

HOUSE BILL ANALYSIS

HB 1317

Brief Description: Regulating amusement games.

Sponsors: Honeyford, Sheldon, Crouse and McMorris

Hearing: February 5, 1997

BACKGROUND:

Amusement games are games played for entertainment where the person actively participates and the outcome depends on the player's skill. Amusement games include dart games, ring games, games requiring hand/eye coordination, and mechanical crane games. Only merchandise may be awarded as prizes.

Amusement game operators must be licensed by the Gambling Commission. Amusement games may be conducted only in connection with certain events or at certain locations.

For locations open to the public where school aged children are allowed to play, the Gambling Commission, by rule, limits the value of a merchandise prize and the amount that may be charged a player to play. Prizes may cost the licensed operator of the game no more than \$100 and the licensee may charge a player no more than \$.50.

Grocery stores qualify as an authorized amusement game location if the store area, excluding parking area, exceeds 12,000 square feet. Restaurants qualify if family entertainment activities are offered in addition to serving food.

SUMMARY OF BILL:

Authorized locations for amusement games are expanded to include restaurants whether or not family entertainment events are offered. Department stores and grocery stores that exceed 10,000 square feet in store area, and a combination department and grocery store may also offer amusement games.

The prize allowance and price per chance is increased for those public locations where school-aged children are allowed to play. Prizes may cost the licensee no more than \$500 and the licensee may charge a player no more than \$1.

RULES AUTHORITY: The bill does not contain provisions addressing the rule-making powers of an agency.

FISCAL NOTE: Requested on January 28, 1997.

EFFECTIVE DATE: Ninety days after adjournment of session in which bill is passed.