

**SR**

**17**

# Alaska State Legislature

Senator Paul Fischer  
Senate District D  
Box 784  
Soldotna, Alaska 99669  
(907) 262-9420 W  
262-9269



State Senate

While in Juneau  
P.O. Box V  
Juneau, Alaska 99811  
(907) 465-3791

## MEMORANDUM

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TO: SENATOR MIKE SZYMANSKI, CHAIRMAN, SENATE COMMUNITY  
AND REGIONAL AFFAIRS COMMITTEE.

FROM: SENATOR PAUL A. FISCHER. *P.A.F.*

RE: SR 17 RELATING TO EXPANSION OF CHAIRTABLE GAMING.

DATE: MARCH 14, 1990

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THANK YOU FOR CONSIDERING THIS LEGISLATION IN SUCH A TIMELY MANNER.

THIS LEGISLATION IS INTENDED TO ADDRESS CONCERNS OVER THE TYPES OF GAMES THAT MAY BE OFFERED BY CHAIRTABLE ORGANIZATIONS UNDER 15 AAC 105.120. CURRENTLY, THROUGH ADMINISTRATIVE OVERSIGHT, THE DEPARTMENT OF COMMERCE AMENDED THEIR ADMINISTRATIVE CODES, AND DID NOT INCLUDE THE LIST OF GAMES NORMALLY ALLOWED UNDER 15 AAC 105.120. A TOTAL OF 11 GAMES WERE NORMALLY PERMITTED BY THE DEPARTMENT AS BEING PERMISSIBLE GAMES OF SKILL AND CHANCE.

AT THE PRESENT TIME, THE DEPARTMENT IS STILL USING THE OLD LIST OF GAMES AS A GUIDELINE FOR GAMES AT VARIOUS EVENTS. THIS LIST WAS DEVELOPED IN 1959, AND HAS NOT BEEN SIGNIFICANTLY ADDED TO SINCE THAT TIME. MANY FAIR OPERATORS IN THE STATE WOULD LIKE TO OFFER GAMES OTHER THAN THOSE ON THE LIST. FOR EXAMPLE, SINCE THE BASKET BALL TOSS IS NOT ON THE LIST, IT IS TECHNICALLY NOT ALLOWED.

I WILL NOT GO INTO THE LEGALITY OF THE DEPARTMENT ENFORCING REGULATIONS THAT THEY HAVE DELETED FROM THE ADMINISTRATIVE CODES. IT IS THE INTENT OF THIS LEGISLATION THAT THE DEPARTMENT EXAMINE THE OLD LIST OF GAMES, AND LOOK AT AUTHORIZING NEW GAMES SUCH AS THE BASKET BALL TOSS.

SENATOR PAUL FISCHER  
SENATE RESOLUTION 17

HOPEFULLY, IN THE PROCESS OF EXAMINING THE LIST OF GAMES, THE  
DEPARTMENT WILL BE ABLE TO CLARIFY ITS ENFORCEMENT PRACTICES,  
AND DETERMINE WHAT GAMES WILL BE LEGALLY OFFERED.

THANK YOU.

## FISCAL NOTE

**REQUEST:**

Revision Date: \_\_\_\_\_  
 Title: Relating to expansion of  
allowing forms of charitable gaming  
 Sponsor: Senator Fischer  
 Requestor: Senate Labor & Commerce

Agency Affected: Commerce & Economic Dev.  
 BRU: Occupational Licensing  
 Components: \_\_\_\_\_

**EXPENDITURES/REVENUES:** (Thousands of Dollars)

OPERATING	FY 91	FY 92	FY 93	FY 94	FY 95	FY 96
PERSONAL SERVICES						
TRAVEL						
CONTRACTUAL						
SUPPLIES						
EQUIPMENT						
LAND & STRUCTURES						
GRANTS, CLAIMS						
MISCELLANEOUS						
<b>TOTAL OPERATING</b>	0	0	0	0	0	0
<b>CAPITAL</b>	0	0	0	0	0	0
<b>REVENUE</b>	0	0	0	0	0	0

