



## 103RD GENERAL ASSEMBLY

### State of Illinois

2023 and 2024

HB4295

Introduced 1/16/2024, by Rep. Sonya M. Harper

#### SYNOPSIS AS INTRODUCED:

50 ILCS 722/13 new  
230 ILCS 40/15

Amends the Missing Persons Identification Act. Defines "Ebony Alert" as a notification system designed to issue and coordinate alerts with respect to Black youth, including young women and girls, who are reported missing under unexplained or suspicious circumstances, who are reported missing and are at risk, who are reported missing and are developmentally disabled or cognitively impaired, or who have been abducted. Provides for procedures for law enforcement agencies to request activation of an Ebony Alert by the Illinois State Police if the law enforcement agency determines that an Ebony Alert would be an effective tool in the investigation of missing or abducted Black youth, including listing factors for the agency to consider. Allows use of a changeable message sign under specified circumstances. Provides that radio, television, cable, satellite, and social media systems are encouraged, but not required, to cooperate with disseminating the Ebony Alert or the information contained in an Ebony Alert. Amends the Video Gaming Act. Provides that the Illinois Gaming Board, in its discretion, may require video gaming terminals to display Amber Alert and Ebony Alert (rather than only Amber Alert) messages if the Board makes a finding that it would be economically and technically feasible and pose no risk to the integrity and security of the central communications system and video gaming terminals.

LRB103 35653 AWJ 65728 b

1 AN ACT concerning government.

2 **Be it enacted by the People of the State of Illinois,**  
3 **represented in the General Assembly:**

4 Section 5. The Missing Persons Identification Act is  
5 amended by adding Section 13 as follows:

6 (50 ILCS 722/13 new)

7 Sec. 13. Ebony Alerts.

8 (a) As used in this Section, "Ebony Alert" means a  
9 notification system, activated under subsection (b), designed  
10 to issue and coordinate alerts with respect to Black youth,  
11 including young women and girls, who are reported missing  
12 under unexplained or suspicious circumstances, who are  
13 reported missing and are at risk, who are reported missing and  
14 are developmentally disabled or cognitively impaired, or who  
15 have been abducted.

16 (b) If a person is reported missing or abducted to a law  
17 enforcement agency and that agency determines that factors  
18 considered under subsection (f) justify an Ebony Alert, the  
19 law enforcement agency may request the Illinois State Police  
20 to activate an Ebony Alert in a system created and maintained  
21 by the Illinois State Police. If the Director of the Illinois  
22 State Police, or an individual or division designated by the  
23 Director, concurs that the factors considered under subsection

1 (f) justify an Ebony Alert, the Illinois State Police may  
2 activate an Ebony Alert within the appropriate geographical  
3 area requested by the investigating law enforcement agency.

4 (c) Radio, television, cable, satellite, and social media  
5 systems are encouraged, but not required, to cooperate with  
6 disseminating the Ebony Alert or the information contained in  
7 an Ebony Alert.

8 (d) Upon activation of an Ebony Alert, the Illinois State  
9 Police may assist the investigating law enforcement agency by  
10 issuing other alerts, an electronic flyer, or changeable  
11 message signs in compliance with subsection (e).

12 (e) Upon activation of an Ebony Alert, the Illinois State  
13 Police may use a changeable message sign if both of the  
14 following conditions are met:

15 (1) a law enforcement agency determines that a vehicle  
16 may be involved in the missing person incident; and

17 (2) specific identifying information about the vehicle  
18 is available for public dissemination.

19 (f) A law enforcement agency may request that an Ebony  
20 Alert be activated if that agency determines that an Ebony  
21 Alert would be an effective tool in the investigation of  
22 missing or abducted Black youth, including young women or  
23 girls. The law enforcement agency may consider the following  
24 factors to make that determination:

25 (1) The missing person is age 12 to 25 years of age.

26 (2) The missing person suffers from a mental or

1       physical disability.

2       (3) The person is missing under circumstances that  
3       indicate any of the following:

4               (A) The missing person's physical safety may be  
5               endangered. The missing person's physical safety is  
6               presumed to be endangered, unless there is evidence to  
7               the contrary, if the person is 18 or under.

8               (B) The missing person may be subject to  
9               trafficking.

