

VAN ZANDT COUNTY GAME ROOM REGULATIONS

Adopted by Commissioners Court: July 6, 2022

Effective Date: July 6, 2022

RECITALS

WHEREAS, Texas Local Government Code Section 234.131 authorizes all counties, including Van Zandt County, to regulate Game Rooms;

WHEREAS, Van Zandt County, Texas desires to reduce the adverse secondary effects of Game Rooms, which were presented in hearings and reports made available to Van Zandt County Commissioners Court;

WHEREAS, the Game Room Regulation adopted on April 27, 2022 is hereby repealed and replaced with this Game Room Regulation; and

THEREFORE, VAN ZANDT COUNTY COMMISSIONERS COURT FINDS:

1. Game Rooms, as a category of commercial uses, are associated with a wide variety of adverse secondary effects, including but not limited to personal and property crimes, gambling offenses, weapon offenses, illicit drug use and drug trafficking, negative impacts on surrounding properties, urban blight, and litter.
2. Game Rooms should be separated from sensitive land uses to minimize the impact of their secondary effects upon such uses, and should be separated from other Game Rooms, to minimize the secondary effects associated with such uses and to prevent an unnecessary concentration of Game Rooms in one area.
3. Game Rooms should have restricted hours of operation due to the increase of personal crimes such as assaults, robberies, and homicides between the hours of 1 a.m. and 8 a.m.
4. Each of the foregoing negative secondary effects constitutes a harm, which Van Zandt County has a substantial government interest in preventing and abating. This substantial government interest in preventing secondary effects, which is Van Zandt County's rationale for these Regulations, exists independent of any comparative analysis between legal Game Rooms and illicit Game Rooms. Van Zandt County's interests in regulating Game Rooms extend to preventing future secondary effects of either current or future Game Rooms that may locate in Van Zandt County.
5. Game Rooms frequently use amusement redemption machines to award prizes that encourage play at licensed charitable bingo operations which put money back into the community in a positive manner.

SECTION 1. GENERALLY

1.1. Authority to Regulate

- (a) These Regulations are promulgated pursuant to and in conformity with Chapter 234 of the Local Government Code, as amended, titled County Regulation of Businesses and Occupations. The commissioners' court of a county may regulate the operation of Game Rooms to promote the public health, safety, and welfare, according to Section 234.133 of the Local Government Code.
- (b) It is the purpose of the Van Zandt County Commissioners Court to exercise its police power, as established under Chapter 234 of the Local Government Code, to establish reasonable and uniform regulation of Game Rooms to promote the public health, safety, and welfare and to prohibit business activities which merely serve as a front for criminal activities, including but not limited to gambling and tax evasion.
- (c) These Regulations do not legalize anything prohibited under the Texas Penal Code or any other law(s) or regulation(s).

1.2. Administration

- (a) The Van Zandt County Commissioners Court hereby designates and authorizes any law enforcement agency to investigate for violations of these Regulations. Any Peace Officer certified by the State of Texas may enforce these Regulations.
- (b) Under Section 234.138 of the Local Government Code, as amended, a person commits an offense if the person intentionally or knowingly operates a Game Room in violation of a regulation adopted under Section 234.133. An offense under this Section is a Class A misdemeanor. Violators may also be prosecuted under Section 234.140 and any other statutes that would be applicable.
- (c) In accordance with Section 234.133 of the Local Government Code, the State of Texas has granted the Van Zandt County Commissioners Court authority to promote public health, safety, and welfare.
- (d) The Commissioners Court designates the Van Zandt County Fire Marshal as Game Room Permit Administrator for Van Zandt County. The Van Zandt County Fire Marshal shall supervise, control, and operate the Permit Office. The Van Zandt County Fire Marshal shall be responsible for the administrative issuance of game room permits. The Van Zandt County Fire Marshal shall investigate, deny, attach conditions to, administratively suspend, or revoke Game Room permits pursuant to these Regulations and any applicable state law(s).

1.3. Areas Covered by these Regulations

Pursuant to Section 234.133, these regulations apply to all areas of Van Zandt County and all Game Rooms located therein, both in incorporated and unincorporated areas.

1.4. Definitions

As used in these Regulations:

- (a) **“Game Room”** means a for-profit business located in a building or place that contains six (6) or more:
 - (1) amusement redemption machines; or
 - (2) electronic, electromechanical, or mechanical contrivances that, for consideration, afford a player the opportunity to obtain a prize or thing of value, the award of which is determined solely or partially by chance, regardless of whether the contrivance is designed, made, or adopted solely for bona fide amusement purposes.
- (b) **“Amusement Redemption Machine”** means any electronic, electromechanical, or mechanical contrivance designed, made, and adopted for bona fide amusement purposes that rewards the player exclusively with non-cash merchandise, prizes, toys, or novelties, or a representation of value redeemable for those items, that have a wholesale value available from a single play of the game or device of not more than 10 times the amount charged to play the game or device once, or \$5, whichever amount is less.
- (c) **“Owner”** means a Person who:
 - (1) has an ownership interest in, or receives the profits from, a game room or an amusement redemption machine located in a Game Room;
 - (2) is a partner, director, or officer of a business, company, or corporation that has an ownership interest in a Game Room or in an amusement redemption machine located in a Game Room;
 - (3) is a shareholder that holds more than ten (10) percent of the outstanding shares of a business, company, or corporation that has an ownership interest in a Game Room or in an amusement redemption machine located in a Game Room;
 - (4) has been issued by the county clerk an assumed name certificate for a business that owns a Game Room or an amusement redemption machine located in a Game Room;

