

1 HOUSE BILL NO. 572

2 INTRODUCED BY K. ZOLNIKOV, S. KERNS, C. KNUDSEN, B. LER, E. BUTTREY, L. JONES, D. LOGE, B.

3 USHER, G. HERTZ, C. GLIMM, K. BOGNER, D. ZOLNIKOV, J. TREBAS, F. MANDEVILLE

4

5 A BILL FOR AN ACT ENTITLED: "AN ACT REVISING LAWS PERTAINING TO VIDEO GAMBLING MACHINE

6 PRIZES; INCREASING THE LIMIT ON VIDEO GAMBLING MACHINE GAME LIMITS ~~FROM \$2 TO \$3~~;

7 INCREASING THE LIMIT ON AWARDING FREE GAMES OR CREDITS ~~FROM \$800 TO \$1,199~~; REVISING

8 THE CREDIT RATIO FOR CERTAIN VIDEO GAMBLING MACHINE GAMES; AMENDING SECTIONS 23-5-

9 607 AND 23-5-608, MCA; AND PROVIDING EFFECTIVE DATES AND AN APPLICABILITY DATE."

10

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

12

13 **Section 1.** Section 23-5-607, MCA, is amended to read:

14 **"23-5-607. Expected payback -- verification.** (1) The department shall prescribe the expected

15 payback value of credit awarded to be at least 80% of the value of credit played for each bingo, poker, keno,

16 and video line game in a video gambling machine. The credit ratio may not be greater than:

- 17 (a) 92% for each video line game;
- 18 (b) 96.5% for each bingo and keno game; and
- 19 (c) 97.5% for each poker game.

20 (2) Each video gambling machine must have an electronic accounting device that the department

21 may use to verify the winning percentage."

22

23 **Section 2.** Section 23-5-608, MCA, is amended to read:

24 **"23-5-608. Limitation on amount of money played and value of prizes -- payment of credits in**

25 **cash -- ticket voucher expiration -- rules.** (1) A video gambling machine may not allow more than ~~\$2~~ \$3

26 \$2.50 to be played on a game or award free games or credits in excess of ~~\$800~~ \$1,199 \$1,000 a game.

- 27 (2) A licensee shall pay in cash all credits owed to a player as shown on a valid ticket voucher.
- 28 (3) The department may establish by rule a reasonable time period during which a player shall

1 present a valid ticket voucher to the licensee for payment before the voucher may be considered expired and  
2 invalid."

3

4 NEW SECTION. Section 3. Effective dates. (1) Except as provided in subsection (2), [this act] is  
5 effective January 1, 2024.

6 (2) [Section 2] and this section are effective on passage and approval.

7

8 NEW SECTION. Section 4. Applicability -- Grandfather. [Section 1] applies to video gambling  
9 machine games placed into operation on or after January 1, 2024.

10

- END -