**FUNDING:** (Thousands of Dollars)

GENERAL FUND						
FEDERAL FUNDS						
OTHER						
<b>TOTAL</b>	0	0	0	0	0	0

**POSITIONS:**

FULL-TIME	0	0	0	0	0	0
PART-TIME						
TEMPORARY						

**ANALYSIS :** (Attach a separate page if necessary) No fiscal impact in FY 90.

Prepared by: Randall P. Burns, Director Phone: 465-2534  
 Division: Occupational Licensing Date: 2/22/90  
 Approved by Commissioner: Larry Merculieff Date: 2/22/90  
 Agency: Department of Commerce & Economic Development

Distribution (by preparer):  
 Legislative Finance  
 Legislative Sponsor  
 Requestor  
 Office of Management and Budget  
 Impacted Agency(ies)  
 LW/dg16370D/22290a

series of cards that has not already been selected by a player. Cards may not be reserved for players.

(4) When a caller has started vocally to announce a call, he shall complete the call of that number. After the caller has started vocally to announce a call, if any person shall have gone bingo based upon the previous number called, such person shall share the designated prize with any other person or persons who may have gone bingo on the completed call.

(5) No organization may hold, operate or conduct bingo sessions more often than nine occasions in any calendar month.

(6) A single prize awarded in bingo may not exceed \$1,000 and the total prizes awarded during any one bingo session may not exceed \$5,000. Prize amounts shall be stated before the beginning of each game and prizes shall be awarded as stated. Game tickets may not be considered as, nor included in, a cash prize. For example, if a person wins a \$45 jackpot, that person must receive and sign for \$45 in cash. The prize may not be divided into \$30 cash and \$15 in game tickets.

(7) No merchandise prize awarded in any bingo game may be converted into cash by the permittee organization.

(8) Repealed 10/1/88.

(9) When any merchandise is awarded in a bingo game, its value, for the purpose of the law governing bingo, shall be its current value or retail price.

(10) Equipment, prizes and supplies for bingo shall not be purchased or sold at prices in excess of the current value or retail price.

(11) Rental and/or lease fees of bingo equipment and premises shall be reasonable.

(12) Alcoholic beverages: No game of bingo shall be held, operated or conducted under any permit, in any room, enclosure or outdoor area where alcoholic beverages are sold, served or consumed during the progress of the bingo game. (Eff. 9/7/60, Register 2; am 11/6/76, Register 60; am 10/1/88, Register 107; em am 12/23/88 — 2/15/89, Register 109)

Authority: AS 05.15.060

**15 AAC 105.120. RAFFLES AND LOTTERIES.** (a) In a special-draw raffle, the winner is determined by means other than drawing from a container. A charge for a single opportunity to participate in a special-draw raffle may not exceed 50 cents.

(b) All raffle or lottery tickets and stubs shall be serially numbered consecutively, and the permit number as shown on the permit issued by the commissioner of revenue shall be imprinted on each ticket and stub. All raffle and lottery tickets sold on behalf of a qualified organization by a licensed operator must be imprinted with both the license

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number issued to the operator or the permit number issued to the qualified organization.

(c) Any and all tickets issued in any raffle or lottery must be accounted for to the permittee organization at the conclusion of each raffle or lottery. (Eff. 9/6/60, Register 2; am 11/6/76, Register 69; am 12/31/82, Register 84; am 2/25/84, Register 89; am 10/1/88, Register 107; am 1/21/89, Register 109)

Authority: AS 05.15.060  
AS 05.15.130  
AS 05.15.210

15 AAC 105.125. PULL-TAB GAMES. (a) A "pull-tab" is a paper device or card that

(1) is purchased by the participant in a "pull-tab game" as defined in AS 05.15.210(27); or

(2) confers an additional right to the purchaser to participate in a lottery for additional prizes.

(b) The charge for a pull-tab may not exceed \$2.

(c) No permittee may sell a pull-tab that was in any manner marked, defaced, tampered with, or otherwise placed in a condition that would deceive the public or that affects the chances of winning or losing.

