
SUBSTITUTE HOUSE BILL 2001

State of Washington

64th Legislature

2015 Regular Session

By House Commerce & Gaming (originally sponsored by Representatives Zeiger and Condotta)

READ FIRST TIME 02/17/15.

1 AN ACT Relating to the use of and possession of electronic or
2 electromechanical amusement machines; and amending RCW 9.46.0201.

3 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

4 **Sec. 1.** RCW 9.46.0201 and 1987 c 4 s 2 are each amended to read
5 as follows:

6 (1) "Amusement game," as used in this chapter, means a game
7 played for entertainment in which:

8 ~~((1))~~ (a) The contestant actively participates;

9 ~~((2))~~ (b) The outcome depends ~~((in))~~ to a material degree upon
10 the skill of the contestant. A material degree of skill exists when
11 both of these requirements are met:

12 (i) The player's physical or mental abilities play an important
13 and integral role in determining the outcome of the game; and

14 (ii) The success rate of the average player would improve with
15 repeated play or practice;

16 ~~((3))~~ (c) Only merchandise prizes are awarded;

17 ~~((4))~~ (d) The outcome is not in the control of the operator;

18 ~~((5))~~ (e) The wagers are placed, the winners are determined,
19 and a distribution of prizes or property is made in the presence of
20 all persons placing wagers at such game; and

1 ~~((6) Said))~~ (f) The game is conducted or operated by any
2 agricultural fair, person, association, or organization in such
3 manner and at such locations as may be authorized by rules and
4 regulations adopted by the commission pursuant to this chapter as now
5 or hereafter amended.

6 (2) An amusement game may contain random features, as defined by
7 commission rules, and which do not control the outcome of the
8 amusement game. For the purposes of this subsection, "random
9 features" means variations in objects or patterns contained in the
10 play of the amusement game that appear unpredictably to players
11 during play. The availability of random features in an amusement game
12 may not be dependent of the number of plays completed or the tickets
13 issued.

14 (3) Cake walks as commonly known and fish ponds as commonly known
15 shall be treated as amusement games for all purposes under this
16 chapter.

17 (4) The commission is authorized to set fees to test games for
18 compliance.

19 (5) The commission is authorized to promulgate rules governing
20 the requirements of amusement games.

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