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Proposed Committee Substitute by the Committee on Regulated Industries

A bill to be entitled

An act relating to gaming; amending s. 285.710, F.S.; clarifying that the tribal-state compact executed by the Governor and the Seminole Tribe of Florida on November 14, 2007, is void and not in effect; providing that the tribal-state compact executed by the Seminole Tribe of Florida and the Governor on August 28, 2009, and August 31, 2009, respectively, is void and not in effect; providing authority for the Governor to negotiate another tribal-state compact under certain conditions; providing certain limitations with respect to the terms and standards of the compact and the revenue sharing agreed to under the compact; requiring that the executed compact be filed with the Secretary of State; amending s. 285.711, F.S., relating to the gaming compact; correcting cross-references; creating part II of ch. 551, F.S., relating to electronic gaming machines; providing legislative findings and intent; authorizing electronic gaming machines in certain pari-mutuel facilities; defining terms; providing powers and duties of the Division of Pari-mutuel Wagering of the Department of Business and Professional Regulation and the Department of Law Enforcement; authorizing the Division of Pari-mutuel Wagering to adopt rules regulating electronic gaming activities; authorizing the Division of Pari-mutuel Wagering and the



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Department of Law Enforcement to conduct investigations relating to electronic gaming; authorizing the Division of Pari-mutuel Wagering to issue licenses for electronic gaming; specifying qualifications of licensees; requiring licensees to provide advance notice of certain ownership changes to the Division of Pari-mutuel Wagering; specifying requirements for a licensee's facilities-based computer system; requiring electronic gaming machines to maintain a payout percentage of at least 85 percent; requiring licensees to maintain records; requiring licensees to make and file certain reports with the Division of Pari-mutuel Wagering; requiring an applicant for an electronic gaming license to have certain agreements for live races or games; providing for arbitration of such agreements; providing for severability; authorizing the Division of Pari-mutuel Wagering to issue temporary occupational licenses; providing for the renewal of electronic gaming machine licenses; specifying a nonrefundable licensing fee for electronic gaming licenses; specifying the rate of tax on electronic gaming machine revenues; providing penalties for failure to pay the tax; requiring electronic gaming machine licensees and certain persons having access to gaming areas to submit fingerprints in connection with certain occupational licenses; specifying grounds for the Division of Parimutuel Wagering to take action against applicants for licensure and licensees having certain occupational



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licenses; authorizing the Division of Pari-mutuel Wagering to impose fines for violations of laws relating to electronic gaming; prohibiting regulators, certain businesses, licensees, and employees from having certain relationships with each other; subjecting a person who makes certain false statements to fines; subjecting a person to fines for possessing electronic games without a license; imposing criminal penalties for attempting to manipulate electronic gaming machines or committing theft relating to electronic gaming; authorizing warrantless arrests by law enforcement officers under certain circumstances; providing immunity to law enforcement officers who make such arrests; imposing criminal penalties for resisting arrest or detention; prohibiting electronic gaming machines from entering this state; authorizing the Division of Pari-mutuel Wagering to exclude certain individuals from the facility of an electronic gaming machine licensee; prohibiting persons who are younger than 18 years of age from playing an electronic gaming machine; specifying a limit on the number of electronic gaming machines in a facility; requiring an electronic gaming machine licensee to provide office space to the Division of Pari-mutuel Wagering and to the Department of Law Enforcement free of charge; limiting the hours that an electronic gaming machine facility may operate; authorizing the Division of Pari-mutuel Wagering to revoke or suspend licenses or impose fines for willful violations of



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laws or rules regulating electronic gaming; requiring electronic gaming machine licensees to train employees about gambling addictions; imposing a regulatory fee for a gambling addiction program; entitling electronic gaming machine licensees to a caterer's license; restricting the provision of alcoholic beverages, automated teller machines, and check cashing activities in gaming machine areas; authorizing the Division of Pari-mutuel Wagering to adopt rules; preempting to the state the authority to regulate electronic gaming facilities; excepting bingo games operated by charitable, nonprofit, or veterans' organizations from the provisions of the act; amending s. 215.22, F.S.; exempting taxes imposed on electronic gaming and electronic gaming machines from specified service charges; authorizing the Department of Business and Professional Regulation to spend certain trust funds; requiring repayment of such funds; amending s. 550.002, F.S.; revising definitions; defining the term "historical racing system"; amending s. 550.0951, F.S.; specifying the tax on historical racing, the take-out of a pari-mutuel pool, and a payment to a purse account; specifying the fee for a permitholder to conduct historical racing; revising the date on which tax payments are due; amending s. 550.135, F.S.; providing for the reservation of electronic gaming machine license fees and compulsive gambling prevention fees in a trust fund; creating s. 550.810, F.S.; specifying requirements for historical



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racing systems; limiting the number of historical terminals in certain pari-mutuel facilities; authorizing the Division of Pari-mutuel Wagering to adopt rules regulating historical racing; providing for the disposition of pari-mutuel tickets that are not redeemed within a certain period of time; amending s. 551.101, F.S.; authorizing slot machine gaming at other licensed facilities under certain circumstances; amending s. 551.102, F.S., redefining the term "eligible facility" to include licensed facilities in other parts of the state; amending s. 849.086, F.S.; redefining the term "authorized game" for purposes of conducting games at licensed cardrooms; authorizing banked card games at licensed cardrooms if approved pursuant to a referendum; authorizing roulette, craps, roulette-style, and craps-style games at licensed cardrooms if approved pursuant to a referendum; providing requirements for the referendum; creating s. 849.087, F.S.; providing for the regulation of intrastate Internet poker by the Division of Parimutuel Wagering; requiring that an Internet poker hub operator submit an initial application fee and pay the costs of an investigation; requiring that a licenseholder maintain a surety bond during the term of the license; providing for an annual license fee; specifying the amount of tax on the monthly gross receipts derived from the play of intrastate Internet poker; requiring that a portion of the gross receipts be used to supplement pari-mutuel purses and prize



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money; requiring the division to adopt rules regulating intrastate Internet poker; amending s. 849.15, F.S.; authorizing the possession of certain gambling devices to conform to changes made by the act; amending s. 849.161, F.S.; providing that certain provisions of ch. 849, F.S., do not apply to licensed cardrooms that operate certain mechanical historical racing systems; amending s. 895.02, F.S.; revising the definitions of "racketeering activity" and "unlawful debt" to include certain violations involving historical racing systems and electronic gaming; directing the Attorney General to request that the United States Attorneys in the appropriate federal districts take criminal and civil action to stop the illegal class III gaming being conducted on Indian lands; providing for expiration of the Governor's authority to enter into a tribal-state compact; designating the Governor as the official to negotiate tribal-state compacts; providing for ratification of tribal-state compacts by the Legislature; providing for submission of the tribal-state compact to the Legislature and Secretary of State; providing for submission of the tribal-state compact to the Secretary of the Interior; providing an appropriation and the creation of full-time equivalent positions; amending s. 26 of chapter 2009-170, Laws of Florida, relating to the effective date of a prior act of the Legislature relating to gaming; conforming provisions to changes made by the act; providing contingent



effective dates.

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Be It Enacted by the Legislature of the State of Florida:

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Section 1. Section 285.710, Florida Statutes, is amended to read:

285.710 Compact authorization.

- (1) Terms used in this section have the same meaning as provided in s. 285.711.
- (2) The agreement executed by the Governor and the Seminole Tribe of Florida on November 14, 2007, published in the Federal Register on January 7, 2008, and subsequently invalidated by the Florida Supreme Court in the case of Florida House of Representatives, et al. v. The Honorable Charles J. Crist, Jr., etc., No. SC07-2154, (2008) is not ratified or approved by the Legislature and is void and not in effect.
- (3) The authority granted to the Governor by s. 1 of chapter 2009-170, Laws of Florida, expired at 11:59 p.m. on August 31, 2009. The agreement executed by the Seminole Tribe of Florida and the Governor on August 28, 2009, and August 31, 2009, respectively, and transmitted to the President of the Senate and the Speaker of the House of Representatives, is not ratified or approved by the Legislature and is void and not in effect.
- (4) (a) Subject to the limitations in s. 285.711, the Governor is hereby authorized and directed to negotiate and execute a compact on behalf of the state with the Tribe pursuant to the federal Indian Gaming Regulatory Act of 1988, 18 U.S.C. ss. 1166-1168, and 25 U.S.C. ss. 2701 et seq., and this act for



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the purpose of authorizing Class III gaming on Seminole lands within this state. Any such compact shall not be deemed entered into by the state unless and until it is ratified by the Legislature.

- (b) The compact authorized by this part may include additional provisions for the effective administration of the compact, but the Governor is not authorized to negotiate or execute a compact that has any provision that is inconsistent with, or differs from, the terms and standards for a compact as set forth in this part relating to:
 - 1. Covered games;
 - 2. Location of covered games;
- 3. The amount of annual revenue sharing payments, except as provided in paragraph (c);
 - 4. Suspension or reduction of payments;
 - 5. Exclusivity; or
- 6. The state compliance agency designated in subsection (12).
- (c) Any revenue sharing agreed to between the Governor and the Seminole Tribe of Florida may be for an amount that is more than the amount required in s. 285.711, but in no event shall the amount be less than the amount required in s. 285.711.
- (5) (4) The Governor is authorized to bind the state to any amendment to the compact that is consistent with the terms and standards in this part section and s. 285.711, provided that any amendment to provisions relating to covered games, the amount of revenue sharing payments, suspension or reduction of payments, or exclusivity shall require ratification by the Legislature.
 - $(6) \frac{(5)}{(5)}$ (a) The Governor shall provide a copy of the compact



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to the President of the Senate and the Speaker of the House of Representatives as soon as it is executed. The executed compact shall be filed with the Secretary of State pursuant to s. 15.01. The compact shall not be submitted to the Department of the Interior by or on behalf of the state or the Tribe until it has been ratified by the Legislature.

- (b) The Governor shall provide a copy of any amendment to the compact to the President of the Senate and the Speaker of the House of Representatives as soon as it is executed and before or simultaneous with its submission to the Department of the Interior, provided that any amendment requiring ratification by the Legislature shall not be submitted to the Department of the Interior for approval until such ratification has occurred.
- (7) (6) The Governor shall preserve all documents, if any, which relate to the intent or interpretation of the compact, and maintain such documents for at least the term of the compact.
- (8) (7) If any provision of the compact relating to covered games, payments, suspension or reduction in payments, or exclusivity is held by a court of competent jurisdiction or by the Department of the Interior to be invalid, the compact is void.
- (9) (8) In the event that a subsequent change to the Indian Gaming Regulatory Act, or to an implementing regulation thereof, mandates the retroactive application of such change without the respective consent of the state or Tribe, the compact is void if it materially alters the terms and standards in the compact relating to the covered games, payments, suspension or reduction of payments, or exclusivity.
 - (10) (9) The Governor shall ensure that all revenue sharing



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received pursuant to the compact and agreement executed by the Governor and the Tribe on November 14, 2007, is deposited into the Education Enhancement Trust Fund provided that, if necessary to comply with any covenant established pursuant to s. 1013.68(4), s. 1013.70(1), or s. 1013.737(3), funds transferred to the Educational Enhancement Trust Fund shall be first available to pay debt service on lottery bonds issued to fund school construction in the event lottery revenues are insufficient for such purpose or to satisfy debt service reserve requirements established in connection with lottery bonds.

- (10) Except for the authority granted to the Governor in subsections (4) and (13), the authority granted to the Governor by this section and s. 285.711 expires at 11:59 p.m. on August 31, 2009.
- (11) It is the intent of the Legislature to review a compact entered into under the provisions of this section within 5 years after the compact is approved. It is the intent of the Legislature to consider the authorization of additional Class III games for operation by the Tribe based upon successful implementation of the compact and the history of compliance with the compact.
- (12) The Division of Pari-mutuel Wagering of the Department of Business and Professional Regulation is designated as the state compliance agency having the authority to carry out the state's oversight responsibilities under a compact authorized by this act.
- (13) (a) The Governor is authorized and directed to execute an agreement on behalf of the State of Florida with the Indian tribes in this state, acting on a government-to-government



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basis, to develop and implement a fair and workable arrangement to apply state taxes on persons and transactions on Indian lands. Such agreements shall address the imposition of specific taxes, including sales taxes and exemptions from those taxes.

- (b) The agreement shall address the Tribe's collection and remittance of sales taxes imposed by chapter 212 to the Department of Revenue. The sales taxes collected and remitted by the Tribe shall be based on all sales to non-tribal members, except those non-tribal members who hold valid exemption certificates issued by the Department of Revenue, exempting the sales from taxes imposed by chapter 212.
- (c) The agreement shall require the Tribe to register with the Department of Revenue and remit to the Department of Revenue the taxes collected.
- (d) The agreement shall require the Tribe to retain for at least a period of 5 years records of all sales to non-tribal members which are subject to taxation under chapter 212. The agreement shall permit the Department of Revenue to conduct an audit not more often than annually in order to verify such collections. The agreement shall require the Tribe to provide reasonable access during normal operating hours to records of transactions subject to the taxes collected.
- (e) The agreement shall provide a procedure for the resolution of any disputes about the amounts collected pursuant to the agreement. For purposes of the agreement for the collection and remittance of sales taxes, the agreement must provide that the Tribe agrees to waive its immunity, except that the state may seek monetary damages limited to the amount of taxes owed.



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- (f) An agreement executed by the Governor pursuant to the authority granted in this section shall not take effect unless ratified by the Legislature.
- (14) Any moneys remitted by the Tribe before the effective date of a compact entered into by the state and the Tribe pursuant to this act shall be deemed forfeited by the Tribe and released to the state without further obligation or encumbrance. The Legislature further finds that acceptance and appropriation of such funds does not legitimize, validate, or otherwise ratify any previously proposed compact or the operation of Class III games by the Tribe for any period prior to the effective date of a valid compact pursuant to this act.
- (15) For the purpose of satisfying the requirement in 25 U.S.C. s. 2710(d)(1)(B) that the gaming activities authorized under an Indian gaming compact must be permitted in the state for any purpose by any person, organization, or entity, the following Class III games or other games specified in this section are hereby authorized to be conducted by the Tribe pursuant to a compact as that is substantially in the form provided in this part s. 285.711:
 - (a) Slot machines, as defined in s. 551.102(8).
- (b) Games of poker without betting limits if such games are authorized in this state to any person for any purpose.
- (c) Banking or banked card games, including baccarat, chemin de fer, and blackjack or 21 at the tribal facilities in Broward County and Hillsborough County.
- (16) Notwithstanding any other provision of state law, it is not a crime for a person to participate in the games specified in subsection (15) at a tribal facility operating



under a compact entered into pursuant to this act.

Section 2. Section 285.711, Florida Statutes, is amended to read:

285.711 Gaming compact between the Seminole Tribe and the State of Florida.-The Governor is authorized and directed to negotiate and execute a gaming compact with the Seminole Tribe of Florida on behalf of the State of Florida subject to ratification by the Legislature, in the form substantially as follows subject to the provisions of s. 285.710(4)(b):

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Gaming Compact

Between the Seminole Tribe of Florida and the State of Florida

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This Compact is made and entered into by and between the Seminole Tribe of Florida, a federally recognized Indian Tribe, and the State of Florida, with respect to the operation of Covered Games on the Tribe's Indian lands as defined by the Indian Gaming Regulatory Act, 25 U.S.C. ss. 2701 et seq.

PART I.

PART II.

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368 TITLE.-This Compact shall be referred to as the "Seminole 369 Tribe of Florida and State of Florida Gaming Compact."

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RECITALS.-

A. The Seminole Tribe of Florida is a federally recognized tribal government possessing sovereign powers and rights of



self-government.

- B. The State of Florida is a state of the United States of America possessing the sovereign powers and rights of a state.
- C. The State of Florida and the Seminole Tribe of Florida maintain a government-to-government relationship.
- D. The United States Supreme Court has long recognized the right of an Indian Tribe to regulate activity on lands within its jurisdiction, but the Congress, through the Indian Gaming Regulatory Act, has given states a role in the conduct of tribal gaming in accordance with negotiated tribal-state compacts.
- E. Pursuant to the Seminole Tribe Amended Gaming Ordinance, adopted by Resolution No. C-195-06, and approved by the National Indian Gaming Commission on July 10, 2006, hereafter referred to as the Seminole Tribal Gaming Code, the Seminole Tribe of Florida desires to offer the play of Covered Games, as defined in Part III. of this Compact, as a means of generating revenues for purposes authorized by the Indian Gaming Regulatory Act, including without limitation the support of tribal governmental programs, such as health care, housing, sewer and water projects, police, fire suppression, general assistance for tribal elders, day care for children, economic development, educational opportunities, per capita payments to tribal members, and other typical and valuable governmental services and programs for tribal members.
- F. It is in the best interest of the State of Florida to enter into a compact with the Seminole Tribe of Florida. This Compact will generally benefit Florida, while at the same time limiting the expansion of gaming within the State. The State of Florida also recognizes that the significant revenue



participation pursuant to the Compact in exchange for its exclusivity provisions provide an opportunity to increase and enhance the dollars available to spend on governmental programs that benefit the citizens of Florida.

G. The agreement executed by the Seminole Tribe of Florida and the Governor of Florida on November 14, 2007, published in the Federal Register on January 7, 2008, and subsequently invalidated by the Florida Supreme Court in the case of Florida House of Representatives, et al. vs. The Honorable Charles J. Crist, Jr., etc., No. SC07-2154, (2008) is void and not in effect.

PART III.

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DEFINITIONS.—As used in this Compact and the Appendices thereto:

- A. "Annual Oversight Assessment" means the assessment described in Part XI., Section D C. of this Compact.
- B. "Class III gaming" means the forms of Class III gaming defined in 25 U.S.C. s. 2703(8) and by the regulations of the National Indian Gaming Commission in effect on January 1, 2009.
- C. "Commission" means the Seminole Tribal Gaming Commission, which is the tribal governmental agency that has the authority to carry out the Tribe's regulatory and oversight responsibilities under this Compact.
- D. "Compact" means the Seminole Tribe of Florida and State of Florida Gaming Compact.
- E. "Covered Game" or "Covered Gaming Activity" means the following gaming activities:
 - 1.(a) Slot machines, means any mechanical or electrical



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contrivance, terminal that may or may not be capable of downloading slot games from a central server system, machine, or other device that, upon insertion of a coin, bill, ticket, token, or similar object or upon payment of any consideration whatsoever, including the use of any electronic payment system, except a credit card or debit card, is available to play or operate, the play or operation of which, whether by reason of skill or application of the element of chance or both, may deliver or entitle the person or persons playing or operating the contrivance, terminal, machine, or other device to receive cash, billets, tickets, tokens, or electronic credits to be exchanged for cash or to receive merchandise or anything of value whatsoever, whether the payoff is made automatically from the machine or manually. The term includes associated equipment necessary to conduct the operation of the contrivance, terminal, machine, or other device. Slot machines may use spinning reels, video displays, or both.

- (b) If at any time State law authorizes the use of electronic payments systems utilizing credit or debit card payment for the play or operation of slot machines for any person, the Tribe shall be authorized to use such payment systems;
 - 2. No limit poker; and
- 3. Banking or banked card games, including baccarat, chemin de fer, and blackjack at the Facilities located in Broward County and Hillsborough County as described in Part IV., Section B., subsections 2., 3., 6., and 7.
- This definition specifically does not include roulette, craps, roulette-styled games, or craps-styled games.



