

Amended Section:

WAC 230-03-185 Applying for a manufacturer license

(1) You must apply for a manufacturer license if you:

(a) Make or assemble a completed piece or pieces of gambling equipment for use in authorized gambling activities; or

(b) Convert, modify, combine, add to, or remove parts or components of any gambling equipment for use in authorized gambling activities ~~((-))~~; or

(c) Manufacture group 12 amusement games approved after May 1, 2016.

(2) You must demonstrate your ability to comply with all manufacturing, quality control, and operations restrictions imposed on authorized gambling equipment that you want to manufacture or market for use in Washington State.

(3) The licensing process may include an on-site review of your manufacturing equipment and process for each separate type of authorized gambling equipment to ensure compliance capability.

Discussion Draft

Amended Section:

WAC 230-03-190 Applying for a distributor license.

You must apply for a distributor license if you:

(1) Buy or otherwise obtain a finished piece of gambling equipment for use in authorized gambling activities or a group 12 amusement game from another person and sell or provide that gambling equipment to a third person for resale, display, or use; or

(2) Are a manufacturer who sells or provides gambling equipment you do not make to any other person for resale, display, or use; or

(3) Service and repair authorized gambling equipment. However, distributors must not add, modify, or alter the gambling equipment; or

(4) Modify gambling equipment using materials provided by manufacturers to upgrade equipment to current technology.

[Statutory Authority: RCW 9.46.070. WSR 06-07-157 (Order 457), § 230-03-190, filed 3/22/06, effective 1/1/08.]

Discussion Draft

WAC 230-05-030 Fees for other businesses.

All other business license applicants must pay the following fees to us when applying for gambling licenses, miscellaneous changes, or inspection services:

1. Commercial amusement games

License	Annual Gross Gambling Receipts	Fee
Class A	Premises only	\$347/\$159
Class B	Up to \$50,000	\$488
Class C	Up to \$100,000	\$1,256
Class D	Up to \$250,000	\$2,804
Class E	Up to \$500,000	\$4,918
Class F	Up to \$1,000,000	\$8,446
Class G	Over \$1,000,000	\$10,568

* We reduce the license fee by \$177 when you apply for additional licenses at the same business premises, apply for multiple licenses at the same business premises, or a licensee is renewing an annual license.

2. Distributor

License	Annual Gross Sales	Fee
Class A	Nonpunch board/pull-tab only	\$699
Class B	Up to \$250,000	\$1,398
Class C	Up to \$500,000	\$2,100
Class D	Up to \$1,000,000	\$2,804
Class E	Up to \$2,500,000	\$3,654
Class F	Over \$2,500,000	\$4,498

3. Fund-raising event equipment distributor

License	Description	Fee
Class A	Rents or leases equipment for fund-raising event or recreational gaming activity up to 10 times per year.	\$276
Class B	Rents or leases equipment for fund-raising event or recreational gaming	\$699

License	Description	Fee
	activity more than 10 times per year.	

4. Gambling service supplier

License	Fee
Annual	\$728
Financing, consulting, and management contract review	\$152

5. Linked bingo prize provider

License	Fee
Annual	\$4,680

6. Call centers for enhanced raffles

License	Fee
Annual	\$4,770

7. Manufacturer

License	Annual Gross Sales	Fee
Class A	Pull-tab dispensing devices only	\$699
Class B	Up to \$250,000	\$1,398
Class C	Up to \$500,000	\$2,100
Class D	Up to \$1,000,000	\$2,804
Class E	Up to \$2,500,000	\$3,654
Class F	Over \$2,500,000	\$4,498

8. Permits

Type	Description	Fee
Agricultural fair	One location and event only	\$29
Agricultural fair annual permit	Annual permit for specified different events and locations	\$200
Recreational gaming activity		\$63
Manufacturer's special sales permit		\$224
Punch board and pull-tab service business permit	Initial application fee	\$250
Punch board and pull-tab	Renewal	\$59

Type	Description	Fee
service business permit		

9. Changes

Application	Description	Fee
Name		\$29
Location		\$29
Business classification	Same owners	\$63
Exceeding license class	New class fee, less previous fee paid, plus	\$29
Duplicate license		\$29
Corporate stock/limited liability company shares/units		\$63
License transfers		\$63

