

**DRAFT ONLY  
NOT APPROVED FOR  
INTRODUCTION**

HOUSE BILL NO.

Gaming-central monitoring system.

Sponsored by: Select Committee on Capital Financing &  
Investments

A BILL

for

1 AN ACT relating to gaming; requiring the Wyoming gaming  
2 commission to develop and operate a central monitoring  
3 system as specified; specifying requirements for gaming  
4 machines in Wyoming; making conforming amendments;  
5 specifying applicability; requiring rulemaking; and  
6 providing for effective dates.

7

8 *Be It Enacted by the Legislature of the State of Wyoming:*

9

10 **Section 1.** W.S. 9-24-102(b) by creating a new  
11 paragraph (iv) and by renumbering (iv) as (v), 11-25-  
12 102(a)(vii)(D), 11-25-104 by creating a new subsection (p),

1 11-25-201 by creating a new subsection (n) and 11-25-303 by  
2 creating a new subsection (f) are amended to read:

3  
4 **9-24-102. Online sports wagering regulation;**  
5 **rulemaking.**

6  
7 (b) The commission shall promulgate rules to  
8 implement this chapter. The rules the commission  
9 promulgates shall establish standards and procedures for  
10 online sports wagering and associated sports wagering  
11 systems. The rules shall include:

12  
13 (iv) Requirements for any system operated by a  
14 sports wagering operator by which online sports wagering is  
15 offered, conducted or operated to be connected to the  
16 centralized monitoring system required under W.S. 11-25-  
17 104(p);

18  
19 ~~(iv)~~(v) Any other matters necessary for  
20 overseeing online sports wagering and sports wagering  
21 operators and vendors.

22  
23 **11-25-102. Definitions.**

1

2 (a) As used in this act:

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4 (vii) "Simulcasting" means the sale of pari-  
5 mutuel pools electronically transmitted live or historic on  
6 interstate or intrastate pari-mutuel events as prescribed  
7 by the commission. The commission shall authorize  
8 simulcasting subject to the following conditions:

9

10 (D) The commission shall promulgate rules  
11 for conducting simulcasting as are reasonably necessary to  
12 protect the public interest, including rules requiring all  
13 simulcasting devices operated by each permittee to be  
14 connected to the centralized monitoring system required  
15 under W.S. 11-25-104(p).

16

17 11-25-104. Gaming commission; officers; director;  
18 meetings; quorum; records; licenses generally; centralized  
19 monitoring; effect of financial interest in events.

20

21 (p) The commission shall develop and operate a central  
22 system into which all gaming machines and online sports  
23 wagering systems under the commission's jurisdiction are

1 connected and are able to be monitored. The central system  
2 shall be capable of:

3  
4 (i) Monitoring all gaming machines under the  
5 commission's jurisdiction continuously;

6  
7 (ii) Retrieving and auditing the operations,  
8 financial data and program information of the network and  
9 all connected gaming machines;

10  
11 (iii) Disabling from operation or play any gaming  
12 machine in the network that does not comply with the  
13 provisions of this act, W.S. 9-24-101 through 9-24-106 or  
14 commission rules;

15  
16 (iv) Communicating, through program modifications  
17 or other means, with all gaming machines under the  
18 commission's jurisdiction;

19  
20 (v) Providing linkage to each gaming machine in  
21 the system at a reasonable and affordable cost to the state  
22 and the permittee or operator and allowing for program  
23 modifications and system updating at a reasonable cost.

1

2       11-25-201. Pari-mutuel permits; fees and reports;  
3       disposition of funds; enforcement of provisions.

4

5       (n) As a condition of receiving a pari-mutuel permit,  
6       the permittee shall ensure that each historic horse racing  
7       machine is connected to the centralized monitoring system  
8       required under W.S. 11-25-104(p).

9

10       11-25-303. Restrictions on operation of skill based  
11       amusement games.

12

13       (f) Each skill-based amusement game shall be  
14       connected to the centralized monitoring system required  
15       under W.S. 11-25-104(p).

16

17       **Section 2.** This act shall apply to all gaming machines  
18       for pari-mutuel wagering, simulcasting, online sports  
19       wagering and skill-based amusement games under the  
20       jurisdiction of the Wyoming gaming commission entering  
21       operation before, on and after July 1, 2026.

22

1           **Section 3.** The Wyoming gaming commission shall  
2 promulgate all rules necessary to implement this act.

4           Section 4.

6           (a) Except as provided in subsection (b) of this  
7 section, this act is effective July 1, 2026.

9 (b) Sections 3 and 4 are effective immediately upon  
10 completion of all acts necessary for a bill to become law  
11 as provided by Article 4, Section 8 of the Wyoming  
12 Constitution.

14 ( END )