- (5) signs a lease for a Game Room;
 - (6) opens an account for utilities for a Game Room;
 - (7) receives a certificate of occupancy or certificate of compliance for a Game Room;
 - (8) pays for advertising for a Game Room; or
 - (9) signs an alarm permit for a Game Room.
- (d) To **“Operate a Game Room”** means to:
- (1) engage in the business of operating a Game Room;
 - (2) cause the operation of a Game Room;
 - (3) be a part of the operation of a Game Room;
 - (4) fund the operation of a Game Room;
 - (5) have a financial interest in a Game Room;
 - (6) receive any profit from a Game Room;
 - (7) supply machines described in Subsection 1.4(a)(1)-(2) to a Game Room;
 - (8) own machines described in Subsection 1.4(a)(1)-(2) located in a Game Room;
 - (9) receive any payment from a machine described in Subsection 1.4(a)(1)-(2) located in a Game Room;
 - (10) receive any profit from a machine described in Subsection 1.4(a)(1)-(2) located in a Game Room; or
 - (11) have machines described in Subsection 1.4(a)(1)-(2) registered in Van Zandt County or any city in Van Zandt County where the Game Room is located or registered.
- (e) **“Operator”** means an individual who:
- (1) operates a cash register, cash drawer, or other depository on the premises of a Game Room or of a business where the money earned or the records of credit card transactions or other credit transactions generated in any manner

by the Operation of a Game Room or activities conducted in a Game Room are kept;

- (2) displays, delivers, or provides to a customer of a Game Room; merchandise, goods, entertainment, or other services offered on the premises of a Game Room;
 - (3) takes orders from a customer of a Game Room for merchandise, goods, entertainment, or other services offered on the premises of a Game Room;
 - (4) acts as a door attendant to regulate entry of customers or other persons into a Game Room; or
 - (5) supervises or manages other persons at a game room in the performance of an activity listed in this subsection.
- (f) **“Applicant”** means an individual, proprietorship, corporation, association, and/or other legal entity required to obtain a Game Room permit or someone who has applied for a Game Room permit.
- (g) **“Sheriff”** means the Sheriff of Van Zandt County or the Sheriff’s designated agent.
- (h) **“Game Room Permit Administrator”** means the Van Zandt County Fire Marshal or his designated agent.
- (i) **“Peace Officer”** means an individual as described in Article 2.12 of the Texas Code of Criminal Procedure.
- (j) **“Public Building”** means a building used by Federal, State, or local government that is open to the general public.
- (k) **“Regulation(s)”** means these Regulations of Van Zandt County, Texas, for the Operation of Game Rooms.
- (l) **“School”** means a facility, including all attached playgrounds, dormitories, stadiums and other appurtenances that are part of the facility, used for the primary purpose of instruction or education, including primary and secondary schools, colleges, and universities, both public and private.
- (m) **“Gambling Device”** means a device described in Article 47.01(4)(A) of the Texas Penal Code.
- (n) **“Notice”** means hand delivery or posting of any document on the front exterior entrance of a Game Room.

- (o) **“County Employee”** means any individual authorized by Van Zandt County to inspect any game room for compliance with these Regulations.

SECTION 2. GAME ROOM PERMITS

2.1 Application

- (a) It shall be unlawful for a Person to Operate a Game Room, use a Game Room, or maintain a Game Room in Van Zandt County that has not been issued a permit pursuant to these Regulations. A Person who violates this Subsection shall be assessed a civil penalty not to exceed \$10,000 per violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (b) A complete application shall be filed with the Game Room Permit Administrator. The application shall be filed on the form provided by the Game Room Permit Administrator or on an accurate and legible copy of that form. A copy of the application can be obtained from the Van Zandt County website or from the Game Room Permit Administrator.
 - (1) The Applicant shall apply in person, at the office of the Van Zandt County Fire Marshal. The Applicant must be an Owner of the Game Room. The Game Room Permit Administrator shall establish the hours when an application can be submitted.
 - (2) The Game Room Permit Administrator shall collect the application fee of \$1,000.00 at the time the application is submitted.
 - (3) Incomplete applications shall not be accepted. Once a complete application has been submitted, the application process will begin.
 - (4) A receipt shall be provided to the applicant upon submission of the application fee. A receipt showing payment of the application fee is NOT a Game Room permit.
 - (5) Once a complete application has been received, the Game Room Permit Administrator will conduct up to three (3) inspections of the Applicant's proposed Game Room to ensure compliance with these Regulations. The Applicant must be present in person during these inspections. Furthermore, it shall be the responsibility of the Applicant to provide an interpreter, if necessary, during these inspection(s).
 - (i) After the initial inspection, the Applicant will be informed of what corrections must be made to the proposed Game Room in order to comply with these Regulations.

