

HOUSE RESEARCH

Bill Summary

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Overview

Minnesota currently authorizes lawful gambling on paddlewheels. This bill authorizes electronic paddlewheels; defines electronic simulated paddlewheels, electronic paddlewheel tables, and virtual paddle tickets; and regulates the conduct of paddlewheels when using these devices.

Section

- 1 **Gambling equipment.** Adds “electronic simulated paddlewheel computers” and “electronic paddlewheel tables” to the definition of permanent gambling equipment.
- 2 **Paddle ticket.** Modifies the definition of “paddle ticket” to include either tickets printed by a point of sale system for use with an electronic simulated paddlewheel, or an electronic virtual image of a chip or ticket. Limits the number of wagers on a paddle ticket to no more than ten consecutive spins.
- 3 **Paddle ticket card.** Clarifies that the paddle ticket card requirement does not apply to paddle tickets printed for use with an electronic simulated paddlewheel or electronic tickets or chips.
- 4 **Paddlewheel.** Amends the definition of “paddlewheel” to:
 - allow for the use of symbols on a paddlewheel;
 - include computers and software that control a random outcome on an electronic simulated paddlewheel; and
 - limit the frequency of outcomes that may be controlled by a computer in some instances.

Section

- 5 Paddlewheel rules.** Allows the gambling control board to:
- make rules regarding electronic simulated paddlewheels;
 - test, approve, and monitor electronic simulated paddlewheels and electronic paddlewheel tables; and
 - deactivate an electronic simulated paddlewheel.
- 6 Paddlewheel prizes.** Limits individual wagers on paddlewheels to \$2 and the total amount wagered by a person on one spin to \$50.
- 7 Value of chips or tokens.** Provides that the value of a virtual chip used with an electronic paddlewheel table does not need to be posted on the chip in some instances.