

FIRST REGULAR SESSION
ONE HUNDRED AND ELEVENTH LEGISLATURE
Legislative Document No. 1339
H.P. 1014 House of Representatives, March 25, 1983
Submitted by the Department of Public Safety pursuant to Joint Rule 24. Referred to the Committee on Legal Affairs. Sent up for concurrence and ordered printed.
EDWIN H. PERT, Clerk
Presented by Representative Swazey of Bucksport. Cosponsors: Senator Charette of Androscoggin, Representative Perry of Mexico and Representative Stover of West Bath.
STATE OF MAINE
IN THE YEAR OF OUR LORD NINETEEN HUNDRED AND EIGHTY-THREE
AN ACT To Amend the Law Relating to Games of Chance.
Be it enacted by the People of the State of Maine as follows:
Sec. 1. 17 MRSA §330, sub-§2-A is enacted to read:
2-A. Game of skill. "Game of skill" means a game or contest in which a person stakes something of value for an opportunity to win something of value and in which the average player, either with or with- out a reasonable amount of practice, can determine the outcome of the game through the exercise of skill without the presence of a material degree of chance.
Sec. 2. 17 MRSA §332, sub-§3-A is enacted to read:
3-A. Prohibited games. The following games are prohibited.

No game may be allowed which utilizes objects 1 2 which are constructed, designed or altered to be 3 other than what they appear to be and to respond in a way other than that in which the average 4 5 player would assume that they would respond, 6 unless that construction, design or alteration is 7 permitted in the rules governing that game and 8 the construction, design or alteration meets the requirements of those rules. 9 10 B. No game may be allowed in which the operator either partially or entirely controls the outcome 11 12 of the game by his manner of operating or con-13 ducting the games. 14 C. No game may be allowed in which the outcome depends upon the word of the operator against the 15 16 word of the player. D. No game of skill may be allowed which 17 18 includes any mechanical or physical device which directly or indirectly impedes, impairs 19 or 20 thwarts the skill of the player. 21 Sec. 3. 17 MRSA §340, as repealed and replaced by PL 1977, c. 350, §12, is amended to read: 22 No licensee, game owner or operator shall may permit persons under the age of 16 years to take part 23 24 in a game of chance. No person under the age of 16 25

26 years shall may sell chances, except in relation to 27 charitable, religious or recognized youth associa-28 tions.

No person under the age of 18 years shall may be licensed under this chapter.

STATEMENT OF FACT

32 Title 17, section 330, subsection 2-A. This 33 definition is the converse of Title 17, section 330, 34 subsection 2, and thus all games will fall under one 35 of the 2 definitions allowing the Chief of the State 36 Police to more readily determine those games that

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1 constitute games of chance for regulation under this This section will also provide a workable 2 chapter. 3 standard under which games of skill can be regulated. Presently, a game must first be categorized as a game 4 of chance before action can be taken under Title 5 17. 6 chapter 14. The only means of regulating a game of 7 skill is by awkwardly attacking it under fraud or theft by deception statutes, or by awkwardly labeling 8 9 it a game of chance for containing elements of fraud or theft by deception. 10

11 Title 17, section 332, subsection 3-A. This 12 section provides specific standards for the design and operation of games of chance and skill which, 13 if 14 violated, would warrant criminal or civil action. At 15 the State Police must bring action against present, 16 operators of games of chance and skill under fraud 17 statutes which are not directly applicable to the 18 regulation of games of chance or skill.

19Title 17, section 340. This section allows the20State Police to prosecute persons actually responsi-21ble for allowing children to play games of chance.

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