

HOUSE BILL No. 4932

May 12, 2009, Introduced by Reps. Rocca and Switalski and referred to the Committee on Regulatory Reform.

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
4 application 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 other
9 representations of value redeemable for noncash prizes, toys, or

1 novelties are awarded.

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

4 (e) The redemption value of coupons or other representations
5 of value awarded for the successful single play of a game does not
6 exceed 15 times the amount charged for a single play of the game or
7 \$3.75, whichever is less. However, players may accumulate coupons
8 or other representations of value for redemption for noncash
9 prizes, toys, or novelties of a greater value up to, but not
10 exceeding, ~~\$250.00~~ **\$500.00** wholesale value.

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

18 (a) ~~Games~~ **A GAME** such as roulette, beano, cards, dice, ~~wheels~~
19 ~~WHEEL~~ of fortune, video poker, ~~A slot machines~~ **MACHINE**, or ~~other~~
20 ~~games~~ **ANOTHER GAME** in which winning depends primarily upon
21 fortuitous or accidental circumstances beyond the control of the
22 player.

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