- (ii) A re-inspection will be performed and the Applicant will again be informed of what corrections must be made to the proposed Game Room in order to comply with these Regulations.
 - (iii) If after the third and final inspection the Applicant's proposed Game Room fails to comply with these Regulations, the Game Room Permit Administrator shall deny the application.
 - (iv) If the proposed game room passes inspection, and if all other requirements are met, the Game Room Permit Administrator shall approve the application.
- (6) The Applicant has ninety (90) days from the initial inspection to complete the inspection process. Applicant shall request inspections that may be conducted at the convenience of the Permit Administrator. Failure to complete the inspection process within these ninety (90) days shall result in denial of the application. It is the duty of the Applicant to ensure the process is completed in the requisite ninety (90) days.
- (7) Failure to provide any information required by this Section or a determination by the Game Room Permit Administrator that inaccurate, erroneous, or incomplete information has been submitted shall be grounds for denial of the application.
- (c) Each complete application shall be accompanied by:
 - (1) a diagram or floor plan to include designed occupancy load prepared by a licensed architect, engineer or fire marshal and a current annual fire inspection report from a fire safety official;
 - (2) a certified copy of the assumed name certificate filed in the office of the Van Zandt County Clerk or Texas Secretary of State, bearing the file mark or stamp that evidences its filing, if the Game Room will be operating under an assumed name;
 - (3) a copy of the formative legal documents for the applicable legal entity – e.g., the Articles of Incorporation;
 - (4) a non-refundable application fee of \$1,000.00;
 - (5) a photocopy of the Applicant's driver's license or government-issued photo identification;
 - (6) proof as required in Subsection 3.9 that the proposed Game Room is exempt from, or will be located in compliance with, the requirements set forth by Subsection 3.9 of these Regulations;

- (7) a current lease agreement for the Game Room premises with the Applicant, listed as an Owner of the game room, and premises lessee, or proof of property ownership;
 - (8) a list of all Owner(s), Operator(s), employee(s), agent(s), and any other individual(s), proprietorship(s), corporation(s), association(s), or other legal entity(s) acting for, or acting on behalf of the Game Room along with a photocopy of their driver's license or government-issued identification and incorporation papers as applicable, and authorizations for criminal background checks as required by Section 3.8;
 - (9) a copy of the State of Texas coin-operated machine occupation tax records, the State of Texas coin-operated machine license or registration certificate, for each machine exhibited or displayed, or permitted to be exhibited or displayed in the Game Room in a spread sheet format. Records shall include information detailing each machine found on the premises of the Game Room by identifying the machine by:
 - (i) the name of manufacturer;
 - (ii) the serial number;
 - (iii) the type of machine;
 - (iv) the State of Texas Tax stamp including the year of expiration of each tax stamp required; and
 - (v) the name of the individual(s), proprietorship(s), corporation(s), association(s), and/or other legal entity(s) that owns, receives profits from, and has registered the machine in their name with the Texas Comptroller and a description of their ownership and financial interest in the machine.
 - (10) the Game Room Applicant's Federal Employer Identification Number (EIN); and
 - (11) a certification that all of the contents of the application and the above presented materials are true and correct under the penalty of perjury as defined under Section 37.02 of the Texas Penal Code. In addition, any misrepresentation on the application is a third-degree felony offense as defined under Section 37.10 of the Texas Penal Code.
- (d) A Game Room application shall be rejected upon failure to produce all documents required in Subsections 2.1.

- (e) A GAME ROOM THAT WAS NOT IN CONTINUOUS OPERATION SINCE JANUARY 1, 2022 SHALL NOT OPERATE DURING THE PENDENCY OF THE APPLICATION AND UNTIL THE GAME ROOM APPLICATION IS APPROVED AND THE PERMIT ISSUED. A GAME ROOM THAT HAS BEEN IN CONTINUOUS OPERATION SINCE JANUARY 1, 2022 IS PERMITTED TO CONTINUE OPERATING DURING THE PENDENCY OF THE APPLICATION AS LONG AS THE APPLICATION IS FILED ON OR BEFORE AUGUST 1, 2022.
- (f) A Game Room permit issued in accordance with these Regulations is not transferable, assignable, or divisible, and it is a violation of these Regulations for any Person to attempt to do so. If ownership of a Game Room changes, the Game Room shall be deemed unpermitted and the new Owner(s) must reapply and must do so before the Game Room may operate. A Person commits a Class A misdemeanor if he intentionally or knowingly transfers, assigns, or divides a Game Room permit issued pursuant to these Regulations or attempts to do so. Further, he shall be assessed a civil penalty not to exceed \$10,000 per violation. Each permit transferred, assigned, or divided or attempted to be transferred, assigned, or divided being considered a separate violation.
- (g) An Applicant who submits an application under these Regulations must swear and affirm the truth of the contents therein under the penalty of perjury as defined under Section 37.02 of the Texas Penal Code. In addition, any misrepresentation on the application is a third degree felony offense as defined under Section 37.10 of the Texas Penal Code.
- (h) Upon receipt of the Game Room permit, the Operator shall immediately pay for and receive Van Zandt County occupation tax certificates for each machine to be operated in the Game Room. The fee for each machine is equal to one fourth of the occupation tax imposed by the Texas Comptroller of Public Accounts or \$15.00, whichever is greater. No game may be operated at any time without a current occupation tax sticker for that game.