10. Other fees

Type	Fee
Defective punch board/pull-tab cost recovery fees	Up to \$106
Failing to apply for license class upgrade	Up to fifty percent of the difference between our fees for the licensee's present license class and the new license class or one thousand dollars, whichever is less, plus \$29
Review of gambling equipment, supplies, services, or games	Cost reimbursement

11. Identification stamps

Type	Fee
(a) Punch boards and pull-tabs	
(i) Standard	Wagers fifty cents and below
	\$.30

Type		Fee
	Wagers over fifty cents	\$1.18
(ii) Progressive jackpot pull-tab series	Per series	\$11.86
(iii) Pull-tab series with carry-over jackpots and cumulative prize pool pull-tab series	Per series	\$1.18
(b) Pull-tab dispensing devices		
(i) Mechanical and electro-mechanical		\$.30
(ii) Electronic	Dispensing devices that require initial and ongoing evaluation of electronic components or functions, such as reading encoded data on pull-tabs, accounting for income or prizes	\$118.76 annually
Replacement of identification stamps		\$28
(c) Disposable bingo cards		
(i) Single game sets of individual cards or sheets of cards		\$.30
(ii) Multigame card packets		\$1.29
(iii) Cards used to play for linked bingo prizes	Fee per 250 cards	\$.47

Type		Fee
(iv) Cards used to play for linked bingo prizes	Fee per 5,000 cards	\$9.50
(d) Coin or token-activated amusement games		
Annually - operated at any Class A amusement game license location: group 1 – 11 games		\$29.68
Annually – operated at any Class A amusement game license location: group 12 games		\$118.76
(e) Electronic bingo card daubers		
Annual		\$11.86
(f) Electronic card facsimile table		
Annual		\$404.39

12. Two-part payment plan participation

Annual participation	\$29
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[Statutory Authority: RCW [9.46.070](#). WSR 14-19-123 (Order 704), § 230-05-030, filed 9/17/14, effective 11/1/14. Statutory Authority: RCW [9.46.070](#) and [9.46.0209](#). WSR 13-19-056 (Order 692), § 230-05-030, filed 9/16/13, effective 10/17/13. Statutory Authority: RCW [9.46.070](#). WSR 09-17-077 (Order 657), § 230-05-030, filed 8/14/09, effective 1/1/10; WSR 07-23-083 (Order 621), § 230-05-030, filed 11/20/07, effective 1/1/08; WSR 07-03-082 (Order 606), § 230-05-030, filed 1/18/07, effective 1/1/08; WSR 06-07-157 (Order 457), § 230-05-030, filed 3/22/06, effective 1/1/08.]

Amended Section:

WAC 230-06-110 Buying, selling, or transferring gambling equipment.

(1) All licensees and persons authorized to possess gambling equipment must closely control the gambling equipment in their possession.

(2) Before selling gambling equipment, licensees must ensure that the buyer possesses a valid gambling license or can legally possess the equipment without a license.

(3) Before purchasing gambling equipment, licensees must ensure that the seller possesses a valid gambling license.

(4) Applicants for Class F or house-banked card room licenses may purchase and possess gambling equipment during the precicensing process, but only after receiving written approval from us.

(5) Charitable and nonprofit organizations conducting unlicensed bingo games, as allowed by RCW 9.46.0321, may possess bingo equipment without a license.

(6) Group 12 amusement games can only be sold or leased by a licensed manufacturer or distributor to a licensee.

(7) Licensees may transfer gambling equipment as a part of a sale of a business as long as a condition of the sale is that the buyer receives a gambling license before the sale is complete. Licensees must make a complete record of all gambling equipment transferred in this manner, including I.D. stamps. Licensees must report these transfers, including a copy of the inventory record, to us.

Amended Section:

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 group 1 through 11 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; and

(iii) An attendant accepts cash, check, tickets or scrip to play the amusement game. The tickets and scrip are not redeemable for cash and must show the name of the operator or sponsor;

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, cash, stored value cards* or tokens; and

(ii) These games may dispense merchandise prizes, or coupons, tickets, points onto a stored value card* or tokens redeemable for merchandise prizes.

