by a licensed lottery operator or at offices of the political subdivision or political subdivisions conducting the lottery". Then on page 68, after line 16 insert Section 6, paragraph (6). "No lottery operator shall generate revenue from the sale of individual lottery tickets which exceeds the revenue generated from other retail sales on an annual basis. For purposes of this section, retail sales shall not include revenue generated from other charitable gaming activities authorized by Chapter 9. The department shall prescribe by rule and regulation a report to be submitted to the department by the lottery operator which will allow the department to determine compliance with this subsection". I'm sorry I didn't have a copy for you, Senator Smith.

SENATOR SMITH: That's all right. The only thing is, Senator Lynch, I would just state that I would not be able to support your amendment at this time because I don't really understand the implications of this except for the fact that it seems to me that what this would do is restrict communities to...in other words, have like keno in bars and that sort...those sorts of places only. Is that what you're saying?

SENATOR LYNCH: I'm not really sure. Keno in bars.

SENATOR SMITH: Because of what you're...what you're limiting this to.

SENATOR LYNCH: It's a lottery...what it restricts the lottery opportunities to are the same facilities that we restrict pickle cards to. So, yes, if all you can do is sell pickles in bars and that's in bars, you could also do lotteries.

SENATOR SMITH: On the other hand, if you allowed pickle cards to be distributed at, for instance, in a grocery store.

SENATOR LYNCH: Well, they're not allowed in grocery stores.

SENATOR SMITH: Well, I mean, just say that...in other words, I'm just naming some different places. In other words, wherever ckle cards are distributed you can have...

SENATOR LYNCH: The only places pickle...I'm sorry, didn't mean to interrupt you, Senator Smith.

SENATOR SMITH: That's all right, I'm just asking some questions