

Act No. 219
Public Acts of 2010
Approved by the Governor
December 9, 2010
Filed with the Secretary of State
December 9, 2010
EFFECTIVE DATE: December 9, 2010

**STATE OF MICHIGAN
95TH LEGISLATURE
REGULAR SESSION OF 2010**

Introduced by Reps. Rocca and Switalski

ENROLLED HOUSE BILL No. 4932

AN ACT to amend 1931 PA 328, entitled "An act to revise, consolidate, codify, and add to the statutes relating to crimes; to define crimes and prescribe the penalties and remedies; to provide for restitution under certain circumstances; to provide for the competency of evidence at the trial of persons accused of crime; to provide immunity from prosecution for certain witnesses appearing at criminal trials; to provide for liability for damages; and to repeal certain acts and parts of acts inconsistent with or contravening any of the provisions of this act," by amending section 310b (MCL 750.310b), as added by 1996 PA 539.

The People of the State of Michigan enact:

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

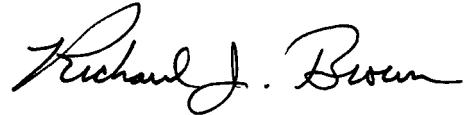
- (a) The outcome of the game is determined through the application of an element of skill by the player.
- (b) The award of the prize is based upon the player's achieving the object of the game or otherwise upon the player's score.
- (c) Only noncash prizes, toys, novelties, or coupons or other representations of value redeemable for noncash prizes, toys, or novelties are awarded. A gift card may be awarded under this subdivision if all of the following apply:
 - (i) The gift card is usable only at a retailer or an affiliated group of retailers.
 - (ii) The gift card is issued in a specified amount.
 - (iii) The gift card is redeemable only for goods and services available from the retailer or retailers and not for cash.
 - (iv) Information on the gift card may not be altered with the use of a personal identification number.
- (d) The wholesale value of a prize, toy, or novelty awarded for the successful single play of a game is not more than \$3.75.
- (e) The redemption value of coupons or other representations of value awarded for the successful single play of a game does not exceed 15 times the amount charged for a single play of the game or a \$3.75-per-play average, whichever is less. However, players may accumulate coupons or other representations of value for redemption for noncash prizes, toys, or novelties of a greater value up to, but not exceeding, \$500.00 wholesale value.

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

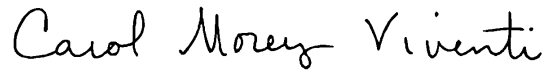
(a) A game such as roulette, beano, cards, dice, wheel of fortune, video poker, a slot machine, or another game in which winning depends primarily upon fortuitous or accidental circumstances beyond the control of the player.

(b) A game that includes a mechanical or physical device that directly or indirectly impairs or thwarts the skill of the player.

This act is ordered to take immediate effect.



Clerk of the House of Representatives



Secretary of the Senate

Approved

Governor