

# HOUSE BILL No. 4276

February 15, 2001, Introduced by Reps. Koetje, Kuipers, Kowall, Kooiman, Meyer, Newell and Birkholz and referred to the Committee on Gaming and Casino Oversight.

A bill to amend 1931 PA 328, entitled  
"The Michigan penal code,"  
by amending section 310b (MCL 750.310b), as added by 1996 PA  
539.

## THE PEOPLE OF THE STATE OF MICHIGAN ENACT:

1       Sec. 310b. (1) This chapter does not apply to a redemption  
2 game if all of the following conditions are met:

3       (a) The outcome of the game is determined through the appli-  
4 cation of an element of skill by the player.

5       (b) The award of the prize is based upon the player's  
6 achieving the object of the game or otherwise upon the player's  
7 score.

8       (c) Only noncash prizes, toys, novelties, or coupons or  
9 other representations of value redeemable for noncash prizes,  
10 toys, or novelties are awarded.

1 (d) The wholesale value of a prize, toy, or novelty awarded  
2 for the successful single play of a game is not more than \$3.75.

3 (e) The redemption value of coupons or other representations  
4 of value awarded for the successful single play of a game does  
5 not exceed 15 times the amount charged for a single play of the  
6 game or \$3.75, whichever is less. However, players may accumu-  
7 late coupons or other representations of value for redemption for  
8 noncash prizes, toys, or novelties of a greater value up to, but  
9 not exceeding, ~~-\$250.00 wholesale~~ \$10.00 RETAIL value.

10 (2) As used in this section, "redemption game" means a  
11 single player or multi-player mechanical, electronic, or manual  
12 amusement device involving a game, the object of which is throw-  
13 ing, rolling, bowling, shooting, placing, propelling, or stopping  
14 a ball or other object into, upon, or against a hole or other  
15 target. Redemption game does not include either of the  
16 following:

17 (a) Games such as roulette, beano, cards, dice, wheels of  
18 fortune, video poker, slot machines, or other games in which win-  
19 ning depends primarily upon fortuitous or accidental circum-  
20 stances beyond the control of the player.

21 (b) A game that includes a mechanical or physical device  
22 ~~which~~ THAT directly or indirectly impairs or thwarts the skill  
23 of the player.