated All Other costs.

26	<b>OTHER SPECIAL REVENUE FUNDS</b>	<b>2025-26</b>	<b>2026-27</b>
27	POSITIONS - LEGISLATIVE COUNT	0.000	2.000
28	Personal Services	\$0	\$55,050
29	All Other	\$0	\$5,997
30			
31	<b>OTHER SPECIAL REVENUE FUNDS TOTAL</b>	<b>\$0</b>	<b>\$61,047</b>

33 **PUBLIC SAFETY, DEPARTMENT OF**  
 34 **DEPARTMENT TOTALS**

35		<b>2025-26</b>	<b>2026-27</b>
36	<b>OTHER SPECIAL REVENUE FUNDS</b>	<b>\$0</b>	<b>\$61,047</b>
37			
38	<b>DEPARTMENT TOTAL - ALL FUNDS</b>	<b>\$0</b>	<b>\$61,047</b>

40 **SECTION TOTALS**

41		<b>2025-26</b>	<b>2026-27</b>
42	<b>OTHER SPECIAL REVENUE FUNDS</b>	<b>\$0</b>	<b>\$286,272</b>

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**SECTION TOTAL - ALL FUNDS**

            
\$0

            
\$286,272

Amend the bill by relettering or renumbering any nonconsecutive Part letter or section number to read consecutively.

**SUMMARY**

This amendment replaces the bill and changes the title. The amendment authorizes the Gambling Control Unit to issue licenses to operate electronic sealed ticket games to bona fide fraternal, patriotic or veterans' organizations that are eligible for a license to conduct games of chance and that have restricted social quarters on their premises designated for use predominately by members of the organization for social and recreational activities, that are accessible exclusively to members of the organization and their guests and that are not advertised or open to the general public. It also authorizes the Gambling Control Unit to issue a license to an electronic sealed ticket game system distributor. The amendment establishes operating requirements for licensed organizations, including limits on the location and number of terminals, requirements related to playing an electronic sealed ticket game and reporting requirements. It also establishes requirements for distributors, which also include reporting requirements. The amendment includes definitions for relevant terms and makes other changes to the laws governing games of chance related to records and reports and games conducted during a beano game.

**FISCAL NOTE REQUIRED**

(See attached)



# 132nd MAINE LEGISLATURE

LD 1902

LR 690(02)

## An Act to Support Nonprofit Organizations by Authorizing the Operation of Electronic Lucky Seven Devices and Similar Sealed Ticket Games

Fiscal Note for Bill as Amended by Committee Amendment "A" (S-6014)  
 Committee: Veterans and Legal Affairs  
 Fiscal Note Required: Yes

### Fiscal Note

	FY 2025-26	FY 2026-27	Projections FY 2027-28	Projections FY 2028-29
<b>Appropriations/Allocations</b>				
Other Special Revenue Funds	\$0	\$286,272	\$1,145,746	\$1,154,637
<b>Revenue</b>				
Other Special Revenue Funds	\$0	\$398,770	\$1,595,080	\$1,595,080

#### Fiscal Detail and Notes

This bill authorizes the Gambling Control Unit (GCU) to issue licenses to bona fide fraternal, patriotic, or veteran organizations that meet certain requirements to operate electronic sealed ticket games. The bill establishes a \$1,000 license fee per terminal for operators and a \$5,000 distributor license fee. The bill also requires that 1% of gross revenue from the operation of a sealed ticket game be credited to the GCU for administrative expenses and that 5% of gross revenue be credited to the Maine Veterans' Homes Stabilization Fund.

License and application fees are estimated to generate \$128,500 in Other Special Revenue Funds revenue beginning in fiscal year 2026-27. This estimate assumes that approximately 126 eligible organizations will seek licensure, resulting in the operation of up to 504 game terminals, and that two distributors will be licensed. It is estimated that gross revenue will generate \$270,270 in Other Special Revenue Funds revenue beginning in fiscal year 2026-27. These revenue estimates are prorated to reflect a partial year of activity; projected revenue from fiscal year 2027-28 forward assumes a full year of operations. Gross revenue estimates assume that activity on 504 terminals will generate approximately \$110 per day of operation across 325 effective operating days. Actual revenue may vary based on the number of participating organizations, the number of terminals deployed, and the level of activity at each location.

The bill includes ongoing Other Special Revenue Funds allocations of \$61,047 to the GCU beginning in fiscal year 2026-27 for one Public Service Manager I position and one Auditor II position and associated position costs. The bill also includes ongoing Other Special Revenue Funds allocations of \$225,225 to the Maine Veterans' Homes Stabilization Fund beginning in fiscal year 2026-27 to authorize the expenditure of revenue received. Fiscal year 2026-27 funding amounts are prorated to reflect a partial year of operations; projected funding from fiscal year 2027-28 forward reflects a full year of operations.