

House Labor & Commerce Committee

April 15, 2026

IN RE: HB386 – A Statement in Support

Dear Representatives:

On behalf of Diamond Game, a charity gaming manufacturer providing electronic pull tabs and similar products across North America, we support HB386. Based on our 32 years of experience in charity and lottery gaming markets, we find HB386 to be a well-crafted bill that addresses the significant issues surrounding electronic pull tabs in an even-handed manner.

Diamond Game is proud of our long history, and that of our sister companies, of supporting charity gaming throughout North America, including Alaska. Charity gaming provides important funding to worthy causes through the private sector, freeing many non-profits from relying solely on public funding. HB386, if enacted, will continue, and enhance, the fundraising efforts of Alaska non-profits, help charity gaming stay relevant in today's video age through the use of electronic pull tabs on a tablet, and generate incremental revenue for charities and local businesses.

In particular, a few components of the bill stand out to us as positive. These are:

- Tablets only, not cabinets. While Diamond Game proudly manufactures and operates cabinets in numerous markets in the United States, we recognize that the State of Alaska is not prepared to move forward with electronic pull tabs in a cabinet format. We have witnessed, in too many jurisdictions, that parties seeking “cabinets or nothing” or a special exception for cabinets for certain types of organizations or locations, stand in the way of progress for charity gaming.
- Tablet electronics have proven to be complementary and incremental to existing paper pull tab fundraising. In Minnesota, traditional paper pull tab gross sales increased ~100%, from \$1,054,000,000 in 2013 to \$2,048,000,000 in 2024, while electronic pull tab gross sales *on a tablet* grew from \$0 to \$2,670,000,000 over the same period, proving that electronics can be complementary and incremental to existing and traditional paper charity gaming.
- Section 33 (5), Page 17: Autoclose: We support the autoclose feature because it benefits both players and charities which ultimately increases charitable proceeds. Autoclose ensures top prizes are always available to be won by players, and it also helps charities by preventing loss of players and revenue once the top prizes have already been claimed.
- Section 38 (k) Page 19 lines 17-19: We support this limit on the number of tablets per site.

- Section 42 (l) Page 20 lines 13-15 and (n) Page 20 line 20: Vendor limit of 25%: We support this percentage limit to Vendors. It is a reasonable middle ground provided by the bill drafters—it is not the lowest share seen in other markets nor is it the highest share seen in other markets.

Based on our experience in other markets, HB386 addresses the essential legal issues needed to responsibly develop a new charity gaming product. Moreover, charity gaming issues—including those discussed in HB386—will continue to evolve as regulations and laws are updated.

Thank you for bringing forward this important piece of legislation in support of charity gaming.

Sincerely,



Bill Breslo
President