Division

1	HOUSE BILL NO. 572			
2	INTRODUCED BY K. ZOLNIKOV, S. KERNS, C. KNUDSEN, B. LER, E. BUTTREY, L. JONES, D. LOGE, B.			
3	USH	ER, G. HERTZ, C. GLIMM, K. BOGNER, D). ZOLNIKOV, J. TI	REBAS, 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."
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11	BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MONTANA:			
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13	Sectio	n 1. Section 23-5-607, MCA, is amended to	o read:	
14	"23-5-6	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	<u>(a)</u>	_92% for each video line game;		
18	<u>(b)</u>	96.5% for each bingo and keno game; an	<u>ıd</u>	
19	<u>(c)</u>	97.5% for each poker game.		
20	(2)	Each video gambling machine must have	an electronic acco	ounting 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	"23-5-6	608. Limitation on amount of money pla	ayed and value of	prizes payment of credits in
25	cash ticket v	voucher expiration rules. (1) A video ga	ambling machine m	nay not allow more than \$2 <u>\$3</u> to be
26	played on a game or award free games or credits in excess of \$800 <u>\$1,199</u> a game.			
27	(2)	A licensee shall pay in cash all credits ow	red to a player as s	hown on a valid ticket voucher.
28	(3)	The department may establish by rule a r	easonable time pe	riod during which a player shall
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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 -			

