

SENATE BILL No. 575

May 14, 2009, Introduced by Senator BARCIA and referred to the Committee on Economic Development and 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 **A \$3.75 PER PLAY AVERAGE**, whichever is less. However, players may
8 accumulate coupons or other representations of value for redemption
9 for noncash prizes, toys, or novelties of a greater value up to,
10 but not exceeding, \$250.00 wholesale value.

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

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

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