2.2 Grounds for Denial, Revocation, or Suspension of a Game Room Permit

- (a) Any violation of any Section or Subsection of these regulations or failure to meet all requirements of any Section or Subsection of these Regulations, where applicable, will be grounds for denial, revocation, or suspension of a Game Room permit. If a Game Room's permit has been revoked, denied, or suspended, the Game Room shall not operate during the pendency of any appeal to the hearing examiner from the revocation, denial, or suspension of a Game Room permit.
- (b) **Denial of a Game Room Permit.** A Game Room permit shall be denied upon a finding by the Game Room Permit Administrator of any of the following facts:

- (1) An Applicant, Owner, or Operator has previously been convicted of or released from confinement or community supervision for any level of offense for the following crimes within ten (10) years from the date of the most recent application for a Game Room permit under these Regulations:
 - (i) gambling, gambling promotion, keeping a gambling place, communicating gambling information, possession of gambling devices or equipment, or possession of gambling paraphernalia as described in Chapter 47 of the Texas Penal Code;
 - (ii) forgery, credit card abuse, or commercial bribery as described in Chapter 32 of the Texas Penal Code;
 - (iii) a criminal offense as described in Chapter 34 of the Texas Penal Code;
 - (iv) criminal attempt, conspiracy, or solicitation to commit any of the foregoing offenses; or any other offense to the laws of another state or of the United States that, if committed in this state, would have been punishable as one or more of the aforementioned offenses;
- (2) an Applicant makes a misleading statement in the application for the Game Room permit, provides false, fraudulent, or untruthful information in the application for a Game Room permit, and/or withholds pertinent information in the application for a Game Room permit;
- (3) an Applicant is under eighteen (18) years of age;
- (4) an Applicant, Owner, or Operator has had a Game Room permit revoked within the one hundred and eighty (180) day period immediately preceding the date the application was filed;
- (5) an Applicant, Owner, or Operator is delinquent in the payment to the county of taxes, fees, fines, or penalties assessed or imposed;
- (6) an application or renewal fee required by these Regulations has not been paid;
- (7) an Applicant fails to complete the inspection process within the sixty (60) day period described in Subsection 2.1;
- (8) an offense described in Subsection 2.2(b)(1) or Subsection 3.12(a) of these Regulations was committed at the Game Room or another Game Room at the same location within one (1) year prior to the application; or
- (9) any violation of Sections 2 or 3 of these Regulations.

- (c) If the Game Room Permit Administrator denies a Game Room permit, the Game Room Permit Administrator shall document the denial and provide Notice to Applicant of the denial within twenty-one (21) days of the date on which the denial was documented by the Game Room Permit Administrator. The denial letter shall provide the reason(s) for the action.
- (d) **Revocation or Suspension of a Game Room Permit.** The Game Room Permit Administrator and or any law enforcement officer shall have the authority and power to initiate a proceeding to revoke or suspend a Game Room permit if one (1) or more of the following events or conditions has occurred:
 - (1) any violation of any of the offenses described in Subsection 2.2(b)(1) or Subsection 3.12(a) of these Regulations has occurred on the premises of the Game Room;
 - (2) the Applicant made a misleading statement in the application for the Game Room permit, provided false, fraudulent, or untruthful information in the application for a Game Room permit, and/or withheld pertinent information in the application for a Game Room permit;
 - (3) the Game Room permit should not have been issued pursuant to these Regulations;
 - (4) an Owner, Operator, employee, agent, and/or any other individual acting for, or acting on behalf of the Game Room has violated any of the offenses contained in Subsection 2.2(b)(1) or Subsection 3.12(a) of these Regulations; or
 - (5) any violation(s) of Section 2 or 3 of these Regulations.
- (e) If any of the stated events or conditions providing a basis for revocation or suspension of a Game Room permit under Subsection 2.2(d) has occurred, the Game Room Permit Administrator shall document the violation and provide Notice to Applicant or permit holder of revocation or suspension within twenty-one (21) days of the date on which the violation was documented. The revocation letter shall provide the reason(s) for the action. The revocation shall become final on the seventh day after Notice.
- (f) Revocation shall take immediate effect upon Notice by the Game Room Permit Administrator or the Van Zandt County Sheriff Office if:
 - (1) an Owner, Operator, employee, agent, and/or any other individual acting for, or acting on behalf of a Game Room has violated any offense described in Subsection 2.2(b)(1) or Subsection 3.12(a) of these Regulations;

- (2) a violation of any offense described in Subsection 2.2(b)(1) or Subsection 3.12(a) of these Regulations has occurred on the premises of the Game Room;
- (3) there is a necessity for immediate action to protect the public from injury or imminent danger; or
- (4) a Game Room permit was issued based on a misrepresentation in the application and but for the misrepresentation the Game Room permit would not have been issued.

