

(D) A PERSON MAY SELL PAPER GAMING DEVICES TO A PAPER GAMING LICENSEE IF THE PERSON OBTAINS A WHOLESALE VENDOR'S LICENSE ISSUED BY THE COUNTY COMMISSIONERS.

(E) THE COUNTY COMMISSIONERS SHALL SET ANNUAL FEES FOR A PAPER GAMING LICENSE AND A WHOLESALE VENDOR'S LICENSE.

(F) NOT LATER THAN THE FIFTEENTH OF EACH MONTH, WHOLESALE VENDOR LICENSEES SHALL PROVIDE TO THE COUNTY COMMISSIONERS A LIST FOR THE PREVIOUS MONTH OF ALL CUSTOMERS TO WHOM THEY SOLD PAPER GAMING PRODUCTS AND THE TOTAL NUMBER OF PRODUCTS SOLD TO EACH CUSTOMER.

(G) A PAPER GAMING LICENSEE MAY NOT HAVE ON ITS PREMISES A PAPER GAMING DEVICE THAT DOES NOT DISPLAY A GAMING STICKER ISSUED BY THE COUNTY.

(H) THE COUNTY COMMISSIONERS SHALL ENSURE THAT EACH ~~RETAIL ALCOHOLIC BEVERAGES~~ LICENSEE WHO CONDUCTS A PAPER GAMING LICENSE SELLS TO THE PUBLIC THE SAME SERIAL-NUMBERED PAPER GAMING DEVICES THAT ARE LISTED ON THE BILL OF SALE FROM THE WHOLESALE VENDOR LICENSEE.

(I) THE COUNTY COMMISSIONERS MAY IMPOSE THE FOLLOWING PAPER GAMING TAXES:

(1) ON LICENSEES THAT ARE QUALIFIED ORGANIZATIONS, 10% OF GROSS PROFITS MINUS THE COSTS OF PAPER GAMING PRODUCTS; AND

(2) ON LICENSEES THAT ARE FOR PROFIT BUSINESSES, 40% OF GROSS PROFITS MINUS THE COSTS OF PAPER GAMING PRODUCTS.

(J) (1) IN THIS SUBSECTION, "FUND" MEANS THE SPECIAL GAMING FUND.

(2) THE COUNTY COMMISSIONERS ~~MAY~~ SHALL ESTABLISH A SPECIAL GAMING FUND.

(3) THE FUND IS A SPECIAL CONTINUING, NONLAPSING FUND.

(4) THE FUND ~~MAY~~ SHALL BE USED ONLY TO BENEFIT FIRE AND RESCUE DEPARTMENTS AND TO PAY FOR SPECIFIED SCHOOL COSTS. SERVICES.

(5) (I) THE FUND CONSISTS OF:

1. REVENUE DERIVED FROM THE TAXATION OF GROSS PROFITS FROM TIP JAR SALES; AND

2. SUBJECT TO SUBPARAGRAPH (II) OF THIS PARAGRAPH, MONEY RECEIVED FROM OTHER SOURCES.

(II) MONEY FROM THE GENERAL FUND OF THE STATE OR THE COUNTY, INCLUDING ANY FEDERAL MONEY, MAY NOT BE TRANSFERRED BY BUDGET AMENDMENT OR OTHERWISE TO THE FUND.

(6) THE FUND SHALL BE INVESTED AND REINVESTED IN THE SAME MANNER AS OTHER COUNTY FUNDS.