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- F. "Covered Game Employee" or "Covered Employee" means any individual employed and licensed by the Tribe whose responsibilities include the rendering of services with respect to the operation, maintenance, or management of Covered Games, including, but not limited to, the following: managers and assistant managers; accounting personnel; Commission officers; surveillance and security personnel; cashiers, supervisors, and floor personnel; cage personnel; and any other employee whose employment duties require or authorize access to areas of the Facility related to the conduct of Covered Games or the technical support or storage of Covered Game components. This definition does not include the Tribe's elected officials provided that such individuals are not directly involved in the operation, maintenance, or management of Covered Games or Covered Games components.
- G. "Documents" means books, records, electronic, magnetic and computer media documents and other writings and materials, copies thereof, and information contained therein.
- H. "Effective Date" means the date on which the Compact becomes effective pursuant to Part XVI., Section A. of this Compact.
- I. "Facility" or "Facilities" means any building of the Tribe in which the Covered Games authorized by this Compact are conducted on Indian lands as defined by the Indian Gaming Regulatory Act.
- J. "Guaranteed Minimum Payment" means the minimum payment the Tribe agrees to make to the State as provided by Part XI. of the Compact.
 - K. "Indian Gaming Regulatory Act" or "IGRA" means the



Indian Gaming Regulatory Act, Pub. L. No. 100-497, Oct. 17, 1988, 102 Stat. 2467, codified at 25 U.S.C. ss. 2701 et seq., and 18 U.S.C. ss. 1166-1168.

- L. "Net Poker Income" means the total revenue from all hands played, including buy-ins and rebuys.
- M. "Net Win" means gross gaming revenue for Class III games, which is the difference between gaming wins and losses, before deducting costs and expenses.
- N. "Non-tribal member" means a person who is not a bona fide member of an Indian tribe as defined in 25 U.S.C. s. 2703(5).
- O. "Patron" means any person who is on the premises of a Facility, or who is entering the Tribe's Indian lands for the purpose of playing Covered Games authorized by this Compact.
- P. "Reservation" means any of the seven Tribal locations currently with gaming facilities, specifically enumerated in Part IV., Section B.
- Q. "Revenue Share" means the periodic payment by the Tribe to the State provided for in Part XI., Sections A. and B. of this Compact.
- R. "Revenue Sharing Cycle" means the annual (12-month) period of the Tribe's operation of Covered Games in its Facilities and whose first annual cycle shall commence on the day the Tribe makes Covered Games available for public play in its Facilities.
- S. "Rules and Regulations" means the rules and regulations promulgated by the Commission for implementation of this Compact.
 - T. "State" means the State of Florida.



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- U. "State Compliance Agency" or "SCA" means the Division of Pari-mutuel Wagering of the Department of Business and Professional Regulation, which is designated as the state agency having the authority to carry out the State's oversight responsibilities under this Compact.
- V. "Tribe" means the Seminole Tribe of Florida or any affiliate thereof conducting activities pursuant to this Compact under the authority of the Seminole Tribe of Florida.

530 PART IV.

AUTHORIZATION AND LOCATION OF COVERED GAMES.-

- A. The Tribe and State agree that the Tribe is authorized to operate Covered Games on its Indian lands, as defined in the Indian Gaming Regulatory Act, in accordance with the provisions of this Compact. However, except for the provisions in Part XI., Section A. below, nothing in this Compact shall limit the Tribe's right to operate any game that is Class II under the Indian Gaming Regulatory Act.
- B. The Tribe is authorized to conduct Covered Games under this Compact at only the following seven existing gaming facilities on Tribal lands, except as limited by Part III., Section E., subsection 3.:
- 1. Seminole Indian Casino on the Brighton Indian Reservation in Okeechobee County.
- 2. Seminole Indian Casino in the City of Coconut Creek in Broward County.
- 3. Seminole Indian Casino in the City of Hollywood in Broward County.



- 4. Seminole Indian Casino in Immokalee in Collier County.
- 5. Seminole Indian Big Cypress Casino in the City of Clewiston in Hendry County.
- 6. Seminole Hard Rock Hotel & Casino in the City of Hollywood in Broward County.
- 7. Seminole Hard Rock Hotel & Casino in the City of Tampa in Hillsborough County.
- C. Any of the identified Facilities in Section B. may be expanded or replaced by another Facility on the same reservation with advance notice to the State of sixty (60) calendar days, subject to the understanding that the number of existing Facilities on each reservation and the number of reservations upon which Class III gaming is authorized shall remain the same as provided in Section B.

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PART V.

RULES AND REGULATIONS; MINIMUM REQUIREMENTS FOR OPERATIONS.-

A. At all times during the term of this Compact, the Tribe shall be responsible for all duties which are assigned to it and the Commission under this Compact. The Tribe shall promulgate any rules and regulations necessary to implement this Compact, which at a minimum shall expressly include or incorporate by reference all provisions of this Part and the procedural requirements of Part VI. of this Compact. Nothing in this Compact shall be construed to affect the Tribe's right to amend its rules and regulations, provided that any such amendment shall be in conformity with this Compact and subject to approval



by the SCA. The SCA may propose additional rules and regulations consistent with and related to the implementation of this Compact to the Commission at any time, and the Commission shall give good faith consideration to such suggestions and shall notify the SCA of its response or action with respect thereto.

- B. All Facilities shall comply with, and all Covered Games approved under this Compact shall be operated in accordance with, the requirements set forth in this Compact, including, but not limited to, those set forth in Sections C. and D. of this Part and the Tribe's Internal Control Policies and Procedures. In addition, all Facilities and all Covered Games shall be operated in strict compliance with tribal internal control standards that provide a level of control that equals or exceeds those set forth in the National Indian Gaming Commission's Minimum Internal Control Standards (25 C.F.R. Part 542), as the same may be amended or supplemented from time to time.
- C. The Tribe and the Commission shall retain all records in compliance with the requirements set forth in the Record Retention Policies and Procedures.
- D. The Tribe will continue and maintain its program to combat problem gambling and curtail compulsive gambling, including work with the Florida Council on Compulsive Gambling or other organizations dedicated to assisting problem gamblers. The Tribe will continue to maintain the following safeguards against problem gambling:
- 1. The Tribe shall make an annual donation to the Florida Council on Compulsive Gambling in an amount not less than \$250,000 per Facility.
 - 2. The Tribe will provide a comprehensive training and



education program designed in cooperation with the Florida Council on Compulsive Gambling (or other organization dedicated to assisting problem gamblers) to every new gaming employee.

- 3. The Tribe will make printed materials available to Patrons, which include contact information for the Florida Council on Compulsive Gambling 24-Hour Helpline (or other hotline dedicated to assisting problem gamblers), and will work with the Florida Council on Compulsive Gambling (or other organization dedicated to assisting problem gamblers) to provide contact information for the Florida Council on Compulsive Gambling (or other organization dedicated to assisting problem gamblers), and to provide such information on the Facilities' Internet website. The Tribe will continue to display all literature from the Florida Council on Compulsive Gambling (or other organization dedicated to assisting problem gamblers) within the Facilities.
- 4. The Commission shall establish a list of the Patrons voluntarily excluded from the Tribe's Facilities, pursuant to subsection 5.
- 5. The Tribe shall employ its best efforts to exclude Patrons on such list from entry into its Facilities; provided that nothing in this Compact shall create for Patrons who are excluded but gain access to the Facilities, or any other person, a cause of action or claim against the State, the Tribe or the Commission, or any other person, entity, or agency for failing to enforce such exclusion.
- 6. Patrons who believe they may be playing Covered Games on a compulsive basis may request that their names be placed on the list of the Patrons voluntarily excluded from the Tribe's



Facilities.

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- 7. All Covered Game employees shall receive training on identifying players who have a problem with compulsive gambling and shall be instructed to ask them to leave. Signs bearing a toll-free help-line number and educational and informational materials shall be made available at conspicuous locations and automated teller machines in each Facility, which aim at the prevention of problem gaming and which specify where Patrons may receive counseling or assistance for gambling problems. All Covered Game employees shall also be screened for compulsive gambling habits. Nothing in this Section shall create for Patrons, or any other person, a cause of action or claim against the State, the Tribe or the Commission, or any other person, entity, or agency for failing to identify a Patron or person who is a compulsive gambler or ask that person to leave.
- 8. The Tribe shall follow the rules for exclusion of Patrons set forth in Article XI of the Seminole Tribal Gaming Code.
- 9. The Tribe shall make diligent efforts to prevent underage individuals from loitering in the area of each Facility where the Covered Games take place.
- 10. The Tribe shall assure that advertising and marketing of the Covered Games at the Facilities contain a responsible gambling message and a toll-free help-line number for problem gamblers, where practical, and that they make no false or misleading claims.
- E. Summaries of the rules for playing Covered Games and promotional contests shall be visibly displayed in the Facilities. Complete sets of rules shall be available in the



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Facilities upon request. Copies of all such rules shall be provided to the SCA within thirty (30) calendar days of their issuance or their amendment.

- F. The Tribe shall provide the Commission and SCA with a chart of the supervisory lines of authority with respect to those directly responsible for the conduct of Covered Games, and shall promptly notify those agencies of any material changes thereto.
- G. The Tribe engages in and shall continue to maintain proactive approaches to prevent improper alcohol sales, drunk driving, underage drinking, and underage gambling. These approaches involve intensive staff training, screening and certification, Patron education, and the use of security personnel and surveillance equipment in order to enhance Patrons' enjoyment of the Facilities and provide for Patron safety. Staff training includes specialized employee training in nonviolent crisis intervention, driver's license verification, and the detection of intoxication. Patron education is carried out through notices transmitted on valet parking stubs, posted signs in the Facilities, and in brochures. Roving and fixed security officers, along with surveillance cameras, assist in the detection of intoxicated Patrons, investigate problems, and engage with Patrons to de-escalate volatile situations. To help prevent alcohol-related crashes, the Tribe will continue to operate the "Safe Ride Home Program," a free taxi service. Additionally, to reduce risks of underage gambling and underage drinking, the Tribe will continue to prohibit entry onto the casino floor of anyone under twenty-one (21) years of age. The Tribe shall maintain these programs and policies in its Alcohol



Beverage Control Act for the duration of the Compact but may replace such programs and policies with either stricter or more extensive programs and policies. The Tribe shall provide the State with written notice of any changes to the programs and policies in the Tribe's Alcohol Beverage Control Act, which notice shall include a copy of such changes and shall be sent on or before the effective date of the change. Nothing in this Section shall create for Patrons, or any other person, a cause of action or claim against the State, the Tribe or the Commission, or any other person, entity, or agency for failing to fulfill the requirements of this Section.

- H. No person under twenty-one (21) years of age shall be allowed to play Covered Games unless otherwise permitted by state law.
- I. The Tribe may establish and operate Facilities that operate Covered Games only on the reservations as defined by the Indian Gaming Regulatory Act and as specified in Part IV. of this Compact.
- J. The Commission shall keep a record of, and shall report at least quarterly to the SCA, the number of Covered Games in each Facility, by the name or type of each and its identifying number.
- K. The Tribe and the Commission shall make available a copy of the following documents to any member of the public upon request: the minimum internal control standards of the National Indian Gaming Commission; the Seminole Tribal Gaming Code; this Compact; the rules of each Covered Game operated by the Tribe; and the administrative procedures for addressing Patron tort claims under Part VI.



L. Cessation of Banking or Banked Card Games. The Tribe shall stop all banked card games occurring on Tribal lands at any existing gaming facility within any county of the State, other than Broward County or Hillsborough County, within ninety (90) days after the date this Compact is executed by the State and the Tribe.

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PATRON DISPUTES; WORKERS' COMPENSATION; TORT CLAIMS; PRIZE CLAIMS; LIMITED CONSENT TO SUIT.-

- A. All Patron disputes involving gaming will be resolved in accordance with the procedures established in Article XI of the Seminole Tribal Gaming Code.
- B. Tort claims by employees of the Tribe's Facilities will be handled pursuant to the provisions of the Tribe's Workers' Compensation Ordinance, which shall provide workers the same or better protections as set forth in Florida's workers' compensation laws.
- C. Disputes by employees of the Tribe's Facilities will be handled pursuant to the provisions of the Tribe's policy for gaming employees, the Employee Fair Treatment and Dispute Resolution Policy as provided in Part XVIII., Section G.
- D.1. A Patron who claims to have been injured in a Facility where Covered Games are played is required to provide written notice to the Tribe's Risk Management Department or the Facility, in a reasonable and timely manner.
- 2. The Tribe shall have ten (10) days to respond to a claim made by a Patron. When the Tribe responds to an incident alleged



to have caused a Patron's injury or illness, the Tribe shall provide a claim form to the Patron. It is the Patron's responsibility to complete the form and forward the form to the Tribe's Risk Management Department within a reasonable period of time, and in a reasonable and timely manner.

- 3. Upon receiving written notification of the claim, the Tribe's Risk Management Department shall forward the notification to the Tribe's insurance carrier. The Tribe will use its best efforts to assure that the insurance carrier contacts the Patron within a reasonable period of time following receipt of the claim.
- 4. The insurance carrier will handle the claim to conclusion. If the Patron and the insurance carrier are not able to resolve the claim, the Patron may bring a tort claim against the Tribe in any court of competent jurisdiction in the county in which the incident occurred, subject to a four (4) year statute of limitations, which shall begin to run from the date of the incident of the alleged claimed injury. Nothing in this Part shall preclude a Patron from asserting a tort claim against the Tribe from immediately filing suit in any court of competent jurisdiction in the county where the claim arises without resorting to or exhausting tribal remedies.
- 5. In no event shall the Tribe be deemed to have waived its tribal immunity from suit beyond \$500,000 for an individual tort claim and \$1,000,000 for the tort claims of all persons or entities claiming injury in tort arising out of a single event or occurrence. These limitations are intended to include liability for compensatory damages as well as any costs, prejudgment interest, and attorney's fees arising out of any



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claim brought or asserted against the Tribe, its subordinate governmental and economic units as well as any Tribal officials, employees, servants, or agents in their official capacities.

- 6. The Tribe shall obtain and maintain a commercial general liability policy which provides coverage of no less than \$1,000,000 per occurrence and \$10,000,000 in the aggregate for bodily injury, personal injury, and property damage arising out of, connected with, or relating to the operation of Facilities where Covered Games are offered.
- 7. Notices explaining the procedures and time limitations with respect to making a tort claim shall be prominently displayed in the Facilities, posted on the Tribe's website, and provided to any Patron for whom the Tribe has notice of the injury or property damage giving rise to the tort claim. Such notices shall explain the method and places for making a tort claim.
 - 8. The Tribe's insurance policy shall:
- (a) Prohibit the insurer or the Tribe from invoking tribal sovereign immunity up to the limits of the policy with respect to any claim covered under the policy and disposed of in accordance with the Tribe's tort claim procedures.
- (b) Include covered claims made by a Patron or invitee for personal injury or property damage.
- (c) Permit the insurer or the Tribe to assert any statutory or common law defense other than sovereign immunity.
- (d) Provide that any award or judgment rendered in favor of a Patron or invitee shall be satisfied solely from insurance proceeds.



PART VII.

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ENFORCEMENT OF COMPACT PROVISIONS.-

A. The Tribe and the Commission shall be responsible for regulating activities pursuant to this Compact. As part of its responsibilities, the Tribe has adopted or issued standards designed to ensure that the Facilities are constructed, operated, and maintained in a manner that adequately protects the environment and public health and safety. Additionally, the Tribe shall ensure that:

- 1. Operation of the conduct of Covered Games is in strict compliance with (i) the Seminole Tribal Gaming Code, (ii) all rules, regulations, procedures, specifications, and standards lawfully adopted by the National Indian Gaming Commission and the Commission, and (iii) the provisions of this Compact, including, but not limited to, the standards and the Tribe's rules and regulations set forth in the Appendices;
 - 2. Reasonable measures are taken to:
- (a) Assure the physical safety of Facility Patrons, employees, and any other person while in the Facility;
- (b) Prevent illegal activity at the Facilities or with regard to the operation of Covered Games, including, but not limited to, the maintenance of employee procedures and a surveillance system;
- (c) Ensure prompt notification is given to appropriate law enforcement authorities of persons who may be involved in illegal acts in accordance with applicable law;
- (d) Ensure that the construction and maintenance of the Facilities comply with the standards that are at least as



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stringent as the Florida Building Code, the provisions of which the Tribe has adopted as the Seminole Tribal Building Code;

- (e) Ensure adequate emergency access plans have been prepared to ensure the health and safety of all Covered Game Patrons;
- (f) Employ, permit, or authorize only medical professionals at its gaming facilities that are licensed by this State;
- (g) Allow unimpeded access to the gaming facilities by municipal or county emergency medical services; and
- (h) Ensure, at a minimum, that the environmental requirements of any federal permit will meet the standards established for the State's environmental resource permitting program as provided for in s. 373.414, Florida Statutes.
- B. All licenses for members and employees of the Commission shall be issued according to the same standards and terms applicable to Facility employees. The Commission's compliance officers shall be independent of the Tribal gaming operations and shall be supervised by and accountable only to the Commission. A Commission compliance officer shall be available to the Facility during all hours of operation upon reasonable notice, and shall have immediate access to any and all areas of the Facility for the purpose of ensuring compliance with the provisions of this Compact. The Commission shall investigate any such suspected or reported violation of this Part and shall officially enter into its files timely written reports of investigations and any action taken thereon, and shall forward copies of such investigative reports to the SCA within 30 calendar days of such filing. The scope of such reporting shall be determined by a Memorandum of Understanding between the



Commission and the SCA as soon as practicable after the Effective Date of this Compact. Any such violations shall be reported immediately to the Commission, and the Commission shall immediately forward the same to the SCA. In addition, the Commission shall promptly report to the SCA any such violations which it independently discovers.

C. In order to develop and foster a positive and effective relationship in the enforcement of the provisions of this Compact, representatives of the Commission and the SCA shall meet, not less than on an annual basis, to review past practices and examine methods to improve the regulatory scheme created by this Compact. The meetings shall take place at a location mutually agreed to by the Commission and the SCA. The SCA, prior to or during such meetings, shall disclose to the Commission any concerns, suspected activities, or pending matters reasonably believed to possibly constitute violations of this Compact by any person, organization, or entity, if such disclosure will not compromise the interest sought to be protected.

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PART VIII.

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STATE MONITORING OF COMPACT.-

A. The State shall secure an annual independent financial audit of the conduct of Covered Games subject to this Compact. The audit shall examine revenues in connection with the conduct of Covered Games and shall include only those matters necessary to verify the determination of Net Win and the basis and amount of, and the right to, and the amount of the payments the Tribe is obligated to make to the State pursuant to Part XI. of this



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Compact and as defined by this Compact. A copy of the audit report for the conduct of Covered Games shall be submitted to the Commission within thirty (30) calendar days of completion. Representatives of the SCA may, upon request, meet with the Tribe and its auditors to discuss the audit or any matters in connection therewith; provided, such discussions are limited to Covered Games information. The annual independent financial audit shall be performed by an independent accounting firm, with experience in auditing casino operations, selected by the State, subject to the consent of the Tribe, which shall not be unreasonably withheld. The Tribe shall pay the accounting firm for the costs of the annual independent financial audit.

- B. The SCA shall, pursuant to the provisions of this Compact, monitor the conduct of Covered Games to ensure that the Covered Games are conducted in compliance with the provisions of this Compact. In order to properly monitor the conduct of Covered Games, agents of the SCA without prior notice or with concurrent notice shall have reasonable access to all public areas of the Facilities related to the conduct of Covered Games as provided herein.
- 1. While the Commission will act as the regulator of the Facilities, the SCA may take reasonable steps to assure that operations at the Facilities comply with the terms of this Compact and may advise on such issues as it deems appropriate.
- 2. In order to fulfill its oversight responsibilities, the State has identified specific oversight testing procedures, set forth below in subsection 3., paragraphs (a), (b), and (c), which the SCA may perform on a routine basis.
 - 3.(a) The Tribe shall permit access to the SCA to inspect



with at least concurrent notice any Covered Games in operation at the Facilities on a random basis, without limitation as to frequency, to confirm that the Covered Games operate and play properly pursuant to the manufacturer's technical standards and are conducted in compliance with the rules, regulations, and standards established by the Commission and this Compact. Such random inspections shall occur during normal operating hours. No advance notice is required when the SCA inspects public and nonpublic areas of the Facility. However, representatives of the SCA shall provide notice to the Commission of their presence for such inspections. A Commission agent may accompany the inspection.

