

**DRAFT ONLY
NOT APPROVED FOR
INTRODUCTION**

HOUSE BILL NO.

Skill based amusement games-continued authorization.

Sponsored by: Joint Travel, Recreation, Wildlife & Cultural
Resources Interim Committee

A BILL

for

1 AN ACT relating to gaming; repealing the sunset date
2 applicable to skill based amusement games; and providing
3 for an effective date.

4

5 *Be It Enacted by the Legislature of the State of Wyoming:*

6

7 **Section 1.** 2020 Wyoming Session Laws, Chapter 114,
8 Section 1(a), (c), (e), (h) and (k) is amended to read:

9

10 *****

11

STAFF COMMENT

12

13 In large part, the regulation of skill based amusement
14 games under 2020 Wyoming Session Laws, Chapter 114
15 (2020 House Bill 171), is achieved through non-codified

1 law. This was appropriate given the sunset date of July 1,
 2 2021. However, at its last meeting the Committee directed
 3 LSO to draft a bill that repealed that sunset date.
 4 Traditionally, permanent laws are codified in statute. This
 5 allows for better notice and easier access by the general
 6 public. As a result, the Committee may wish to consider,
 7 rather than repealing the sunset date, to instead extend
 8 that date for another one (1) or two (2) years. This would
 9 allow for skill based amusement games to continue into the
 10 future (at least until 2022 or 2023) and would be
 11 consistent with the temporary nature of the provisions.

12 *****
 13 *****
 14 *****

15 **Section 1.**

16
 17 (a) Notwithstanding W.S. 6-7-102, skill
 18 based amusement games operating in the state
 19 prior to ~~the effective date of this section~~ March
 20 17, 2020 shall be allowed to continue operation
 21 ~~until June 30, 2021~~ in accordance with the
 22 requirements of this section.

23
 24 (c) ~~Within sixty (60) days of the effective~~
 25 ~~date of this section~~ A skill based amusement game
 26 that meets the requirements of this section shall
 27 be approved by the commission to continue
 28 operating in the state or it shall be removed
 29 from the state by the operator.

1

2 (e) Skill based amusement games that meet
3 the requirements of this section shall bear a
4 commission issued decal that identifies the
5 operator of the game. No skill based amusement
6 game shall be operational unless it bears a
7 commission issued decal. The commission shall
8 charge a fee of fifty dollars (\$50.00) for a
9 decal. Each decal shall include the bucking horse
10 and rider emblem. Fees collected shall be
11 deposited to the commission gaming account, which
12 is hereby created. ~~For the period from the~~
13 ~~effective date of this section through June 30,~~
14 ~~2021,~~ Funds within the account are continuously
15 appropriated to the commission to pay for
16 reasonable expenses incurred to administer this
17 section.

18

19 (h) No establishment shall have more than
20 four (4) skill based amusement games at any one
21 (1) time. Only an establishment that had a skill
22 based amusement game operating within the
23 establishment as of ~~the effective date of this~~

1 ~~section~~ March 17, 2020 may continue to have a
2 skill based amusement game operating pursuant to
3 this section.

4
5 (k) An establishment shall pay the
6 commission a fee of two hundred fifty dollars
7 (\$250.00) to continue to have skill based
8 amusement games in the establishment. ~~until June~~
9 ~~30, 2021.~~ Operators of skill based amusement
10 games shall pay the commission a fee of two
11 thousand five hundred dollars (\$2,500.00) to
12 operate skill based amusement games. ~~until June~~
13 ~~30, 2021.~~ Fees paid pursuant to this subsection
14 shall be deposited into the commission gaming
15 account.

16

17 *****

18

STAFF COMMENT

19

20 The Committee may wish to consider if subsections (e) and
21 (k) above should be amended to require the attendant fees
22 to be paid on more than a one-time basis. For example, fees
23 could be imposed on a quarterly, biannual or annual basis.

24

25 *****

26

27 Section 2. 2020 Wyoming Session Laws, Chapter 114,

28 Section 1(r) is repealed.

1

2 **Section 3.** This act is effective immediately upon
3 completion of all acts necessary for a bill to become law
4 as provided by Article 4, Section 8 of the Wyoming
5 Constitution.

6

7

(END)