

SENATE No.

The Commonwealth of Massachusetts

PRESENTED BY:
Bruce E. Tarr

To the Honorable Senate and House of Representatives of the Commonwealth of Massachusetts in General Court assembled:

The undersigned legislators and/or citizens respectfully petition for the passage of the accompanying bill:
An Act further defining a bona fide coin-operated amusement machine.

PETITION OF:

NAME:	DISTRICT/ADDRESS:
Bruce E. Tarr	First Essex and Middlesex

The Commonwealth of Massachusetts

In the Year Two Thousand and Nine

AN ACT FURTHER DEFINING A BONA FIDE COIN-OPERATED AMUSEMENT MACHINE.

Be it enacted by the Senate and House of Representatives in General Court assembled, and by the authority of the same, as follows:

1 SECTION 1. Chapter 271 of the General Laws is hereby amended by inserting, after
2 Section 5A, the following new section:

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4 Section 5B: Bona fide coin-operated amusement machines

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6 (a) For the purposes of this chapter, the following definitions shall apply:

7

8 “Some skill” means any presence of the following factors, alone or in combination with one
9 another:

10 (1) A learned power of doing a thing competently;

11 (2) A particular craft, art, ability, strategy, or tactic;

12 (3) A developed or acquired aptitude or ability;

13 (4) A coordinated set of actions, including, but not limited to, eye-hand coordination;

14 (5) Dexterity, fluency, or coordination in the execution of learned physical or mental tasks or
15 both;

16 (6) Technical proficiency or expertise;

17 (7) Development or implementation of strategy or tactics in order to achieve a goal; or

18 (8) Knowledge of the means or methods of accomplishing a task.

19 The term “some skill” refers to a particular craft, coordinated effort, art, ability, strategy, or tactic
20 employed by the player to affect in some way the outcome of the game played on a bona fide
21 coin operated amusement machines. If a player can take no action to affect the outcome of the
22 game, the bona fide coin operated amusement machine does not meet the "some skill"
23 requirement of this section.

24

25 “Bona fide coin-operated amusement machine” means every machine of any kind or character
26 used by the public to provide amusement or entertainment whose operation requires the payment
27 of or the insertion of a coin, bill, other money, token, ticket, or similar object, and the result of
28 whose operation depends in whole or in part upon the skill of the player, whether or not it affords
29 an award to a successful player, and which can be legally shipped interstate according to federal
30 law. Examples of bona fide coin-operated amusement machines include, but are not limited to,
31 the following:

32 1. Pinball machines.

33 2. Console machines, including 8-line slot machines.

34 3. Video games.

35 4. Crane machines.

36 5. Claw machines.

- 37 6. Pusher machines.
- 38 7. Bowling machines.
- 39 8. Novelty arcade games.
- 40 9. Foosball or table soccer machines.
- 41 10. Miniature racetrack or football machines.
- 42 11. Target or shooting gallery machines.
- 43 12. Basketball machines.
- 44 13. Shuffleboard games.
- 45 14. Kiddie ride games.
- 46 15. Skee-ball machines.
- 47 16. Air hockey machines.
- 48 17. Roll down machines.
- 49 18. Coin-operated pool table or coin-operated billiard table.
- 50 19. Any other similar amusement machine which can be legally operated in Massachusetts.

51 20. Every machine of any kind or character used by the public to provide music whose operation
52 requires the payment of or the insertion of a coin, bill, other money, token, ticket, or similar
53 object, such as jukeboxes or other similar types of music machines.

54

55 “Play” is an individual bet that can, apart from any other bet made by a player, result in a
56 winning outcome. More than one play may be made simultaneously on the same amusement
57 machine.

58

59 (b) Nothing in this chapter shall apply to a coin operated game or device designed and
60 manufactured for bona fide amusement purposes only which may, by application of some skill,
61 entitle the player to earn replays of the game or device at no additional cost and to discharge the
62 accumulated free replays only by reactivating the game or device for each accumulated free
63 replay or by reactivating the game or device for a portion or all of the accumulated free plays in a
64 single play. This section shall not apply, however, to any game or device classified by the United
65 States government as requiring a federal gaming tax stamp under applicable provisions of the
66 Internal Revenue Code.

67

68 (c) (1) Nothing in this chapter shall apply to a coin operated game or device designed and
69 manufactured only for bona fide amusement purposes which involves some skill in its operation
70 if it rewards the player exclusively with:

71 (A) Free replays;

72 (B) Merchandise limited to non-cash merchandise, prizes, toys, gift certificates, or novelties,
73 each of which has a wholesale value of not more than \$25.00 received for a single play of the

74 game or device;

75 (C) Points, tokens, vouchers, tickets, or other evidence of winnings which may be exchanged for
76 rewards set out in subparagraph (A) of this paragraph or subparagraph (B) of this paragraph or a
77 combination of rewards set out in subparagraph (A) and subparagraph (B) of this paragraph; or
78 (D) Any combination of rewards set out in two or more of subparagraph (A), (B), or (C) of this
79 paragraph.

80 This subsection shall not apply, however, to any game or device classified by the United States
81 government as requiring a federal gaming stamp under applicable provisions of the Internal
82 Revenue Code.

83 (2) A player of bona fide coin operated amusement games or devices described in paragraph (1)
84 of this section may accumulate winnings for the successful play of such bona fide coin operated
85 amusement games or devices through tokens, vouchers, points, or tickets. Points may be accrued
86 on the machine or device. A player may carry over points on one play to subsequent plays. A
87 player may redeem accumulated tokens, vouchers, or tickets for non-cash merchandise, prizes,
88 toys, gift certificates, or novelties so long as the amount of tokens, vouchers, or tickets received
89 does not exceed \$25.00 for a single play.