- (b) For each Facility, the SCA may perform one annual review of the slot machine compliance audit.
- (c) At least on an annual basis, the SCA may meet with the Tribe's Internal Audit Department for Gaming to review internal controls and violations of same by the Facilities.
- 4. The SCA will seek to work with and obtain the assistance of the Commission in the resolution of any conflicts with the management of the Facilities, and the State and the Tribe shall make their best efforts to resolve disputes through negotiation whenever possible. Therefore, in order to foster a spirit of cooperation and efficiency, the parties hereby agree that when disputes arise between the SCA staff and Commission regulators from the day-to-day regulation of the Facilities, they should generally be resolved first through meeting and conferring in good faith. This voluntary process does not proscribe the right of either party to seek other relief that may be available when circumstances require such relief. In the event of a dispute or



disagreement between Tribal and SCA regulators, the dispute or disagreement shall be resolved in accordance with the dispute resolution provisions of Part XIII. of this Compact.

- 5. Access to each Facility by the SCA shall be during the Facility's operating hours only, provided that to the extent such inspections are limited to areas of the Facility where the public is normally permitted, the SCA agents may inspect the Facility without giving prior notice to the Tribe or the Commission.
- 6. Any suspected or claimed violations of this Compact or law shall be directed in writing to the Commission; the SCA agents, in conducting the functions assigned them under this Compact, shall not unreasonably interfere with the functioning of any Facility.
- 7. Before the SCA agents enter any nonpublic area of a Facility, they shall provide photographic identification to the Commission. The SCA agents shall be accompanied in nonpublic areas of the Facility by a Commission officer. Prior notice or concurrent notice by the SCA to the Commission is required to assure that a Commission officer is available to accompany the SCA agents at all times.
- 8. There is no limit to the number of times or opportunities that the SCA may inspect any Covered Games or gaming devices in operation at a Facility on a random basis to confirm that the operation and play of the games or devices conform to manufacturer's technical standards or to the standards specified in the Compact.
- 9. There is no limit to the number of times the SCA may review internal controls and violations by a Facility.



- 10. All gaming machines on the premises of each Facility will be connected to a central computerized reporting and auditing system on the gaming facility premises. The system shall:
- (a) Collect on a continual basis the unaltered activity of each gaming machine in use at the gaming facility.
- (b) Provide access to the State by a dedicated telecommunications connection, on a "read-only" basis, upon entry of appropriate security codes, and permit access to and downloads of the wager and payout data of each machine, electronically captured by the central computer. However, the Compact may not authorize the State to alter or affect the operation of any gaming machine or other device on the premises of the authorized gaming facility or the data provided to the central computer.
- (c) Be constructed and installed at the Tribe's expense to provide electronic access to the State for the machine wager and payout data collected by the central computer.
- (d) Be designed in conjunction with the State and the Tribe's technical staff so as to preserve the integrity of the system and the data contained therein, to minimize any possibility of unauthorized access to the system or tampering with the data, and to minimize any access by the State to information other than machine wager and payout data residing in the central reporting and auditing system.
- C. Subject to the provisions herein, agents of the SCA shall have the right to review, request, and receive copies of documents of the Facility related to its conduct of Covered Games. The review and copying of such documents shall be during



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normal business hours unless otherwise allowed by the Tribe at the Tribe's discretion. The Tribe shall not refuse said inspection and copying of such documents, provided that the inspectors may not require copies of documents in such volume that it unreasonably interferes with the normal functioning of the Facilities or Covered Games. To the extent that the Tribe provides the State with information which the Tribe claims to be confidential and proprietary, or a trade secret, the Tribe shall clearly mark such information with the following designation: "Trade Secret, Confidential and Proprietary." If the State receives a request under Chapter 119, Florida Statutes, that would include such designated information, the State shall promptly notify the Tribe of such a request. The SCA may provide copies of tribal documents to federal law enforcement and other State agencies or State consultants that the State deems reasonably necessary in order to conduct or complete any investigation of suspected criminal activity in connection with the Tribe's Covered Games or the operation of the Facilities or in order to assure the Tribe's compliance with this Compact.

D. At the completion of any SCA inspection or investigation, the SCA may forward a written report thereof to the Commission, containing all pertinent, nonconfidential, nonproprietary information regarding any violation of applicable laws or this Compact which was discovered during the inspection or investigation unless disclosure thereof would adversely impact an investigation of suspected criminal activity. Nothing herein prevents the SCA from contacting tribal or federal law enforcement authorities for suspected criminal wrongdoing involving the Commission.



E. Except as expressly provided in this Compact, nothing in this Compact shall be deemed to authorize the State to regulate the Tribe's government, including the Commission, or to interfere in any way with the Tribe's selection of its governmental officers, including members of the Commission.

PART IX.

JURISDICTION.—The obligations and rights of the State and the Tribe under this Compact are contractual in nature, and are to be construed and enforced in accordance with the laws of the State of Florida. This Compact shall not alter tribal, federal, or state civil adjudicatory or criminal jurisdiction in any way.

PART X.

LICENSING.—The Tribe and the Commission shall comply with the licensing and hearing requirements set forth in 25 C.F.R. Parts 556 and 558, as well as the applicable licensing and hearing requirements set forth in Articles IV-VI of the Seminole Tribal Gaming Code. The Commission shall notify the SCA of any disciplinary hearings or revocation or suspension of licenses.

PART XI.

PAYMENTS TO THE STATE OF FLORIDA.-

A. The parties acknowledge and recognize that this Compact provides the Tribe with partial but substantial exclusivity and other valuable consideration consistent with the goals of the



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Indian Gaming Regulatory Act, including special opportunities for tribal economic development through gaming within the external boundaries of Florida with respect to the play of Covered Games. In consideration thereof, the Tribe covenants and agrees, subject to the conditions agreed upon in Part XII. of this Compact, to make payments to the State derived from Net Win as set forth in Section B. The Tribe further agrees to convert all of its Class II video bingo terminals (or their equivalents) to Class III slot machines within twenty-four (24) months after the Effective Date of this Compact, or the payment to the State shall be calculated as if the conversion has been completed, whether or not the Tribe has fully executed its conversion. The Tribe further agrees that it will not purchase or lease any new Class II video bingo terminals (or their equivalents) after the Effective Date of this Compact.

- B. Payment schedule. Subject to the provisions in this Part of the Compact, and subject to the limitations agreed upon in Part XII. of the Compact, the amounts paid by the Tribe to the State shall be calculated as follows:
- 1. For each Revenue Sharing Cycle, the Tribe agrees to pay not less than a Guaranteed Minimum Payment of One Hundred Fifty Million Dollars (\$150,000,000) if the Revenue Share calculated for that Revenue Sharing Cycle under subsection 3., below, is less than the Guaranteed Minimum Payment.
- 2. All Guaranteed Minimum Payments shall be deducted from and credited toward the Revenue Share in each Revenue Sharing Cycle set forth below in subsection 3.
- 3. For each Revenue Sharing Cycle, to the extent that the Revenue Share exceeds the Guaranteed Minimum Payment for each



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Revenue Sharing Cycle, the Tribe agrees, as further provided in subsection 4., to pay a Revenue Share for that Revenue Sharing Cycle equal to the total amount calculated from the operation and play of Covered Games from each Revenue Sharing Cycle as follows:

- (a) Twelve percent (12%) of all amounts up to Two and onehalf Billion Dollars (\$2,500,000,000) of Net Win received by the Tribe from the operation and play of Covered Games from each Revenue Sharing Cycle;
- (b) Fifteen percent (15%) of all amounts between Two and one-half Billion and One Dollars (\$2,500,000,001) and Three Billion Dollars (\$3,000,000,000) of Net Win received by the Tribe from the operation and play of Covered Games from each Revenue Sharing Cycle;
- (c) Twenty percent (20%) of all amounts between Three Billion and One Dollars (\$3,000,000,001) and Four Billion Dollars (\$4,000,000,000) of Net Win received by the Tribe from the operation and play of Covered Games from each Revenue Sharing Cycle;
- (d) Twenty-two and one-half percent (22.5%) of all amounts between Four Billion and One Dollars (\$4,000,000,001) and Four and one-half Billion Dollars (\$4,500,000,000) of Net Win Received by the Tribe from the operation and play of Covered Games from each Revenue Sharing Cycle; and
- (e) Twenty-five percent (25%) of all amounts over Four and one-half Billion Dollars (\$4,500,000,000) of Net Win received by the Tribe from the operation and play of Covered Games from each Revenue Sharing Cycle.
 - 4.(a) On or before the fifteenth day of the month following



the first month of the Revenue Sharing Cycle, the Tribe will remit to the State the greater amount of eight and one-third percent (8.3%) of the estimated annual Revenue Share or eight and one-third percent (8.3%) of the Guaranteed Minimum Payment ("the monthly payment").

- (b) The Tribe will make available to the State at the time of the monthly payment the basis for the calculation of the payment.
- (c) Each month the Tribe will internally "true up" the calculation of the estimated Revenue Share based on the Tribe's unaudited financial statements related to Covered Games.
- 5.(a) On or before the forty-fifth day after the third month, sixth month, ninth month, and twelfth month of each Revenue Sharing Cycle, provided that the twelve (12) month period does not coincide with the Tribe's fiscal year end date as indicated in paragraph (c), the Tribe will provide the State with an audit report by its independent auditors as to the accuracy of the annual Revenue Share calculation.
- (b) For each quarter of these Revenue Sharing Cycles the Tribe will engage its independent auditors to conduct a review of the unaudited net revenue from Covered Games. On or before the one hundred and twentieth day after the end of the Tribe's fiscal year, the Tribe will require its independent auditors to provide an audit report to verify Net Win for Covered Games and the related payment of the annual Revenue Share to the SCA for State review.
- (c) If the twelfth month of each Revenue Sharing Cycle does not coincide with the Tribe's fiscal year, the Tribe will require its independent auditors to deduct Net Win from Covered



Games for any of the months that are outside of the Revenue Sharing Cycle and to include Net Win from Covered Games for those months which fall outside of the Tribe's audit period but fall within the Revenue Sharing Cycle, prior to issuing the audit report.

- (d) No later than thirty (30) calendar days after the day the audit report is issued, the Tribe will remit to the State any underpayment of the annual Revenue Share, and the State at its discretion will either reimburse to the Tribe any overpayment of the annual Revenue Share or authorize the overpayment to be deducted from the next monthly payment.
- C. Payments pursuant to Sections A. and B. above shall be made to the State via electronic funds transfer in a manner directed by the SCA for immediate transfer into the Educational Enhancement Trust Fund of the Department of Education. Payments will be due in accordance with the payment schedule set forth in Section B. The appropriation of any payments received by the State pursuant to this Compact lies within the exclusive prerogative of the Legislature.
- D. The Annual Oversight Assessment to reimburse the State for the actual costs of the operation of the SCA to perform its monitoring functions as defined in this Compact shall be determined and paid in quarterly installments within thirty (30) calendar days of receipt by the Tribe of an invoice from the SCA. The Tribe reserves the right to audit the invoices on an annual basis, a copy of which will be provided to the SCA, and any discrepancies found therein shall be reconciled within forty-five (45) calendar days of receipt of the audit by the SCA. Out-of-pocket expenses to be incurred by the Governor or



his designee performing functions of the SCA unless and until the SCA is designated by the Legislature shall be advanced by the Tribe upon submission of properly documented requests.

- E. As provided for 25 U.S.C. s. 2710(b)(2)(B)(v), the Tribe agrees to pay to the State an additional amount equal to three percent (3%) of the annual amount set forth in Section B. of this Part, which funds shall be used for the purposes of offsetting the impacts of the Tribe's Facilities on the operations of local governments.
- F. Any moneys remitted by the Tribe before the Effective Date of this Compact shall be deemed forfeited by the Tribe and released to the State without further obligation or encumbrance. Acceptance and appropriation of such funds does not legitimize, validate, or otherwise ratify any previously proposed compact or the operation of Class III games by the Tribe for any period prior to the Effective Date of this Compact.
- G. Except as expressly provided in this Part, nothing in this Compact shall be deemed to require the Tribe to make payments of any kind to the State or any of its agencies.

PART XII.

REDUCTION OF TRIBAL PAYMENTS BECAUSE OF LOSS OF EXCLUSIVITY OR OTHER CHANGES IN FLORIDA LAW.—The intent of this Part is to provide the Tribe with the right to operate Covered Games on an exclusive basis as provided in this Compact, subject to the exceptions and provisions set forth below.

A. If Class III gaming as defined in this Compact that is not presently authorized by or under Florida law is authorized



for any location within the State of Florida that is under the jurisdiction of the State and Tribal Net Win plus revenues from its remaining Class II video bingo terminals (or their equivalents) within its Facilities statewide drops below \$1.37 billion, the payments due the State pursuant to Part XI., Sections A. and B. of this Compact shall be reduced based on the proportion of Net Win below \$1.37 billion. The payments due the State pursuant to Part XI., Sections A. and B. of this Compact shall resume in full if the Tribe's annual Net Win plus revenues from its remaining Class II video bingo terminals (or their equivalents) within its Facilities statewide again reaches or exceeds \$1.37 billion.

- B. The following are exceptions to the exclusivity provisions of Section A. above.
- 1. Any Class III gaming authorized by a compact between the State and any other federally recognized tribe pursuant to the Indian Gaming Regulatory Act will not be a breach or other violation of the exclusivity provisions set forth in Section A. above.
- 2. The conduct of illegal or otherwise unauthorized gaming within the State shall not be considered a breach or other violation of the exclusivity provisions set forth in Section A. above.
- 3. Any Class III slot machine gaming authorized after the Effective Date of this Compact for pari-mutuel facilities in Miami-Dade County or Broward County will not be a breach or violation of the exclusivity provisions set forth in Section A. above.
 - 4. Any historic racing machines, electronic bingo machines,



and pari-mutuel wagering activities at licensed pari-mutuel facilities authorized after the Effective Date of this Compact will not be a breach or violation of the exclusivity provisions set forth in Section A. above.

- C. Revenue sharing by the Tribe may not be reduced or eliminated by the existence of any gaming activities being conducted in Florida at the time this Compact is ratified which are illegal or are of unsettled legal status.
- D. If the Florida Constitution is amended to repeal the slot machine amendment in s. 23, Art. X of the State Constitution, the Legislature authorizes the Seminoles to continue to offer the play of Covered Games under the terms of the Compact authorized pursuant to this Section during the remainder of the term of the Compact.
- E. To the extent that the Tribe's ongoing payment obligations to the State pursuant to Part XI., Sections A. and B. of this Compact are reduced, any outstanding payments that would have been due the State from the Tribe's Facilities prior to the event authorizing the reduction shall be made within thirty (30) business days after cessation.
- F. Any reduction of payments authorized under this Compact shall not excuse the Tribe from continuing to comply with all other provisions of this Compact, including continuing to pay the State the Annual Oversight Assessment as set forth in Part XI., Section <u>D.C.</u> of this Compact. Furthermore, the State shall continue to have the right to monitor the Tribe's compliance with the Compact.
- G. In the event that revenue sharing payments to the State made pursuant to Part XI., Sections A. and B. are reduced under



this Part, the annual amount payable to the State for the impacts to local governments under Part XI., Section E. shall be calculated as the amount paid for the last full revenue sharing year. Such payments shall continue to be calculated in such manner until the revenue sharing payments under Part XI., Sections A. and B. are restored.

H. Nothing in this Compact is intended to affect the ability of the State Legislature to enact laws either further restricting or expanding gambling on non-tribal lands.

PART XIII.

DISPUTE RESOLUTION.—In the event that either party to this Compact believes that the other party has failed to comply with any requirements of this Compact, or in the event of any dispute hereunder, including, but not limited to, a dispute over the proper interpretation of the terms and conditions of this Compact, the goal of the parties is to resolve all disputes amicably and voluntarily whenever possible. In pursuit of this goal, the following procedures may be invoked:

A. A party asserting noncompliance or seeking an interpretation of this Compact first shall serve written notice on the other party. The notice shall identify the specific Compact provision alleged to have been violated or in dispute and shall specify in detail the asserting party's contention and any factual basis for the claim. Representatives of the Tribe and State shall meet within thirty (30) calendar days of receipt of notice in an effort to resolve the dispute, unless they mutually agree to extend this period.



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- B. A party asserting noncompliance or seeking an interpretation of this Compact under this Part shall be deemed to have certified that to the best of the party's knowledge, information, and belief formed after reasonable inquiry, the claim of noncompliance or the request for interpretation of this Compact is warranted and made in good faith and not for any improper purpose, such as to harass or to cause unnecessary delay or the needless incurring of the cost of resolving the dispute.
- C. If the parties are unable to resolve a dispute through the process specified in Sections A. and B. of this Part, the parties may agree to mediation under the Commercial Mediation Procedures of the American Arbitration Association (AAA), or any such successor procedures, provided that such mediation does not last more than sixty (60) calendar days, unless an extension to this time limit is mutually agreed to by the parties. The disputes available for resolution through mediation are limited to matters arising under the terms of this Compact.
- D. If the parties are unable to resolve a dispute through the process specified in Sections A., B., and C. of this Part, notwithstanding any other provision of law, the State may bring an action against the Tribe in any court of competent jurisdiction regarding any dispute arising under this Compact. The State is entitled to all remedies available under law or in equity.
- E. For purposes of actions based on disputes between the State and the Tribe that arise under this Compact and the enforcement of any judgment resulting therefore, the Tribe expressly waives its right to assert sovereign immunity from



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suit and from enforcement of any ensuing judgment, and further consents to be sued in federal or state court, including the rights of appeal, as the case may be, provided that (i) the dispute is limited solely to issues arising under this Compact, (ii) there is no claim for monetary damages (except that payment of any money required by the terms of this Compact, as well as injunctive relief or specific performance enforcing a provision of this Compact requiring the payment of money to the State may be sought), and (iii) nothing herein shall be construed to constitute a waiver of the sovereign immunity of the Tribe with respect to any third party that is made a party or intervenes as a party to the action.

- F. The State may not be precluded from pursuing any mediation or judicial remedy against the Tribe on the grounds that the State has failed to exhaust its Tribal administrative remedies.
- G. Notwithstanding anything to the contrary in this Part, any failure of the Tribe to remit the payments pursuant to the terms of Part XI. will entitle the State to seek mandatory injunctive relief in federal or state court, at the State's election, to compel the payments after exhausting the dispute resolution process in Sections A. and B. of this Part.
- H. The State shall be entitled to seek immediate injunctive relief in the event the Tribe offers or continues to offer Class III games not authorized under this Compact.
- I. Notwithstanding any other provision of law to the contrary, if the parties are unable to resolve a dispute through the process specified in Sections A., B., and C., of this Part, provided that the State does not exercise its option to file an



action against the Tribe under Section D., either party may invoke presuit nonbinding arbitration to resolve any dispute between the parties arising under the Compact.

