

(I) SHALL MEET THE REQUIREMENTS FOR A CHARITABLE CONTRIBUTION UNDER § 170(C) OF THE INTERNAL REVENUE CODE; AND

(II) MAY NOT BE A PURPOSE TO BENEFIT:

1. AN AGENCY OF THE STATE GOVERNMENT OR OF A POLITICAL SUBDIVISION OF THE STATE, EXCEPT:

A. AN AMBULANCE, FIRE FIGHTING, OR RESCUE SQUAD; OR

B. A PRIMARY SCHOOL, SECONDARY SCHOOL, OR COLLEGE;

2. A LAW ENFORCEMENT AGENCY OR LAW ENFORCEMENT FRATERNAL ORGANIZATION; OR

3. A POLITICAL CLUB, COMMITTEE, OR PARTY.

(B) (1) A LICENSE ISSUED UNDER THIS SECTION MAY BE EFFECTIVE:

(I) ON A DAILY BASIS FOR SPECIFIC DATES; OR

(II) FOR A PERIOD OF NOT MORE THAN 1 YEAR.

(2) THE LICENSING YEAR SHALL BE FROM JULY 1 THROUGH JUNE 30 OF EACH YEAR.

[(b)](C) The application to the Sheriff for the issuance of a license under this section shall contain:

(1) A COPY OF THE TAX EXEMPT VERIFICATION AND A COPY OF THE ORGANIZATION'S CHARTER IF APPLICABLE, TO BE PLACED ON FILE WITH THE SHERIFF; AND

(2) [a] A certification by one of the principal officers of the organizations stating the following:

[(1)](I) The [time] DATE OR DATES, place, and type of each game for which the license is sought[.];

[(2)](II) That the games and gaming devices for which the license is sought will be solely and personally conducted, managed and operated by the regular members of the organization without the assistance of professionals and that no commission, salary, compensation, reward or recompense will be paid to any person for holding, operating or conducting, or assisting in the holding, operating, or conducting of a game or gaming device[.]; AND

(III) THAT ALL PROCEEDS OBTAINED UNDER A LICENSE ISSUED TO AN ORGANIZATION DESCRIBED IN SUBSECTION (A)(1)(I) THROUGH (V) OF THIS SECTION SHALL BE USED IN FURTHERANCE OF THE ORGANIZATION.

[(3) That the applicant, by one of its principal officers, will, within fifteen days after the last day named in the application for the permit to conduct activities authorized by this section, file a report under penalties of perjury certifying the following facts: