

1 **Title 36 STATE LOTTERY AND GAMING CONTROL AGENCY**

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3 **Subtitle 08 SKILLS-BASED AMUSEMENT DEVICES**

4
5 **Chapter 01 General**

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7 Authority: Criminal Law Article §§ 12-301 and 12-301.1, State Government Article §§ 9-101
8 and 9-1B-02, Annotated Code of Maryland

9 **.01 Scope.**

10 A. This subtitle applies to skills-based amusement devices regulated by the Commission under
11 Criminal Law Article, §§ 12-301 and 12-301.1, and State Government Article, Title 9, Subtitle
12 1B, Annotated Code of Maryland.

13 **.02 Definitions.**

14 A. In this subtitle, the following terms have the meanings indicated.

15 B. Terms Defined.

16 (1) “Merchandise device” means a skills-based amusement device by which a player controls a
17 mechanical or electromechanical claw or other device to retrieve merchandise or prizes.

18 (2) “Minimal value” means having a wholesale value of not more than \$30.

19 (3) “Reasonable player” means a first-time player of average levels of intelligence, physical and
20 mental skills, reaction time, and dexterity.

21 (4) “Redemption device” means a skills-based amusement device that issues only tickets, tokens
22 or other objects that represent or that can be converted into merchandise or prizes.

23 (5) “Skill” means:

24 (a) A learned ability of doing a thing competently;

25 (b) A particular ability, strategy, or tactic;

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

27 (d) Dexterity, fluency, or coordination in the executing of learned physical or mental tasks or
28 combination thereof;

29 (e) Technical proficiency or expertise;

30 (f) Development or implementation of a strategy or tactics in order to achieve a goal; or

- 1 (g) Knowledge of the means or methods of accomplishing a task.
- 2 (6) “Skills-based amusement device” means a machine, apparatus, or device that:
 - 3 (a) Operates or can be made to operate by inserting, depositing, or placing with another person
 - 4 money, a token, or another object; and
 - 5 (b) Through the use of skill awards the user:
 - 6 (i) Merchandise or prizes;
 - 7 (ii) A ticket, token, or other object that represents or that can be converted into merchandise or
 - 8 prizes; or
 - 9 (iii) The right to receive an item specified in (i) or (ii) above.

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