10       (4) The person has gone missing under unexplained or  
11       suspicious circumstances.

12       (5) The person is in danger because of age, health,  
13       mental or physical disability, or environment or weather  
14       conditions, that the person is in the company of a  
15       potentially dangerous person, or that there are other  
16       factors indicating that the person may be in peril.

17       (6) If the investigating law enforcement agency has  
18       utilized available local resources.

19       (7) If there is information available that, if  
20       disseminated to the public, could assist in the safe  
21       recovery of the missing person.

22       Section 10. The Video Gaming Act is amended by changing  
23       Section 15 as follows:

24       (230 ILCS 40/15)

1           Sec. 15. Minimum requirements for licensing and  
2 registration. Every video gaming terminal offered for play  
3 shall first be tested and approved pursuant to the rules of the  
4 Board, and each video gaming terminal offered in this State  
5 for play shall conform to an approved model. For the  
6 examination of video gaming machines and associated equipment  
7 as required by this Section, the Board shall utilize the  
8 services of independent outside testing laboratories that have  
9 been accredited in accordance with ISO/IEC 17025 by an  
10 accreditation body that is a signatory to the International  
11 Laboratory Accreditation Cooperation Mutual Recognition  
12 Agreement signifying they are qualified to perform such  
13 examinations. Notwithstanding any law to the contrary, the  
14 Board shall consider the licensing of independent outside  
15 testing laboratory applicants in accordance with procedures  
16 established by the Board by rule. The Board shall not withhold  
17 its approval of an independent outside testing laboratory  
18 license applicant that has been accredited as required by this  
19 Section and is licensed in gaming jurisdictions comparable to  
20 Illinois. Upon the finalization of required rules, the Board  
21 shall license independent testing laboratories and accept the  
22 test reports of any licensed testing laboratory of the video  
23 gaming machine's or associated equipment manufacturer's  
24 choice, notwithstanding the existence of contracts between the  
25 Board and any independent testing laboratory. Every video  
26 gaming terminal offered in this State for play must meet

1 minimum standards approved by the Board. Each approved model  
2 shall, at a minimum, meet the following criteria:

3 (1) It must conform to all requirements of federal law  
4 and regulations, including FCC Class A Emissions  
5 Standards.

6 (2) It must theoretically pay out a mathematically  
7 demonstrable percentage during the expected lifetime of  
8 the machine of all amounts played, which must not be less  
9 than 80%. The Board shall establish a maximum payout  
10 percentage for approved models by rule. Video gaming  
11 terminals that may be affected by skill must meet this  
12 standard when using a method of play that will provide the  
13 greatest return to the player over a period of continuous  
14 play.

15 (3) It must use a random selection process to  
16 determine the outcome of each play of a game. The random  
17 selection process must meet 99% confidence limits using a  
18 standard chi-squared test for (randomness) goodness of  
19 fit.

20 (4) It must display an accurate representation of the  
21 game outcome.

22 (5) It must not automatically alter pay tables or any  
23 function of the video gaming terminal based on internal  
24 computation of hold percentage or have any means of  
25 manipulation that affects the random selection process or  
26 probabilities of winning a game.

1           (6) It must not be adversely affected by static  
2 discharge or other electromagnetic interference.

3           (7) It must be capable of detecting and displaying the  
4 following conditions during idle states or on demand:  
5 power reset; door open; and door just closed.

6           (8) It must have the capacity to display complete play  
7 history (outcome, intermediate play steps, credits  
8 available, bets placed, credits paid, and credits cashed  
9 out) for the most recent game played and 10 games prior  
10 thereto.

11           (9) The theoretical payback percentage of a video  
12 gaming terminal must not be capable of being changed  
13 without making a hardware or software change in the video  
14 gaming terminal, either on site or via the central  
15 communications system.

16           (10) Video gaming terminals must be designed so that  
17 replacement of parts or modules required for normal  
18 maintenance does not necessitate replacement of the  
19 electromechanical meters.

20           (11) It must have nonresettable meters housed in a  
21 locked area of the terminal that keep a permanent record  
22 of all cash inserted into the machine, all winnings made  
23 by the terminal printer, credits played in for video  
24 gaming terminals, and credits won by video gaming players.  
25 The video gaming terminal must provide the means for  
26 on-demand display of stored information as determined by

1 the Board.

