CHAPTER 101 AMUSEMENT CONCESSIONS
[Prior to 12/17/86, Revenue Department[730], Ch 92]
[Prior to 11/18/87, Racing and Gaming Division[195]]
[Prior to 6/14/89, Racing and Gaming Division[490], Ch 21]

481—101.1(99B) License requirements. No games shall be conducted until an application is approved
and a license is issued by the department.

101.1(1) License required. A gambling license is required for each amusement concession game.
The name and description of the game shall be attached to the application.

101.1(2) Licensee. The person conducting an amusement concession, for the purposes of licensure,
is the owner of the amusement concession.

101.1(3) Requirements. Application and license requirements are found in 481—Chapter 100.
This rule is intended to implement Iowa Code section 99B.31.
[ARC 4732C, IAB 10/23/19, effective 11/27/19]

481—101.2(99B) Prizes. All prizes shall be merchandise. The value of any prize shall not exceed $950.
Small merchandise prizes may be exchanged for a prize of greater value if the value of the exchanged
prize does not exceed $950. A prize which cannot be obtained shall not be displayed.
This rule is intended to implement Iowa Code section 99B.31.
[ARC 4732C, IAB 10/23/19, effective 11/27/19]

481—101.3(99B) Conducting games. In addition to the requirements found in Iowa Code section
99B.31, the following apply.

101.3(1) Object of each game. The object of each game must be attainable and possible to perform
under the rules of the game by an average individual.

101.3(2) No hidden numbers allowed. The possible results shall not be hidden, as in a punchboard
or pull-tab which conceals numbers.

101.3(3) Cost. The cost to play each game shall not exceed $5.
This rule is intended to implement Iowa Code section 99B.31.
[ARC 4732C, IAB 10/23/19, effective 11/27/19]

481—101.4(99B) Posted rules. Requirements for posted rules are found in rule 481—100.8(99B).
This rule is intended to implement Iowa Code section 99B.31.
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