

HB 2001 - DIGEST

(SEE ALSO PROPOSED 1ST SUB)

Specifies when an amusement game is regarded as requiring a material degree of skill.

Addresses amusement games that include or involve randomly generated features or events.

Authorizes the gambling commission to: (1) Set fees for the testing of amusement games for compliance with certain requirements; and

(2) Adopt rules creating regulatory requirements applicable to amusement games.