

1 Senators Beatty of the 47th, Harp of the 16th, Seabaugh of the 28th, Johnson of the 1st,  
2 Hamrock of the 30th and others offered the following amendment:

3 Amend the committee substitute to SB 204 by adding before the word "provide" on line 3  
4 of page 1 the following:

5 "redefine the term 'gambling device' and thereby provide that certain machines and  
6 devices are prohibited gambling devices; to".

7 By inserting immediately after the enacting clause a new Section 1 to read as follows:

8 **"SECTION 1.**

9 Part 1 of Article 2 of Chapter 12 of Title 16 of the Official Code of Georgia Annotated,  
10 relating to crimes involving gambling, is amended in Code Section 16-12-20, relating to  
11 definitions, by striking paragraph (2) and inserting in its place a new paragraph to read as  
12 follows:

13 '(2) "Gambling device" means:

14 (A) any Any contrivance which for a consideration affords the player an  
15 opportunity to obtain money or other thing of value, the award of which is  
16 determined by chance even though accompanied by some skill, whether or not the  
17 prize is automatically paid by contrivance;

18 (B) Any slot machine or any video game machine or device operated by a slot in  
19 which is deposited a coin or thing of value for the play of poker, blackjack, keno,  
20 lotto, bingo, or craps or any machine or device pertaining to games of chance of  
21 whatever name or kind, including those machines, boards, or other devices that  
22 display different pictures, words, or symbols at different plays or different numbers;

23 or

24 (C) Any matchup or lineup game machine or device which requires the player to  
25 use skill stops to complete the game.

26 Any item described in subparagraph (B) or (C) of this paragraph shall be a prohibited  
27 gambling device subject to and prohibited by this part, notwithstanding any inference  
28 to the contrary in any other law of this state, including without limitation Code  
29 Section 16-12-35 which shall not operate to exempt such items from this part."

30 By striking all matter on lines 6 through 8 of page 2 and inserting in place thereof the  
31 following:

32 **"SECTION 2.**

1 Said part is further amended by striking in its entirety subsection (a) of Code Section".

2 By renumbering Section 2 as Section 3.

3 By inserting between lines 9 and 10 of page 7 a new Section 4 to read as follows:

4 **"SECTION 4.**

5 Chapter 17 of Title 48 of the Official Code of Georgia Annotated, relating to taxation of  
6 bona fide coin operated amusement machines, is amended in Code Section 48-17-1,  
7 relating to definitions, by striking subparagraph (A) of paragraph (2) and inserting in its  
8 place a new paragraph to read as follows:

9 '(A) Every machine of any kind or character used by the public to provide  
10 amusement or entertainment whose operation requires the payment of or the  
11 insertion of a coin, bill, other money, token, ticket, or similar object and the result of  
12 whose operation depends in whole or in part upon the skill of the player, whether or  
13 not it affords an award to a successful player pursuant to subsections (b) through (g)  
14 of Code Section 16-12-35, and which can be legally shipped interstate according to  
15 federal law. Examples of bona fide coin operated amusement machines include, but  
16 are expressly not limited to, the following:

- 17 (i) Pinball machines;
- 18 (ii) Console machines;
- 19 (iii) Video games;
- 20 (iv) Crane machines;
- 21 (v) Claw machines;
- 22 (vi) Pusher machines;
- 23 (vii) Bowling machines;
- 24 (viii) Novelty arcade games;
- 25 (ix) Foosball or table soccer machines;
- 26 (x) Miniature racetrack, football, or golf machines;
- 27 (xi) Target or shooting gallery machines;
- 28 (xii) Basketball machines;
- 29 (xiii) Shuffleboard games;
- 30 (xiv) Kiddie ride games;
- 31 (xv) Skee-ball machines;
- 32 (xvi) Air hockey machines;
- 33 (xvii) Roll down machines;
- 34 (xviii) Trivia machines;
- 35 (xix) Laser games;

- 1 (xx) Simulator games;
- 2 (xxi) Virtual reality machines;
- 3 ~~(xxii) Matchup or lineup games which require the player to use skill stops to~~
- 4 ~~complete the game;~~
- 5 ~~(xxiii)~~(xxii) Maze games;
- 6 ~~(xxiv)~~(xxiii) Racing games;
- 7 ~~(xxv)~~(xxiv) Coin operated pool tables or coin operated billiard tables as defined in
- 8 paragraph (3) of Code Section 43-8-1; and
- 9 ~~(xxvi)~~(xxv) Any other similar amusement machine which can be legally operated
- 10 in Georgia; and”.

11 By renumbering Section 3 as Section 5 and striking lines 11 and 12 of page 7 and

12 inserting in lieu thereof the following:

13 “Said chapter is further amended in Code Section 48-17-2, relating”.

14 By renumbering Sections 3.1, 3.2, 4, 5, 6, 7, 8, and 9 as Sections 6, 7, 8, 9, 10, 11, 12, and

15 13 respectively.

16 By striking line 7 of page 12 and inserting in lieu thereof the following:

17 “(b) Sections 5 and 9 of this Act shall become effective January 1, 2002.