

House Research Act Summary

CHAPTER: 336

SESSION: 2000 Regular Session

TOPIC: Gambling

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Overview

This act imposes criminal penalties on a variety of acts generally defined as "gambling cheating." It also makes several technical changes to existing gambling laws.

- 1 **Restrictions.** Permits distributors of gambling devices to sell the devices to other licensed distributors and to persons in other states who are authorized to possess the device.
- 2 **Transportation of gambling devices.** Clarifies that the law regulating the transportation of gambling devices applies to transportation out of Minnesota as well as into Minnesota.
- 3 **Lawful purpose.** Permits lawful gambling profits to be used as contributions to community arts organizations or as expenditures to sponsor community arts programs.
- 4 **Contraband defined.** Includes the following in the definition of contraband under the gambling laws:
 - probability-calculating or outcome-affecting devices, as defined in section 12;
 - unauthorized keys or other instruments to open, enter, or affect the operation of any game or gambling device;
 - counterfeit chips or tokens;
 - cards, chips, tokens, dice, or other equipment or devices intended to violate the gambling law; or
 - marked, altered, or modified gambling equipment or devices intended to violate the gambling law.
- 5 **Associated equipment.** Defines "associated equipment" as any equipment used in connection with gambling that is not classified as a gambling device, such as cards, dice, computerized betting or monitoring systems, devices for weighing or counting money, and links that connect progressive slot machines.

- 6 **Game.** Defines "game" to mean any game that is played with dice, equipment, or a mechanical or electronic machine for money or other value, whether or not approved by law. Excludes private social bets from the definition.
- 7 **Authorized gambling activity.** Defines "authorized gambling activity" to mean any form of gambling authorized by and operated in conformance with law.
- 8 **Authorized gambling establishment.** Defines "authorized gambling establishment" to mean any premises where gambling authorized by law is occurring.
- 9 **Applicability of definitions.** Clarifies the statutes to which definitions apply.
- 10 **Sports bookmaking.** Corrects a headnote in current law.
- 11 **Cheating.** Provides criminal penalties for cheating in a game. Persons holding gambling licenses, their employees and repeat offenders are subject to a five-year felony penalty; other persons are subject to a gross misdemeanor penalty. Includes the following intentional acts:
- altering or misrepresenting the outcome of a game or event on which wagers have been made after the outcome has been determined but before the outcome has been revealed to players;
 - placing, canceling, or changing a bet after acquiring knowledge, not available to other players, of the outcome of the game or of events affecting the outcome of the game or subject of the bet;
 - claiming or collecting money or anything of value from a game or an authorized gambling establishment not won or earned from the game or establishment;
 - manipulating a gambling device or associated equipment to affect the outcome of the game or the number of credits or plays available on the game; or
 - otherwise altering the elements of chance or methods of selection or criteria which determine the amount or frequency of payment of the game.
- 12 **Certain devices prohibited.** Provides felony penalties for using or possessing a probability-calculating or outcome-affecting device at a gambling establishment or for using or possessing with intent to use, without lawful authority, a key or other instrument to open, enter, or affect the operation of any game or gambling device or to remove its contents.
- 13 **Counterfeit chips prohibited.** Provides felony penalties for the intentional use of counterfeit chips or tokens to play a game at an authorized gambling establishment.
- 14 **Manufacture, sale, and modification prohibited.** Provides felony penalties for the following acts:
- manufacturing, selling, distributing, or otherwise providing cards, chips, tokens, dice, or other equipment or devices intended to be used to violate the gambling laws; or
 - intentionally marking, altering, or otherwise modifying gambling devices or associated equipment for the purpose of violating the gambling laws.
- 15 **Instruction.** Provides felony penalties for any person who instructs another person to violate the gambling laws, with intent that the information or knowledge be used to violate the law.
- 16 **Value of chips or tokens.** Defines the value of chips or tokens, for purposes of the theft law, to be the amount or denomination shown on the face of the chip or token in U.S. currency. Also states that chips used in tournament play at a card club at a class A facility have no U. S. currency value.
- 17 **Effective date.** Day following final enactment (April 7, 2000).