

**Subject** Electronic paddlewheel regulation

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## Overview

Minnesota currently authorizes lawful gambling on paddlewheels. Under section 349.12, subdivision 29, a paddlewheel can include an electronic device that simulates a paddlewheel. This bill provides greater detail in the statutory definition of electronic paddlewheels; defines electronic paddlewheel tables, and virtual paddle tickets; and regulates the conduct of paddlewheels when using these devices.

## Summary

Section	Description
1	<p><b>Gambling equipment.</b></p> <p>Expands the definitions of “paddlewheels” and “paddlewheel tables” to include electronic simulated paddlewheel systems and electronic paddlewheel tables in the definition of permanent gambling equipment.</p>
2	<p><b>Paddle ticket.</b></p> <p>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 point of sale printed tickets to no more than ten consecutive spins.</p>
3	<p><b>Paddle ticket card.</b></p> <p>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.</p>
4	<p><b>Paddlewheel.</b></p> <p>Amends the definition of “paddlewheel” to:</p> <ul style="list-style-type: none"><li>• allow for the use of symbols on a paddlewheel;</li><li>• include computers and software that control a random outcome on an electronic simulated paddlewheel; and</li></ul>

Section	Description
	<ul style="list-style-type: none"><li>• limit the frequency of outcomes that may be controlled by a computer in some instances.</li></ul>
	Further provides that all electronic paddlewheel tables must allow for at least three simultaneous players and be operated by a person not playing the game.
5	<b>Paddlewheel operations and electronic game simulation.</b> Allows the gambling control board to: <ul style="list-style-type: none"><li>• make rules regarding electronic simulated paddlewheels;</li><li>• test, approve, and monitor electronic simulated paddlewheels and electronic paddlewheel tables at manufacturer expense;</li><li>• require a manufacturer to submit a certificate from an independent testing laboratory; and</li><li>• deactivate an electronic simulated paddlewheel.</li></ul>
6	<b>Paddlewheel prizes.</b> Limits individual wagers on paddlewheels to \$2 and provides that the maximum that can be awarded for a wager of \$1 or less is \$500 and the maximum that can be awarded for a wager exceeding \$1 but less than \$2 is \$1,000. Provides that no person may wager more than \$50 on any spin.
7	<b>Value of chips or tokens.</b> Provides that the value of a virtual chip used with an electronic paddlewheel table does not need to be posted on the chip provided that all the chips or tickets issued and possessed by the player are of the same value and the computer that determines payout recognizes the value of each chip or ticket.



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