- 1. The party demanding the presuit nonbinding arbitration shall immediately ask the American Arbitration Association to furnish a list of 11 arbitrators, each of whom shall have at least 5 years of commercial arbitration experience and no financial interest in or prior relationship with any of the parties or their affiliated or related entities or principals.
- 2. The State and the Tribe shall each select a single arbitrator from the list provided by the American Arbitration Association within 10 days after receipt, and the individuals so selected shall choose one additional arbitrator from the list within the next 10 days. The three arbitrators selected shall constitute the panel that shall arbitrate the dispute between the parties pursuant to the American Arbitration Association Commercial Arbitration Rules and Chapter 682, Florida Statutes.
- 3. At the conclusion of the proceedings, which shall be no later than 90 days after the demand for arbitration, the arbitration panel shall present to the parties a proposed agreement that the majority of the panel believes equitably balances the rights, interests, obligations, and reasonable expectations of the parties.
- 4. The parties shall, within 10 days after the arbitration panel's issuance of the proposed agreement, enter into such agreement or notify the opposing party of its intent to reject the agreement and proceed with a lawsuit to resolve the dispute.
- 5. Each party shall pay its respective costs of arbitration and shall pay one-half of the costs of the arbitration panel.



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- 6. The arbitrator's decision may not be enforced in any court.
- J. If the arbitrator finds that the State is not in compliance with the Compact, the State shall have the opportunity to challenge the decision of the arbitrators by bringing an independent action against the Tribe in federal district court ("federal court") regarding the dispute underlying the arbitration in a district in which the federal court has venue. If the federal court declines to exercise jurisdiction, or federal precedent exists that rules that the federal court would not have jurisdiction over such a dispute, the State may bring the action in the Courts of the Seventeenth Judicial Circuit in and for Broward County, Florida. The State is entitled to all rights of appeal permitted by law in the court system in which the action is brought. The State shall be entitled to de novo review of the arbitrators' decision under this Section. For the purpose of this Section, the Tribe agrees to waive its immunity as provided in Section E. of this Part.

PART XIV.

CONSTRUCTION OF COMPACT; SEVERANCE; FEDERAL APPROVAL .-

A. If any provision of this Compact relating to the Covered Games, revenue sharing payments, suspension or reduction of payments, or exclusivity is held by a court of competent jurisdiction to be invalid, this Compact will become null and void. If any provision, part, section, or subsection of this Compact is determined by a federal district court in Florida or other court of competent jurisdiction to impose a mandatory duty



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on the State of Florida that requires authorization by the Florida Legislature, the duty conferred by that particular provision, part, section, or subsection shall no longer be mandatory but will be deemed to be a matter within the discretion of the Governor or other State officers, subject to such legislative approval as may be required by Florida law.

- B. It is understood that Part XII. of this Compact, which provides for a reduction of the payments to the State under Part XI., does not create any duty on the State of Florida but only a remedy for the Tribe if Class III gambling under state jurisdiction is expanded by operation of law and Tribal Net Win falls below \$1.37 billion.
- C. This Compact is intended to meet the requirements of the Indian Gaming Regulatory Act as it reads on the Effective Date of this Compact, and where reference is made to the Indian Gaming Regulatory Act, or to an implementing regulation thereof, the reference is deemed to have been incorporated into this document as if set in full. Subsequent changes to the Indian Gaming Regulatory Act that diminish the rights of the State or Tribe may not be applied retroactively to alter the terms of this Compact, except to the extent that federal law validly mandates that retroactive application without the respective consent of the State or Tribe. In the event that a subsequent change to the Indian Gaming Regulatory Act, or to an implementing regulation thereof, mandates the retroactive application without the respective consent of the State or Tribe, the parties agree that this Compact is void if the subsequent change materially alters the minimum terms and standards in the Compact relating to the Covered Games, revenue



sharing payments, suspension or reduction of payments, or exclusivity.

- D. Neither the presence in another tribal-state compact of language that is not included in this Compact, nor the absence in this Compact of language that is present in another tribalstate compact shall be a factor in construing the terms of this Compact.
- E. Upon Legislative ratification, the parties shall cooperate and use their best efforts in seeking approval of this Compact from the Secretary of the Interior and the parties further agree that, upon ratification by the Legislature, the Tribe shall submit the Compact to the Secretary forthwith.

PART XV.

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NOTICES.—All notices required under this Compact shall be given by (i) certified mail, return receipt requested, (ii) commercial overnight courier service, or (iii) personal delivery, to the following persons:

- A. The Governor.
- B. The General Counsel to the Governor.
- C. The Chair of the Seminole Tribe of Florida.
- 1471 D. The General Counsel to the Seminole Tribe of Florida.

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EFFECTIVE DATE AND TERM.-

A. This Compact shall become effective upon ratification by the Legislature and subsequent approval of the Compact by the

PART XVI.



Secretary of the Interior as a tribal-state compact within the meaning of the Indian Gaming Regulatory Act either by publication of the notice of approval in the Federal Register or by operation of law under 25 U.S.C. s. $2710(d)(8)\frac{(7)}{(C)}$.

B. This Compact shall have a term of fifteen (15) years, beginning on the first day of the month following the month in which the Compact becomes effective under Section A. of this Part. This Compact shall remain in full force and effect until the sooner of expiration of its terms or until terminated by mutual agreement of the parties.

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PART XVII.

AMENDMENT OF COMPACT AND REFERENCES .-

- A. Amendment of this Compact may only be made by written agreement of the parties, subject to approval by the Secretary either by publication of the notice of approval in the Federal Register or by operation of law under 25 U.S.C. s. 2710(d)(8) + (7)(C).
- B. Legislative ratification is required for any amendment to the Compact that is not consistent with the terms and standards set forth in ss. 285.710 and 285.711, Florida Statutes, or that alters the provisions relating to the Covered Games, the amount of revenue sharing payments, suspension or reduction in payments, or exclusivity.
- C. Changes in the provisions of tribal ordinances, regulations, and procedures referenced in this Compact may be made by the Tribe with thirty (30) calendar days' advance notice to the State. If the State has an objection to any change to the



tribal ordinance, regulation, or procedure which is the subject of the notice on the ground that its adoption would be a violation of the Tribe's obligations under this Compact, the State may invoke the dispute resolution provisions provided in Part XIII. of this Compact.

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PART XVIII.

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MISCELLANEOUS.-

- A. Except to the extent expressly provided in this Compact, this Compact is not intended to, and shall not be construed to, create any right on the part of a third party to bring an action to enforce any of its terms.
- B. If, after the Effective Date of this Compact, the State enters into a compact with any other Tribe that contains more favorable terms with respect to any of the provisions of this Compact and the U.S. Secretary of the Interior approves such compact, either by publication of the notice of approval in the Federal Register or by operation of law under 25 U.S.C. s. $2710(d)(8)\frac{(7)}{(C)}$, upon tribal notice to the State and the Secretary, this Compact shall be deemed amended to contain the more favorable terms, unless the State objects to the change and can demonstrate, in a proceeding commenced under Part XIII., that the terms in question are not more favorable.
- C. Upon the occurrence of certain events beyond the Tribe's control, including acts of God, war, terrorism, fires, floods, or accidents causing damage to or destruction of one or more of its Facilities or property necessary to operate the Facility(ies), (i) the Tribe's obligation to pay the Guaranteed



Minimum Payment described in Part XI. shall be reduced pro rata to reflect the percentage of the total Net Win lost to the Tribe from the impacted Facility(ies) and (ii) the Net Win specified under Part XI., Section B., for purposes of determining whether the Tribe's payments described in Part XI. shall be reduced pro rata to reflect the percentage of the total Net Win lost to the Tribe from the impacted Facility(ies). The foregoing shall not excuse any obligations of the Tribe to make payments to the State as and when required hereunder or in any related document or agreement.

- D. The Tribe and the State recognize that opportunities to engage in gaming in smoke-free or reduced-smoke environments provides both health and other benefits to Patrons, and the Tribe has already instituted a non-smoking section at its Seminole Hard Rock Hotel & Casino-Hollywood Facility. As part of its continuing commitment to this issue, the Tribe will:
- 1. Install and utilize a ventilation system at all new construction at its Facilities, which system exhausts tobacco smoke to the extent reasonably feasible under existing state-of-the-art technology;
- 2. Designate a smoke-free area for slot machines at all new construction at its Facilities; and
- 3. Install non-smoking, vented tables for table games in its Facilities sufficient to respond to demand for such tables.
- E. The annual average minimum pay-out of all slot machines in each Facility shall not be less than eighty-five percent (85%).
- F. Nothing in this Compact shall alter any of the existing memoranda of understanding, contracts, or other agreements



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entered into between the Tribe and any other federal, state, or local governmental entity.

G. The Tribe currently has as set forth in its Employee Fair Treatment and Dispute Resolution Policy, and agrees to maintain, standards that are comparable to the standards provided in federal laws and State laws forbidding employers from discrimination in connection with the employment of persons working at the Facilities on the basis of race, color, religion, national origin, gender, age, disability/handicap, or marital status. Nothing herein shall preclude the Tribe from giving preference in employment, promotion, seniority, lay-offs, or retention to members of the Tribe and other federally recognized tribes. The Tribe will comply with all federal and state labor laws, where applicable. The Tribe shall provide a process for employee disputes which permits the employee to be represented by an attorney or other legally authorized representative. The process shall permit the employee to use language interpreters, including interpreters for the deaf or hard of hearing.

H. The Tribe agrees to use its best efforts to spend its revenue in this state to acquire goods and services from Florida-based vendors, professionals, and material and service providers.

Section 3. Part II of chapter 551, Florida Statutes, consisting of sections 551.501, 551.502, 551.503, 551.504, 551.505, 551.506, 551.507, 551.508, 551.509, 551.510, 551.511, 551.512, 551.513, 551.514, 551.515, 551.516, 551.517, 551.518, 551.519, 551.520, 551.521, 551.522, and 551.523, Florida Statutes, is created to read:

PART II



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ELECTRONIC GAMING MACHINES

551.501 Legislative findings.—The Legislature finds that the pari-mutuel industry has played an important part in the development of this state and that it is a vital part of the state's economy. The Legislature also recognizes that many individuals and small businesses provide services to the parimutuel industry and rely upon the continued vigor of the industry to survive. The pari-mutuel industry and these individuals and small businesses employ many Floridians, pay a variety of taxes to support state and local governmental activities, and contribute to the economy of this state. Given the important role played by the industry, and the individuals and small businesses associated with it, as well as the current state of the economy in the United States in general and in Florida in particular, the Legislature finds that in order to preserve the industry, to ensure continued employment for many Floridians, and to preserve and improve the state's revenues, measures must be taken to eliminate unnecessary regulations, encourage business and regulatory efficiency, reduce unnecessary tax burdens, and increase revenues to the state.

551.502 Electronic gaming machines authorized.—An electronic gaming machine licensee may possess electronic gaming machines and operate electronic gaming machines at an eligible facility, as defined by s. 551.503, where the licensee is authorized to conduct pari-mutuel wagering activities under chapter 550. Notwithstanding any other provision of law, it is not a crime for a person to participate in electronic gaming at a facility licensed to possess electronic gaming machines or to operate electronic gaming machines.



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551.503 Definitions.—As used in this part, the term: (1) "Bingo" or "game of bingo" means the game of chance commonly known as "bingo," which may include the use of electronic, computer, or other technological aids. Such aids may include entertainment displays, including spinning reels, video displays, associated bonus displays, and video poker. The game of bingo requires at least two live players competing for a common prize. The prizes result from a random draw or electronic determination and release or announcement of numbers or other designations necessary to form the predesignated game-winning pattern on an electronic bingo card. A game of bingo ends when a player receives a predesignated game-winning pattern and consolation prizes, if any, are awarded. The game of bingo does not include house-banked games or electronic or electromechanical facsimiles of any other game of chance or slot machine of any kind.

- (2) "Bonus prize" means a prize awarded in a bingo game in addition to the game-winning prize. The term includes prizes based on predesignated and preannounced patterns that differ from the game-winning pattern, a winning pattern in a specified quantity of numbers or designations drawn or electronically determined and released, or any combination of these patterns. The term includes a prize awarded as an interim prize while players are competing for the game-winning prize or as a consolation prize after a player has won the game-winning prize.
- (3) "Designated electronic gaming machine area" means any area of a facility of an electronic gaming machine licensee in which electronic gaming may be conducted.
 - (4) "Distributor" means any person who sells, leases,



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offers, or otherwise provides, distributes, or services any electronic gaming machine or associated equipment, software, or other functions required for use or play of electronic gaming machines in this state. The term may include a manufacturer.

- (5) "Division" means the Division of Pari-mutuel Wagering of the Department of Business and Professional Regulation.
- (6) "Electronic game" means an electronically simulated bingo game that:
- (a) Is played on an electronic gaming machine that, upon insertion of a ticket, or an electronic or account-based card, is available to play or simulate a game of bingo played on a network of electronic gaming machines;
 - (b) Is not house-banked;
 - (c) May award bonus prizes and progressive prizes; and
- (d) May make provide payoffs to players in the form of tickets or electronic or account-based credits that may be exchanged for cash, merchandise, or other items of value.
- (7) "Electronic gaming machine" means a player station, machine, or device, including associated equipment that is required to operate the player station, machine, or device, upon which an electronic game is played or operated. An electronic gaming machine:
- (a) May include spinning reels, video displays, video poker, or other similar technologies to convey outcomes to a player of simulated bingo as approved by the division.
- (b) Must display one or more bingo cards used in the game before numbers or other designations for the game are randomly drawn.
 - (c) Must display any card in use by a player during game



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- (d) Must be directly linked to a central computer for purposes of security, monitoring, and auditing. The central computer may not limit a facility's ability to deploy its electronic player tracking or electronic gaming accounting system. However, such systems must use a widely accepted open communications protocol to ensure interoperability among all manufacturers and to provide a player with the ability to seamlessly alternate play between the electronic gaming machines and electronic gaming machines of different licensed manufacturers.
- (e) Is not a coin-operated amusement machine, as defined in s. 212.02, or an amusement game or machine, as described in s. 849.161. Electronic gaming machines are not subject to the tax imposed by s. 212.05(1)(h).
- (8) "Electronic gaming machine facility" means an eligible facility at which electronic gaming machines are lawfully offered for play.
- (9) "Electronic gaming machine license" means a license issued by the division authorizing a licensee under chapter 550 to place and operate electronic gaming machines in an eligible facility.
- (10) "Electronic gaming machine revenues" means all cash and property, except nonredeemable credits, received by the electronic gaming machine licensee from the operation of electronic gaming machines, less the amount of cash, cash equivalents, credits, and prizes paid to winners of electronic games.
 - (11) "Eligible facility" means a facility at which a



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licensee under chapter 550 has run a full schedule of live racing or games, as defined in s. 550.002(11).

- (12) "Game-winning pattern" means a predetermined pattern on an electronic bingo card. Each game must have one gamewinning pattern or arrangement that must be common to all players and may be won by multiple players simultaneously. A game-winning prize must be awarded in every game. The pattern designated as the game-winning pattern need not pay the highest prize available in the game. Other patterns may be designated for the award of bonus prizes in addition to the prize to be awarded based on the game-winning pattern.
- (13) "Manufacturer" means any person who manufactures, builds, rebuilds, fabricates, assembles, produces, programs, designs, or modifies any electronic gaming machine or associated equipment for use or play in this state for gaming purposes.
- (14) "Nonredeemable credits" means electronic gaming machine operating credits that may not be redeemed for cash or any other thing of value by an electronic gaming machine, kiosk, or the electronic gaming machine licensee and that are provided for free to patrons. The credits become nonredeemable credits when they are metered as credit into an electronic gaming machine and recorded in the facility-based monitoring system.
- (15) "Progressive prize" means an established prize for a bingo game that is:
- (a) Funded by a percentage of each player's purchase or wager within one or more licensed facilities for a specific progressive bingo game;
- (b) Awarded to a player who obtains a specific predesignated and preannounced pattern having a specified



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quantity of numbers or designations randomly drawn and released or electronically determined or randomly drawn and released or electronically determined in a specified sequence; and

- (c) Rolled over to each subsequent specific progressive bingo game until it is won.
- 551.504 Powers and duties of the Division of Pari-Mutuel Wagering and the Department of Law Enforcement. -
- (1) The division shall adopt rules necessary to implement, administer, and regulate the operation of electronic gaming machines in this state. The rules shall include:
- (a) Procedures for applying for and renewing electronic gaming machine licenses.
- (b) Technical requirements and qualifications to receive an electronic gaming machine license or electronic gaming machine occupational license.
- (c) Procedures to ensure that an electronic game or electronic gaming machine does not enter the state or is not offered for play until it has been tested and certified by a licensed testing laboratory for play in the state.
- (d) Procedures to test, certify, control, and approve electronic games and electronic gaming machines. The procedures shall address measures to scientifically test and technically evaluate electronic gaming machines for compliance with the applicable laws and rules. The division may contract with an independent testing laboratory to conduct any necessary testing. The independent testing laboratory must have a national reputation indicating that it is demonstrably competent and qualified to scientifically test and evaluate electronic games and electronic gaming machines and to perform the functions



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required by this part. An independent testing laboratory may not be owned or controlled by a licensee. The selection of an independent testing laboratory for any purpose related to the conduct of electronic gaming machines by a licensee shall be made from a list of laboratories approved by the division.

- (e) Procedures relating to electronic gaming machine revenues, including verifying and accounting for such revenues, auditing, and collecting taxes and fees.
- (f) 1. Procedures to regulate, manage, and audit the operation, financial data, and program information relating to electronic gaming machines which enable the division and the Department of Law Enforcement to audit the operation, financial data, and program information of an electronic gaming machine licensee required by the division or the Department of Law Enforcement.
- 2. Procedures to allow the division and the Department of Law Enforcement to:
- a. Monitor, at any time on a real-time basis, wagering patterns, payouts, tax collection, and compliance with division rules;
- b. Suspend play immediately on particular electronic gaming machines if the facilities-based computer system indicates possible tampering with or manipulation of the electronic gaming machines; and
- c. Immediately suspend play of the entire operation if the facilities-based computer system may have been tampered with or manipulated. The division shall notify the Department of Law Enforcement or the Department of Law Enforcement shall notify the division, as appropriate, when there is a suspension of play



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under this subparagraph. The division and the Department of Law Enforcement shall exchange information that is necessary for and cooperate in the investigation of the circumstances resulting in suspension of play.

- (g) Procedures to require each licensee operating electronic gaming machines, at the licensee's expense, to supply the division with a bond having the penal sum of \$2 million payable to the Chief Financial Officer. Any bond shall be issued by a surety approved by the division and the Chief Financial Officer, conditioned to pay the Chief Financial Officer as treasurer of the division. The licensee must keep its books and records and make reports as provided in this part and conduct electronic gaming machine operations in conformity with this part and other provisions of law. Such bond shall be separate from the bond required in s. 550.125.
- (h) Procedures to require licensees to maintain specified records and submit any data, information, records, or reports, including financial and income records, required by this part or rules of the division.
- (i) A requirement that the payout percentage of an electronic gaming machine facility be at least 85 percent. The theoretical payout percentage shall be determined using standard methods of probability theory.
- (j) Minimum standards of security for the facilities, including floor plans, security cameras, and other security equipment.
- (k) Procedures to require electronic gaming machine licensees to implement and establish drug-testing programs for all electronic gaming machine occupational licensees.



