



HOUSE BILL No. 6035

September 28, 2000, Introduced by Reps. Koetje and Tabor 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.