

STATE OF NEW YORK

6351

2025-2026 Regular Sessions

IN SENATE

March 11, 2025

Introduced by Sen. ADDABBO -- read twice and ordered printed, and when printed to be committed to the Committee on Racing, Gaming and Wagering

AN ACT to amend the general municipal law, in relation to electronic bell jar games

The People of the State of New York, represented in Senate and Assembly, do enact as follows:

1 Section 1. Legislative intent. 1. The legislature hereby finds that:
2 (a) bell jar games are a popular and profitable fundraising mechanism
3 for bona fide not-for-profit organizations across the state, generating
4 millions of dollars in net revenues for charitable purposes every year;
5 (b) authorized organizations that offer bell jars and other games of
6 chance must meet strict standards established by the New York state
7 general municipal law and the New York state gaming commission, includ-
8 ing receiving a license to conduct charitable gaming activities; and
9 (c) while other types of gaming in New York state have continued to
10 expand, modernize and improve, the operation of charitable gaming activ-
11 ities has largely remained the same over the last several decades.
12 2. For the aforementioned reasons, the legislature hereby declares
13 that authorized organizations licensed by the New York state gaming
14 commission to conduct charitable gaming would greatly benefit from the
15 ability to operate electronic bell jar vending machines, which display
16 and dispense pre-printed bell jar tickets that have predetermined
17 winners and predetermined values for prizes, in order to help sustain
18 and increase charitable gaming profits across the state and attract
19 more members to join such organizations.
20 § 2. Subdivision 3-a of section 186 of the general municipal law, as
21 amended by chapter 531 of the laws of 2011, is amended to read as
22 follows:
23 3-a. "Bell jars" shall mean and include those games in which a partic-
24 ipant shall draw a card from a jar, vending machine, including an elec-

EXPLANATION--Matter in italics (underscored) is new; matter in brackets [-] is old law to be omitted.

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1 tronic bell jar vending machine, or other suitable device or container
2 which contains numbers, colors or symbols that are covered and which,
3 when uncovered, may reveal that a prize shall be awarded on the basis of
4 a designated winning number, color or symbol or combination of numbers,
5 colors or symbols. Bell jars shall also include seal cards, coin boards,
6 event games, and merchandise boards. An "electronic bell jar vending
7 machine" shall use electronic features to display and dispense pre-
8 printed bell jar tickets, including audio and video features to display
9 information about a ticket being dispensed, provided that such features
10 do not affect the outcome of the game.

11 § 3. Subdivision 9 of section 188-a of the general municipal law, as
12 added by chapter 960 of the laws of 1976, is amended to read as follows:

13 9. (a) The [board] gaming commission shall have the power to approve
14 and establish a standard set of games of chance equipment and shall by
15 its rules and regulations prescribe the manner in which such equipment
16 is to be reproduced and distributed to licensed authorized organiza-
17 tions. The sale or distribution to a licensed authorized organization of
18 any equipment other than that contained in the standard set of games of
19 chance equipment shall constitute a violation of this section.

20 (b) After the effective date of this paragraph, no electronic bell jar
21 vending machine shall be sold, leased, distributed, installed, or oper-
22 ated by any manufacturer, distributor, or charitable organization until
23 such machine has been approved by the gaming commission. No electronic
24 bell jar vending machine shall be approved by the gaming commission
25 unless the operation of the game demonstrates that there is a finite
26 probability basis of having a predetermined quantity of chances among
27 which there is a predetermined quantity of winners that pay a fixed and
28 predetermined value of prizes, regardless of the symbols that are used
29 or how those symbols are displayed on pre-printed bell jar tickets.

30 § 4. Subdivision 3 of section 189 of the general municipal law, as
31 amended by chapter 337 of the laws of 1998, is amended to read as
32 follows:

33 3. No authorized organization licensed under the provisions of this
34 article shall purchase, lease, or receive any supplies or equipment
35 specifically designed or adapted for use in the conduct of games of
36 chance from other than a supplier licensed by the [board] gaming commis-
37 sion or from another authorized organization. Lease terms and conditions
38 shall be subject to rules and regulations promulgated by the [board]
39 gaming commission. The provisions of this article shall not be
40 construed to authorize or permit an authorized organization to engage in
41 the business of leasing games of chance, supplies, or equipment.
42 Furthermore, no organization shall purchase bell jar tickets[7] or deals
43 of bell jar tickets, or purchase or lease any electronic bell jar vend-
44 ing machine, from any other person or organization other than those
45 specifically authorized under sections one hundred ninety-five-n and one
46 hundred ninety-five-o of this article.

