

SENATE COMMITTEE OF REFERENCE REPORT

Chair of Committee

April 21, 2026
Date

Committee on Appropriations.

After consideration on the merits, the Committee recommends the following:

SB26-117 be amended as follows, and as so amended, be referred to the Committee of the Whole with favorable recommendation:

1 Strike the Senate Finance Committee Report, dated March 3, 2026, and
2 substitute:

3 "Amend printed bill, page 2, line 4, strike "**Licenses.**" and substitute
4 "**Licenses - definitions.**".

5 Page 2, strike lines 7 through 12 and substitute "DIRECTLY OR THROUGH
6 THE LICENSEE, MUST NOT BE SOLD ON CREDIT.

7 (13) (a) LOTTERY TICKETS OR E-INSTANT TICKETS THAT ARE
8 PRODUCED BY THE LOTTERY FOR SALE TO THE PUBLIC, EITHER DIRECTLY
9 OR THROUGH A LICENSEE, AND THAT ARE SOLD ONLINE MUST NOT
10 VISUALLY RESEMBLE CASINO GAMES OR MECHANICALLY SIMULATE A
11 CASINO GAME THROUGH DIGITAL MEANS, AND THE ONLINE PLATFORM
12 THAT SUPPORTS SUCH SALE MUST NOT EMPLOY ANY OF THE FOLLOWING
13 MARKETING TOOLS OR CONCEPTS:

14 (I) LOSSES DISGUISED AS WINS; OR

15 (II) FRICTIONLESS REBETTING.

16 (b) AS USED IN THIS SECTION, UNLESS THE CONTEXT OTHERWISE
17 REQUIRES:

18 (I) "CASINO GAME" MEANS ROULETTE, SLOT MACHINES, OR CRAPS.

19 (II) "E-INSTANT TICKET" MEANS A LOTTERY TICKET THAT IS
20 PRODUCED FOR ELECTRONIC PLAY THAT RESULTS IN THE REVEAL ON A
21 DEVICE OF NUMBERS, LETTERS, OR SYMBOLS. AN E-INSTANT TICKET
22 ALLOWS AN INDIVIDUAL TO PLAY A GAME OF CHANCE IN WHICH PRIZES ARE
23 AWARDED ON THE BASIS OF DESIGNATED NUMBERS OR SYMBOLS ON THE
24 E-INSTANT TICKET CONFORMING TO NUMBERS OR SYMBOLS SELECTED AT
25 RANDOM AND DO NOT INCLUDE PLAYER ACTIONS THAT IMPACT THE ODDS
26 OR OUTCOME OF THE GAME.

1 (III) "FRICTIONLESS REBETTING" MEANS AUTO-PLAY FEATURES.
2 (IV) "LOSSES DISGUISED AS WINS" MEANS EMPHASIZING A NET
3 LOSS OF MONEY AS A WIN BECAUSE SOME MONEY WAS WON BUT NOT
4 ENOUGH TO RECOUP THE COST OF THE LOTTERY TICKET, E-INSTANT
5 TICKET, OR INSTANT SCRATCH GAME TICKET.
6 (c) THE COMMISSION SHALL PRIORITIZE THE DEVELOPMENT,
7 PROMOTION, AND SALE OF LOTTERY TICKETS OR E-INSTANT TICKETS THAT
8 SIMULATE TRADITIONAL LOTTO OR SCRATCH TICKET GAME PLAY.".

9 Page 2, line 19, after "collected;" insert "AND".

10 Page 2, strike lines 22 and 23 and substitute "EITHER DIRECTLY OR
11 THROUGH THE LICENSEE, ON CREDIT.".

12 Page 3, strike lines 1 through 5.

13 Page 3, strike lines 13 through 19 and substitute "DIRECTLY OR THROUGH
14 THE LICENSEE, ON CREDIT; AND
15 (V) IMPLEMENTATION OF RESPONSIBLE GAMBLING DESIGN
16 FEATURES TO MITIGATE PROBLEM GAMBLING BEHAVIOR, INCLUDING:
17 (A) DEPOSIT LIMITS BASED ON FREQUENCY OF DEPOSITS OR
18 DEPOSIT AMOUNTS;
19 (B) SELF-EXCLUSION TOOLS ALLOWING INDIVIDUALS TO LIMIT
20 FUTURE E-INSTANT TICKET PURCHASES;
21 (C) RESPONSIBLE GAMBLING NOTIFICATIONS SENT TO THE PLAYER
22 BASED ON TIME OR AMOUNT OF MONEY SPENT IN A SESSION; OR
23 (D) APPROPRIATE PAUSE MEASURES BETWEEN GAME PLAYS.".

** *** ** *** **