

House of Intro
To Com. No. _____
Stand Report Do ___ Amd ___ Not ___
Com Whole Do ___ Amd ___ Not ___
2nd Reading Amd ___
3rd Reading Amd ___ Pass ___ Fail ___

Second House
To Com No. _____
Stand Report Do ___ Amd ___ Not ___
Com Whole Do ___ Amd ___ Not ___
2nd Reading Amd ___
3rd Reading Amd ___ Pass ___ Fail ___

INTRODUCED

1985

STATE OF WYOMING

85LSO-0791.01

HOUSE BILL NO. 0406

Video game licensing.

Sponsored by: Representative(s) RATLIFF

A BILL

for

1 AN ACT to create W.S. 33-6-109; and to amend W.S. 33-1-106
2 relating to electronic video games; providing for the
3 licensing of video games by cities or counties; establish-
4 ing fees for such licenses; providing fees collected shall
5 be used for youth programs and services; and providing for
6 an effective date.

7 Be It Enacted by the Legislature of the State of Wyoming:

8 Section 1. W.S. 33-6-109 is created to read:

9 33-6-109. Video games; license required. Any person
10 who owns, leases or otherwise possesses an electronic

1 video game machine for operation by other persons upon
2 insertion of a coin or a token acquired for consideration
3 shall obtain a license from the county, or from the munic-
4 ipality if the machine is located within the limits of an
5 incorporated city or town. The fee for the license is two
6 hundred dollars (\$200.00) for each machine and the license
7 shall expire annually. The fee shall be collected as pro-
8 vided by W.S. 33-1-101 through 33-1-106, except that the
9 license fee collected under this section shall be retained
10 by the licensing entity and used for youth programs and
11 services.

12 Section 2. W.S. 33-1-106 is amended to read:

13 33-1-106. Certain licenses payable to incorporated
14 towns. All licenses issued by any county in this state for
15 the sale of liquors, ~~or~~ for owning or keeping a billiard
16 table, or any table used for pool or bagatelle, OR FOR
17 OWNING AND OPERATING AN ELECTRONIC VIDEO GAME MACHINE, and
18 all licenses issued by said counties for any other game or
19 games, not prohibited by the laws of this state, when the
20 licensee shall be a resident of and carrying on the busi-
21 ness for which he is licensed within the corporate limits
22 of any incorporated town, city or village, the license
23 shall be collected by the city marshal or collecting offi-

1 cer of such incorporated town, city or village, for the
2 purposes mentioned in this act SECTION. It shall be the
3 duty of such collecting officer, between the first and
4 fifteenth days of each month, to pay into the treasury of
5 such incorporated town, city or village, all moneys MONIES
6 collected for such licenses, which moneys MONIES shall be
7 applied to the general revenue purposes of such incorpo-
8 rated town, city or village.

9 Section 3. This act is effective May 23, 1985.

10 (END)

FISCAL NOTE

<u>Anticipated REVENUE to:</u>	<u>Fiscal Year 19</u>	<u>Fiscal Year 19</u>
_____	_____	_____
_____	_____	_____
TOTAL ESTIMATED REVENUE	_____	_____
=====		
<u>Anticipated COST to:</u>	<u>Fiscal Year 19</u>	<u>Fiscal Year 19</u>
_____	_____	_____
_____	_____	_____
TOTAL ESTIMATED COST	_____	_____
=====		

1. The bill provides for collection of a \$200 fee for each video game license. Fifty percent of this fee is to be sent to the state treasurer to be deposited in the Earmarked Revenue Fund. The amount of revenue at the state level would depend on the number of licenses issued. The estimated number of licenses issued is unknown at this time.
2. No apparent personnel impact at state level.