House Study Bill 560 - Introduced

A BILL FOR

1 An Act relating to amusement concessions concerning allowable
2   games and prizes and including effective date provisions.
3 BE IT ENACTED BY THE GENERAL ASSEMBLY OF THE STATE OF IOWA:

1   Section 1. Section 99B.1, subsection 1, Code 2018, is
2 amended to read as follows:
3   1. *"Amusement concession"* means a game of skill or game
4 of chance with an instant win possibility where, if the
5 participant ~~completes~~ employs an element of skill to complete
6 a task, the participant wins a prize. *"Amusement concession"*
7 includes but is not limited to carnival-style games that are
8 conducted by a person for profit. *"Amusement concession"* does
9 not include casino-style games or amusement devices required to
10 be registered pursuant to section 99B.53.
11   Sec. 2. Section 99B.31, subsection 1, paragraph h, Code
12 2018, is amended to read as follows:
13   *h.* The actual retail value of any prize does not exceed
14 ~~one~~ nine hundred fifty dollars. If a prize consists of more
15 than one item, unit, or part, the aggregate retail value of all
16 items, units, or parts shall not exceed ~~one~~ nine hundred fifty
17 dollars.
18   Sec. 3. EFFECTIVE DATE. This Act, being deemed of immediate
19 importance, takes effect upon enactment.
20   EXPLANATION
21   **The inclusion of this explanation does not constitute agreement with**
22   **the explanation's substance by the members of the general assembly.**

23   This bill concerns amusement concessions.
24   The bill amends the definition of an amusement concession
25 to limit allowable games for an amusement concession to only
26 those games of skill or chance where the participant employs an
27 element of skill to complete the task resulting in a prize.
28   The bill increases the maximum allowable retail value for
29 any prize awarded for an amusement concession from $100 to
30 $950.
31   The bill takes effect upon enactment.