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LC001804/SUB A/3
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STATE OF RHODE ISLAND

IN GENERAL ASSEMBLY

JANUARY SESSION, A.D. 2021

A N A C T

RELATING TO STATE AFFAIRS AND GOVERNMENT - VIDEO-LOTTERY GAMES,
TABLE GAMES AND SPORTS WAGERING

Introduced By: Representative William W. O'Brien

Date Introduced: February 15, 2021

Referred To: House Corporations

It is enacted by the General Assembly as follows:

1 SECTION 1. Section 42-61.2-14 of the General Laws in Chapter 42-61.2 entitled "Video-
2 Lottery Games, Table Games and Sports Wagering" is hereby amended to read as follows:

3 **42-61.2-14. Compulsive and problem gambling program.**

4 The Division and the State acknowledge that the vast majority of gaming patrons can enjoy
5 gambling games responsibly, but that there are certain societal costs associated with gaming by
6 some individuals who have problems handling the product or services provided. The Division and
7 the State further understand that it is their duty to act responsibly toward those who cannot
8 participate conscientiously in gaming. Pursuant to the foregoing, Twin River and Newport Grand,
9 in cooperation with the State, shall offer compulsive and problem gambling programs that include,
10 but are not limited to (a) problem gambling awareness programs for employees; (b) player self-
11 exclusion program; and (c) promotion of a problem gambling hotline. Twin River and Newport
12 Grand (and its successor in interest, Twin River-Tiverton) shall modify their existing compulsive
13 and problem-gambling programs to include table games and sports wagering to the extent such
14 games are authorized at such facilities. Twin River and Newport Grand (and its successor in
15 interest, Twin River-Tiverton) shall reimburse and pay to the Division no less than one hundred
16 twenty-five thousand dollars (\$125,000) in aggregate annually for compulsive and problem
17 gambling programs established by the Division. The contribution from each facility shall be
18 determined by the Division. [A person who is prohibited from gaming in a gaming establishment](#)

1 due to the player self-exclusion program shall not collect any winnings or recover losses arising as
2 a result of prohibited gaming activity by said person. Winnings from a self-excluded person, after
3 the deduction of taxes and other applicable withholdings, shall be forfeited to the division. The
4 division shall forward such forfeited winnings, up to one hundred fifty thousand dollars (\$150,000)
5 per year to the Rhode Island Council on Problem Gambling for its use for research, education and
6 prevention of teenage gambling addiction, with the balance to be transferred by the division to the
7 general fund.

8 SECTION 2. This act shall take effect upon passage.

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EXPLANATION
BY THE LEGISLATIVE COUNCIL
OF

A N A C T

RELATING TO STATE AFFAIRS AND GOVERNMENT - VIDEO-LOTTERY GAMES,
TABLE GAMES AND SPORTS WAGERING

1 This act would provide procedures to prevent gaming patrons prohibited from gaming in a
2 gaming establishment from collecting winnings, or recovering losses and would provide that any
3 winnings achieved, after taxes, be forfeited to the division with the forfeited winnings being
4 forwarded to the Rhode Island Council on Problem Gambling up to \$150,000.

5 This act would take effect upon passage.

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