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OCT 19 2015

**GAMBLING COMMISSION
DIRECTOR'S OFFICE**

October 13, 2015

Ms. Susan Newer
Washington State Gambling Commission
P.O. Box 42400
Olympia, WA 98504-2400

Re: Rule Change Petition

Ms. Newer,

Please find with this letter a Petition for Amendment of Rules of the Washington State Gambling Commission. Please consider this a formal request that these changes be considered by the Commission.

I can be reached by phone at 336-508-6464 or by email at Kevin@grovergaming.com.

Thank you in advance for your consideration in this matter and please do not hesitate to contact me with any questions or concerns.

Sincerely,


Kevin Morse



PETITION FOR ADOPTION, AMENDMENT, OR REPEAL OF A STATE ADMINISTRATIVE RULE

Print Form

In accordance with RCW 34.05.330, the Office of Financial Management (OFM) created this form for individuals or groups who wish to petition a state agency or institution of higher education to adopt, amend, or repeal an administrative rule. You may use this form to submit your request. You also may contact agencies using other formats, such as a letter or email.

The agency or institution will give full consideration to your petition and will respond to you within 60 days of receiving your petition. For more information on the rule petition process, see Chapter 82-05 of the Washington Administrative Code (WAC) at <http://apps.leg.wa.gov/wac/default.aspx?cite=82-05>.

CONTACT INFORMATION *(please type or print)*

Petitioner's Name Kevin Morse

Name of Organization Grover Gaming, Inc.

Mailing Address 3506 N.E. Greenville Blvd.

City Greenville State NC Zip Code 27834

Telephone 252 329 7900 Email kevin@grovergaming.com

COMPLETING AND SENDING PETITION FORM

- Check all of the boxes that apply.
- Provide relevant examples.
- Include suggested language for a rule, if possible.
- Attach additional pages, if needed.
- Send your petition to the agency with authority to adopt or administer the rule. Here is a list of agencies and their rules coordinators: <http://www.leg.wa.gov/CodeReviser/Documents/RClis.htm>.

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INFORMATION ON RULE PETITION

Agency responsible for adopting or administering the rule: _____

1. NEW RULE - I am requesting the agency to adopt a new rule.

The subject (or purpose) of this rule is: _____

The rule is needed because: _____

The new rule would affect the following people or groups: _____

2. AMEND RULE - I am requesting the agency to change an existing rule.

List rule number (WAC), if known: WAC 230-13-005 and WAC 230-13-130 or, in the alternative, WAC 230-13-067

Please see attached with suggested changes highlighted in yellow.
Either changes to 005 and 130, or a change to 067 will work.

I am requesting the following change: _____

This change is needed because: _____
Without the change, Rule 12 Amusement Games would not player friendly and ultimately would not be profitable.

The effect of this rule change will be: _____
Simply to allow Rule 12 Amusement Games to award credits which could be then redeemed for merchandise credits or used for further plays of the game

The rule is not clearly or simply stated: _____

3. REPEAL RULE - I am requesting the agency to eliminate an existing rule.

List rule number (WAC), if known: _____

(Check one or more boxes)

It does not do what it was intended to do.

It is no longer needed because: _____

It imposes unreasonable costs: _____

The agency has no authority to make this rule: _____

It is applied differently to public and private parties: _____

It conflicts with another federal, state, or local law or rule. List conflicting law or rule, if known: _____

It duplicates another federal, state or local law or rule. List duplicate law or rule, if known: _____

Other (please explain): _____

Suggested Amendments for WAC 230-13-005 and WAC 230-13-130

Amended language highlighted in yellow.

WAC 230-13-005

Amusement games authorized.

(1) We authorize the approved groups of amusement games set forth in this chapter. Operators must only operate amusement games that meet the standards of at least one of the authorized groups.

(2) Commercial businesses or nonprofit or charitable organizations may apply for licenses for amusement games.

(3) Charitable or nonprofit organizations also may conduct amusement games without a license when authorized to do so under RCW [9.46.0321](#) and 9.46.0331.

(4) Operators must operate amusement games as either:

(a) An attended amusement game.

(i) An "attended amusement game" means an amusement game that requires the presence or assistance of a person (attendant) in the regular operation of the game; and

(ii) These games must award a merchandise prize to players if players achieve the objective with one cost of play; or

(b) A coin or token activated amusement game.

(i) A "coin or token activated amusement game" means an amusement game that uses a mechanical, electronic, or electro-mechanical machine to allow the player to activate the game by inserting coins or tokens; and

(ii) These games may dispense merchandise prizes, or coupons, tickets, or tokens redeemable for merchandise prizes.

(5) Except for Group 12 amusement games operated by licensees where persons under the age of twenty-one are prohibited from entering, ~~A~~ amusement games must not award additional plays as prizes.

WAC 230-13-130

Display and exchange of amusement game prizes.

(1) Amusement game operators must prominently display a sample of each type of prize available.

(2) Operators must only award prizes that are posted. However, after a player has won two or more prizes, operators may offer that player the opportunity to exchange those prizes for one or more other prizes, but only if that prize was on display during the play of the game.

(3) Except for Group 12 amusement games operated by licensees where persons under the age of twenty-one are prohibited from entering, ~~o~~ operators must not allow winners to forfeit previously won prize(s) in exchange for another play.

(4) Operators may give winners tickets which winners may combine with other tickets won and redeem for a merchandise prize.

WAC 230-13-067

Group 12—Electronic puzzle and pattern solving game standards.

In Group 12 games, players must correctly solve a puzzle to win a prize, which is viewable by the player before each puzzle is presented.

(1) The game must allow the player to view the prize that is available before each play of the game without the insertion of money or any other thing of value; and

(2) Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern; and

(3) When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period; and

(4) Group 12 amusement games are for adults over the age of twenty-one only and may only be operated by licensees where persons under the age of twenty-one are prohibited from entering.

(5) Notwithstanding anything to the contrary in this Chapter, Group 12 Amusement games may award interim credits which may be either exchanged for merchandise prizes or used to continue play of the game.

[Statutory Authority: RCW 9.46.070 and 9.46.0331. WSR 15-15-063 (Order 713), § 230-13-067, filed 7/10/15, effective 8/10/15.]