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- (2) The division shall conduct investigations necessary to fulfill its responsibilities to regulate electronic gaming machine facilities.
- (3) The Department of Law Enforcement and local law enforcement agencies have concurrent jurisdiction to investigate criminal violations of laws regulating electronic gaming facilities and may investigate any other criminal violation of law occurring at a facility. Such investigations may be conducted in conjunction with the appropriate state attorney.
- (4)(a) The division, the Department of Law Enforcement, and local law enforcement agencies have unrestricted access to an electronic gaming machine licensee's facility at all times and shall require each electronic gaming machine licensee to strictly comply with the laws of this state relating to the transaction of such business. The division, the Department of Law Enforcement, and local law enforcement agencies may:
- 1. Inspect and examine premises where electronic gaming machines are offered for play.
- 2. Inspect electronic gaming machines and related equipment and supplies.
 - (b) In addition, the division may:
 - 1. Collect taxes, assessments, fees, and penalties.
- 2. Deny, revoke, suspend, or place conditions on the license of a person who violates this part or rules adopted pursuant thereto.
- (5) The division shall revoke or suspend the license of any person who is no longer qualified or who is found to have been unqualified at the time of application for the license.
 - (6) This section does not:



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- (a) Prohibit the Department of Law Enforcement or any law enforcement authority whose jurisdiction includes a licensed facility from conducting investigations of criminal activities occurring at the facility;
- (b) Restrict access to an electronic gaming machine licensee's facility by the Department of Law Enforcement or any local law enforcement authority whose jurisdiction includes the electronic gaming machine licensee's facility; or
- (c) Restrict access by the Department of Law Enforcement or local law enforcement authorities to information and records necessary to the investigation of criminal activity which are contained within the electronic gaming machine licensee's facility.
 - 551.505 License to conduct electronic gaming.-
- (1) Upon application and a finding by the division after investigation that the application is complete and the applicant is qualified and payment of the initial license fee, the division may issue a license to conduct electronic gaming in any designated electronic gaming machine area of an eligible facility.
- (2) An electronic gaming machine license may be issued only to a person or entity licensed to conduct pari-mutuel wagering under chapter 550, and electronic gaming may be operated only at the eligible facility at which the licensee is authorized to conduct pari-mutuel wagering activities.
- (3) As a condition of licensure and to maintain continued authority to conduct electronic gaming, an electronic gaming machine licensee shall:
 - (a) Comply with this part.



- (b) Comply with chapter 550 and maintain the pari-mutuel permit and license in good standing pursuant to chapter 550.

 Notwithstanding any contrary provision of law, a pari-mutuel permitholder may, within 60 days after the effective date of this part, amend its pari-mutuel wagering operating license. The division shall issue a new license to the permitholder to effectuate any approved change.
- (c) Conduct at least a full schedule of live racing or games as defined in s. 550.002(11), including races or games under s. 550.475, or be authorized to conduct limited intertrack wagering under s. 550.6308 at the eligible facility. A licensee's responsibility to conduct such number of live races or games shall be reduced by the number of races or games that could not be conducted due to the direct result of fire, war, hurricane, or other disaster or event beyond the control of the licensee.
- (d) Provide appropriate current and accurate documentation, on a timely basis, to the division relating to changes in ownership or interest in an electronic gaming machine license. Changes in ownership or interest in an electronic gaming machine license of 5 percent or more of the stock or other evidence of ownership or equity in the electronic gaming machine license or of any parent corporation or other business entity that owns or controls the electronic gaming machine license must be approved by the division prior to such change, unless the owner is an existing holder of the license who was previously approved by the division. Any changes in ownership or interest in an electronic gaming machine license of less than 5 percent, unless such change results in a cumulative total of 5 percent or more,



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shall be reported to the division within 20 days after the change. The division may conduct an investigation to ensure that the license is properly updated to show the change in ownership or interest. Reporting is not required if the person is holding 5 percent or less equity or securities of a corporate owner of the electronic gaming machine licensee that has its securities registered pursuant to s. 12 of the Securities Exchange Act of 1934, 15 U.S.C. ss. 78a-78kk, and if such corporation or entity files with the United States Securities and Exchange Commission the reports required by s. 13 of that act, or if the securities of the corporation or entity are regularly traded on an established securities market in the United States. A change in ownership or interest of less than 5 percent which results in a cumulative ownership or interest of 5 percent or more must be approved by the division prior to such change unless the owner is an existing holder of the license who was previously approved by the division.

- (e) Provide the division and the Department of Law Enforcement unrestricted access to inspect the facilities of an electronic gaming machine licensee in which any activity relative to the operation of electronic gaming machines is conducted.
- (f) Ensure that the facilities-based computer system or operational and accounting functions of the electronic gaming machine facility is specifically structured to facilitate regulatory oversight. The facilities-based computer system shall give the division and the Department of Law Enforcement the ability to monitor, at any time on a real-time basis, the wagering patterns, payouts, tax collection, and such other



operations as are necessary to determine whether the facility is in compliance with statutory provisions and rules adopted by the division for the regulation and control of electronic gaming machines. The division and the Department of Law Enforcement shall have continuous access to this system. The division and the department shall have the ability to suspend play immediately on particular electronic gaming machines if the system indicates possible tampering with or manipulation of those electronic gaming machines or the ability to immediately suspend play of the entire operation if the system indicates that the system has been tampered with or manipulated. The computer system shall be reviewed and approved by the division to ensure necessary access, security, and functionality. The division may adopt rules to provide for the approval process.

(g) Ensure that each electronic gaming machine and electronic game is protected from manipulation or tampering affecting the random probabilities of winning plays. The division or the Department of Law Enforcement may suspend play upon reasonable suspicion of any manipulation or tampering. If play has been suspended on any electronic gaming machine, the division or the Department of Law Enforcement may examine the machine to determine whether the machine has been tampered with or manipulated and whether the machine should be returned to operation.

(h) Submit a security plan, including the facilities' floor plans, the locations of security cameras, and a listing of all security equipment that is capable of observing and electronically recording activities being conducted in the facilities of the electronic gaming machine licensee. The



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security plan must meet the minimum security requirements as determined by the division by rule, and be implemented before operation of electronic gaming machine games. The electronic gaming machine licensee's facilities must adhere to the security plan at all times. Any changes to the security plan must be submitted by the licensee to the division before they are implemented. The division shall furnish copies of the security plan and changes in the plan to the Department of Law Enforcement.

- (i) Create and file with the division a written policy for:
- 1. Creating opportunities to purchase from vendors in this state, including minority vendors.
- 2. Creating opportunities for employment of residents of this state, including minority residents.
- 3. Ensuring opportunities for construction services from minority contractors.
- 4. Ensuring that opportunities for employment are offered on an equal, nondiscriminatory basis.
- 5. Providing training for employees on responsible gaming and working with a compulsive or addictive gambling prevention program to further its purposes as provided for in this part.
- 6. The implementation of a drug-testing program that includes, but need not be limited to, requiring each employee to sign an agreement that he or she understands that the electronic gaming machine facility is a drug-free workplace.

The electronic gaming machine licensee shall use the Internetbased job-listing system of the Agency for Workforce Innovation in advertising employment opportunities. Beginning in June 2011,



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each electronic gaming machine licensee shall submit an annual report to the division containing information indicating compliance with this paragraph in regard to minority persons.

- (j) Maintain a payout percentage of at least 85 percent per electronic gaming machine facility. The theoretical payout percentage shall be determined using standard methods of probability theory.
- (4) An electronic gaming machine license is not transferable.
- (5) An electronic gaming machine licensee shall keep and maintain daily records of its electronic gaming machine operations and shall maintain such records for at least 5 years. These records must include all financial transactions and contain sufficient detail to determine compliance with laws and rules regulating electronic gaming. All records shall be available for audit and inspection by the division, the Department of Law Enforcement, or other law enforcement agencies during the licensee's regular business hours.
- (6) An electronic gaming machine licensee shall file with the division a monthly report containing the required records of such electronic gaming machine operations. The required reports shall be submitted on forms prescribed by the division and shall be due at the same time as the monthly pari-mutuel reports are due. Such reports are public records once filed.
- (7) An electronic gaming machine licensee shall file with the division an audit of the receipt and distribution of all electronic gaming machine revenues. The audit must be performed by an independent certified public accountant who shall verify whether the licensee has complied with the financial and



auditing laws and rules applicable to the licensee. The audit must include verification of compliance with all statutes and rules regarding all required records of electronic gaming machine operations. Such audit shall be filed within 120 days after completion of the permitholder's fiscal year.

- (8) The division may share any information with the Department of Law Enforcement, any other law enforcement agency having jurisdiction over electronic gaming machines or parimutuel activities, or any other state or federal law enforcement agency or division that the Department of Law Enforcement deems appropriate. Any law enforcement agency having jurisdiction over electronic gaming machines or pari-mutuel activities may share with the division information obtained or developed by it.
- (9) (a) An electronic gaming machine license or renewal may not be issued to an applicant licensed under chapter 550 to conduct live pari-mutuel wagering races or games unless the applicant has on file with the division the following binding written agreements governing the payment of awards and purses on live races or games conducted at the licensee's pari-mutuel facility:
- 1. For a thoroughbred licensee, an agreement governing the payment of purses between the applicant and the Florida Horsemen's Benevolent and Protective Association, Inc., or the association representing a majority of the thoroughbred owners and trainers at the applicant's eligible facility located as described in s. 550.615(9), and an agreement governing the payment of awards between the applicant and the Florida Thoroughbred Breeders' Association;
 - 2. For a harness licensee, an agreement governing the



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payment of purses and awards between the applicant and the Florida Standardbred Breeders and Owners Association;

- 3. For a greyhound licensee, an agreement governing the payment of purses between the applicant and the Florida Greyhound Association, Inc.;
- 4. For a quarter horse licensee, an agreement governing the payment of purses between the applicant and the Florida Quarter Horse Racing Association or the association representing a majority of the horse owners and trainers at the applicants eligible facility, and an agreement governing the payment of awards between the applicant and the Florida Quarter Horse Breeders and Owners Association; or
- 5. For a jai alai licensee, an agreement governing the payment of player awards between the applicant and the International Jai Alai Players Association or a binding written agreement approved by a majority of the jai alai players at the applicant's eligible facility at which the applicant has a permit issued after January 1, 2000, to conduct jai alai.
- (b) The agreements may direct the payment of purses and awards from revenues generated by any wagering or games that the applicant is authorized to conduct under state law. All purses and awards are subject to the terms of chapter 550. All sums for breeders', stallion, and special racing awards shall be remitted monthly to the respective breeders association for the payment of awards, subject to the administrative fees authorized under chapter 550.
- (c) An electronic gaming machine license or renewal thereof may not be issued to an applicant licensed to conduct intertrack wagering under s. 550.6308 unless the applicant has on file with



the division a binding written agreement between the applicant and the Florida Thoroughbred Breeders' Association, Inc., dedicating to the payment of breeders', stallion, and special racing awards on live thoroughbred races conducted in this state at least the same percentage of electronic gaming machine revenues as the highest percentage of electronic gaming machine revenues dedicated to purses and awards in a current agreement under this subsection by an applicant licensed under chapter 550 to conduct live thoroughbred races. At least one-half of such funds must be distributed as special racing awards.

- (d) The division shall suspend an electronic gaming machine license if any agreement required under paragraph (a) is terminated or otherwise ceases to operate or if the division determines that the licensee is materially failing to comply with the terms of such agreement. Any suspension shall take place in accordance with chapter 120.
- (e)1. If an agreement required under paragraph (a) cannot be reached prior to the initial issuance of the electronic gaming machine license, either party may request arbitration. In the case of a renewal, if an agreement is not in place 120 days before the scheduled expiration date of the electronic gaming machine license, the applicant shall immediately ask the American Arbitration Association to furnish a list of 11 arbitrators, each of whom shall have at least 5 years of commercial arbitration experience and no financial interest in or prior relationship with any party or with an affiliated or related entity or principal. Each required party to the agreement shall select a single arbitrator from the list within 10 days after receipt, and the persons selected shall choose one



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additional arbitrator from the list within 10 days.

2. If an agreement required under paragraph (a) is not in place 60 days after the request under subparagraph 1., in the case of an initial electronic gaming machine license or, in the case of a renewal, 60 days prior to the scheduled expiration date of the license, the matter shall be immediately submitted to mandatory binding arbitration. The three arbitrators selected pursuant to subparagraph 1. shall conduct the arbitration pursuant to the American Arbitration Association Commercial Arbitration Rules and chapter 682.

3. At the conclusion of the proceedings, which may be no later than 90 days after the request under subparagraph 1. in the case of an initial electronic gaming machine license or, in the case of a renewal, 30 days prior to the scheduled expiration date of the electronic gaming machine license, the arbitration panel shall present to the parties a proposed agreement that the majority of the panel believes equitably balances the rights, interests, obligations, and reasonable expectations of the parties. The parties shall immediately enter into such agreement, which shall satisfy the requirements of paragraph (a) and permit issuance of the pending annual electronic gaming machine license or renewal. The agreement shall be effective until the last day of the license or renewal period or until the parties enter into a different agreement. Each party shall pay its respective costs of arbitration and shall pay one-half of the costs of the arbitration panel, unless the parties otherwise agree. If the agreement remains in place 120 days prior to the scheduled issuance of the next annual license renewal, the arbitration process established in this paragraph shall begin



again.

- 4. If neither agreement required under paragraph (a) is in place by the deadlines established in this paragraph, arbitration regarding each agreement shall proceed independently, with separate lists of arbitrators, arbitration panels, arbitration proceedings, and resulting agreements.
- 5. With respect to the agreement required under paragraph
 (a) governing the payment of purses, the arbitration and
 resulting agreement is limited to the payment of purses from
 electronic gaming machine revenues only.
- (f) If any provision of this subsection or its application to any person or circumstance is held invalid, the invalidity does not affect other provisions or applications of this subsection or part which can be given effect without the invalid provision or application, and to this end the provisions of this subsection are severable.
 - 551.506 Temporary licenses.-
- (1) Notwithstanding any provision of s. 120.60 to the contrary, the division may issue a temporary occupational license upon receipt of a complete application and a determination that the applicant has not been convicted of or had adjudication withheld on any disqualifying criminal offense. The temporary occupational license remains valid until the division grants an occupational license or notifies the applicant of its intended decision to deny the license pursuant to the provisions of s. 120.60. The division shall adopt rules to administer this section. However, not more than one temporary license may be issued for any person in any year.
 - (2) A temporary license issued under this section is not



transferable.

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- 551.507 Electronic gaming machine license renewal.-
- 2176 (1) An electronic gaming machine license is effective for 1 2177 year after issuance and may be renewed annually. The application 2178 for renewal must contain all revisions to the information 2179 submitted in the prior year's application which are necessary to maintain such information as accurate and current. 2180
 - (2) The applicant for renewal must attest that any information changes do not affect such applicant's qualifications for license renewal.
 - (3) Upon determination by the division that the application for renewal is complete and qualifications have been met, including payment of the renewal fee, the license shall be renewed.
 - 551.508 License fee; tax rate; penalties.-
- 2189 (1) LICENSE FEE.—
 - (a) Upon submission of the initial application for an electronic gaming machine license or upon submission of an application to renew a license, the licensee must pay to the division a nonrefundable license fee of \$1 million for the succeeding 12 months of licensure. The fee shall be deposited into the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation to be used by the division and the Department of Law Enforcement for investigations, regulation of electronic gaming, and enforcement of electronic gaming provisions. These payments shall be accounted for separately from taxes or fees paid pursuant to the provisions of chapter 550 or part I of this chapter.
 - (b) The division shall evaluate the license fee and submit



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recommendations in its legislative budget request identifying the optimum level of electronic gaming machine license fees required to adequately support the electronic gaming machine regulatory program.

- (c) Notwithstanding s. 550.135(2), all fees and fines collected pursuant to this chapter shall remain in the Parimutuel Wagering Trust Fund for use by the division for the regulation of electronic gaming machines and electronic games.
 - (2) TAX ON ELECTRONIC GAMING MACHINE REVENUES.—
- (a) The tax rate on electronic gaming machine revenues at each facility shall be 35 percent.
- (b) The electronic gaming machine revenue tax imposed by this section shall be paid to the division for deposit into the Pari-mutuel Wagering Trust Fund for immediate transfer by the Chief Financial Officer for deposit into the Educational Enhancement Trust Fund of the Department of Education. Any interest earnings on the tax revenues shall also be transferred to the Educational Enhancement Trust Fund.
- (c) 1. Funds transferred to the Educational Enhancement Trust Fund shall be used to supplement public education funding statewide.
- 2. If necessary to comply with any covenant established pursuant to s. 1013.68(4), s. 1013.70(1), or s. 1013.737(3), funds transferred to the Educational Enhancement Trust Fund shall first be available to pay debt service on lottery bonds issued to fund school construction in the event lottery revenues are insufficient for such purpose or to satisfy debt service reserve requirements established in connection with lottery bonds. Moneys available pursuant to this subparagraph are



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subject to annual appropriation by the Legislature.

- (3) PAYMENT AND DISPOSITION OF TAXES.—Payment for the tax on electronic gaming machine revenues imposed by this section shall be paid to the division. The division shall deposit such funds with the Chief Financial Officer, to the credit of the Pari-mutuel Wagering Trust Fund. The electronic gaming machine licensee shall remit to the division payment for the tax on electronic gaming machine revenues by 3 p.m. on the 5th calendar day of each month for taxes imposed and collected for the preceding calendar month. The electronic gaming machine licensee shall file a report under oath by the 5th day of each calendar month for all taxes remitted during the preceding calendar month. Such payments shall be accompanied by a report under oath showing all electronic gaming machine activities for the preceding calendar month and such other information as may be prescribed by the division.
- (4) FAILURE TO PAY TAX; PENALTIES.—An electronic gaming machine licensee who does not make tax payments required under this section is subject to an administrative penalty of up to \$10,000 for each day the tax payment is not remitted. All administrative penalties imposed and collected shall be deposited into the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation. If an electronic gaming machine licensee does not pay penalties imposed by the division, the division may suspend, revoke, or refuse to renew the license of the electronic gaming machine licensee.
- (5) SUBMISSION OF FUNDS.—The division may require electronic gaming machine licensees to remit taxes, fees, fines,



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and assessments by electronic funds transfer.

551.509 Electronic gaming machine occupational license; findings; application; fee.-

- (1) The Legislature finds that licensees and persons associated with licensees require heightened state scrutiny. As such, licensees and persons associated with licensees shall submit fingerprints for a criminal history records check.
- (2) (a) The following electronic gaming machine occupational licenses are required for persons who, by virtue of the positions they hold, potentially may have access to electronic gaming machine areas or to any other person or entity in one of the following categories:
- 1. General occupational licenses for general employees, including food service, maintenance, and other similar service and support employees having access to an electronic gaming machine area.
- 2. Professional occupational licenses for any person, proprietorship, partnership, corporation, or other entity that is authorized by an electronic gaming machine licensee to manage, oversee, or otherwise control daily operations as an electronic gaming machine manager, floor supervisor, security personnel, or other similar position of oversight of gaming operations, or any person who is not an employee of the electronic gaming machine licensee and who provides maintenance, repair, or upgrades or otherwise services an electronic gaming machine or other electronic gaming machine equipment.
- 3. Business occupational licenses for any electronic gaming machine management company or company associated with electronic gaming; any person who manufactures, distributes, or sells



electronic gaming machines, electronic gaming machine

paraphernalia, or other associated equipment to electronic

gaming machine licensees; or any company that sells or provides

goods or services associated with electronic gaming to

electronic gaming machine licensees.

