

STAFF AGENDA MEMORANDUM

DATE OF MEETING: May 28, 2015

AGENDA ITEM: **Electronic Gaming Device / Skills-Based Amusement Device Regulations**

Withdraw Regulations – Electronic Gaming Devices

- 36.06.01 General
- 36.06.02 Lawful and Unlawful Electronic Gaming Devices
- 36.06.03 Application, Licensing, and Registration
- 36.06.04 Electronic Gaming Device General Standards
- 36.06.05 Electronic Gaming Device Technical Standards
- 36.06.06 Electronic Gaming Device Enforcement

New Regulations – Electronic Gaming Devices

- 36.06.01 General
- 36.06.02 Lawful and Unlawful Electronic Gaming Devices
- 36.06.03 Application, Licensing, and Registration
- 36.06.04 Electronic Gaming Device General Standards
- 36.06.05 Electronic Gaming Device Technical Standards
- 36.06.06 Electronic Gaming Device Enforcement

New Regulations – Skills-Based Amusement Devices

- 36.08.01 General
- 36.08.02 Registration
- 36.08.03 General Standards

PRESENTER: Charles LaBoy, Assistant Director for Gaming

ISSUE SUMMARY: Based on recommendations received from the Maryland Amusement Game Advisory Committee staff has prepared a revised set of regulations incorporating the following items:

- Not classify skills-based amusement devices as gaming devices.
- Not include skills-based amusement devices that only award free play.
- Allow merchandiser device difficulty level to be adjusted.

Maryland Lottery and Gaming Control Agency

Larry Hogan, Governor



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- Not require the filing of detailed information of all skills-based amusement devices.
- Not require quarterly notice of the movement of skills-based amusement devices.
- Not require a certification sticker to be placed on each skills-based amusement device.
- Not require that skills-based amusement devices that payout noncash prizes that do not exceed a wholesale value of \$30 to register with the MLGCA.

COMMISSION ACTION REQUIRED/REQUESTED: Withdrawal the current proposed Electronic Gaming Device regulations and approval of revised set of regulations.