(d) Pull-tab prizes equal to or in excess of \$50 shall be paid in cash or check only, not with additional pull-tabs, raffle or lottery tickets, bingo cards, or with any similar gaming material. All pull-tab prizes equal to or in excess of \$50 and the names of the corresponding winners shall be recorded on a form approved by the department at the time they are paid. Notwithstanding 15 AAC 105.240, the awarding of pull-tab prizes of less than \$50 need not be contingent upon the recipient executing a receipt for the prize if pull-tabs are accounted for as provided in (i) of this section.

(e) A player must be at least 19 years of age to participate in pull-tab games.

(f) A pull-tab game conducted under a particular permit may not be switched to or mixed with a pull-tab game conducted under another permit.

(g) Mechanical or electronic devices may not be used to dispense or sell pull-tabs or select the symbols or numbers used to determine the winners of a pull-tab game.

(h) Except as provided in (d) of this section, a winning pull-tab may be traded for other pull-tabs, but must be accounted for in the same manner as a cash sale when preparing financial reports required by the department.

(i) Instead of accounting for individual pull-tab sales and payment of winnings, permittees or operators may account for pull-tab activi-

(6) A single prize awarded in bingo may not exceed \$1,000 and the total prizes awarded during any one bingo session may not exceed \$5,000. Prize amounts shall be stated before the beginning of each game and prizes shall be awarded as stated. Game tickets may not be considered as, nor included in, a cash prize. For example, if a person wins a \$45 jackpot, that person must receive and sign for \$45 in cash. The prize may not be divided into \$30 cash and \$15 in game tickets.

(7) No merchandise prize awarded in any bingo game may be converted into cash by the permittee organization.

(8) No person under the age of 19 years shall be permitted to participate as a player in any game of bingo.

(9) When any merchandise is awarded in a bingo game, its value, for the purpose of the law governing bingo, shall be its current value or retail price.

(10) Equipment, prizes and supplies for bingo shall not be purchased or sold at prices in excess of the current value or retail price.

(11) Rental and/or lease fees of bingo equipment and premises shall be reasonable.

(12) Alcoholic beverages: No game of bingo shall be held, operated or conducted under any permit, in any room, enclosure or outdoor area where alcoholic beverages are sold, served or consumed during the progress of the bingo game. (Eff. 9/7/60, Register 2; am 11/6/76, Register 60)

Authority: AS 05.15.060

**15 AAC 105.120. RAFFLES AND LOTTERIES.** Raffles and lotteries are the specified kinds of games of chance restricted to the selling of rights to participate, in the awarding of prizes, and determined by a drawing for prizes by chance.

(1) "On-premises raffle or lottery" means winners must be present at the place of drawing.

(2) "Off-premises raffle or lottery" means winners do not have to be present at the place of the drawing.

(3) Draw-raffle winners are determined by drawing from a container.

(4) In holding, operating, and conducting raffles or lotteries, a permittee may not award prizes, including cash or negotiable instruments, the aggregate total of which is in excess of the sum or value of \$200,000 in any one calendar year.

(5) A special-draw winner is determined by means other than drawing from a container. A charge for a single opportunity to participate in a special-draw raffle may not exceed 50 cents, except that a charge for a pull-tab may not exceed \$2. The following special-draw games are permitted:

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(A) Game No. 1 — Ring-toss game: player tosses rings over Coca-Cola bottle, or similar object;

(B) Game No. 2 — Penny pitch: player tosses pennies in glassware or similar object; if penny remains in dish, player receives the dish as a prize;

(C) Game No. 3 — Fish pond: player hooks a weighted fish with a number on it; the prize with a corresponding number, on shelf, is the prize he receives;

(D) Game No. 4 — Duck pond: player selects a floating duck; the numbered prize on shelf that corresponds with number on the bottom of the duck is the prize he receives;

(E) Game No. 5 — String game: all prizes on shelf attached to a string; player selects string and receives article attached to it;

(F) Game No. 6 — Baseball game: player must toss baseball into a numbered pie pan to receive prize;

(G) Game No. 7A — Dart game: numbered slips of paper are placed on nails holding the various targets and the numbers turned away from the player; the total score made determines the prizes;