47 § 5. Subparagraph 2 of paragraph (a) of subdivision 6 of section 189
48 of the general municipal law, as amended by section 11 of part MM of
49 chapter 59 of the laws of 2017, is amended to read as follows:

50 (2) six thousand five hundred dollars during the successive operations
51 of any bell jar, coin board or merchandise board.

52 § 6. Subdivision 10 of section 189 of the general municipal law, as
53 amended by chapter 574 of the laws of 1978, is amended to read as
54 follows:

55 10. No person except a bona fide member of the licensed authorized
56 organization [~~shall participate in the management of such games; no~~

1 ~~person except a bona fide member of the licensed authorized organiza-~~
2 ~~tion~~, its auxiliary or affiliated organization, shall participate in
3 the operation of such game, as set forth in section one hundred ninety-
4 five-c of this article.

5 § 7. Section 195-c of the general municipal law, as amended by chapter
6 252 of the laws of 1998, is amended to read as follows:

7 § 195-c. [~~1-~~] Persons operating games; equipment; expenses; compen-
8 sation. 1. No person shall [~~operate~~] manage any game of chance under
9 any license issued under this article except a bona fide member of the
10 authorized organization to which the license is issued, or a bona fide
11 member of an organization or association which is an auxiliary to the
12 licensee or a bona fide member of an organization or association of
13 which such licensee is an auxiliary or a bona fide member of an organ-
14 ization or association which is affiliated with the licensee by being,
15 with it, auxiliary to another organization or association. Nothing here-
16 in shall be construed to limit the number of games of chance licensees
17 for whom such persons may operate games of chance nor to prevent non-
18 members from assisting the licensee in any activity other than managing
19 [~~or operating~~] games. No game of chance shall be conducted with any
20 equipment except such as shall be owned or leased by the authorized
21 organization so licensed or used without payment of any compensation
22 therefor by the licensee. However, in no event shall bell jar tickets be
23 transferred from one authorized organization to another, with or without
24 payment of any compensation thereof. The head or heads of the authorized
25 organization shall upon request certify, under oath, that the persons
26 [~~operating~~] managing any game of chance are bona fide members of such
27 authorized organization, auxiliary or affiliated organization. Upon
28 request by an officer or the department any such person involved in such
29 games of chance shall certify that [~~he or she~~] such person has no crimi-
30 nal record. No items of expense shall be incurred or paid in connection
31 with the conducting of any game of chance pursuant to any license issued
32 under this article except those that are reasonable and are necessarily
33 expended for games of chance supplies and equipment, prizes, security
34 personnel, stated rental if any, bookkeeping or accounting services
35 according to a schedule of compensation prescribed by the board, janito-
36 rial services and utility supplies if any, and license fees, and the
37 cost of [~~bus~~] transportation, if authorized by such clerk or department.
38 No commission, salary, compensation, reward or recompense shall be paid
39 or given to any person for the sale or assisting with the sale of raffle
40 tickets.

41 2. For the purpose of the sale of tickets for the game of raffle, the
42 term "operate" shall not include the sale of such tickets by persons of
43 lineal or collateral consanguinity to members of an authorized organiza-
44 tion licensed to conduct a raffle.

45 3. Each electronic bell jar vending machine that has been approved by
46 the gaming commission pursuant to paragraph (b) of subdivision nine of
47 section one hundred eighty-eight-a of this article shall have the abili-
48 ty to:

49 (a) read a barcode or similar form of encryption or marking on the
50 pre-printed bell jar ticket;

51 (b) reveal results and other game information through audio and video
52 displays;

53 (c) verify if a bell jar ticket is redeemable for a prize;

54 (d) electronically aggregate winning prizes for continued play;

55 (e) produce a voucher for prize redemption; and

1 (f) track the sales of tickets and report such sales to the gaming
2 commission and/or provide the gaming commission with remote access to
3 such reports through a secure portal.

