MAINE STATE LEGISLATURE

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117th MAINE LEGISLATURE

FIRST REGULAR SESSION-1995

Legislative Document

No. 1303

S.P. 479

In Senate, April 12, 1995

An Act to Clarify Definitions Under the Laws Concerning Games of Chance.

(EMERGENCY)

Submitted by the Department of Public Safety pursuant to Joint Rule 24. Reference to the Committee on Legal and Veterans Affairs suggested and ordered printed.

MAY M. ROSS Secretary of the Senate

Presented by Senator MICHAUD of Penobscot. Cosponsored by Senator: STEVENS of Androscoggin, Representatives: GAMACHE of Lewiston, TRUE of Fryeburg. Emergency preamble. Whereas, Acts of the Legislature do not become effective until 90 days after adjournment unless enacted as emergencies; and

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Whereas, the definition of a game of chance is ambiguous; and

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Whereas, delay in clarifying the ambiguity may lead to the proliferation of games of chance which have previously been prohibited in this State; and

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Whereas, it is necessary to avoid such a result; and

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Whereas, in the judgment of the Legislature, these facts create an emergency within the meaning of the Constitution of Maine and require the following legislation as immediately necessary for the preservation of the public peace, health and safety; now, therefore,

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Be it enacted by the People of the State of Maine as follows:

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- Sec. 1. 17 MRSA §330, sub-§2, as repealed and replaced by PL 1977, c. 350, §1, is amended to read:
- Game of chance. "Game of chance" shall--mean means a 24 game, contest, scheme or device in which a person stakes or risks something of value for an opportunity to win something of value 26 and in which the outcome depends in a material degree upon am element-of chance based upon the rules of operation or play of 28 the game, contest, scheme or device, notwithstanding that skill of the contestant or participant may also be a factor therein. 30 For the purposes of this chapter, beano or bingo is not te-be included in this definition. For the purposes of this subsection 32 "chance" means, but is not limited to, a shuffle of a deck or decks of cards, a roll of a die or dice or a random drawing or 34 generation of an object or objects, which may include, but is not limited to, a card or cards, a die or dice, a number or numbers 36 or simulations thereof.

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- Sec. 2. 17 MRSA §330, sub-§2-A, as enacted by PL 1983, c. 225, §1, is amended 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 without 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. For the purposes of this subsection "chance" means, but is not limited to, a shuffle of a deck or decks of cards, a roll of a die or dice or a random drawing or generation of an object or objects, which may include, but is not limited to, a card or cards, a die or dice, a number or numbers or simulations thereof.

_	Sec. 3. 17 MRSA §330, sub-§3-A-1 is enacted to read:
2	3-A-1. Material degree. "Material degree" means an
4	identifiable amount that influences the outcome in any way.
6	Emergency clause. In view of the emergency cited in the preamble, this Act takes effect when approved.
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10	STATEMENT OF FACT
12	This bill clarifies the definitions of game of chance and