(H) Game No. 7B — Dart game: a wheel divided and numbered in eight sections is employed; each player places money on a laydown board; the wheel is spun and one person throws a dart to determine the winning number;

(I) Game No. 8 — Grab bag: all packages are wrapped or in bags; each player pays a fee and makes his own selection; there is a prize in each package;

(J) Game No. 9 — Bean guess: in this game, a person guesses the number of beans in a container;

(K) Game No. 10 — Hamster game: hamster is placed in an enclosure with several numbered exit holes; winner is determined by hole hamster enters;

(L) Game No. 11 — Pull-tab game: a pull-tab game is a game in which a paper device that contains concealed pre-printed sequences of symbols or numbers is purchased by the participant; the symbols or numbers are revealed by pulling a paper tab or by rubbing an inked surface; the price of each chance may not exceed \$2; a pre-posted prize is won for certain combinations of symbols or numbers; mechanical or electronic devices may not be used to select symbols or numbers.

(6) All raffle or lottery tickets and stubs shall be serially numbered consecutively, and the permit number as shown on the permit issued by the Commissioner of Revenue shall be imprinted on each ticket and stub.

(7) Any and all tickets issued in any raffle or lottery must be accounted for to the permittee organization at the conclusion of each

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(a) On-premise raffle or lottery means winners must be present at the place of drawing.

(b) Off-premise raffle or lottery means winners do not have to be present at the place of the drawing.

(c) Draw-raffle winners are determined by drawing from a container.

(d) In holding, operating and conducting raffles or lotteries, no permittee shall raffle prizes of personal property in excess of the sum or value of Fifteen Thousand Dollars (\$15,000.00) in any one calendar year and real property in excess of the sum or value of Thirty Thousand Dollars (\$30,000.00) in any one calendar year.

(e) Special-draw winners are determined by means other than drawing from a container, with the following games permitted. No charge for a single opportunity to participate in special draw raffles shall exceed 50 cents.

(1) Game #1 - Ring Toss Game. Player tosses rings over coca cola bottles, or similar object.

(2) Game #2 - Penny Pitch. Player tosses pennies in glassware or similar object. If penny remains in the dish, player receives the dish as a prize.

(3) Game #3 - Fish Pond. Player hooks a weighted fish with a number on it. A corresponding number on prize on shelf is the prize he draws.

(4) Game #4 - Duck Pond. Player selects a floating duck. The number on the bottom of the duck that corresponds with numbered prize on shelf receives that prize.

(5) Game #5 - String Game. All prizes on shelf attached to a string. Player selects string and receives article attached to it.

(6) Game #6 - Baseball Game. Player must toss baseball into a numbered pie pan to receive prize.

(7) Game #7 A - Dart Game. Numbered slips of paper are placed on nails holding the various targets and the numbers turned away from the player. The total score made determines the prizes.

(8) Game #7 B - Dart Game. A wheel divided and numbered in eight sections is employed. Each player places money on a laydown board. The wheel is spun and one person throws a dart to determine the winning number.

(9) Game #8 - Grab Bag. All packages are wrapped or in bags. Each player pays a fee and makes his own selection. There is a prize in each package.

(10) Game #9 - Bean Guess. In this game a person guesses the number of beans in a container.

(ll) Game #10 - Hamster Game. Hamster is placed in an enclosure with several numbered exit holes. Winner is determined by hole hamster enters.

(f) All raffle or lottery tickets and stubs shall be serially numbered consecutively, and the permit number as shown on the permit issued by the Commissioner of Revenue shall be imprinted on each ticket and stub.

(g) Any and all tickets issued in any raffle or lottery must be accounted for to the permittee organization at the conclusion of each raffle or lottery.

(Eff. 9/7/60, Register 2)

Authority: AS 05.15.060

15 AAC 05.420. ICE CLASSICS. "Ice classics" are defined as games of chance wherein a prize of money is awarded for the closest guess of the time the ice moves in a body of water or water course within the state and being limited to the Nenana and Chena Ice Pools in the same manner as they were conducted in 1959 and previous years. Permits to conduct these activities shall only be issued to the Nenana Ice Classic Association, Nenana, Alaska, to conduct the Nenana Ice Classic, and to the Fairbanks Firemen's Benefit Association, Inc., Fairbanks, Alaska, to conduct the Chena Ice Pool Classic. No permit shall be issued for any other activity based on the two authorized Ice Classics.

