



General Assembly

**Amendment**

January Session, 2025

LCO No. 10014



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Offered by:

REP. CARNEY, 23<sup>rd</sup> Dist.

To: Subst. House Bill No. 5271

File No. 298

Cal. No. 200

(As Amended)

**"AN ACT PROHIBITING GAMING-RELATED ADVERTISING,  
MARKETING AND PROMOTIONAL ACTIVITIES AT PUBLIC  
INSTITUTIONS OF HIGHER EDUCATION."**

1 After the last section, add the following and renumber sections and  
2 internal references accordingly:

3 "Sec. 501. (NEW) (*Effective from passage*) Notwithstanding any  
4 provision of chapter 229b of the general statutes, all gross gaming  
5 revenue earned by a gaming entity licensee from online or retail sports  
6 wagering on any sporting event in which one of the participants is a  
7 team associated with The University of Connecticut shall be used to  
8 fund (1) the voluntary-self exclusion process established pursuant to  
9 subdivision (5) of subsection (c) of section 12-863 of the general statutes,  
10 as amended by this act, and (2) programs administered by the  
11 Connecticut Council on Problem Gambling."

This act shall take effect as follows and shall amend the following sections:

Sec. 501	<i>from passage</i>	New section
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