- (b) The division may issue one license in order to combine licenses under this section with pari-mutuel occupational licenses and cardroom licenses pursuant to s. 550.105(2)(b). The division shall adopt rules pertaining to occupational licenses under this subsection. Such rules may specify requirements and restrictions for licensed occupations and categories, procedures to apply for a license or combination of licenses, disqualifying criminal offenses for a licensed occupation or categories of occupations, and which types of occupational licenses may be combined into a single license. The fingerprinting requirements of subsection (10) apply to any combination license that includes electronic gaming machine license privileges. The division may not adopt a rule allowing the issuance of an occupational license to any person who does not meet the minimum background qualifications of this section.
- (c) Electronic gaming machine occupational licenses are not transferable.
- (3) An electronic gaming machine licensee may not employ or otherwise allow a person to work at a licensed facility unless such person holds the appropriate valid occupational license. An electronic gaming machine licensee may not contract or otherwise conduct business with a business that is required to hold an electronic gaming machine occupational license unless the business holds such a license. An electronic gaming machine



licensee may not employ or otherwise allow a person to work in a supervisory or management professional level at a licensed facility unless such person holds a valid electronic gaming machine occupational license. All electronic gaming machine occupational licensees, while present in electronic gaming machine areas, shall display on their persons their occupational license identification cards.

- (4) (a) A person seeking an electronic gaming machine occupational license or renewal thereof shall apply on forms prescribed by the division and include payment of the appropriate application fee. Initial and renewal applications for electronic gaming machine occupational licenses must contain all information that the division, by rule, requires.
- (b) An electronic gaming machine license or combination license is valid for the same term as a pari-mutuel occupational license issued pursuant to s. 550.105(1).
- (c) Pursuant to rules adopted by the division, any person may apply for and, if qualified, be issued an electronic gaming machine occupational license. The license shall be valid for a period of 3 years upon payment of the full occupational license fee for each of the 3 years for which the license is issued. The electronic gaming machine occupational license is valid during its specified term at any licensed facility where electronic gaming machine gaming is authorized.
- (d) The electronic gaming machine occupational license fee for initial application and annual renewal shall be determined by rule of the division, but may not exceed \$50 for a general or professional occupational license for an employee of the electronic gaming machine licensee or \$1,000 for a business



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occupational license for nonemployees of the licensee who provide goods or services to the electronic gaming machine licensee. License fees for general occupational licenses shall be paid by the electronic gaming machine licensee. Failure to pay the required fee constitutes grounds for disciplinary action by the division against the electronic gaming machine licensee, but it is not a violation of this part or rules of the division by the general occupational licensee and does not prohibit the initial issuance or the renewal of the general occupational license.

- (5) The division may:
- (a) Deny an application for, or revoke, suspend, or place conditions or restrictions on, a license of an applicant or licensee that has been refused a license by another state gaming commission, governmental department, agency, or other authority exercising regulatory jurisdiction over the gaming of another state or jurisdiction; or
- (b) Deny an application for, or suspend, or place conditions on a license of any applicant or licensee that is under suspension or has unpaid fines in another state or jurisdiction.
- (6) (a) The division may deny, suspend, revoke, or refuse to renew any electronic gaming machine occupational license if the applicant or licensee has violated this part or the rules governing the conduct of persons connected with electronic games or electronic gaming. In addition, the division may deny, suspend, revoke, or refuse to renew any electronic gaming machine occupational license if the applicant or licensee has been convicted under the laws of this state or of another state,



or under the laws of the United States, of a capital felony, a felony, or an offense in another state which would be a felony under the laws of this state involving arson; trafficking in, conspiracy to traffic in, smuggling, importing, conspiracy to smuggle or import, or delivery, sale, or distribution of a controlled substance; racketeering; or a crime showing a lack of good moral character, or has had a gaming license revoked by this state or another jurisdiction for any gaming-related offense.

- (b) The division may deny, revoke, or refuse to renew any electronic gaming machine occupational license if the applicant or licensee has been convicted of a felony or misdemeanor in this state, in another state, or under the laws of the United States if such felony or misdemeanor is related to gambling or bookmaking as described in s. 849.25.
- (c) As used in this subsection, the term "convicted" means having been found guilty, with or without adjudication of guilt, as a result of a jury verdict, nonjury trial, or entry of a plea of guilty or nolo contendere.
- (7) The division may deny, revoke, or suspend any occupational license if the applicant or licensee accumulates unpaid obligations, defaults in obligations, or issues drafts or checks that are dishonored or for which payment is refused without reasonable cause.
- (8) The division may fine or suspend, revoke, or place conditions upon the license of any licensee who provides false information under oath regarding an application for a license or an investigation by the division.
 - (9) The division may impose a civil fine of up to \$5,000



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for each violation of this part or the rules of the division in addition to or in lieu of any other penalty. The division may adopt a penalty schedule for violations for which it would impose a fine in lieu of a suspension and adopt rules allowing for the issuance of citations, including procedures to address such citations, to persons who violate such rules. In addition to any other penalty provided by law, the division may exclude from all licensed electronic gaming machine facilities in this state, for a period not to exceed the period of suspension, revocation, or ineligibility, any person whose occupational license application has been refused or who has been declared ineligible to hold an occupational license or whose occupational license has been suspended or revoked by the division.

(10) Fingerprints for electronic gaming machine occupational license applications shall be taken in a manner approved by the division and shall be submitted electronically to the Department of Law Enforcement for state processing and to the Federal Bureau of Investigation for national processing for a criminal history record check. All persons as specified in s. 550.1815(1)(a) who are employed by or working within licensed premises shall submit fingerprints for a criminal history records check and may not have been convicted of any disqualifying criminal offenses specified in subsection (6). Division employees and law enforcement officers assigned to work within such premises as part of their official duties are excluded from the criminal history record check requirements. As used in this subsection, the term "convicted" means having been found guilty, with or without adjudication of guilt, as a result of a jury verdict, nonjury trial, or entry of a plea of guilty



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or nolo contendere.

- (a) Fingerprints shall be taken in a manner approved by the division upon initial application, or as required thereafter by rule of the division, and shall be submitted electronically to the Department of Law Enforcement for state processing. The Department of Law Enforcement shall forward the fingerprints to the Federal Bureau of Investigation for national processing. The results of the criminal history record check shall be returned to the division for screening. Licensees shall provide necessary equipment, approved by the Department of Law Enforcement, to facilitate such electronic submission. The division requirements shall be instituted in consultation with the Department of Law Enforcement.
- (b) The cost of processing fingerprints and conducting a criminal history records check for a general occupational license shall be paid by the electronic gaming machine licensee. The cost of processing fingerprints and conducting a criminal history record check for a business or professional occupational license shall be paid by the person being checked. The Department of Law Enforcement may invoice the division for the fingerprints submitted each month.
- (c) All fingerprints submitted to the Department of Law Enforcement shall be retained by the Department of Law Enforcement and entered into the statewide automated fingerprint identification system as authorized by s. 943.05(2)(b), and shall be available for all purposes and uses authorized for arrest fingerprint cards in the statewide automated fingerprint identification system pursuant to s. 943.051.
 - (d) The Department of Law Enforcement shall search all



arrest fingerprints received pursuant to s. 943.051 against the fingerprints retained in the statewide automated fingerprint identification system. Any arrest record that is identified with the retained fingerprints of a person subject to the criminal history screening requirements shall be reported to the division. Each licensed facility shall pay a fee for the cost of retention of the fingerprints and the ongoing searches under this paragraph. The division shall forward the fee to the Department of Law Enforcement. The amount of the fee to be imposed for such searches and the procedures for the retention of licensee fingerprints shall be as established by rule of the Department of Law Enforcement. The division shall inform the Department of Law Enforcement of any change in the license status of licensees whose fingerprints are retained.

(e) The division shall request the Department of Law Enforcement to forward the fingerprints to the Federal Bureau of Investigation for a national criminal history records check every 3 years following issuance of a license. If the fingerprints of a person who is licensed have not been retained by the Department of Law Enforcement, the person must file a complete set of fingerprints as provided in paragraph (a). The division shall collect the fees for the cost of the national criminal history record check and shall forward the payment to the Department of Law Enforcement. The cost of processing fingerprints and conducting a criminal history record check for a general occupational license shall be paid by the electronic gaming machine licensee. The cost of processing fingerprints and conducting a criminal history record check for a business or professional occupational license shall be paid by the person



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being checked. The Department of Law Enforcement may invoice the division for the fingerprints submitted each month. Under penalty of perjury, each person who is licensed or fingerprinted must agree to inform the division within 48 hours if he or she is convicted of or enters a plea of guilty or nolo contendere to any disqualifying offense, regardless of adjudication.

- (11) All moneys collected pursuant to this section shall be deposited into the Pari-mutuel Wagering Trust Fund.
 - 551.510 Prohibited relationships.-
- (1) A person employed by or performing any function on behalf of the division may not:
- (a) Be an officer, director, owner, or employee of any person or entity licensed by the division.
- (b) Have or hold any interest, direct or indirect, in or engage in any commerce or business relationship with any person licensed by the division.
- (2) A manufacturer or distributor of electronic gaming machines may not enter into any contract with an electronic gaming machine licensee which provides for any revenue sharing that is directly or indirectly calculated on the basis of a percentage of electronic gaming machine revenues. Any agreement in violation of this subsection is void.
- (3) A manufacturer or distributor of electronic gaming machines or equipment necessary for the operation of electronic gaming machines or an officer, director, or employee of any such manufacturer or distributor may not have any ownership or financial interest in an electronic gaming machine license or any business owned by an electronic gaming machine licensee.
 - (4) An employee of the division or relative living in the



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same household as the employee may not wager on an electronic gaming machine located at a facility licensed by the division.

- (5) An occupational licensee or relative living in the same household as the licensee may not wager on an electronic gaming machine located at a facility operated by such licensee.
 - 551.511 Prohibited acts; penalties.-
- (1) Except as otherwise provided by law and in addition to any other penalty, a person who knowingly makes or causes to be made, or aids, assists, or procures another to make, a false statement in any report, disclosure, application, or other document required under any law or rule regulating electronic gaming is subject to an administrative fine or civil penalty of up to \$10,000.
- (2) Except as otherwise provided by law and in addition to any other penalty, a person who possesses an electronic gaming machine without a license or who possesses an electronic gaming machine at a location other than at the electronic gaming machine licensee's facility is subject to an administrative fine or civil penalty of up to \$10,000 per machine. This prohibition does not apply to:
- (a) Electronic gaming machine manufacturers or distributors that are licensed and authorized to maintain an electronic gaming machine storage and maintenance facility in this state. The division may adopt rules regarding security, inspection, and access to the storage facility.
- (b) Certified educational facilities that are authorized by the division to maintain electronic gaming machines for the sole purpose of education and licensure of electronic gaming machine technicians, inspectors, or investigators. The division and the



Department of Law Enforcement may possess electronic gaming machines for training and testing purposes. The division may adopt rules regarding the regulation of such electronic gaming machines used for the sole purpose of education and licensure of electronic gaming machine technicians, inspectors, or investigators.

- (3) A person who knowingly excludes or attempts to exclude, anything of value from the deposit, counting, collection, or computation of revenues from electronic gaming machine activity, or a person who by trick, sleight-of-hand performance, fraud or fraudulent scheme, or device wins or attempts to win, for himself or herself or for another, money or property or a combination thereof, or reduces or attempts to reduce a losing wager in connection with electronic gaming commits a felony of the third degree, punishable as provided in s. 775.082, s. 775.083, or s. 775.084.
- (4) Any person who manipulates or attempts to manipulate the outcome, payoff, or operation of an electronic gaming machine by physical tampering or the use of an object, instrument, or device, whether mechanical, electrical, or magnetic, or by other means, commits a felony of the third degree, punishable as provided in s. 775.082, s. 775.083, or s. 775.084.
- (5) Theft of electronic gaming machine proceeds or property belonging to an electronic gaming machine operator, licensee, or licensed facility by an employee of the operator or facility or by an officer, partner, owner, or employee of a person contracted to provide services to the operator or facility constitutes a felony of the third degree, punishable as provided



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in s. 775.082 or s. 775.083.

(6) (a) A law enforcement officer or electronic gaming machine operator who has probable cause to believe that a person has committed a violation of subsection (3), subsection (4), or subsection (5) and that officer or operator can recover the lost proceeds from the activity by taking the person into custody may, for the purpose of attempting to effect the recovery of the proceeds, take into custody on the premises and detain the person in a reasonable manner for a reasonable time. If the operator takes the person into custody, a law enforcement officer shall be called to the scene immediately. The taking into custody and detention by a law enforcement officer or electronic gaming machine operator, if done in compliance with this subsection, does not render such law enforcement officer, or the officer's agency, or the electronic gaming machine operator criminally or civilly liable for false arrest, false imprisonment, or unlawful detention.

- (b) A law enforcement officer may arrest, on or off the premises and without warrant, any person if the officer has probable cause to believe that person has violated subsection (3), subsection (4), or subsection (5).
- (c) A person who resists the reasonable effort of a law enforcement officer or electronic gaming machine operator to take into custody a person who is violating subsection (3), subsection (4), or subsection (5) commits a misdemeanor of the first degree, punishable as provided in s. 775.082 or s. 775.083, unless the person did not know or have reason to know that the person seeking to take him or her into custody was a law enforcement officer or electronic gaming machine operator.



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(7) The penalties imposed and collected under this section must be deposited into the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation.

551.512 Legal devices.-Notwithstanding any provision of law to the contrary, electronic gaming machines manufactured, sold, distributed, possessed, or operated pursuant to the laws and rules regulating electronic gaming are lawful in this state. An electronic game or electronic gaming machine may not enter the state until it has been tested and certified by a licensed testing laboratory, and certified for play in the state. The division shall adopt rules regarding the testing, certification, control, and approval of electronic games and electronic gaming machines entering, departing, or moving within the state.

551.513 Exclusions of certain persons.—In addition to the power to exclude certain persons, the division may exclude any person from a facility of an electronic gaming machine licensee in this state for conduct that would constitute, if the person were a licensee, a violation of this part or the rules of the division. The division may exclude a person who has been ejected from a gaming facility or who has been excluded from a gaming facility in another state by the governmental authority exercising regulatory jurisdiction over the gaming in such other state. This section does not abrogate the common law right of an electronic gaming machine licensee to exclude a patron.

551.514 Persons prohibited from operating electronic gaming machines.-

(1) A person who has not attained 18 years of age may not operate or play an electronic gaming machine or have access to the designated electronic gaming machine area.



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- (2) An electronic gaming machine licensee or agent or employee of an electronic gaming machine licensee may not knowingly allow a person who has not attained 18 years of age to:
 - (a) Play or operate an electronic gaming machine.
- (b) Be employed in any position allowing or requiring access to the designated gaming area of a facility of an electronic gaming machine licensee.
- (c) Have access to the designated electronic gaming machine area of a facility of an electronic gaming machine licensee.
- (3) A licensed facility shall post clear and conspicuous signage within the designated electronic gaming machine areas which states:

THE PLAYING OF ELECTRONIC GAMING MACHINES BY PERSONS UNDER THE AGE OF 18 IS AGAINST FLORIDA LAW (SECTION 551.514, FLORIDA STATUTES). PROOF OF AGE MAY BE REQUIRED AT ANY TIME.

- 551.515 Electronic gaming machine areas.-
- (1) An electronic gaming machine licensee may make available for play up to 1,000 electronic gaming machines within an eligible facility in a designated electronic gaming machine area. No more than 1,000 electronic gaming machines shall be authorized at a facility regardless of the number of permitholders conducting operations at that facility.
- (2) The electronic gaming machine licensee shall display pari-mutuel races or games within the designated electronic gaming machine areas and offer patrons within such areas the opportunity to wager on live, intertrack, and simulcast races.
 - (3) The division shall require the posting of signs warning



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of the risks and dangers of gambling, showing the odds of winning, and informing patrons of the toll-free telephone number available to provide information and referral services regarding compulsive or problem gambling.

- (4) Designated electronic gaming machine areas may be located within a live gaming facility or an existing building that is contiguous and connected to the live gaming facility. If such gaming area is to be located in a building that is not yet constructed, the new building must be contiguous and connected to the live gaming facility.
- (5) An electronic gaming machine licensee shall provide adequate office space at no cost to the division and the Department of Law Enforcement for the oversight of electronic gaming machine operations. The division shall adopt rules establishing criteria for adequate space, configuration, and location and needed electronic and technological requirements.
- 551.516 Days and hours of operation.—Electronic gaming machine areas may be open daily throughout the year. They may be open a cumulative total of 18 hours per day on Monday through Friday and 24 hours per day on Saturday and Sunday and on holidays specified in s. 110.117(1).
- 551.517 Penalties.—The division may revoke or suspend an electronic gaming machine license issued under this part upon the willful violation by the licensee of any law or rule regulating electronic gaming. In lieu of suspending or revoking an electronic gaming machine license, the division may impose a civil penalty against the licensee for such violation. Except as otherwise provided in this part, the division may not impose a penalty that exceeds \$100,000 for each count or separate



offense. All fines collected must be deposited into the Parimutuel Wagering Trust Fund of the Department of Business and Professional Regulation.

 $\underline{551.518}$ Compulsive or addictive gambling prevention program.—

- (1) Each electronic gaming machine licensee shall offer training to employees on responsible gaming and shall work with a compulsive or addictive gambling prevention program to recognize problem gaming situations and implement responsible gaming programs and practices.
- (2) The division shall, subject to competitive bidding, contract for services related to the prevention of compulsive and addictive gambling. The contract shall require an advertising program to encourage responsible gaming practices and publicize a gambling telephone help line. Such advertisements must be made both publicly and inside the designated electronic gaming machine areas of the licensee's facilities. The terms of any contract for such services shall include accountability standards for any private provider. The failure of a private provider to meet any material term of the contract, including the accountability standards, constitutes a breach of contract or grounds for nonrenewal.
- (3) The compulsive or addictive gambling prevention program shall be funded from an annual nonrefundable regulatory fee of \$250,000 paid by each licensee.
- 551.519 Caterer's license.—An electronic gaming machine licensee is entitled to a caterer's license, pursuant to s.

 565.02, on days on which the pari-mutuel facility is open to the public for electronic gaming machine play.



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- 551.520 Prohibited activities and devices; exceptions.-
- (1) Complimentary or reduced-cost alcoholic beverages may not be served to persons in the designated electronic gaming machine area. Alcoholic beverages served to persons in the designated electronic gaming machine area shall cost at least the same amount as alcoholic beverages served to the general public at any bar within the facility.
- (2) An electronic gaming machine licensee may not make loans, provide credit, or advance cash to enable a person to play an electronic gaming machine. This subsection does not prohibit automated ticket redemption machines that dispense cash from the redemption of tickets from being located in the designated electronic gaming machine area.
- (3) An automated teller machine or similar device designed to provide credit or dispense cash may not be located within the designated electronic gaming machine area.
- (4) (a) An electronic gaming machine licensee may not accept or cash a check from any person within the designated electronic gaming machine area of a facility.
- (b) Except as provided in paragraph (c) for employees of the facility, an electronic gaming machine licensee may not accept or cash for any person within the facility a governmentissued check, third-party check, or payroll check made payable to an individual.
- (c) Outside the designated electronic gaming machine area, an electronic gaming machine licensee or operator may accept or cash a check for an employee of the facility who is prohibited from wagering on an electronic gaming machine under s. 551.108(5), a check made directly payable to a person licensed



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2781 2782 by the division, or a check made directly payable to the licensee or operator from:

- 1. A pari-mutuel patron; or
- 2. A pari-mutuel facility in any state.
- (d) Unless accepting or cashing a check is prohibited by this subsection, an electronic gaming machine licensee or operator may accept and deposit in its accounts checks received in the normal course of business.
- (5) An electronic gaming machine, or the computer operating system linked to an electronic gaming machine, may be linked to any other electronic gaming machine or computer operating system within this state.
- (6) An electronic gaming machine located within a licensed facility may accept tickets or electronic or account-based cards for wagering. Such machines may return or deliver payouts to the players in the form of tickets or electronic or account-based credits that may be exchanged for cash, merchandise, or other items of value. The use of coins, currency, credit or debit cards, tokens, or similar objects is prohibited.
- 551.521 Rulemaking.—The division may adopt rules to administer this part.
- 551.522 Preemption.—The Legislature finds and declares that it has exclusive authority over the conduct of all wagering occurring at electronic gaming machine facilities in this state. Only the Division of Pari-mutuel Wagering and other authorized state agencies may administer this part and regulate the electronic gaming machine industry, including operation of electronic gaming machine facilities, games, electronic gaming machines, and facilities-based computer systems authorized in



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this part and the rules adopted by the division.

