

## DEFINE GAMING EMPLOYEES REQUIRED TO BE LICENSED

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**House Bill 6527 with House committee amendment**  
**Sponsor: Rep. Steve Tobocman**  
**Committee: Government Operations**

**Complete to 12-07-06**

### **A SUMMARY OF HOUSE BILL 6527 AS REPORTED BY COMMITTEE 12-05-06**

The bill would amend Section 2 of the Michigan Gaming Control and Revenue Act (MCL 432.202) to do the following:

- Define "gaming employee," generally, as an individual connected directly with the operation of gaming.
- Specifically *include* the following in the definition of gaming employee: (1) an individual who performs accounting or internal auditing services if the individual is directly involved in keeping or examining records associated with gaming revenue; (2) a boxman; (3) a cashier; (4) a change worker; (5) a counting room worker; (6) a dealer; (7) a floorman; (8) a host or other individual empowered to extend credit or complimentary services; (9) a keno runner; (10) a keno writer; (11) a machine mechanic; (12) an odds maker or line setter; (13) a security worker; (14) a shift or pit boss; (15) a shill; (16) a supervisor or manager; and (17) a ticket writer.
- Amend the definition of "occupational license" to mean a license issued by the Michigan Gaming Control Board "to a person to act as a gaming employee or to perform an occupation that the Board has identified as having the power to exercise a significant influence over the operation of gaming under this act."
- The bill would also make minor stylistic changes throughout Section 2.

Section 8 of the act sets forth the requirements for obtaining an occupational license, including payment of fees and background checks. By limiting the definition of a "gaming employee" to individuals connected directly with the operation of gaming and modifying the definition of "occupational license" to mean a license for a person to act as a "gaming employee," the bill would appear to exclude certain casino employees, including possibly food service or maintenance workers, who are *not* directly connected with the operation of gaming from the background check and licensing requirements of Section 8. In contrast, by specifically *including* certain employees in the definition of gaming employees, the bill would appear to make those employees subject to the requirements of Section 8.

[Note: The Michigan Gaming Control and Revenue Act is an initiated act and thus a three-fourths majority vote in each house is required for amendment.]

**FISCAL IMPACT:**

For FY 2006, total revenue for the State Services Fee Fund was about \$30 million, and of that amount, applications for occupational licenses generated \$132,250 in revenue and license fee renewals generated \$460,200 in revenue. To the extent that the bill no longer would require licenses for certain non-gaming related occupations, the bill would result in a small reduction in revenue.

**POSITIONS:**

American Civil Liberties Union of Michigan supports the bill. (12-05-06)

International Union, UAW supports the bill. (12-05-06)

Michigan AFL-CIO supports the bill. (12-05-06)

Michigan Council on Crime and Delinquency supports the bill. (12-05-06)

Michigan Gaming Control Board is opposed to the bill in its current form. (12-07-06)

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■ This analysis was prepared by nonpartisan House staff for use by House members in their deliberations, and does not constitute an official statement of legislative intent.