2.3 Appeal Hearings

- (a) If the Game Room Permit Administrator denies a Game Room permit application, or suspends or revokes a Game Room permit, the Applicant or permit holder shall have the opportunity to make a written request for a hearing before a hearing examiner appointed by the Commissioners Court. The hearing examiner shall not have participated in any investigation of the alleged grounds for the denial, suspension, or revocation.
- (b) All requests for hearings must be in writing and delivered to the Van Zandt County Game Room Permit Administrator within seven (7) days from receiving notice of denial, suspension, or revocation. The request must be delivered during normal working hours of Monday through Friday from 8am - 5pm or by mailing the request to the Van Zandt County Fire Marshal. If mailed, the request must be postmarked no later than the seventh day after notice was received by applicant or permit holder.
- (c) The hearing shall be held within twenty-one (21) days of the receipt of request for a hearing. The Applicant or permit holder and the Game Room Permit Administrator shall be provided an opportunity to present evidence, cross-examine witnesses, and be represented by legal counsel. The formal rules of evidence do not apply.
- (d) It shall be the responsibility of the Game Room permit holder to provide a court reporter and an interpreter, if necessary, for the hearing before the hearing examiner.
- (e) The Applicant or permit holder shall be present in person at the hearing. If the Applicant or permit holder is not present in person at the hearing, his or her Game Room permit shall automatically be denied, suspended, or revoked.
- (f) The hearing examiner has the power to uphold or reverse the denial, suspension, or revocation of a Game Room permit. The hearing examiner shall issue a written order based on his or her determination within fourteen (14) days of the hearing.

- (g) If the hearing examiner determines, based upon the nature of the violations, that a suspension in lieu of revocation is appropriate, operation of the Game Room shall be suspended for a period not to exceed 180 days. The hearing examiner shall issue a written order suspending the Game Room permit and attaching conditions, if applicable, and the suspension shall become effective on the date the hearing examiner issues his or her order.
- (h) Upon a finding by the hearing examiner that Subsection 2.2(d)(1), 2.2(d)(2), 2.2(d)(3), 2.2(d)(4), or 2.2(d)(5) of these Regulations has been violated, revocation of the Game Room permit shall be mandatory.
- (i) The decision of the hearing examiner shall be final. On final decision of the hearing examiner, the losing party may appeal the decision by filing a petition in a District Court in the county with jurisdiction within fourteen (14) days after the date of the decision. Appeals to the District Court shall be governed by the substantial evidence rule described in Section 2001.174 of the Texas Local Government Code.

2.4 Game Room Operation During Pendency of Appeals to District Court

- (a) If the Applicant's or permit holder's appeal to the hearing examiner for revocation or suspension is unsuccessful, the Game Room shall not operate during the pendency of the appeal to the district court.
- (b) If the Applicant's or permit holder's appeal to the hearing examiner for revocation or suspension is successful, the Game Room may resume operation and may operate during the pendency of the appeal to the district court.
- (c) No Game Room may operate pending an appeal for denial of a Game Room permit to the district court.

2.5 Reapplication

- (a) After a hearing examiner's final ruling of permit denial or revocation, an Applicant may reapply for a Game Room permit after the expiration of one hundred and eighty days (180) from the date of the final ruling.
- (b) This application will be considered a new application in regard to the application timelines and fee established in Subsection 2.1 and for the distance requirements and other limitations set forth in these Regulations.

2.6 Permit Renewal; Permit Fee-Levied; Amount; Payment

- (a) A permit may be renewed for the following year starting sixty (60) days before expiration of the current permit by filing a completed application for the permit with the Game Room Permit Administrator and paying the applicable fee set forth in these Regulations. A renewal application shall be subject to the same

requirements in these Regulations as are required for a permit application. As long as the completed renewal application was submitted within this sixty (60) day period, the previous permit will remain in effect until the Game Room Permit Administrator makes a determination in accordance with these Regulations as to whether the permit will be renewed.

- (b) An Owner shall pay a non-refundable annual permit fee of \$1,000.00 as established by Commissioners Court. The permit fees shall be paid in person to the Game Room Permit Administrator upon application renewal. A receipt of payment and of renewal application submission will be hand delivered or sent by certified mail to the Owner or Applicant submitting the fee.
- (c) Upon receipt of the renewed Game Room permit, the Operator shall immediately pay for and receive Van Zandt County occupation tax certificates for each machine operated in the Game Room. The fee for each machine is equal to one fourth of the occupation tax imposed by the Texas Comptroller of Public Accounts or \$15.00, whichever is greater. No game may be operated at any time without a current occupation tax sticker for that game.

