

House Bill 462

By: Representatives Dollar of the 45th, McKillip of the 115th, Pak of the 102nd, Gordon of the 162nd, Peake of the 137th, and others

A BILL TO BE ENTITLED
AN ACT

1 To amend Code Section 48-17-15 of the Official Code of Georgia Annotated, relating to
2 limitations on percent of monthly gross retail receipts derived from certain coin operated
3 amusement machines, monthly verified reports, issuance of fine or revocation or suspension
4 of license for violations, and submission of electronic reports, so as to provide an exception
5 from a limitation on the allowable number of such machines at the same location; to repeal
6 conflicting laws; and for other purposes.

7 BE IT ENACTED BY THE GENERAL ASSEMBLY OF GEORGIA:

8 SECTION 1.

9 Code Section 48-17-15 of the Official Code of Georgia Annotated, relating to limitations on
10 percent of monthly gross retail receipts derived from certain coin operated amusement
11 machines, monthly verified reports, issuance of fine or revocation or suspension of license
12 for violations, and submission of electronic reports, is amended by revising paragraph (2) of
13 subsection (b) as follows:

14 "(2) Except as authorized by a local ordinance, no business owner or business operator
15 shall offer more than nine Class B bona fide coin operated amusement machines to the
16 public for play in the same business location; provided, however, that this limitation shall
17 not apply to an:

18 (A) To an amusement or recreational establishment; or

19 (B) If the Class B bona fide coin operated amusement machines meet the following
20 criteria:

21 (i) The machines reward the player or players with tickets, tokens, or other noncash
22 representations of value only redeemable for noncash merchandise within one of the
23 operator's licensed premises;

24 (ii) The outcome of the game involves some skill in its operation;

25 (iii) The award of tickets, tokens, or other noncash representations of value is based
26 solely on the player's success in achieving the object of the game or the player's score;

27 (iv) Only merchandise prizes are awarded;

28 (v) The average wholesale value of the prizes awarded in lieu of tickets or tokens for
29 a single play of such a machine does not exceed \$5.00; and

30 (vi) The redemption value of each ticket, token, or other noncash representation of
31 value that may be accumulated by a player or players to redeem prizes of greater
32 value does not exceed the cost of a single play of such a machine."

33 **SECTION 2.**

34 All laws and parts of laws in conflict with this Act are repealed.