

AUTHORIZED AMUSEMENT GAMES

I. Ball toss/kick games – Group I

- A. Player throws or kicks a ball(s) in order to achieve a specified goal. Upon achieving the goal of the game, the player is awarded a prize.
- B. All balls for each game must be uniform in size and weight.
- C. All targets for each game must be of the same weight and size or the operator must color code the target and advise the player of the difference in targets if the difference is not visible to the player.
- D. No target may have a loose or floating weight (i.e. no movement of weights inside milk bottles).
- E. The weight of any target will not exceed 7.5 pounds.
- F. When the goal is to estimate the speed of the ball thrown or kicked, a minimum of 3 balls will be used to estimate the speed by the player and one ball for the actual throw or kick.
- G. When ping pong or similar light weight balls are utilized in games requiring the ball to be tossed into a dish, saucer, cup or similar container, water must be placed in the bottom of each such container (i.e. enough water to cover the bottom of the dish).

II. Dart games – Group II

- A. Player throws one or more darts into a target or target area. Upon successfully achieving a predetermined score, pattern, penetrating and/or breaking a target, or just sticking in the target, the player is awarded a prize.
- B. All darts must be uniform in size and in original condition with the point sharp or functional suction-cup darts and all feathers or tail sections intact.
- C. The targets and target area for all dart games must be of a material capable of being penetrated and retaining a metal tip dart; or holding a suction-cup dart (i.e. balloons are properly inflated).
- D. The target area will be in the rear of the stand and will be at least 3 feet but not more than 15 feet from the foul line.
- E. In “add em up games,” when the player must achieve a predetermined score, all darts stuck on the lines will receive another throw. The player has the right to add up the score of the darts thrown.

III. Hoop or ring toss games – Group III

- A. Player must toss one or more hoops or rings over one or more targets which may consist of bottles, pegs, blocks, prizes, or any item capable of having a ring or hoop tossed over it.
- B. The operator must specifically advise the player as to the degree that the hoop(s) or ring(s) must go over the target.
- C. All hoops or rings for each game must be uniform in size and shape and must be capable of going over the target.
- D. All targets used at an individual stand must be the same size or the operator must disclose to the player by posting signs or using color codes to denote the different sizes.

IV. Coin/token toss games – Group IV

Player or player(s) toss one or more coins or tokens onto a surface or into a target or target area. The game must have a clear and unobstructed 36 inch vertical airspace above the target, target area, or surface. The target, target area, or surface must be level. Any game which has a target or target area of 4 square inches or less must award a prize if any part of the coin or token is within the target or target area (i.e. Rainbow coin toss game).

V. Eye/hand coordination games – Group V

- A. Player or players perform a task or tasks which requires the player to use the coordination between their hand(s) and eye(s) to successfully complete the task or tasks. The task or tasks may include one or a combination of the following:
1. Striking a moving or fixed object or target to include a sequence of moving or fixed objects or targets;
 2. Causing object(s) to be launched at target(s) from a device. The objects are aimed so they may land in, on, or through a target(s) to include catching or having the object(s) caught in the target(s);
 3. Dropping object(s) onto target(s) or target area(s) or surface(s), to include covering the target(s), target area(s), or surface(s) with the object(s);
 4. Capturing, lassoing, hooking, or getting a hold of an object(s) and causing them to move or change position;
 5. Guiding object(s) or images through a pattern, maze, or task;
 6. Climbing on, over, through, or around object(s); or
 7. Similar tasks.
- B. If a player is required to cover a spot or specific target area, then the target or target area must be a circular spot.
1. Player must receive at least 5 circular discs to drop on the target or target area.
 2. The diameter of the circular discs used to cover the target or target area must be at least 64% of the diameter of the target spot or area.
 3. The target spot or area must be permanently affixed to a solid surface.
- C. A regulation billiard table, balls, and cue must be used for any game requiring a player to perform any task or tasks normally associated with playing billiards or pool.
- D. In games where objects are launched, tossed, or catapulted at target(s), the launching device shall respond in an identical manner on repetitive uses when an equal amount of force is applied or selected by the player.

VI. Strength test games – Group VI

Player(s) test their own strength in performing a task or tasks for a predetermined number of times or length of time. This may include hand, arm, or whole body strength and may also require the player to use a tool or instrument to strike an object or target, which may cause the object to be propelled or travel a specific distance. The task(s) may require the object(s) to strike another object(s) to achieve the objective.

VII. Crane games – Group VII

- A. Player, using one or more of a variety of control methods, maneuvers a crane or claw device into a position to attempt to retrieve a prize. All games must meet the following conditions:
1. At least 20 seconds playing time per operation.
 2. Crane or claw must be capable of reaching, picking up, and dispensing all prizes contained within the machine.
 3. The controls for the machine must be clearly labeled as to their function.
 4. Prizes must be loose and shall not be packed, arranged, lodged, or intertwined in the machine in any way which would prevent the prize from being picked up by the crane or claw and dispensed.