2.7 Contents of a Game Room Permit

When the application process is complete and the proposed game room has met all the requirements set forth in these Regulations, the Game Room Permit Administrator shall give the Applicant a signed certificate. The certificate constitutes a permit to operate the Game Room for one (1) year from the date the permit is issued. The permit shall list the identity of the issuing Game Room Permit Administrator. The permit shall list the date of issue and the date of expiration. The permit shall list the name of the permit holder, name of the Game Room, and the physical address of the Game Room. If the permit holder is a corporation, or legal entity, then the permit shall also list the person(s) asserting control over the legal entity. The Game Room Permit Administrator shall keep an original signed copy of the permit for the Administrator's records.

2.8 Penalty for Operating without a Game Room Permit

- (a) A Person who Operates a Game Room or is a member of an entity that operates a Game Room without first paying the fee and securing a Game Room permit, or who Operates a Game Room after the permit therefor has been revoked or suspended, shall be assessed a civil penalty not to exceed \$10,000 per violation. Each day of operation is considered a separate violation.
- (b) A Person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (c) A violation of Section 2 of these Regulations is grounds for denial, suspension, or revocation of a Game Room permit.

2.9 Effect

Each Applicant, Owner, Operator, employee, agent and/or any other individual acting for, or acting on behalf of a Game Room must meet and comply with all requirements of all applicable law(s). The issuance of a permit under these Regulations shall not excuse any Owner, Operator, employee, agent, and/or any other individual acting for, or acting on behalf of a Game Room, or any patrons of such premises from compliance with such law(s) or regulation(s).

SECTION 3. GAME ROOM

3.1 Inspection by a Peace Officer

- (a) **Inspection.** By applying for a Game Room permit, all Game Room Owners consent to entry and inspection by Peace Officers, Fire Safety Officials, and designated County Employees during hours of operation for violations of these Regulations. A Game Room permit issued pursuant to these Regulations gives Peace Officers, Fire Safety Officials, and designated County Employees implied consent to enter and to inspect any Game Room for violations of these Regulations or any other law.
- (b) **Unpermitted Game Rooms.** An unpermitted business that holds itself out as a Game Room by sign, advertisement, word-of-mouth, by offering memberships, by offering for play or displaying six (6) or more machines described in Subsection 1.4(a)(1)-(2) or by any other means is subject to inspection by any Peace Officer, Fire Safety Official, and designated County Employee and is a Game Room under these Regulations.
 - (1) Refusal to allow any Peace Officer, Fire Safety Official, and designated County Employee entry, to inspect such unpermitted Game Rooms may be considered in establishing probable cause for the issuance of a search warrant to inspect for violations of these Regulations.
 - (2) An unpermitted Game Room is subject to these Regulations and may be held liable for all civil and criminal penalties listed herein including the civil penalty of \$10,000.00 per day for operating without a permit.
- (c) **Consent to Entry.** A Person who does not allow a Peace Officer, Fire Safety Official, or designated County Employee to inspect a Game Room commits an offense. If a person operates a game room in violation of this Subsection, then he shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each day a violation occurs or continues to occur being considered a separate violation.
- (d) A Person commits a Class A misdemeanor offense if he intentionally or knowingly Operates a Game Room in violation of this Subsection.
- (e) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.2 Game Room Sign and Name Tags Required

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall have each outside door marked with a sign that:
 - (1) reads "GAME ROOM" in four (4) inch or larger block lettering; and
 - (2) is legible and visible at all times from a distance of twenty-five (25) feet from the outside door.
- (c) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each outside door not marked is considered a separate violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (d) A Person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (e) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.
- (f) Each employee is required to wear a clearly displayed name tag affixed to the upper left chest area of the employee's clothing. The name tag shall be at least 2" x 3.5" in size and shall state the employee's correct legal first name and last name, and shall state his or her position (i.e. Manager) on a separate line. The lettering shall be clearly visible, in a font size of at least 24.

3.3 Fire and Life Safety

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall provide doors that are readily accessible without the use of a key, special knowledge, or effort during hours of operation.
- (c) A Game Room or commercial establishment shall comply with all construction and fire codes, and shall pay any court-approved fee(s) associated with a fire and life safety inspection, plan review, occupancy load calculation, or complaint.
- (d) All construction and fire code regulations will be strictly enforced and Game Rooms shall provide any Fire Safety Official with immediate access to the premises at all times.
- (e) A Game Room shall not use electronic locks to prevent entry during business hours.

- (f) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (g) A Person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (h) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.4 Transparent and Uncovered Windows and Doors Required

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall provide at least one window in the front of the building which must constitute an area of nine (9) square feet. Any room inside the Game Room premises which contains game machines available for use must also contain at least one window that constitutes an area of nine (9) square feet. The lower edge of each required window may not be higher than five (5) feet.
- (c) A Game Room shall provide transparent uncovered glass in each exterior Game Room window. It shall be unlawful for a person to cover or tint a game room window or door, or otherwise block a window or door so as to obscure the view of the interior.
- (d) A person who Operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (e) A person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (f) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.5 Hours of Operation

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall operate only between the hours of 8 a.m. and 1 a.m.
- (c) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each hour of a day

that a Game Room is operating during prohibited hours in violation of these Regulations is a separate violation.