2 (12) Electronically stored meter information required  
3 by this Section must be preserved for a minimum of 180 days  
4 after a power loss to the service.

5 (13) It must have one or more mechanisms that accept  
6 cash in the form of bills. The mechanisms shall be  
7 designed to prevent obtaining credits without paying by  
8 stringing, slamming, drilling, or other means. If such  
9 attempts at physical tampering are made, the video gaming  
10 terminal shall suspend itself from operating until reset.

11 (14) It shall have accounting software that keeps an  
12 electronic record which includes, but is not limited to,  
13 the following: total cash inserted into the video gaming  
14 terminal; the value of winning tickets claimed by players;  
15 the total credits played; the total credits awarded by a  
16 video gaming terminal; and pay back percentage credited to  
17 players of each video game.

18 (15) It shall be linked by a central communications  
19 system to provide auditing program information as approved  
20 by the Board. The central communications system shall use  
21 a standard industry protocol, as defined by the Gaming  
22 Standards Association, and shall have the functionality to  
23 enable the Board or its designee to activate or deactivate  
24 individual gaming devices from the central communications  
25 system. In no event may the communications system approved  
26 by the Board limit participation to only one manufacturer



1 of video gaming terminals by either the cost in  
2 implementing the necessary program modifications to  
3 communicate or the inability to communicate with the  
4 central communications system.

5 (16) The Board, in its discretion, may require video  
6 gaming terminals to display Amber Alert or Ebony Alert  
7 messages if the Board makes a finding that it would be  
8 economically and technically feasible and pose no risk to  
9 the integrity and security of the central communications  
10 system and video gaming terminals.

11 Licensed terminal handlers shall have access to video  
12 gaming terminals, including, but not limited to, logic door  
13 access, without the physical presence or supervision of the  
14 Board or its agent to perform, in coordination with and with  
15 project approval from the central communication system  
16 provider:

17 (i) the clearing of the random access memory and  
18 reprogramming of the video gaming terminal;

19 (ii) the installation of new video gaming terminal  
20 software and software upgrades that have been approved by  
21 the Board;

22 (iii) the placement, connection to the central  
23 communication system, and go-live operation of video  
24 gaming terminals at a licensed establishment, licensed  
25 truck stop establishment, licensed large truck stop  
26 establishment, licensed fraternal establishment, or

1 licensed veterans establishment;

2 (iv) the repair and maintenance of a video gaming  
3 terminal located at a licensed establishment, licensed  
4 truck stop establishment, licensed large truck stop  
5 establishment, licensed fraternal establishment, or  
6 licensed veterans establishment, including, but not  
7 limited to, the replacement of the video gaming terminal  
8 with a new video gaming terminal;

9 (v) the temporary movement, disconnection,  
10 replacement, and reconnection of video gaming terminals to  
11 allow for physical improvements and repairs at a licensed  
12 establishment, licensed truck stop establishment, licensed  
13 large truck stop establishment, licensed fraternal  
14 establishment, or licensed veterans establishment, such as  
15 replacement of flooring, interior repairs, and other  
16 similar activities; and

17 (vi) such other functions as the Board may otherwise  
18 authorize.

19 The Board shall, at a licensed terminal operator's  
20 expense, cause all keys and other required devices to be  
21 provided to a terminal operator necessary to allow the  
22 licensed terminal handler access to the logic door to the  
23 terminal operator's video gaming terminals.

24 The Board may adopt rules to establish additional criteria  
25 to preserve the integrity and security of video gaming in this  
26 State. The central communications system vendor may be

1 licensed as a video gaming terminal manufacturer or a video  
2 gaming terminal distributor, or both, but in no event shall  
3 the central communications system vendor be licensed as a  
4 video gaming terminal operator.

5 The Board shall not permit the development of information  
6 or the use by any licensee of gaming device or individual game  
7 performance data. Nothing in this Act shall inhibit or  
8 prohibit the Board from the use of gaming device or individual  
9 game performance data in its regulatory duties. The Board  
10 shall adopt rules to ensure that all licensees are treated and  
11 all licensees act in a non-discriminatory manner and develop  
12 processes and penalties to enforce those rules.

13 (Source: P.A. 101-31, eff. 6-28-19.)