MAINE STATE LEGISLATURE

The following document is provided by the

LAW AND LEGISLATIVE DIGITAL LIBRARY

at the Maine State Law and Legislative Reference Library

http://legislature.maine.gov/lawlib



Reproduced from scanned originals with text recognition applied (searchable text may contain some errors and/or omissions)

NOT S				
1	MAJORITY	L.D. 329		
2		g No. S- 155)		
3	VETERANS AND LEGAL AFFAIRS			
4	Reproduced and distributed under the direction of the Secretary of the	Senate.		
5	STATE OF MAINE			
6	SENATE			
7	126TH LEGISLATURE			
8	FIRST REGULAR SESSION			
9 10	COMMITTEE AMENDMENT "A" to S.P. 125, L.D. 329, Bill Reduce the Licensing Fee for Certain Tournament Games"	, "An Act To		
11 12	Amend the bill by striking out everything after the enacting clause and before the summary and inserting the following:			
13 14	'Sec. 1. 17 MRSA §1836, sub-§3-A, ¶A, as enacted by PL 2011 amended to read:	, c. 325, §3, is		
15	A. For tournament games that do not exceed 100 players:			
16	(1) One hundred fifty Seventy-five dollars per tournament license;			
17	(2) Two hundred fifty Two hundred dollars for a monthly license;	and		
18	(3) Three thousand Fifteen hundred dollars for an annual license; a	nd		
19 20	Sec. 2. 17 MRSA §1836, sub-§4, as amended by PL 2011, c. 325 amended to read:	, §4, is further		
21 22 23 24 25 26 27 28 29 30	4. Tournament. The organization licensed to conduct a tournament g section shall display the rules of the tournament game and the license maximum number of players allowed is 100 unless the tournament game premises owned by the licensee, in which case the maximum number of p is 300. Winners are determined by a process of elimination. The use prohibited as part of tournament game play. The maximum entry fee tournament game is \$100, except the organization may add to the played defray the cost of the license fee, as long as the total additional amount coll players does not exceed \$125. An organization that holds a per tournament collect up to \$150 to defray the cost of the license fee. Only one entry fee per person. A tournament game must be completed within 48 hours. O	r issued. The me is held on layers allowed of currency is to play in the r entry fee to lected from all the license may be is permitted ther games of		
32 33	chance on the premises are prohibited during a tournament game, except for similar sealed tickets and no more than one 50/50 raffle per tournamer	-		
34	value up to \$1,000. This subsection does not prohibit a licensee from co	onducting one		
35	winner-take-all hand per tournament game with a bet limit of \$5. The to	tal number of		

COMMITTEE AMENDMENT "A " to S.P. 125, L.D. 329

bets received in a winner-take-all round must be awarded to the winner or in the case of multiple winners divided among them as evenly as possible. All prizes awarded in accordance with this subsection must be paid in cash.'

1

2

3

4

5

6

7

8

SUMMARY

This amendment increases the fees for tournament game licenses that are proposed by the bill. The license fees proposed in the amendment are a reduction from what is required in current law. The bill removes the provision of current law that provides that a tournament game licensee may charge an amount higher than the maximum entry fee to defray the cost of licensure. The amendment retains this provision of law.

FISCAL NOTE REQUIRED (See attached)



126th MAINE LEGISLATURE

LD 329

LR 1713(02)

An Act To Reduce the Licensing Fee for Certain Tournament Games

Fiscal Note for Bill as Amended by Committee Amendment (1941) (5-)55 Committee: Veterans and Legal Affairs
Fiscal Note Required: Yes

Fiscal Note

	FY 2013-14	FY 2014-15	Projections FY 2015-16	Projections FY 2016-17
Revenue				
Other Special Revenue Funds	(\$21,468)	(\$28,625)	(\$28,625)	(\$28,625)

riscal Detail and Notes

This legislation reduces license fees for tournament games that do not exceed 100 players and would result in a reduction in Other Special Revenue Funds revenue to the Department of Public Safety of \$21,468 in fiscal year 2013-14 and \$28,625 in fiscal year 2014-15 and thereafter.