- (d) A person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (e) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.6 Display of Game Room Permit

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall post or display a current Game Room permit in plain sight in a common area accessible to the public without having to enter into a controlled area of the business.
- (c) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (d) A person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (e) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.7 Recordkeeping

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room shall maintain onsite, and produce to any Peace Officer, Fire Safety Official, and/or designated County Employee for inspection:
 - (1) a record for each employee that contains the name, address, date of birth, state identification number or social security number, job function, W-2 or W-4 form, a copy of application for work with the Game Room, a copy of the I-9 filed as part of Employment Eligibility Verification for the Department of Homeland Security, and a photograph of the employee;
 - (2) a daily register that contains the name, and job function of each employee present at the establishment that day. Every owner, operator, employee, agent, and/or any other individual acting for or acting on behalf of the Game

Room is required to sign the daily register immediately upon entering the Game Room; and

- (3) a copy of the Van Zandt County and State of Texas tax record forms detailing each machine found on the premises of the Game Room by identifying the machine by name of manufacturer, serial number, type of machine, the serial number of the State of Texas Tax stamp to include the year of expiration of each tax stamp required, and the name of the individual(s), proprietorship(s), corporation(s), association(s), or other legal entity(s) that owns, receive profits from, and has registered the machine in their name with the Texas Comptroller with a brief description of their ownership and financial interest in the machine in a spreadsheet format.
- (c) A Game Room shall preserve the daily register required by Subsection (b)(2) for one (1) year after the date the register was made. The register must be maintained at the Game Room, it must be accessible by any person on duty at the Game Room, and must be made available to any Peace Officer, Fire Safety Official, and/or designated County Employee upon request.
- (d) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each record required under this Subsection that is missing and/or is deficient is considered a separate violation. Each day the record is missing and/or is deficient is considered a separate violation.
- (e) A Person commits a Class A misdemeanor offense if he intentionally or knowingly operates a Game Room in violation of this Subsection.
- (f) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.8 Prohibited Employment

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) It shall be unlawful for any owner, operator, employee, agent, and/or any other individual acting for, or acting on behalf of a Game Room to have been previously convicted of, released from confinement for, discharged community supervision for, entered a plea of nolo contendere or guilty to, or completed deferred adjudication for any offense set forth in Subsection 2.2(b)(1) within ten (10) years from the date of the most recent application for a Game Room permit under these Regulations.

- (c) It is the responsibility of any owner or operator to conduct a criminal background check on every owner, operator, employee, and/or any other individual acting for, or acting on behalf of a Game Room.
- (d) Failure to comply with any of the requirements of this Subsection shall result in a violation and be punishable by a civil penalty assessed against any owner or operator not to exceed \$10,000.00 per violation. Every prohibited owner, operator, employee, and/or any other individual acting for, or acting on behalf of a Game Room that was convicted of, released from confinement for, discharged community supervision for, entered a plea of nolo contendere or guilty to, or completed deferred adjudication for any offense set forth in Subsection 2.2(b)(1) within ten (10) years from the date of the most recent application for a Game Room permit under these Regulations and/or not subjected to a criminal background check is considered a separate violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (e) An owner or operator commits a Class A misdemeanor offense if he or she intentionally or knowingly operates a Game Room in violation of this Subsection.
- (f) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.9 Distancing Restrictions

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) A Game Room in operation shall not be located:
 - (1) within 1,000 feet from any existing or planned school, regular place of religious worship, or residential neighborhood. "Planned" means that steps have been taken toward the facility's or structure's development including but not limited to a permit received, a plat approved, design work started, a bond received, or an order approved by a governmental entity's governing body; or
 - (2) within the same county commissioner precinct as any other Game Room.
- (c) For the purposes of this Subsection, measurements shall be made in a straight line from the nearest portion of the building or appurtenances, including parking area, used by the Game Room to the nearest portion of the building or appurtenances, including parking area used for the purposes identified in Subsection (b) above.
- (d) Game Rooms are exempt from the distancing restrictions in Subsection 3.9(b)(1) upon proof that the applicant continuously owned and operated the Game Room at the same location and under the same name prior to January 1, 2022. If the Game Room changes its name, its owner, and/or adds another owner after this date, or if

its permit was suspended or revoked, or its permit was denied renewal, or if the permit is allowed to lapse, then the Game Room will be considered a new Game Room and not exempt from the distancing requirements. All applications claiming a distance exemption under this Subsection must be submitted on or before August 1, 2022.

- (e) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (f) A person commits a Class A misdemeanor offense if he or she intentionally or knowingly operates a Game Room in violation of this Subsection.
- (g) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.10 Game Room Memberships

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.
- (b) Game Room memberships are prohibited for any purpose.
- (c) A Game Room shall not restrict entry to a Game Room and/or prohibit the participation in any activity inside a Game Room by a patron through the requirement of a Game Room membership.
- (d) Game Rooms shall not issue membership cards to any individual for any purpose.
- (e) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each person denied entry is considered a separate violation. Each membership card issued is considered a separate violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (f) A person commits a Class A misdemeanor offense if he or she intentionally or knowingly operates a Game Room in violation of this Subsection.
- (g) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.11 Machines Located in a Game Room

- (a) It shall be the duty of any Owner or Operator to ensure compliance with this Subsection.