551.523 Application to bingo games operated by charitable or nonprofit organizations.—Sections 551.501-551.522 do not apply to the use of player-operated bingo aides used in bingo games conducted by charitable, nonprofit, or veterans' organizations authorized to conduct bingo under s. 849.0931. Sections 551.501-551.522 do not apply to game promotions or operators regulated under s. 849.094.

Section 4. Paragraph (x) is added to subsection (1) of section 215.22, Florida Statutes, to read:

215.22 Certain income and certain trust funds exempt.-

- (1) The following income of a revenue nature or the following trust funds shall be exempt from the appropriation required by s. 215.20(1):
- (x) Taxes imposed on electronic gaming and electronic gaming machines at eligible pari-mutuel facilities.

Section 5. The Department of Business and Professional Regulation may expend the unreserved cash balance in the Parimutuel Wagering Trust Fund received from other revenue sources to implement electronic gaming regulation and investigations during the 2010-2011 fiscal year. Before the use of such other revenues, the department shall submit a repayment plan for approval by the Executive Office of the Governor in consultation with the chair and vice chair of the Legislative Budget Commission. The department shall repay such funds using electronic gaming machine license revenue sources by April 1, 2011. The repaid funds are subject to the requirements of s. 550.135(2), Florida Statutes.

Section 6. Subsection (11) and present subsection (38) of



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section 550.002, Florida Statutes, are amended, present subsections (15) through (39) of that section are renumbered as subsections (16) through (40), respectively, and a new subsection (15) is added to that section, to read:

550.002 Definitions.—As used in this chapter, the term:

(11) "Full schedule of live racing or games" means, for a greyhound or jai alai permitholder, the conduct of a combination of at least 100 live evening or matinee performances during the preceding year; for a permitholder who has a converted permit or filed an application on or before June 1, 1990, for a converted permit, the conduct of a combination of at least 100 live evening and matinee wagering performances during either of the 2 preceding years; for a jai alai permitholder who does not operate slot machines or electronic gaming machines in its parimutuel facility, who has conducted at least 100 live performances per year for at least 10 years after December 31, 1992, and whose handle on live jai alai games conducted at its pari-mutuel facility has been less than \$4 million per state fiscal year for at least 2 consecutive years after June 30, 1992, the conduct of a combination of at least 40 live evening or matinee performances during the preceding year; for a jai alai permitholder who operates slot machines or electronic gaming machines in its pari-mutuel facility, the conduct of a combination of at least 150 performances during the preceding year; for a harness permitholder, the conduct of at least 100 live regular wagering performances during the preceding year; for a quarter horse permitholder, at its facility unless an alternative schedule of at least 20 live regular wagering performances is agreed upon by the permitholder and either the



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Florida Quarter Horse Racing Association or the horsemen's association representing the majority of the quarter horse owners and trainers at the facility and filed with the division along with its annual date application, in the 2011-2012 fiscal year, the conduct of at least 20 regular wagering performances, in the 2012-2013 and 2013-2014 fiscal years, the conduct of at least 30 live regular wagering performances, and for every fiscal year after the 2013-2014 fiscal year, the conduct of at least 40 live regular wagering performances during the preceding year; for a quarter horse permitholder leasing another licensed racetrack, the conduct of 160 events at the leased facility; and for a thoroughbred permitholder, the conduct of at least 40 live regular wagering performances during the preceding year. For a permitholder which is restricted by statute to certain operating periods within the year when other members of its same class of permit are authorized to operate throughout the year, the specified number of live performances which constitute a full schedule of live racing or games shall be adjusted pro rata in accordance with the relationship between its authorized operating period and the full calendar year and the resulting specified number of live performances shall constitute the full schedule of live games for such permitholder and all other permitholders of the same class within 100 air miles of such permitholder. A live performance must consist of no fewer than eight races or games conducted live for each of a minimum of three performances each week at the permitholder's licensed facility under a single admission charge.

(15) "Historical racing system" means a form of pari-mutuel wagering based on audio or video signals of in-state or out-of



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state races which are sent from an in-state server and operated by a licensed totalisator company and which are displayed at individual wagering terminals at a licensed pari-mutuel facility.

(39) (38) "Year," for purposes of determining a full schedule of live racing, means the state fiscal year calendar year.

Section 7. Paragraph (b) of subsection (1) of section 550.0951, Florida Statutes, are amended, present subsections (5) and (6) of that section are renumbered as subsections (6) and (7), respectively, and amended, and a new subsection (5) is added to that section, to read:

550.0951 Payment of daily license fee and taxes; penalties.-

(1)

(b) Each permitholder that cannot utilize the full amount of the exemption of \$360,000 or \$500,000 provided in s. 550.09514(1) or the daily license fee credit provided in this section may, after notifying the division in writing, elect once per state fiscal year on a form provided by the division to transfer such exemption or credit or any portion thereof to any greyhound permitholder which acts as a host track to such permitholder for the purpose of intertrack wagering. Once an election to transfer such exemption or credit is filed with the division, it shall not be rescinded. The division shall disapprove the transfer when the amount of the exemption or credit or portion thereof is unavailable to the transferring permitholder or when the permitholder who is entitled to transfer the exemption or credit or who is entitled to receive



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the exemption or credit owes taxes to the state pursuant to a deficiency letter or administrative complaint issued by the division. Upon approval of the transfer by the division, the transferred tax exemption or credit shall be effective for the first performance of the next payment biweekly pay period as specified in subsection (5). The exemption or credit transferred to such host track may be applied by such host track against any taxes imposed by this chapter or daily license fees imposed by this chapter. The greyhound permitholder host track to which such exemption or credit is transferred shall reimburse such permitholder the exact monetary value of such transferred exemption or credit as actually applied against the taxes and daily license fees of the host track. The division shall ensure that all transfers of exemption or credit are made in accordance with this subsection and shall have the authority to adopt rules to ensure the implementation of this section.

(5) HISTORICAL RACING.-

- (a) Each permitholder conducting historical racing pursuant to 550.810 shall pay a tax equal to 4 percent of the handle from the historical racing system.
- (b) The permitholder, upon authorization to conduct historical racing pursuant to 550.810 and annually thereafter, on the anniversary date of the authorization, shall pay a fee to the division of \$1 million. The fee shall be deposited into the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation to be used by the division and the Department of Law Enforcement for investigations, regulation of historical racing, and enforcement of historical racing provisions.



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(6) (5) PAYMENT AND DISPOSITION OF FEES AND TAXES.—Payments Payment for the admission tax, tax on handle, and the breaks tax imposed by this section shall be paid to the division. The division shall deposit these sums with the Chief Financial Officer, to the credit of the Pari-mutuel Wagering Trust Fund, hereby established. The permitholder shall remit to the division payment for the daily license fee, the admission tax, the tax on handle, and the breaks tax. Such payments shall be remitted by 3 p.m. Wednesday of each week for taxes imposed and collected for the preceding week ending on Sunday. Beginning on July 1, 2012, such payments shall be remitted by 3 p.m. on the 5th day of each calendar month for taxes imposed and collected for the preceding calendar month. If the 5th day of the calendar month falls on a weekend, payments shall be remitted by 3 p.m. the first Monday following the weekend. Permitholders shall file a report under oath by the 5th day of each calendar month for all taxes remitted during the preceding calendar month. Such payments shall be accompanied by a report under oath showing the total of all admissions, the pari-mutuel wagering activities for the preceding calendar month, and such other information as may be prescribed by the division.

$(7) \frac{(6)}{(6)}$ PENALTIES.—

(a) The failure of any permitholder to make payments as prescribed in subsection (6) (5) is a violation of this section, and the permitholder may be subjected by the division to a civil penalty of up to \$1,000 for each day the tax payment is not remitted. All penalties imposed and collected shall be deposited in the General Revenue Fund. If a permitholder fails to pay penalties imposed by order of the division under this



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2984 2985 subsection, the division may suspend or revoke the license of the permitholder, cancel the permit of the permitholder, or deny issuance of any further license or permit to the permitholder.

(b) In addition to the civil penalty prescribed in paragraph (a), any willful or wanton failure by any permitholder to make payments of the daily license fee, admission tax, tax on handle, or breaks tax constitutes sufficient grounds for the division to suspend or revoke the license of the permitholder, to cancel the permit of the permitholder, or to deny issuance of any further license or permit to the permitholder.

Section 8. Section 550.135, Florida Statutes, is amended to read:

550.135 Division of moneys derived under this law.-All moneys that are deposited with the Chief Financial Officer to the credit of the Pari-mutuel Wagering Trust Fund shall be distributed as follows:

- (1) The daily license fee revenues collected pursuant to s. 550.0951(1) shall be used to fund the operating cost of the division and to provide a proportionate share of the operation of the office of the secretary and the Division of Administration of the Department of Business and Professional Regulation; however, other collections in the Pari-mutuel Wagering Trust Fund may also be used to fund the operation of the division in accordance with authorized appropriations.
- (2) All unappropriated funds in excess of \$1.5 million in the Pari-mutuel Wagering Trust Fund, collected pursuant to this chapter, shall be deposited with the Chief Financial Officer to the credit of the General Revenue Fund.
 - (3) The slot machine license fee, the slot machine



occupational license fee, and the compulsive or addictive gambling prevention program fee collected pursuant to ss. 551.106, 551.107(2)(a)1., and 551.118 shall be used to fund the direct and indirect operating expenses of the division's slot machine regulation operations and to provide funding for relevant enforcement activities in accordance with authorized appropriations. Funds deposited into the Pari-mutuel Wagering Trust Fund pursuant to ss. 551.106, 551.107(2)(a)1., and 551.118 shall be reserved in the trust fund for slot machine regulation operations. On June 30, any unappropriated funds in excess of those necessary for incurred obligations and subsequent year cash flow for slot machine regulation operations shall be deposited with the Chief Financial Officer to the credit of the General Revenue Fund.

(4) The electronic gaming machine license fee, the electronic gaming machine occupational license fee, and the compulsive or addictive gambling prevention program fee collected pursuant to ss. 551.507(1) and 551.518(3) shall be used to fund the direct and indirect operating expenses of the division's electronic gaming machine regulation operations and to provide funding for relevant enforcement activities in accordance with authorized appropriations. Funds deposited into the Pari-mutuel Wagering Trust Fund pursuant to ss. 551.507(1) and 551.518(3) shall be reserved in the trust fund for electronic gaming machine regulation and enforcement operations. On June 30, any unappropriated funds in excess of those necessary for incurred obligations and subsequent year cash flow for electronic gaming machine regulation and enforcement operations shall be deposited with the Chief Financial Officer



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to the credit of the General Revenue Fund.

Section 9. Section 550.810, Florida Statutes, is created to read:

550.810 Historical racing.-

- (1) Subject to the requirements of this section and compliance with the rules adopted by the division, a licensed pari-mutuel facility may operate a historical racing system if:
- (a) No identifying information about any race or the competing horses or dogs in that race is revealed to a patron until after the patron's wagers is irrevocably placed;
- (b) The results of a patron's wager are shown to the patron using video or mechanical displays, or both, and the patron has the opportunity to view all or any portion of the race;
- (c) The historical racing takes place under a licensed pari-mutuel permit and the pari-mutuel permitholder also holds a cardroom license; and
- (d) The licensed pari-mutuel permitholder has paid the fee in s. 550.0951(5)(d).
- (2) (a) Historical racing may not be authorized to a permitholder licensed under this chapter to conduct live parimutuel wagering races or games unless the permitholder has on file with the division the following binding written agreements governing the payment of awards and purses on the handle generated from historical racing conducted at the licensee's pari-mutuel facility:
- 1. For a thoroughbred permitholder, an agreement governing the payment of purses between the permitholder and the Florida Horsemen's Benevolent and Protective Association, Inc., or the association representing a majority of the thoroughbred owners



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3071 3072 and trainers at the permitholder's eligible facility located as described in s. 550.615(9), and an agreement governing the payment of awards between the permitholder and the Florida Thoroughbred Breeders' Association;

- 2. For a harness permitholder, an agreement governing the payment of purses and awards between the permitholder and the Florida Standardbred Breeders and Owners Association;
- 3. For a greyhound permitholder, an agreement governing the payment of purses between the permitholder and the Florida Greyhound Association, Inc.;
- 4. For a quarter horse permitholder, an agreement governing the payment of purses between the applicant and the Florida Quarter Horse Racing Association or the association representing a majority of the horse owners and trainers at the applicants eligible facility, and an agreement governing the payment of awards between the permitholder and the Florida Quarter Horse Breeders and Owners Association; or
- 5. For a jai alai permitholder, an agreement governing the payment of player awards between the permitholder and the International Jai Alai Players Association or a binding written agreement approved by a majority of the jai alai players at the permitholder's eligible facility at which the applicant has a permit issued after January 1, 2000, to conduct jai alai.
- (b) The agreements may direct the payment of purses and awards from revenues generated by any wagering or games the applicant is authorized to conduct under state law. All purses and awards are subject to the terms of this chapter 550. All sums for breeders', stallion, and special racing awards shall be remitted monthly to the respective breeders association for the



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3073 payment of awards, subject to the administrative fees authorized 3074 under this chapter.

- (3) The number of historical racing wagering terminals may be as follows:
- (a) A licensed greyhound facility may have 500 historical racing terminals.
- (b) A licensed thoroughbred facility may have 500 historical racing terminals.
- (c) A licensed harness track facility may have 500 historical racing terminals.
- (d) A licensed quarter horse facility may have 500 historical racing terminals.
- (e) A licensed jai alai facility may have 500 historical racing terminals.
- (4) The moneys wagered on races via the historical racing system shall be separated from the moneys wagered on live races conducted at, and on other races simulcast to, the licensee's facility.
- (5) The division shall adopt rules necessary to implement, administer, and regulate the operation of historical racing systems in this state. The rules must include:
- (a) Procedures for regulating, managing, and auditing the operation, financial data, and program information relating to historical racing systems which enable the division to audit the operation, financial data, and program information of the parimutuel facility authorized to operate a historical racing system.
- (b) Technical requirements to operate a historical racing system.



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- (c) Procedures to require licensees to maintain specified records and submit any data, information, record, or report, including financial and income records, required by this chapter or rules of the division.
- (d) Procedures relating to historical racing system revenues, including verifying and accounting for such revenues, auditing, and collecting taxes and fees.
- (e) Minimum standards for security of the facilities, including floor plans, security cameras, and other security equipment.
- (f) Procedures to ensure that a historical racing machine does not enter the state and be offered for play until it has been tested and certified by a licensed testing laboratory for play in the state. The procedures shall address measures to scientifically test and technically evaluate electronic gaming machines for compliance with laws and rules regulating historical racing machines. The division may contract with an independent testing laboratory to conduct any necessary testing. The independent testing laboratory must have a national reputation indicating that it is demonstrably competent and qualified to scientifically test and evaluate that the historical racing systems perform the functions required by laws and rules regulating historical racing machines. An independent testing laboratory may not be owned or controlled by a licensee. The selection of an independent laboratory for any purpose related to the conduct of historical racing systems by a licensee shall be made from a list of laboratories approved by the division. The division shall adopt rules regarding the testing, certification, control, and approval of historical



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racing systems.

- (6) Notwithstanding any other provision of the law, the proceeds of pari-mutuel tickets purchased for historical racing which are not redeemed within 1 year after purchase shall be divided as follows:
- (a) Fifty percent shall be retained by the permitholder; and
- (b) Fifty percent shall be paid into the permitholder's purse account.

Section 10. Section 551.101, Florida Statutes, is amended to read:

551.101 Slot machine gaming authorized.-

- (1) Any licensed pari-mutuel facility located in Miami-Dade County or Broward County existing at the time of adoption of s. 23, Art. X of the State Constitution that has conducted live racing or games during calendar years 2002 and 2003 may possess slot machines and conduct slot machine gaming at the location where the pari-mutuel permitholder is authorized to conduct pari-mutuel wagering activities pursuant to such permitholder's valid pari-mutuel permit provided that a majority of voters in a countywide referendum have approved slot machines at such facility in the respective county. Notwithstanding any other provision of law, it is not a crime for a person to participate in slot machine gaming at a pari-mutuel facility licensed to possess slot machines and conduct slot machine gaming or to participate in slot machine gaming described in this chapter.
- (2) Any licensed pari-mutuel facility located within a county, as defined in s. 125.011, may possess slot machines and conduct slot machine gaming at the location where the pari-



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mutuel permitholder is authorized to conduct pari-mutuel wagering activities pursuant to such permitholder's valid parimutuel permit if such facility has conducted live racing or games for 2 consecutive calendar years immediately preceding its application for a slot machine license, pays the required license fee, and meets the other requirements of this chapter.

(3) Any licensed pari-mutuel facility located outside Miami-Dade County or Broward County may possess slot machines and conduct slot machine gaming at the location where the parimutuel permitholder is authorized to conduct pari-mutuel wagering activities pursuant to such permitholder's valid parimutuel permit if a majority of voters have approved slot machines at such facilities in a countywide referendum held in the respective county where the facility is located, and if such facility has conducted a full schedule of live racing or games for 2 consecutive calendar years immediately preceding its application for a slot machine license, pays the required licensed fee, and meets the other requirements of this chapter.

Section 11. Subsection (4) of section 551.102, Florida Statutes, is amended to read:

551.102 Definitions.—As used in this chapter, the term:

(4) "Eligible facility" means any licensed pari-mutuel facility located in Miami-Dade County or Broward County existing at the time of adoption of s. 23, Art. X of the State Constitution that has conducted live racing or games during calendar years 2002 and 2003 and has been approved by a majority of voters in a countywide referendum to have slot machines at such facility in the respective county, and any licensed parimutuel facility located within a county as defined in s.



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125.011, provided such facility has conducted live racing or games for 2 consecutive calendar years immediately preceding its application for a slot machine license, pays the required license fee, and meets the other requirements of this chapter. Any licensed pari-mutuel facility located outside Miami-Dade County or Broward County may possess slot machines and conduct slot machine gaming at the location where the pari-mutuel permitholder is authorized to conduct pari-mutuel wagering activities pursuant to such permitholder's valid pari-mutuel permit, provided that a majority of voters have approved slot machines at such facilities in a countywide referendum held in the respective county where the facility is located, and provided such facility has conducted a full schedule of live racing or games for 2 consecutive calendar years immediately preceding its application for a slot machine license, pays the required licensed fee, and meets the other requirements of this chapter.

Section 12. Paragraph (a) of subsection (2) of section 849.086, Florida Statutes, is amended, and subsections (18) and (19) are added to that section, to read:

849.086 Cardrooms authorized.-

- (2) DEFINITIONS.—As used in this section:
- (a) "Authorized game" means a game or series of games:
- 1. Of poker or dominoes, which are played in a nonbanking manner; -
 - 2. Played in a banking manner, including blackjack or 21, baccarat, and chemin de fer authorized pursuant to subsection (18); or
 - 3. Played in a banking manner, including roulette, craps,



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roulette-styled game, or craps-styled game authorized pursuant to subsection (19).