VIII. Penny fall games – Group VIII

A. Penny fall games are electronic or electro-mechanical games in which:

1. The player inserts a coin or token into a chute;
2. The player controls the direction the coin or token falls by aiming the chute;
3. The coin or token will land on a flat surface or surfaces which have a sweeper(s) and/or pusher arm moving across the surface or surfaces;
4. The surfaces shall be level and contain similar coins or tokens;
5. A carefully aimed coin or token will cause coins or tokens on the flat surface(s) to be pushed or swept into holes or chutes dispensing the tokens or awarding a set number of tickets to the player;
6. The game may contain additional factors which if properly negotiated or struck by a coin or token, will award additional tickets to the player;
7. The additional factor may be in the form of targets that when lit, grant the player bonus tickets when the coin or token passes over the target;
8. Any such targets or bonus opportunities must be activated prior to the player inserting the coin or token to start play and must remain activated for a period of time sufficient to allow the player to attempt to strike or negotiate the targets or bonus opportunities;
9. The skill of the player must be the determining factor in the outcome of the game; and
10. Merchandise prizes may be placed on the coins, tokens, or other surfaces in the game and if the prize is pushed into a hole or chute then it is awarded to the player. All such prizes must fit into or down the hole or chute in the game which award prizes to the player.

IX. Ball roll down games – Group IX

- A. Player rolls one or more balls to a target or target area. Upon achieving the objective of the game, the player is awarded a prize.
- B. Ball roll down games may be either one player attempting to score a predetermined number of points by landing in a target or target area, or striking and/or knocking down a target or targets.
- C. Ball roll down games may be more than one player attempting to score a predetermined number of points, striking and/or knocking down a target(s), or landing in a target area. The first player to accomplish the goal is awarded a prize.

X. Shooting games – Group X

- A. A game which the player or players use a device to fire a projectile or projectiles to hit a target or targets. The projectiles may include pellets, BB's, corks, water, electronic beams, light beams, balls, or suction-cup darts. The targets may be stationary or mobile. The player or players may be required to:
 1. Completely shoot out or obliterate a target or portion thereof;
 2. Hit a target or specific portion thereof, or
 3. Hold an electronic beam, light beam, or water stream on a target or portion thereof to achieve a specific result.
- B. All safety requirements of the local city or county ordinances must be observed by the operator and player(s).

- C. A short range shooting gallery must give a player a least 4 shots to shoot out a target which has a diameter of $\frac{1}{4}$ inch or less, or at least one shot per target which must be struck. Targets must be at least $\frac{1}{2}$ inch square and may include a bullseye section which the player must shoot out without touching the outside of the target.
- D. Shoot-out-the-star games must give the player at least 100 projectiles in an automatic type device to shoot out a star which is not more than $1\frac{1}{4}$ inch from point to point.
- E. Games may award a prize based upon the number of players participating and use a combined score to determine the winner.
- F. If suction-cup darts are used in the game, a player must receive another turn if the dart does not stick to the target area.
- G. If targets must be knocked over or off a shelf, then the base of the targets must be uniform front and rear.
- H. If a player is required to destroy or obliterate all or part of a target, then the player must have the right to visually inspect the target at the conclusion of the game.

XI. Cake walks and fish pond games – Group XI

Cake walks and fish ponds, as commonly known, are amusement games. Cake walks involve a number of players walking on a numbered or color-coded circle while music is played. When the music stops, the player's prize is determined by the number or color of the portion of the circle they are standing on. Fish ponds are games where players receive a prize every time they compete, by either hooking or capturing a fish or similar object floating in a pool of water with a number or symbol on the bottom of the fish or object which corresponds to a prize or the operator may place a prize directly onto the "line" or catching device of the player from behind a curtain or similar obstruction.

XII. Electronic puzzle and pattern solving game – Group XII

- A. Players must correctly solve a puzzle to win a game, which is viewable by the player before each puzzle is presented.
- B. The player must be allowed to preview points to be awarded if the puzzle is correctly solved before each play of the game without the insertion of money or any other thing of value.
- C. Prizes are awarded based upon the player's skill in correctly discerning a pattern and completing that pattern.
- D. When a game presents a potential winning pattern, the puzzle must be capable of completion within the predetermined time period.
- E. 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.
- F. The amusement game must prominently display "This is not a slot machine. No cash prizes are allowed. You can preview the points to be awarded if the puzzle is correctly solved before each play of the game without the insertion of money or anything of value."