(Eff. 9/7/60, Register 2)

Authority: AS 05.15.060

15 AAC 05.430. DOG MUSHERS' CONTESTS. "Dog mushers' contests" are defined as games of chance wherein prizes are awarded for the correct guess of the racing time of a dog team or of team position in the race, including prizes to the race contestants.

(a) Dog mushers' contest shall be limited to the participation of dog team drawn sleds over a specified course laid out by officials of a qualified dog mushers' organization, as defined under this Act.

(b) Prizes will be awarded as provided by rules and regulations established by the permittee organization for the conduct of the event.

(c) Junior dog mushing contests and contests of strength may include sleds drawn by one or more dogs.

(Eff. 9/7/60, Register 2)

Authority: AS 05.15.060

15 AAC 05.440. FISH DERBYS. "Fish derbys" are defined as contests in which prizes are awarded for catching fish.

(a) Contestants in the fish derby must purchase a ticket and abide by the rules and regulations established by the permittee organization for the

SENATE COMMITTEE REPORT  
FIRST COMMITTEE OF REFERRAL

C & R A

DATE: 2/12/90

FURTHER: Judiciary  
Finance

Date of 5-Day Notice: 2/15/90  
(in accordance with Uniform Rule 23)

DATE TURNED INTO OFFICE: 2/26/90

L & C Committee considered SR 17

Relating to expansion of allowable forms of charitable gaming.

*+ reports it out as follows*

and recommended:

- replace with \_\_\_\_\_ CS \_\_\_\_\_  same title
- attached amendment(s)  new title
- \_\_\_\_\_ letter of intent adopted

do pass

do not pass

no recommendation

individual recommendations

further referral to \_\_\_\_\_

*DFN*

ATTACHES NEW FISCAL NOTE(S):

Department(s)/Date:

Department(s)/Date:

fiscal note(s) \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

zero fiscal note(s) Dept of Commerce 2/22/90  
\_\_\_\_\_  
\_\_\_\_\_

appropriation-no fiscal note

Governor's bill w/fiscal note

SIGNING DO PASS

*[Handwritten signature]* 3

OTHER RECOMMENDATIONS:

*3* Jan Fair DO NOT PASS  
Regulate what we have  
*2* Arthur Rixley no rec.  
*2* J. Keefe no rec.

*[Handwritten signature]*  
Chair: Signature and Recommendation

March 20, 1990

TESTIMONY ON SENATE BILL 484  
BEFORE THE SENATE COMMITTEE ON  
COMMUNITY AND REGIONAL AFFAIRS  
ON BEHALF OF  
THE ALASKA NATIVE HEALTH BOARD, THE  
ALEUTIAN/PRIBILOF ISLANDS ASSOCIATION, THE  
ALEUTIAN HOUSING AUTHORITY, AND THE  
KODIAK AREA NATIVE ASSOCIATION

Good afternoon. My name is Jill De La Hunt. I am an attorney with Sonosky, Chambers, Sachse & Miller and am here today on behalf of our clients the Alaska Native Health Board, the Aleutian/Pribilof Islands Association, the Aleutian Housing Authority, and the Kodiak Area Native Association to testify in support of Senate Bill 484. We believe this bill is very important because it will clarify the intent of the Gaming Reform Act to allow permittees to coordinate together without having to contract with an operator.

Our clients are four non-profit organizations delivering health and social services to Alaskans across the state. Each of the four holds a charitable gaming permit.

In 1986 the four non-profits decided to work together to conduct games of chance under the name "Lucky Strike Bingo." Each of the four committed substantial amounts of time and financial resources to the Lucky Strike program. Today, after four years of hard work and significant financial outlay, the non-profits run a very successful hall without an operator. The four jointly own

the gaming equipment, and jointly pay their employees and all other expenses. Other permittees in the state similarly coordinate together.

