

**DRAFT ONLY  
NOT APPROVED FOR  
INTRODUCTION**

HOUSE BILL NO.

Gaming-amendments.

Sponsored by: HDraft Committee

A BILL

for

1 AN ACT relating to gaming; conforming the minimum age for  
2 specified gaming activities to twenty-one; clarifying  
3 restrictions on the operation of skill based amusement  
4 games; amending definitions; and providing for an effective  
5 date.

6

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

8

9 \*\*\*\*\*  
10 \*\*\*\*\*

11 **STAFF COMMENT**  
12 **Very few defined terms are duplicated or used**  
13 **inconsistently throughout the gaming statutes. Accordingly,**  
14 **rather than conforming terms, this bill differentiates two**  
15 **terms that appear likely to be confused: "operator" and**  
16 **"vendor" in the context of skills based amusement games and**  
17 **online sports wagering.**

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For reference, other terms defined in statute for pari-mutuel wagering are:

"breeder award," "drug," "event," "pari-mutuel event," "pari-mutuel wagering," "simulcasting," "multiple wagering," "exotic wagering," "advance deposit pari-mutuel wager," "horsemen's association," "out-of-state simulcast facility," "source market fee," and "net proceeds".

Terms defined in statute for skills based amusement games are:

"establishment," "operator," "skill," "skill based amusement game," "vendor," "truck stop," and "smoke shop".

Terms defined in statute for online sports wagering are:

"cash equivalent," "fantasy sports contest," "online sports wagering," "online sports wagering revenue," "patron," "prohibited sports wager," "qualified gaming entity," "sporting event," "sports wagering," "sports wagering account," "sports wagering vendor," "critical component," and "key personnel".

Terms defined in criminal statute for gambling are:

"calcutta wagering," "gain," "gambling," "gambling device," "gambling premise," "gambling proceed," "gambling record," "professional gambling," "profit," "antique gambling device," "charitable or nonprofit organization," and "skill based amusement game".

These defined terms are unique in the context they are used and do not lend themselves to uniform definition. The working group may wish to solicit identification of specific issues from stakeholders for conformance.

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1           **Section 1.** W.S. 9-24-105, 11-25-102(a)(xvii) through  
 2 (xxii), 11-25-104(k), 11-25-201(k)(v) and (vi),  
 3 11-25-205(c), 11-25-301(b), 11-25-302, 11-25-303(c) through  
 4 (e), 11-25-304(a)(i) and (ii), (b) and (d) and  
 5 11-25-305(a)(intro) and (c)(intro) are amended to read:

6

7           **9-24-105. Age to engage in online sports wagering.**

8

9 No person under the age of ~~eighteen (18)~~ twenty-one (21)  
 10 years shall engage in online sports wagering.

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12 \*\*\*\*\*  
 13 \*\*\*\*\*

14           **STAFF COMMENT**  
 15 This bill draft raises the minimum age for online sports  
 16 wagering and pari-mutuel wagering (horse racing, historic  
 17 horse racing, simulcasting, advance deposit wagering) to  
 18 21. Skills-based amusement games are already limited to  
 19 persons 21 and older.

20  
 21 Note that the draft does not change the minimum age for  
 22 charitable bingo and pull tabs (18 by statute), the Wyoming  
 23 Lottery (18 by statute) or specify an age for Calcutta  
 24 wagering and other exempted gambling (e.g., societal  
 25 gaming, raffles, fantasy sports contests).

26 \*\*\*\*\*  
 27 \*\*\*\*\*

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29           **11-25-102. Definitions.**

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31           (a) As used in this act:

1

2 (xvii) "Establishment operator" means a person  
3 who possesses and operates an establishment where skill  
4 based amusement games may be played for profit;

5

6 (xx) "~~Vendor~~ Game supplier" means a person who  
7 owns and distributes a skill based amusement game to an  
8 establishment operator for profit;

9

10 (xxii) "Smoke shop" means a ~~retailer as defined~~  
11 ~~in W.S. 14-3-301(a)(iii) that~~ business that derives fifty  
12 percent (50%) or more of its gross annual revenue from  
13 nicotine products ~~as defined by W.S. 14-3-301(a)(vi) and~~  
14 that contains a humidior on the premises of the business.  
15 "Smoke shop" shall not include a business that sells only  
16 the following product categories: electronic cigarettes,  
17 edible products, vapor material or tetrahydrocannabinol.  
18 The definitions in W.S. 14-3-301(a) shall apply to this  
19 paragraph.

20

21 **11-25-104. Gaming commission; officers; director;**  
22 **meetings; quorum; records; licenses generally; effect of**  
23 **financial interest in events.**

1

2 (k) The commission shall access criminal history  
3 record information for all establishment operators and  
4 ~~vendors~~game suppliers under article 3 of this chapter and  
5 all licensees, permittees and employees of the commission  
6 under W.S. 9-1-627(d) for the purposes of this act. Every  
7 applicant for a permit or license under this act shall  
8 provide the commission fingerprints and other information  
9 necessary for a criminal history record background check as  
10 provided under W.S. 7-19-201.