4 4. The following information shall be displayed by each electronic
5 bell jar vending machine:

6 (a) the total number of tickets in each deal, which may not exceed
7 seven thousand five hundred dollars;

8 (b) the price of each ticket;

9 (c) the number and amount of prizes in each deal of tickets;

10 (d) the number of winners per ticket and the respective winning
11 numbers or symbols;

12 (e) the name of the game;

13 (f) the name or logo of the manufacturer of the tickets; and

14 (g) the serial number for the deal of tickets, which such serial
15 number may not be regenerated.

16 5. When a voucher is produced by an electronic bell jar vending
17 machine for prize redemption, the following information shall appear on
18 the voucher:

19 (a) the aggregate prize amount payable to the player;

20 (b) the value of any unused tickets, if any;

21 (c) the device number or other identification method for the electron-
22 ic bell jar vending machine that produced the voucher;

23 (d) the date and time that the voucher was printed;

24 (e) the sequential number of the voucher;

25 (f) a barcode or similar form of secure encryption that may be used to
26 validate the prize amount payable to the player; and

27 (g) the period of time during which unused tickets or prize amounts
28 must be claimed.

29 6. Vouchers may be redeemed from a voucher redemption kiosk physically
30 separate from the electronic bell jar vending machine. When a voucher is
31 redeemed from a voucher redemption kiosk, the voucher information must
32 be processed correctly using secure communication protocols.

33 § 8. Subdivisions 1 and 4 of section 195-n of the general municipal
34 law, as amended by chapter 637 of the laws of 1999, are amended to read
35 as follows:

36 1. Distribution; manufacturers. For business conducted in this state,
37 manufacturers licensed by the [board] gaming commission to sell bell jar
38 tickets or sell or lease electronic bell jar vending machines shall sell
39 only such tickets and vending machines to distributors licensed by the
40 [board] gaming commission. Manufacturers of bell jar tickets, seal
41 cards, merchandise boards, and coin boards [may] shall submit [samples,
42 artists' renderings, or color photocopies of proposed bell jar tickets,
43 seal cards, merchandise boards, coin boards, payout cards, and flares
44 for review and approval by the [board] gaming commission prior to the
45 sale of the game to any licensed distributor for resale in this state.
46 The gaming commission may require that the manufacturer submit the
47 information required by this section via electronic media or electronic
48 data transfer. Within thirty days of receipt of such sample or render-
49 ing, the [board] gaming commission shall approve or deny such bell jar
50 tickets. ~~[Following approval of a rendering of a bell jar ticket, seal~~
51 ~~card, merchandise board, or coin board by the board, the manufacturer~~
52 ~~shall submit to the board a sample of the printed bell jar ticket, seal~~
53 ~~card, merchandise board, coin board, payout card, and flare for such~~
54 ~~game. Such sample shall be submitted prior to the sale of the game to~~
55 ~~any licensed distributor for resale in this state.]~~ For coin boards and
56 merchandise boards, nothing herein shall require the submittal of actual

1 coins or merchandise as part of the approval process. Any licensed
2 manufacturer who willfully violates the provisions of this section
3 shall: (a) upon such first offense, have their license suspended for a
4 period of thirty days; (b) upon such second offense, participate in a
5 hearing to be conducted by the [board] gaming commission, and surrender
6 their license for such period as recommended by the [board] gaming
7 commission; and (c) upon such third or subsequent offense, have their
8 license suspended for a period of one year and shall be guilty of a
9 class E felony. Any unlicensed manufacturer who violates the provisions
10 of this section shall be guilty of a class E felony.

11 4. Reports of sales. A manufacturer who sells bell jar tickets for
12 resale in this state shall file with the [board] gaming commission, on a
13 form prescribed by the board, a report of all bell jar tickets sold to
14 distributors in the state. The report shall be filed quarterly on or
15 before the twentieth day of the month succeeding the end of the quarter
16 in which the sale was made. The [board] gaming commission may require
17 that the report be submitted via magnetic media or electronic data
18 transfer. Such report shall also include the quantity and machine
19 numbers of any electronic bell jar vending machines sold or leased to a
20 distributor licensed by the gaming commission.