- (b) A Game Room shall obtain an occupation tax permit decal from the State of Texas for each machine described in Subsection 1.4(a)(1)-(2) located in the Game Room. A Game Room shall allow a Peace Officer, Fire Safety Official, or County Employee entry to the Game Room to inspect for violations of this Subsection.
- (c) A person who operates a Game Room in violation of this Subsection shall be assessed a civil penalty not to exceed \$10,000.00 per violation. Each machine described in Subsection 1.4 located in the Game Room that is not registered with a valid current year occupational tax permit decal from the State of Texas prominently displayed on each machine will be considered a separate violation. Each day a violation occurs or continues to occur is considered a separate violation.
- (d) A person commits a Class A misdemeanor offense if he or she intentionally or knowingly operates a Game Room in violation of this Subsection.
- (e) Any violation of this Subsection is grounds for denial, revocation, or suspension of a Game Room permit.

3.12 Illegal Machines

- (a) It shall be unlawful for a Game Room to keep, exhibit, operate, display, or maintain any gambling device that is prohibited by the Constitution of this state or Chapter 47 of the Texas Penal Code, Gambling.
- (b) Additionally, a civil penalty not to exceed \$10,000.00 shall be assessed against any person who operates a Game Room that contains any machine or electronic device that violates Chapter 47 of the Texas Penal Code regardless of whether the Game Room has a Game Room permit or not.
- (c) Any violation of this Subsection is grounds for immediate denial and/or immediate revocation of a Game Room permit.
- (d) An individual's compliance with these Regulations, including operating a Game Room under a permit issued pursuant to these Regulations, is not a defense to prosecution for an offense under Chapter 47 of the Texas Penal Code.

3.13 Injunction and Civil Penalty

The District Attorney or its Agent is authorized to sue in district court for an injunction to prohibit the violation or threatened violation of these Regulations adopted under Section 234.131 of the Local Government Code. The County is entitled to recover reasonable expenses incurred in obtaining injunctive relief, civil penalties, or both, including reasonable attorney's fees, court costs, mediation fees, and investigatory costs. This civil remedy is cumulative of all other remedies available to Van Zandt County.

SECTION 4. EFFECT OF CIVIL PENALTY; CUMULATIVE EFFECT OF REGULATIONS; SEVERABILITY

4.1 Effect of Civil Penalty

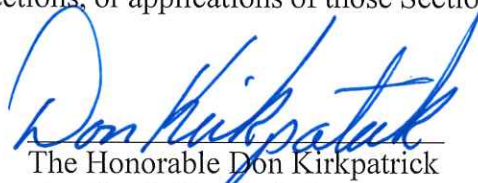
A civil penalty is authorized under these Regulations when there is probable cause to believe that a violation has occurred. A civil penalty authorized under these Regulations is assessed when written notice of the same is hand-delivered to an Owner or Operator of a Game Room by the Game Room Permit Administrator or posted on the main entrance door of the Game Room by the Game Room Permit Administrator. The Game Room Permit Administrator shall note the date and time of service on the written notice of penalty. A civil penalty assessed under these Regulations is due and payable no later than five (5) business days following assessment. Not more than twenty-four (24) hours after service of the notice of penalty by the Game Room Permit Administrator, the Game Room shall cease operation. The Game Room shall not resume operation or open to the public until the penalty has been paid and the violation remedied. Should the owner or operator elect to have a hearing on the penalty, he or she must notify the Game Room Permit Administrator within five (5) business days of assessment and must make a deposit to the registry of the Van Zandt County District Court an amount equal to twice the amount of the penalty assessed. The Game Room Permit Administrator shall file a sworn affidavit of probable cause in the District Court within three (3) business days of the receipt of notice of request for a hearing. The District Court shall conduct a hearing within thirty (30) days of the filing of the deposit with the registry of the Court unless agreed otherwise by the parties. The burden of proof at the hearing shall be on the Game Room Permit Administrator by a preponderance of the evidence. If the Court finds by a preponderance of the evidence that the violation has been proved, the Court shall assess the penalty together with costs of Court against the Owner or Operator. If the Court does not so find, the deposit shall be returned to the Owner or Operator.

4.2 Cumulative Effect

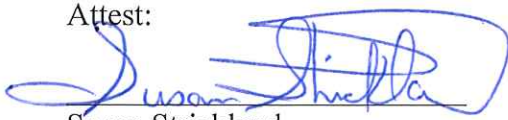
Authority under these Regulations is cumulative of other authority that Van Zandt County and its incorporated municipalities have to regulate Game Rooms and does not limit that authority.

4.3 Severability Clause

If a Section or Subsection of these Regulations, or certain applications of a Section or Subsection is found unconstitutional, the remaining Sections or Subsections, or applications of those Sections or Subsections, will continue in force as law.


The Honorable Don Kirkpatrick
Van Zandt County Judge

Attest:



Susan Strickland
Van Zandt County Clerk