(5) Amusement games must not award additional plays as prizes.

**We will need develop a definition of stored value cards.*

[Statutory Authority: RCW 9.46.070 and 9.46.0331. WSR 15-15-063 (Order 713), § 230-13-005, filed 7/10/15, effective 8/10/15. Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-005, filed 7/16/07, effective 1/1/08.]

Amended Section:

WAC 230-13-010 Approval of new amusement games.

(1) Operators may introduce new group 1 through 11 games that meet the standards of an authorized group without approval of the director as long as they provide the director or his or her designee with a description, the rules of play, and the group number of the game with an explanation of why that group was chosen at least sixty days before introducing the game.

(2) If the director notifies the operator that the proposed game does not meet the standards or otherwise violates the gambling laws or rules, the operator:

(a) May not introduce the game; and

(b) If already introduced, must remove it from play until the operator brings it into compliance with the authorized group.

(3) Group 12 games must be reviewed and approved as set out in WAC 230-06-050.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-010, filed 7/16/07, effective 1/1/08.]

Discussion Draft

Amended

WAC 230-13-120 Posting amusement game rules.

(1) Amusement game operators must fully inform players of game rules. They must prominently post a sign made of permanent material printed in lettering at least one and one-half inches in height that includes, at least:

- (a) Fees charged for play; and
- (b) Rules of play; and
- (c) Prizes, ~~or~~ number of tickets to be won or point equivalent to determine merchandise prizes; and
- (d) Any variation in the size or weight of objects used in the game which is not readily visible to the player; and
- (e) Name of the operator; and
- (f) Booth number, if applicable; and
- (g) Amusement game group number.

(2) For coin or token activated games, if all aspects of the activity are within four feet of the player, operators may use lettering smaller than one and one-half inches in height as long as they prominently post the sign and make it legible to players. The operator must ensure that the manufacturer either:

- (a) Preprints the sign and information on the machine; or
- (b) Attaches it to the machine.

[Statutory Authority: RCW [9.46.070](#). WSR 07-15-064 (Order 612), § 230-13-120, filed 7/16/07

Amended

WAC 230-13-135 Maximum wagers and prize limitations at certain amusement game locations.

The maximum wager is three dollars and fifty cents and the maximum cost ~~for~~ or value of a prize is five hundred dollars ~~if school-aged minors are allowed to play amusement games at the following locations:~~

- ~~(1) Regional shopping centers; and~~
- ~~(2) Movie theaters; and~~
- ~~(3) Bowling alleys; and~~
- ~~(4) Miniature golf course facilities; and~~
- ~~(5) Skating facilities; and~~
- ~~(6) Family sports complexes.~~

~~(a) A "family sports complex" is a facility, at a permanent location, to which people go to play sports. A family sports complex must offer multiple sports activities, such as indoor soccer, outdoor soccer, lacrosse, baseball, Frisbee, and lawn bowling and the gross receipts must be primarily from these sports activities.~~

~~(b) A family sports complex does not include a facility owned or operated by a school or school district; and~~

- ~~(7) Amusement centers; and~~

~~(8) Grocery or department stores. A "department or grocery store" means a business that offers the retail sale of a full line of clothing, accessories, and household goods, or a full line of dry grocery, canned goods, or nonfood items plus some perishable items, or a combination of these. A department or grocery store must have more than ten thousand square feet of retail and support space, not including the parking areas; and~~

~~(9) Any business whose primary activity is to provide food service for on premises consumption.~~

[Statutory Authority: RCW [9.46.070](#), [9.46.0331](#), and [9.46.0201](#). WSR 11-04-004 (Order 674), § 230-13-135, filed 1/20/11, effective 2/20/11. Statutory Authority: RCW [9.46.070](#). WSR 09-15-067 (Order 650), § 230-13-135, filed 7/13/09, effective 8/13/09; WSR 08-11-036 (Order 625), § 230-13-135, filed 5/14/08, effective 7/1/08; WSR 07-15-064 (Order 612), § 230-13-135, filed 7/16/07, effective 1/1/08.]