- (18) APPROVAL OF A BANKED CARD GAME.-
- (a) A cardroom licensee may conduct a card game in banking manner as provided in subparagraph (2)(a)2. if a majority of voters have approved the conduct of the card game at the cardroom facility in a countywide referendum conducted in the respective county where the cardroom is located.
- 1. The proof that a referendum has been held and its results shall be submitted to the division in a form that the division may prescribe.
- 2. The expense of each referendum held under the provisions of this subsection shall be borne by the licensee at whose facility the banked card game would be conducted.
- 3. Each referendum held under the provisions of this subsection shall be held in accordance with the electoral procedures for ratification of permits, as provided in s. 550.0651.
- (b) The banked card game authorized by this subsection may be conducted only if the cardroom licensee has complied with the security and licensing procedures established in chapter 551 which are made applicable to conducting the game authorized by this subsection by the division by rule. The division shall have the same powers and duties as provided in s. 551.103.
 - (19) APPROVAL OF ROULETTE AND CRAPS GAMES.-
- (a) A cardroom licensee may conduct a roulette, craps, roulette-styled game, or craps-styled game if a majority of voters have approved the conduct of the game at the cardroom facility in a countywide referendum conducted in the respective



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county where the cardroom is located.

- 1. The proof that a referendum has been held and its results shall be submitted to the division in a form that the division may prescribe.
- 2. The expense of each referendum held under the provisions of this subsection shall be borne by the licensee at whose facility the roulette, craps, roulette-styled game, or crapsstyled game would be conducted.
- 3. Each referendum held under the provisions of this subsection shall be held in accordance with the electoral procedures for ratification of permits, as provided in s. 550.0651.
- (b) A roulette, craps, roulette-styled game, or crapsstyled game authorized by this subsection may be conducted only if the cardroom licensee has complied with the security and licensing procedures established in chapter 551 which are made applicable to conducting the games authorized by this subsection by the division by rule. The division shall have the same powers and duties as provided in s. 551.103.

Section 13. Section 849.087, Florida Statutes, is created to read:

849.087 Intrastate Internet poker authorized.-

- (1) Notwithstanding any other provision of law, it is not a crime for a person to participate in an intrastate Internet game as authorized by this section.
- (2) The Division of Pari-mutuel Wagering of the Department of Business and Professional Regulation shall regulate intrastate Internet poker sites to:
 - (a) Ensure that intrastate Internet poker is offered for



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play only in a manner that is lawful under the federal Unlawful Internet Gaming Enforcement Act of 2006 which authorizes a state to regulate and conduct intrastate Internet gambling, such as poker.

- (b) Create a contractual relationship with an Internet poker hub operator having the technical expertise to ensure that wagering authorized by this section is offered only to registered players who are physically present within the borders of the State of Florida at the time of play and who are 21 years of age or older.
- (c) Provide for a competitive procurement process to select Internet poker hub operators that are qualified to be licensed by the state and meet all statutory, regulatory, and contractual requirements of the state while protecting registered poker players.
- (d) Provide for a licensed cardroom operator to become a licensed provider of intrastate Internet poker through licensed Internet poker hub operators.
- (e) Ensure that the state is able to collect all taxes and fees revenues from the play of intrastate Internet poker.
- (f) Create a system to protect each registered poker player's private information and prevent fraud and identity theft and ensure that each financial transaction is processed in a secure and transparent fashion.
- (g) Ensure that the regulatory agency has unlimited access to the premises and records of the licensed Internet poker hub operator and cardroom affiliates to ensure strict compliance with its regulations concerning credit authorization, account access, and other security provisions.



- (h) Require that each Internet poker hub operator provide registered poker players with accessible customer service.
- (i) Require that each Internet poker hub operator's site contain information relating to problem gambling, including a telephone number that an individual may call to seek information and assistance for a potential gambling addiction.
- (3) Upon submission of the initial application and proposal as established by rule, the Internet poker hub operator shall pay an initial fee of \$25,000 to compensate the division for reasonably anticipated costs to be incurred to conduct a comprehensive investigation of the applicant to determine if the applicant is legally, technically, and financially qualified to become the state's Internet poker hub operator and is suitable for licensure. The division may require, by rule, additional funds to complete the investigation. The division may set by rule, a procedure for refunding any unused amount of the filing fees.
- (4) The holder of a license to be an Internet poker hub operator in the state shall be financially and otherwise responsible for the operation of the intrastate Internet poker network and for the conduct of any employee involved in the operation of the online poker network. Prior to the issuance of the Internet poker hub operator license, each applicant for such license shall provide evidence of a surety bond in the amount of \$500,000, payable to the state, for each year that the licensee is licensed to be an Internet poker hub operator in the state. The bond shall be issued by a surety or sureties authorized to do business in the state and approved by the division and the state's Chief Financial Officer in his or her capacity as



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treasurer of the division. The bond shall guarantee that an Internet poker hub operator fulfills all financial requirements of the contract. Such bond shall be kept in full force and effect by an Internet poker hub operator during the term of the license.

- (5) The annual cardroom operator license fee shall be \$1,000 to become a licensed provider of intrastate Internet poker. The annual license fee shall be deposited by the division with the Chief Financial Officer to the credit of the Parimutuel Wagering Trust Fund.
- (6) Each Internet poker hub operator shall pay a tax to the state of 20 percent of the monthly gross receipts derived from the play of intrastate Internet poker.
- (7) Each licensed cardroom operator shall use at least 4 percent of its monthly gross receipts from the play of intrastate Internet poker to supplement pari-mutuel purses and prize money. The disposition of the intrastate Internet poker supplement may be decided by the contractual arrangement between the cardroom affiliate and the associations representing the respective horse racing breeders and owners, greyhound racing breeders and owners, or jai alai players, but it must be paid during the pari-mutuel permitholder's next ensuing meet.
- (8) The division shall adopt, pursuant to ss. 120.536(1) and 120.54, all rules necessary to implement, administer, and regulate intrastate Internet poker as authorized by this section.
- Section 14. Subsection (2) of section 849.15, Florida Statutes, is amended to read:
 - 849.15 Manufacture, sale, possession, etc., of coin-



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operated devices prohibited.-

(2) Pursuant to section 2 of that chapter of the Congress of the United States entitled "An act to prohibit transportation of gaming devices in interstate and foreign commerce," approved January 2, 1951, being ch. 1194, 64 Stat. 1134, and also designated as 15 U.S.C. ss. 1171-1177, the State of Florida, acting by and through the duly elected and qualified members of its Legislature, does hereby in this section, and in accordance with and in compliance with the provisions of section 2 of such chapter of Congress, declare and proclaim that any county of the State of Florida within which slot machine gaming is authorized pursuant to chapter 551 or electronic gaming or historical racing is authorized at eligible pari-mutuel facilities is exempt from the provisions of section 2 of that chapter of the Congress of the United States entitled "An act to prohibit transportation of gaming devices in interstate and foreign commerce," designated as 15 U.S.C. ss. 1171-1177, approved January 2, 1951. All shipments of gaming devices, including slot machines, electronic gaming machines, and historical racing systems, into any county of this state within which slot machine gaming is authorized pursuant to chapter 551 or electronic gaming or historical racing is authorized at eligible parimutuel facilities, and the registering, recording, and labeling of which have been duly performed by the manufacturer or distributor thereof in accordance with sections 3 and 4 of that chapter of the Congress of the United States entitled "An act to prohibit transportation of gaming devices in interstate and foreign commerce," approved January 2, 1951, being ch. 1194, 64 Stat. 1134, and also designated as 15 U.S.C. ss. 1171-1177,



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shall be deemed legal shipments thereof into this state provided the destination of such shipments is an eliqible facility as defined in s. 551.102 or the facility of a slot machine manufacturer or slot machine distributor as provided in s. 551.109(2), a certified educational facility, or the facility of an electronic gaming machine or historical racing system manufacturer or electronic gaming machine or historical racing system distributor authorized to possess electronic gaming machines as provided in the act authorizing electronic gaming machines or historical racing systems at eligible pari-mutuel facilities s. 551.109(2)(a).

Section 15. Subsection (3) is added to section 849.161, Florida Statutes, to read:

849.161 Amusement games or machines; when chapter inapplicable.-

(3) Except as provided in ss. 849.086 and 849.087, this chapter does not apply to licensed cardroom operators having historical racing systems pursuant to chapter 550 which operate by means of the insertion of coin, currency, or voucher and which by application of an element of skill may entitle the person playing or operating the game or machine to receive payouts from one or more pari-mutuel pools.

Section 16. Subsections (1) and (2) of section 895.02, Florida Statutes, are amended to read:

895.02 Definitions.—As used in ss. 895.01-895.08, the term:

- (1) "Racketeering activity" means to commit, to attempt to commit, to conspire to commit, or to solicit, coerce, or intimidate another person to commit:
 - (a) Any crime that is chargeable by petition, indictment,



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or information under the following provisions of the Florida Statutes:

- 1. Section 210.18, relating to evasion of payment of cigarette taxes.
- 2. Section 316.1935, relating to fleeing or attempting to elude a law enforcement officer and aggravated fleeing or eluding.
- 3. Section 403.727(3)(b), relating to environmental control.
- 4. Section 409.920 or s. 409.9201, relating to Medicaid fraud.
 - 5. Section 414.39, relating to public assistance fraud.
- 6. Section 440.105 or s. 440.106, relating to workers' compensation.
- 7. Section 443.071(4), relating to creation of a fictitious employer scheme to commit unemployment compensation fraud.
- 8. Section 465.0161, relating to distribution of medicinal drugs without a permit as an Internet pharmacy.
- 9. Section 499.0051, relating to crimes involving contraband and adulterated drugs.
 - 10. Part IV of chapter 501, relating to telemarketing.
- 11. Chapter 517, relating to sale of securities and investor protection. 3443
- 12. Section 550.235, s. 550.3551, or s. 550.3605, relating 3444 3445 to dogracing and horseracing.
 - 13. Chapter 550, relating to jai alai frontons.
- 3447 14. Section 550.810, relating to historical racing systems 3448 at eligible pari-mutuel facilities.
 - 15.14. Section 551.109, relating to slot machine gaming.



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- 16. Part II of chapter 551, relating to electronic gaming at eligible pari-mutuel facilities.
- 3452 <u>17.15.</u> Chapter 552, relating to the manufacture, 3453 distribution, and use of explosives.
 - 18.16. Chapter 560, relating to money transmitters, if the violation is punishable as a felony.
 - 19.17. Chapter 562, relating to beverage law enforcement.
 - 20.18. Section 624.401, relating to transacting insurance without a certificate of authority, s. 624.437(4)(c)1., relating to operating an unauthorized multiple-employer welfare arrangement, or s. 626.902(1)(b), relating to representing or aiding an unauthorized insurer.
 - $\underline{21.19.}$ Section 655.50, relating to reports of currency transactions, when such violation is punishable as a felony.
 - $\underline{22.20.}$ Chapter 687, relating to interest and usurious practices.
 - 23.21. Section 721.08, s. 721.09, or s. 721.13, relating to real estate timeshare plans.
 - $\underline{24.22.}$ Section 775.13(5)(b), relating to registration of persons found to have committed any offense for the purpose of benefiting, promoting, or furthering the interests of a criminal gang.
 - 25.23. Section 777.03, relating to commission of crimes by accessories after the fact.
 - 26.24. Chapter 782, relating to homicide.
- 3475 27.25. Chapter 784, relating to assault and battery.
- 3476 28.26. Chapter 787, relating to kidnapping or human trafficking.
 - 29.27. Chapter 790, relating to weapons and firearms.



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- 30.28. Chapter 794, relating to sexual battery, but only if such crime was committed with the intent to benefit, promote, or further the interests of a criminal gang, or for the purpose of increasing a criminal gang member's own standing or position within a criminal gang.
- 31.29. Section 796.03, s. 796.035, s. 796.04, s. 796.045, 3484 s. 796.05, or s. 796.07, relating to prostitution and sex 3485 3486 trafficking.
 - 32.30. Chapter 806, relating to arson and criminal mischief.
 - 33.31. Chapter 810, relating to burglary and trespass.
- 3490 34.32. Chapter 812, relating to theft, robbery, and related 3491 crimes.
 - 35.33. Chapter 815, relating to computer-related crimes.
 - 36.34. Chapter 817, relating to fraudulent practices, false pretenses, fraud generally, and credit card crimes.
 - 37.35. Chapter 825, relating to abuse, neglect, or exploitation of an elderly person or disabled adult.
 - 38.36. Section 827.071, relating to commercial sexual exploitation of children.
 - 39.37. Chapter 831, relating to forgery and counterfeiting.
- 40.38. Chapter 832, relating to issuance of worthless 3500 3501 checks and drafts.
 - 41.39. Section 836.05, relating to extortion.
- 3503 42.40. Chapter 837, relating to perjury.
- 3504 43.41. Chapter 838, relating to bribery and misuse of 3505 public office.
- 3506 44.42. Chapter 843, relating to obstruction of justice.
- 3507 45.43. Section 847.011, s. 847.012, s. 847.013, s. 847.06,



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- 3508 or s. 847.07, relating to obscene literature and profanity.
- 3509 <u>46.44.</u> Section 849.09, s. 849.14, s. 849.15, s. 849.23, or 3510 s. 849.25, relating to gambling.
- 3511 47.45. Chapter 874, relating to criminal gangs.
- 3512 <u>48.46.</u> Chapter 893, relating to drug abuse prevention and control.
- 3514 $\underline{49.47.}$ Chapter 896, relating to offenses related to 3515 financial transactions.
 - 50.48. Sections 914.22 and 914.23, relating to tampering with or harassing a witness, victim, or informant, and retaliation against a witness, victim, or informant.
 - 51.49. Sections 918.12 and 918.13, relating to tampering with jurors and evidence.
 - (b) Any conduct defined as "racketeering activity" under 18 U.S.C. s. 1961(1).
 - (2) "Unlawful debt" means any money or other thing of value constituting principal or interest of a debt that is legally unenforceable in this state in whole or in part because the debt was incurred or contracted:
 - (a) In violation of any one of the following provisions of law:
- 3529 1. Section 550.235, s. 550.3551, or s. 550.3605, relating 3530 to dogracing and horseracing.
 - 2. Chapter 550, relating to jai alai frontons.
- 3. Section 550.810, relating to historical racing systems
 3533 at eligible pari-mutuel facilities.
 - 4.3. Section 551.109, relating to slot machine gaming.
- 3535 <u>5. Part II of chapter 551, relating to electronic gaming at</u> 3536 eligible pari-mutuel facilities.



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6.4. Chapter 687, relating to interest and usury.

7.5. Section 849.09, s. 849.14, s. 849.15, s. 849.23, or s. 849.25, relating to gambling.

(b) In gambling activity in violation of federal law or in the business of lending money at a rate usurious under state or federal law.

Section 17. The Attorney General is directed to request the United States Attorneys for the appropriate federal districts in Florida to take criminal and civil action under the authority of 18 U.S.C. s. 1166 to require the Seminole Tribe of Florida to cease and desist from conducting the illegal Class III gaming at its facilities in Florida, including slot machine gaming and banked table games, until a tribal-state compact has been ratified by the Florida Legislature authorizing Class III games pursuant to 25 U.S.C. s. 2710 and the decision of the Florida Supreme Court in Florida House of Representatives, et al. v. The Honorable Charles J. Crist, Jr., etc., No. SC07-2154 (2008).

Section 18. The authority granted to the Governor by ss. 285.710 and 285.711, Florida Statutes, as amended by this act, to negotiate and execute a compact expires at 11:59 p.m. on the 60th day after this act becomes a law.

Section 19. (1) The Governor is the designated state officer responsible for negotiating and executing, on behalf of the state, tribal-state gaming compacts with federally recognized Indian tribes located within the State of Florida pursuant to the federal Indian Gaming Regulatory Act of 1988, 18 U.S.C. ss. 1166-1168, and 25 U.S.C. s. 2701 et seq., for the purpose of authorizing class III gaming, as defined in that act, on Indian lands within this state.



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- (2) Any tribal-state compact relating to gaming activities which is entered into by an Indian tribe in this state and the Governor pursuant to subsection (1) must be conditioned upon ratification by the Legislature.
- (3) Following completion of negotiations and execution of a compact, the Governor shall submit a copy of the executed tribal-state compact to the President of the Senate and the Speaker of the House of Representatives as soon as it is executed. The compact must be ratified by a majority vote by both houses of the Legislature. The Governor shall file the executed compact with the Secretary of State pursuant to s. 15.01, Florida Statutes.
- (4) Upon receipt of an act ratifying the tribal-state compact, the Secretary of State shall forward a copy of the executed compact and the ratifying act to the United States Secretary of the Interior for his or her review and approval, in accordance with 25 U.S.C. s. 2710(8)(d).

Section 20. (1)(a) For the 2010-2011 fiscal year, 51 fulltime equivalent positions and 2,150,146 in associated salary rate are authorized, and the sums of \$2,269,319 in recurring funds and \$893,689 in nonrecurring funds are appropriated from the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation for the purpose of carrying out all regulatory activities provided in this act. The Executive Office of the Governor shall place these positions, associated rate, and funds in reserve until the Executive Office of the Governor has approved an expenditure plan and a budget amendment submitted by the Department of Business and Professional Regulation recommending the transfer of such funds



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to traditional appropriation categories. Any action proposed pursuant to this paragraph is subject to the procedures set forth in s. 216.177, Florida Statutes.

- (b) For the 2010-2011 fiscal year, the sum of \$2,777,606 in recurring funds is appropriated from the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation for transfer to the Operating Trust Fund of the Department of Law Enforcement for the purpose of investigations, intelligence gathering, background investigations, and any other responsibilities as provided in this act.
- (2) For the 2010-2011 fiscal year, 39 full-time equivalent positions and 1,700,939 in associated salary rate are authorized, and the sum of \$2,777,606 in recurring funds is appropriated from the Operating Trust Fund of the Department of Law Enforcement for the purpose of investigations, intelligence gathering, background investigations, and any other responsibilities as provided by this act. The Executive Office of the Governor shall place these positions, associated rate, and funds in reserve until the Executive Office of the Governor has approved an expenditure plan and a budget amendment submitted by the Department of Law Enforcement recommending the transfer of such funds to traditional appropriation categories. Any action proposed pursuant to this subsection is subject to the procedures set forth in s. 216.177, Florida Statutes.
- (3) For the 2010-2011 fiscal year, the sum of \$1 million in recurring funds is appropriated from the Pari-mutuel Wagering Trust Fund of the Department of Business and Professional Regulation from revenues received pursuant to s. 551.118, Florida Statutes, for contract services related to the



prevention of compulsive and addictive gambling.

Section 21. Section 26 of chapter 2009-170, Laws of Florida, is amended to read:

Section 26. Sections 1 through 3 of this act and this section shall take effect upon becoming law. Sections 4 through 25 shall take effect on the date that Senate Bill 622, 2010 Regular Session, or similar legislation becomes a law only if the Governor and an authorized representative of the Seminole Tribe of Florida execute an Indian Gaming Compact pursuant to the Indian Gaming Regulatory Act of 1988 and requirements of this act, only if the compact is ratified by the Legislature, and only if the compact is approved or deemed approved, and not voided pursuant to the terms of this act, by the Department of the Interior, and such sections take effect on the date that the approved compact is published in the Federal Register.

Section 22. Sections 1, 2, 18, 19, and 21 of this act and this section shall take effect upon this act becoming a law. Sections 3 through 17 and section 20 of this act shall take effect on the 61st day after this act becomes a law if the Governor and the Seminole Tribe of Florida have not executed a compact pursuant to the provisions of ss. 285.710 and 285.711, Florida Statutes, as amended by this act. If the Legislature fails to ratify the compact executed pursuant to the provisions of ss. 285.710 and 285.711, Florida Statutes, as amended by this act, at the next ensuing regular or special session of the Legislature after the compact is executed, sections 3 through 17 and section 20 of this act shall take effect on the day after the Legislature adjourns the next ensuing regular or special session or any extension thereof, sine die.