21 § 9. Subdivisions 1, 3, 4 and 5 of section 195-o of the general munic-
22 ipal law, subdivision 1 as amended by chapter 637 of the laws of 1999,
23 subdivisions 3 and 4 as added by chapter 309 of the laws of 1996, and
24 subdivision 5 as amended by section 16 of part MM of chapter 59 of the
25 laws of 2017, are amended to read as follows:

26 1. Distribution; distributors. Any distributor licensed in accordance
27 with section one hundred eighty-nine-a of this article to distribute
28 bell jar tickets or electronic bell jar vending machines shall purchase
29 bell jar tickets and shall purchase or lease electronic bell jar vending
30 machines only from licensed manufacturers and may manufacture coin
31 boards and merchandise boards only as authorized in subdivision one-a of
32 this section. Licensed distributors of bell jar tickets and electronic
33 bell jar vending machines shall sell such tickets and sell or lease such
34 vending machines only to not-for-profit, charitable or religious organ-
35 izations registered by the [board] gaming commission. Any licensed
36 distributor who willfully violates the provisions of this section shall:
37 (a) upon such first offense, have their license suspended for a period
38 of thirty days; (b) upon such second offense, participate in a hearing
39 to be conducted by the [board] gaming commission, and surrender their
40 license for such period as recommended by the [board] gaming commission;
41 and (c) upon such third or subsequent offense, have their license
42 suspended for a period of one year and shall be guilty of a class E
43 felony. Any unlicensed distributor who violates this section shall be
44 guilty of a class E felony.

45 3. Sales records. A distributor shall maintain a record of all bell
46 jar tickets that it sells and all electronic bell jar vending machines
47 that it sells or leases. The record shall include, but need not be
48 limited to:

- 49 (a) the identity of the manufacturer from whom the distributor
50 purchased or leased the product;
51 (b) the serial number of the product;
52 (c) the name, address, and license or exempt permit number of the
53 organization or person to which the sale was made;
54 (d) the date of the sale;
55 (e) the name of the person who ordered the product;
56 (f) the name of the person who received the product;

(g) the type of product;
(h) ~~the serial number of the product;~~
~~(i)~~ the account number identifying the sale or for electronic bell jar vending machines, the lease, from the manufacturer to distributor and the account number identifying the sale from the distributor to the licensed organization; and
~~(j)~~ (i) the name, form number, or other identifying information for each game.

4. Invoices. (a) A distributor shall supply with each sale of a bell jar product an itemized invoice showing the distributor's name and address, the purchaser's name, address, and license number, the date of the sale, the account number identifying the sale from the manufacturer to distributor and the account number identifying the sale from the distributor to the licensed organization, and the description of the deals, including the form number, the serial number and the ideal gross from every deal of bell jar or similar game.

(b) Within five business days after the sale, lease, or distribution of an electronic bell jar vending machine to an authorized organization, the distributor shall provide a copy of an invoice to the gaming commission which shows:

(i) the name and address of the authorized organization;
(ii) the date of sale, lease or distribution;
(iii) the serial number of each electronic bell jar vending machine;
and
(iv) any additional information as the gaming commission may require.

5. Reports. A distributor shall report quarterly to the gaming commission, on a form prescribed by the gaming commission, its sales of each type of bell jar deal or tickets and its sale or lease of each electronic bell jar vending machine. This report shall be filed quarterly on or before the twentieth day of the month succeeding the end of the quarter in which the sale or lease was made. The gaming commission may require that a distributor submit the quarterly report and invoices required by this section via electronic media or electronic data transfer.

§ 10. Section 195-q of the general municipal law is amended by adding a new subdivision 3 to read as follows:

3. (a) An authorized organization may only operate electronic bell jar vending machines on premises that it owns or leases.

(b) An authorized organization may operate no more than ten electronic bell jar vending machines. In no situation may more than ten electronic bell jar vending machines be operated at any leased premises, no matter how many authorized organizations are co-lessees.

(c) No authorized organization may operate electronic bell jar vending machines unless they are a games of chance licensee authorized to conduct bell jar games.

(d) Each bell jar vending machine shall generate sales reports and such other information that the gaming commission may direct by regulation in order to determine that such machine is operating in accordance with the provisions of this chapter. The gaming commission shall have remote and secure access to the electronic bell jar vending machines for the purpose of monitoring and auditing at no cost to the state.

(e) Any unclaimed funds or tickets left in any electronic bell jar vending machine shall be retained by the authorized organization and reported as net proceeds.

§ 11. This act shall take effect January 1, 2026.