# Electrical and Mechanical Amusement Devices House File 594 

## Executive Summary Only

An Act relating to the registration of electrical and mechanical amusement devices and the registration of manufacturers and distributors thereof, making penalties applicable, and providing an effective date.


## LEGISLATIVE FISCAL BUREAU

NOTES ON BILLS AND AMENDMENTS (NOBA)

## LICENSURE OF AMUSEMENT

 DEVICESAWARDS FOR WINNING

REVOLVING FUND

REGISTRATION REQUIREMENT
GAMBLING PENALTY
EfFECTIVE DATE
FISCAL IMPACT

- Requires licensure of all electrical and mechanical amusement devices where the outcome is not primarily based on skill. Allows no more than four devices at any single location or premise. Requires an annual fee of $\$ 25$ for each device.
- Requires that awards given for use of the devices can only be redeemed on the premises where the devices are located and only for merchandise sold in the normal course of business for the premises.
- Requires fees generated from the licensing of the amusement devices be deposited in a special fund and appropriated to the Departments of Inspections and Appeals (DIA) and Public Safety (DPS) for administration and enforcement purposes.
- Requires manufacturers, manufacturer's representatives, and distributors of amusement devices to register with the DIA.
- Reduces the penalty for violations of the provisions of Section 99B.10, Code of Iowa, from a Class D felony to a simple misdemeanor.
- Specifies the Bill is effective upon enactment.

The Departments estimate there are between 10,000 and 18,000 of these devices in Iowa. The amount of fees generated would be between $\$ 250,000$ and $\$ 450,000$. The increased costs for DIA would be $\$ 72,000$ for FY 2004 and $\$ 45,000$ for FY 2005 and includes 1.0 FTE position for a typist to handle the registrations. The increased costs for DPS would be \$177,000 for FY 2004 and $\$ 144,000$ for FY 2005 and includes 2.0 FTE positions for Special Agents.