By coordinating together, the non-profits have been able to make the choice to not contract with an operator. This direct approach to gaming has enabled them to share expenses, cut unnecessary costs, and maintain control over their permits. The permittees themselves decide when and how their permits are played; the permittees themselves control the funds expended and the funds received. Most importantly, the non-profits' independence from the operator structure has resulted in what we understand are among the highest net profit returns for permittees in the entire state.

Gaming funds are crucial to the continued delivery of the health and social services to which the non-profits are dedicated. By eliminating operators (which are essentially profit making businesses), the non-profits have been able to return a much higher percentage of every dollar to their charitable programs. There is no "middle-man." Their permit coordination thus embodies the primary intent of the Gaming Reform Act: permittees realizing substantial sums for their non-profit programs without the needless loss of proceeds to for-profit operators. S.B. 484 would ensure that this intent is met by clearly stating that permittees may work in conjunction without operators and will retain their individual prize limits in doing so.

S.B. 484 would not be a change to the Gaming Reform Act, it would be a clarification. The Legislature intended to promote gaming without the use of operators, and endorsed the concept of coordinating permittees. Among other things, the Act sets a monthly session limit which allows four permittees coordinating together to offer 56 sessions (14 per month times 4 permits), a number deliberately chosen to ensure such permittees could compete with operators playing a dozen or more permits per month. In addition, the Act specifically allows the category of "permittees working in conjunction" to offer door prize limits competitive with but not greater than those offered by operators. Also, the Act sets a prize limit for permittees that is twice as high as that allowed operators.

S.B. 484 would ensure that permittees have the choice the legislature intended. The bill would not require permittees to coordinate together, but it would clarify once and for all that permittees have the option of offering games in this most efficient manner. Equally important, the bill would ensure that the Department receives from the coordinating permittees the same information required of operators in order to monitor gaming activities.

As the Committee probably knows, the Department has been working to develop regulations implementing the Gaming Reform Act.

We have worked with the Department for many months to draft regulations reflecting the statutory intent to allow permittee coordination. The process has been long and uncertain; it remains uncertain today.

As we understand it, the current draft regulations would allow a maximum of four permittees to coordinate together, provided the permittees meet specified requirements. In general, this approach is acceptable, but it does not eliminate the need for S.B. 484.

Legislation will provide the certainty missing from the regulatory process. The draft regulations have undergone much change and there is some question as to whether they will be adopted. Permittees have been without certainty for over a year and the end is not in sight. The non-profits cannot plan ahead or make decisions when the structure within which they must work is unknown.

As drafted, S.B. 484 meets the concerns both of permittees and the Department. Indeed, the Commissioner urged the development of this bill and the proposed language is based in great part on suggestions offered by the Department. We urge the Committee to report favorably on S.B. 484, a bill which will only help permittees in realizing much needed funds for their charitable organizations.

Thank you for your consideration of our views; I would be happy to answer any questions.

c:\clients\lsb\testim



RECEIVED  
MAR 19 1990

15 March 1990

Mr. John N. Hansen, Gaming Manager  
Department of Commerce & Economic Development  
Division of Occupational Licensing  
STATE OF ALASKA  
P. O. Box D-LIC  
Juneau, Alaska 99811-0800

RECEIVED

MAR 19 1990

Dear John:

Thanks for returning my phone call on 9 March. I appreciated your taking the time to discuss some of the issues facing the Games Advisory Group as well as non-profit organizations around the state.

You informed me via your correspondence of 14 February that I am a sub-committee of one to work on Article 7 - Other Games. You suggested I assemble a list and brief description of games for possible inclusion in the proposed gaming regulations. I have gathered this information from a number of organizations in the state. These games have been played in Alaska for many years, albeit illegally. The list is attached.

I think now is the perfect time to make the needed changes since these activities have now been placed under your jurisdiction. Hopefully this will make your job of regulating somewhat easier.

Should you have any questions in this regard, please don't hesitate to call me.

Sincerely,

Marsha M. Melton  
General Manager  
Member - Games Advisory Group

Enc. (3)

cc: Members of Alaska State House of Representatives  
Members of Alaska State Senate  
Members of Associated Alaskan Fairs  
Members of Games Advisory Group



# Alaska State Legislature

Please enter into the record my testimony to the S+C+R+A committee name  
 committee on Senate Res 17, dated 3-20-90  
 bill/subject

Mr. Chairman: Please Read into the Record.