Repealed

WAC 230-13-140 Price to play amusement games must be paid in cash or check.

(1) Amusement game operators must charge cash or check for playing.

(2) Operators may accept tokens, scrip, or tickets, but only if:

(a) The equivalent value in cash for each token, scrip, or ticket is printed on the token, ticket, or scrip; and

(b) Tokens, tickets or scrip are not redeemable for cash; and

(c) Tickets or scrip show the name of the operator or sponsor.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-140, filed 7/16/07, effective 1/1/08.]

Discussion Draft

New Sections:

WAC 230-13-131 Group 12 merchandise prizes.

Group 12 games can issue tickets, which will be considered gift certificates redeemable for merchandise prizes. Operators must:

- (1) Prominently display the conversion of points to merchandise for customers to easily determine prizes available for redemption; and
- (2) Retain all gift certificates redeemed for merchandise prizes as a part of the amusement game records; and
- (3) Record on the gift certificates the:
 - a. Amount of merchandise and cash for the gift certificate was redeemed for; and
 - b. Date redeemed; and
 - c. Customer's name and date of birth for prizes over \$50.

NOTE: We will be examining tickets/gift certificates more closely. If they are allowed, there will need to be recording requirements similar to listed above.

Discussion Draft

Amended Section:

WAC 230-13-170 Recordkeeping for commercial amusement games.

(1) Amusement game licensees must prepare a detailed record for each location where they operate games. They must retain the records for at least three years. The records must include details necessary to determine:

- (a) Gross gambling receipts received from players; and
- (b) Value of prizes awarded to winners.

(2) Records must include, at least:

(a) The gross gambling receipts collected from amusement games at each location, with receipting records; and

(b) An entry for each withdrawal of receipts from the games. Coin or token activated amusement games only require an entry of the ending meter reading, the number of plays, and gross gambling receipts at the end of each month; and

(c) A summary of the operation of the activity. This includes, at least, coin-in meter readings and gross gambling receipts. Operators must provide these coin-in meter readings and gross gambling receipts to charitable or nonprofit organizations each time they service a game or disburse money.

(3) Licensees must report at least monthly the number and actual cost of merchandise prizes awarded for each location. If gift certificates are awarded as merchandise prizes, you must maintain all records required for issuing and redeeming gift certificates.

(4) For amusement games that issue tickets for the redemption of prizes, licensees must at least log the beginning and ending nonresettable ticket out meters or ticket numbers during each collection of funds from each game.

(5) Licensees must provide the full details for all amusement game operating expenses.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-170, filed 7/16/07, effective 1/1/08.]

NOTE: We will be examining tickets/gift certificates more closely. If they are allowed, there will need to be recording requirements similar to listed above.

Amended Section:

WAC 230-07-125 Recordkeeping requirements for lower volume charitable or nonprofit organizations.

(1) Organizations operating without a license under RCW 9.46.0315 or 9.46.0321 and lower volume charitable or nonprofit licensees must keep a set of permanent monthly records of the gambling activities. Lower volume licensees include:

- (a) Fund-raising events;
- (b) Bingo (Classes A, B, and C);
- (c) Raffles (Classes A, B, C, and D);
- (d) Amusement games (Classes A, B, C, and D); and
- (e) Card games (Classes A, B, and C).

(2) The monthly records must include, at least:

- (a) The gross receipts from each activity;
- (b) The total amount of cash prizes actually paid out;
- (c) The total of the cost to the licensee of all merchandise prizes actually paid out for each activity;
- (d) A summary of all expenses related to each of the activities; ~~((and))~~
- (e) The net income received from the activity, the purpose(s) for which the net income was raised, and the amount paid to each recipient ~~((-)); and~~
- (f) All records relating to gift receipts issued as prizes.

(3) Licensees must keep these records for three years from the end of the license year for which the record was created.

(4) Organizations operating under RCW 9.46.0315 or 9.46.0321 must maintain their records for one year.

[Statutory Authority: RCW 9.46.070. WSR 07-10-032 (Order 609), § 230-07-125, filed 4/24/07, effective 1/1/08.]