

HOUSE BILL NO. 368

INTRODUCED BY R. LYNCH, M. BLASDEL, W. GALT, S. SALES

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4 A BILL FOR AN ACT ENTITLED: "AN ACT AUTHORIZING DICE GAMES AMONG PLAYERS IN WHICH THE
5 HOUSE MAY NOT HAVE A FINANCIAL INTEREST; PUTTING CEE-LO WITHIN REGULATIONS GOVERNING
6 SHAKE-A-DAY; PROVIDING A DEFINITION; AMENDING SECTION 23-5-160, MCA; AND PROVIDING AN
7 IMMEDIATE EFFECTIVE DATE."

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9 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MONTANA:

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11 **Section 1.** Section 23-5-160, MCA, is amended to read:
12 **"23-5-160. Shaking dice for a drink or music or in a shake-a-day game -- cee-lo authorized.** (1) It
13 is legal for a customer in an establishment licensed for the sale of alcoholic beverages to be consumed on the
14 premises to:

15 (a) shake or choose one or more dice, alone or with an owner or employee of the establishment, to
16 determine whether the customer or the establishment shall pay for the customer's drink or to determine whether
17 the customer or the establishment shall immediately pay a predetermined amount of money, not to exceed \$2,
18 for music from a jukebox in the establishment; or

19 (b) play the dice game commonly known as shake-a-day, in which a customer may once each day pay
20 an amount of money predetermined by the establishment, but not more than 50 cents, and shake a number of
21 dice predetermined by the establishment in an attempt to roll certain combinations simulating poker hands
22 predetermined by the establishment. If one of the combinations is rolled, the customer may win merchandise or
23 a portion or all of the money paid to play the game since the last winning combination was rolled. The
24 establishment may, before a game begins, limit the amount that will be won and use the remaining money played
25 on that game to start the pot for the next game, thus enhancing the incentive to play the next game in the early
26 stages of the next game. All money paid to play games must be paid out as winnings. An establishment may offer
27 to the public more than one shake-a-day game at any given time.

28 (c) (i) play a dice game commonly known as cee-lo in which customers may play with three six-sided
29 dice, with or without a bank, in which the first player to roll a winning combination wins. The dice combination of
30 4-5-6 is treated as a winning combination. Customers shall agree on rules before playing cee-lo. Games of cee-lo

1 may include dice rolls that establish a point and may include games in which two or more players will roll and
2 compare their points to determine a winner. Cee-lo may also be known as "see-low", "four-five-six", "three dice
3 game", and "pair and a point".

4 (ii) (A) In banking games, one customer serves as a banker on a rotating basis. The banker covers the
5 individual bets of the other customers who are playing, each of whom competes directly with the bank. Customers
6 bet against the banker, and dice rolls establish a point for the customer.

7 (B) In nonbanking games, each customer has equal status and rules must be agreed upon for the
8 customers to pool their bets, bet amount, and attempt to win from a common pot. Each customer shall then roll
9 all dice at once and shall continue until a recognized combination is rolled. Whichever customer rolls the best
10 combination wins the entire pot and a new round may begin.

11 (iii) A person under 18 years of age may not play cee-lo.

12 (iv) An establishment in which cee-lo is played under this section may not:

13 (A) have a financial interest in the game, including but not limited to being the bank in the game;

14 (B) extend credit to any customer who wishes to participate in the game; or

15 (C) participate or otherwise be involved in the game.

16 (2) Nothing in this section authorizes the dice game of craps or any other dice game not specifically
17 described in this section."

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19 NEW SECTION. Section 2. Effective date. [This act] is effective on passage and approval.

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