11

12 **11-25-201. Pari-mutuel permits; fees and reports;**  
13 **disposition of funds; enforcement of provisions.**

14

15 (k) The commission may authorize advance deposit  
16 pari-mutuel wagering at any premise where a pari-mutuel  
17 event is authorized, provided that the licensee shall:

18

19 (v) Not allow ~~minors~~persons under the age of  
20 twenty-one (21) to open, own or have access to advance  
21 deposit pari-mutuel wagering accounts;

22

1           (vi) Include a statement in all forms of  
2 advertising for advance deposit pari-mutuel wagering  
3 accounts that "~~minors~~ persons under the age of twenty-one  
4 (21) are not allowed to open or have access to advance  
5 deposit pari-mutuel wagering accounts."  
6

7           **11-25-205. Bribery, touting and betting by minors**  
8 **prohibited.**  
9

10           (c) No person under the age of ~~eighteen (18)~~ twenty-  
11 one (21) years shall place or be allowed to place a bet.  
12

13           **11-25-301. Skill based amusement games authorization;**  
14 **commission authority; applicability.**  
15

16           (b) A skill based amusement game that meets the  
17 requirements of this article shall be approved by the  
18 commission to operate in the state or it shall be removed  
19 from the state by the ~~vendor~~ game supplier.  
20

21           **11-25-302. Laboratory report required.**  
22

1           (a) Each ~~vendor~~game supplier shall provide for a  
2 nationally recognized, independent gaming laboratory  
3 approved by the commission to submit to the commission a  
4 general functional evaluation laboratory report regarding  
5 the software installed on each skill based amusement game  
6 indicating whether the skill based amusement game is in  
7 compliance with this article. Any skill based amusement  
8 game that does not meet the requirements of this article  
9 shall immediately be removed from the state by the ~~vendor~~  
10 game supplier.

11

12           (b) Any alterations, modifications or updates to the  
13 software or hardware of any skill based amusement game  
14 shall require the ~~vendor~~game supplier to submit to the  
15 commission a new laboratory report as required under  
16 subsection (a) of this section before the game may be used  
17 for play at an establishment.

18

19           **11-25-303. Restrictions on operation of skill based**  
20 **amusement games.**

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22           (c) No establishment shall have more than four (4)  
23 skill based amusement games operating for play ~~at any one~~

1 ~~(1) time~~ on the premises of the address of the  
2 establishment. An establishment operator shall not operate  
3 multiple establishments at any physical location for  
4 purposes of avoiding the restrictions of this subsection.

5  
6 (d) Skill based amusement games shall only be located  
7 for play at an establishment, except as provided in  
8 subsection (e) of this section. An establishment operator  
9 shall not locate a skill based amusement game in an area of  
10 the establishment into which a person under the age of  
11 twenty-one (21) years may enter. An establishment operator  
12 shall conspicuously mark each area of the establishment  
13 containing a skill based amusement game as an age  
14 restricted area. The establishment operator shall not allow  
15 a person under the age of twenty-one (21) years to play a  
16 skill based amusement game.

17  
18 (e) Any establishment operator who, before September  
19 14, 2022 had a skill based amusement game located at a  
20 place of business that does not meet the definition of  
21 "establishment" in W.S. 11-25-102(a)(xvi) on April 1, 2023  
22 shall be authorized to continue operating skill based  
23 amusement games if the establishment operator otherwise



1 meets the requirements to operate a skill based amusement  
2 game.

3

4 **11-25-304. Required permits and licenses; applicable**  
5 **fees; tax imposition; taxation rate; distribution.**

6

7 (a) Any person seeking to obtain or renew any  
8 license, permit or decal as required under this section  
9 shall submit an application to the commission on a form  
10 prescribed by the commission. Upon approval of an  
11 application by the commission:

12

13 (i) An establishment operator shall be issued a  
14 permit and required to pay an annual fee of two hundred  
15 fifty dollars (\$250.00) to have skill based amusement games  
16 operating for play in the operator's establishment;

17

18 (ii) A ~~vender~~game supplier shall be issued a  
19 license and required to pay an annual fee of two thousand  
20 five hundred dollars (\$2,500.00) to possess and distribute  
21 skill based amusement games.

22

1 (b) Skill based amusement games that meet the  
2 requirements of this article shall bear a commission issued  
3 decal that identifies the ~~vendor~~game supplier of the game.  
4 Each decal shall be valid for one (1) year. No skill based  
5 amusement game shall be operational unless it bears a  
6 current commission issued decal. The commission shall  
7 charge the ~~vendor~~game supplier a fee of fifty dollars  
8 (\$50.00) for a decal. Each decal shall include the bucking  
9 horse and rider emblem.

10

11 (d) Taxes shall be calculated and paid on a weekly  
12 basis based on the net proceeds earned during the prior  
13 week on skill based amusement games. On a weekly basis, the  
14 ~~vendor~~game supplier shall remit to the commission an  
15 amount equivalent to twenty percent (20%) of the net  
16 proceeds earned during the prior week on the ~~vendor's~~game  
17 supplier's skill based amusement games. The taxes imposed  
18 under this subsection may be prepaid as provided by rule of  
19 the commission. The commission shall remit these monies to  
20 the state treasurer for deposit in the commission gaming  
21 account and for distribution of the tax as follows:

22

1           11-25-305. Establishment operator permit, game  
2 supplier license and skill based amusement game decal  
3 approval; criteria; review.

4

5           (a) The commission shall, not more than sixty (60)  
6 days after the date of receipt of an application or  
7 application for renewal for an establishment operator  
8 permit, ~~vendor~~game supplier license or skill based  
9 amusement game decal under W.S. 11-25-304 either:

10

11           (c) Establishment operators shall have a continuing  
12 duty to disclose in writing any material change in the  
13 information provided in the application to the commission,  
14 including:

15

16           **Section 2.** This act is effective July 1, 2025.

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18

(END)