I Fully Support. SR. #17.

I would like you to pass this SR #17  
 on to Judiciary Committee.

also I would like you to Support Senate Bill 311  
 for we need a Gaming Commission in 1990

*Christy*

Signed: *[Signature]*  
 Testifier

Alaska State Gaming Admin Group Member

Representing (Optional) Kodiak Kodiak State Fair Assn.

P.O. Box 2068, Kodiak AK  
 Address

486-3859  
 Phone No.

# Alaska State Legislature

SENATOR PAUL FISCHER, Chairman  
SENATOR JIM DUNCAN, Vice Chairman  
SENATOR AL ADAMS  
SENATOR LLOYD JONES  
SENATOR TIM KELLY



PO. BOX V  
ROOM 508  
STATE CAPITOL  
(907) 465-3762

## Senate Committee on Health, Education and Social Services

### MEMORANDUM

TO: SENATOR MIKE SZYMANSKI, CHAIRMAN, SENATE COMMUNITY  
AND REGIONAL AFFAIRS COMMITTEE.

FROM: SENATOR PAUL A. FISCHER *PAF*

RE: SENATE RESOLUTION 17

DATE: APRIL 4, 1990

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SENATE RESOLUTION 17 IS CURRENTLY IN THE COMMUNITY AND REGIONAL AFFAIRS COMMITTEE, AND HAS HAD 1 EXTENSIVE HEARING IN YOUR COMMITTEE. THIS RESOLUTION IS IMPORTANT TO A NUMBER OF MY CONSTITUENTS, AS WELL AS MANY INDIVIDUALS STATEWIDE. FOR THE SAKE OF SAVING TIME, I WOULD RESPECTFULLY REQUEST THAT YOU CONSIDER WAIVING THIS RESOLUTION FROM YOUR COMMITTEE.

THANK YOU.

*Mike - please call*

## GAMES OF SKILL AND CHANCE

**ADD DART:** The targets for the add dart game are poster sized signs covered with numbers inside one inch squares. The player throws three darts at the target accumulating the point value of the number hit. The object is to accumulate the proper number of points required to win.

**BALLOON STORE:** Balloons are hung on a target board in a grid. Players throw darts at the balloons. A player wins by popping the balloon with the dart.

**BASKET BALL:** Basket ball hoops are mounted on the wall of the game. Players shoot baskets to win.

**BAT-N-BALL (SKY BOWLER):** A bat is suspended from the ceiling of the game area so that it hangs over the game counter. A bowling pin or other similar target is stood up directly in line with the bat. The object of the game is to gently swing the bat so that it misses the pin as it passes forward and hits it coming back, knocking the pin over.

**BAZOOKA BALL:** A ping-pong ball is fired from a pneumatic gun at one of a variety of targets--tin cans, bull's eye targets, etc. When a player hits the target he wins the game.

**BEAN BAG TOSS:** A bean bag is thrown at several aluminum cans on a raised platform. To win a player must knock all the cans off the platform with the allotted number of bean bags.

**BOSSY BINGO:** An arena is marked off with squares and a cow walks around the area. Individuals pay for the squares and wherever the cow deposits its "pie" the owner of that square gets half the entry money. The Fair gets the other half. (Very similar to the Rat Race)

**BOTTLE BUST:** Player gets two balls. If he breaks two bottles he wins.

**BUSHEL BASKETS:** Wooden bushel baskets are nailed to an angled back board as a target. The player must toss a softball at the basket. If the ball stays in the basket the player wins. If the ball comes out of the basket the player loses.

**COKE BOTTLE TOSS:** Plastic rings are thrown at a table full of glass bottles packed closely together. A player who rings the top of the coke bottle with the ring wins.

**COKE ROLL:** Players roll softball at two glass bottles. The bottles are set at the end of a small alley with side boards that keep the softball on the alley. A player who knocks both bottles down wins the prize.

**CORK GUNS:** CO2 pistols are used to shoot corks at tin cans placed on shelving at the back of the playing area. Knocking the prescribed number or combination of cans off the shelf wins the game.

**COVER THE LIGHT:** Players drop three plastic discs, covering a larger white, backlit spot. Covering the white spot completely wins the game.

**DARTS:** A dart board and darts are used. Contest of skill is he who gets the most points wins.

**GOBLET GAME:** A table is packed with several different colors of goblets. The goblets are placed so that only small spaces exist between them. Players throw plastic whiffle balls at the different colored goblets. A prize is awarded by the color of the goblet that the ball lands in.

**GUN BALL:** Players shoot plastic baseballs from a spring loaded gun, knocking over plastic cups. Player wins by knocking plastic cups from the stand they are on.

**HOOP SHOOT:** Three basket balls, one hoop with backboard, and one retrieval net is the equipment needed. Player has three chances to throw the ball into the hoop. Three successful throws receive first-rate prize. Two successful throws receive second-rate prize. One successful throw receives third-rate prize.

**MILK CAN:** An old fashioned milk can is the target. Players throw softballs trying to land one in the opening at the top of the upright milk can. Winning is accomplished by successfully getting a softball in the milk can.

**ONE BALL (MILK BOTTLES):** Players throw softballs at a pyramid shaped stack of three metal milk bottles. A player wins by knocking the bottles off the platform on which they rest.

**PENNY FALLS (BULL DOZERS):** Players shoot tokens through movable chutes, trying to displace other tokens through a return chute. Returned tokens are replayed. As tokens are maneuvered towards the return chute, small prizes and redemption tokens move with them, eventually falling through the return chute.

**PULL UP:** A regular sized glass bottle is laid on its side on a level square board. A plastic ring that will fit over the neck of the bottle is tied to one end of a string, the other end is tied to a section of dowl. The player uses this fishing pole device to lift the bottle from its side to a standing position. A player must start over if the bottle falls off the board, or if he uses anything other than the fishing pole to stand the bottle up.

**PUNK RACK:** "Punks" or "cats", stuffed targets, stand several inches apart on several rows of shelves. Players throw baseballs at the punks to knock them off the shelf. Three punks off in three throws wins.

**SHOOT OUT THE STAR (SHOOTING GALLERY, MACHINE GUNS):** Players shoot out a small red star using pneumatic, rapid fire BB guns. Successfully cutting out the entire red star with 100 shots constitutes a win.

**SLAP SHOT:** Player shoots puck with hockey stick at goalie. Puck may take any one of several numbered grooves to reach the goalie. Final score and prize are determined by which slot the puck ends up in to reach the goalie.

**SPEED BALL:** The player gets three balls. He throws two of the balls for warm-ups then guesses the speed of the third ball, if he is correct he wins.

**STAR DART GAME:** Players throw darts at rows of printed black and red stars on a target board. One dart in the red on any star wins a prize. Losing darts miss the star or hit in the black of the star.

TIC TAC TOE: This game is similar to the Balloon Store game, except that the player wins by popping three balloons in a row, either up, down, across or diagonally.

TISSUE TOSS: One case of toilet tissue rolls and toilet seats attached at an angle with net in background is the equipment needed. Player has three changes to throw a roll of tissue through the toilet seat hoop. Three successful throws receive first-rate prize. Two successful throws receive second-rate prize. One successful throw receive third-rate prize.

WOOD RING TOSS: A wooden hoop is thrown at rows of wooden blocks. Each block has a different prize on it. A player wins by completely ringing one of the wood blocks.

NOTES:

I noted the maximum charge for playing Games of Skill is \$.50. While that might have been acceptable ten or twenty years ago, you can not buy a candy bar at a movie for this fee. I feel this needs to be revised.

Permit holders and games of skill players are tired of only having a short list of legal activities to draw on. The organizations around the state I work with feel it's past time to expand this area.

STATE OF ALASKA  
DEPARTMENT OF COMMERCE  
& ECONOMIC DEVELOPMENT

MAR 19 1990

DIVISION OF  
OCCUPATIONAL LICENSING