

§1831. Definitions

As used in this chapter, unless the context otherwise indicates, the following terms have the following meanings. [PL 2009, c. 487, Pt. A, §2 (NEW).]

1. Agricultural society. "Agricultural society" or "fair" means a nonprofit agricultural fair society eligible for a stipend under Title 7, chapter 4.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

1-A. Card game. "Card game" means a game of chance conducted using one or more decks of cards, such as poker, blackjack or cribbage.

[PL 2017, c. 284, Pt. KKKKK, §4 (NEW).]

2. Chief of State Police.

[PL 2017, c. 284, Pt. KKKKK, §5 (RP).]

2-A. Director. "Director" means the Executive Director of the Gambling Control Unit.

[PL 2017, c. 284, Pt. KKKKK, §6 (NEW).]

3. Distributor. "Distributor" means a person, firm, corporation, association or organization, other than an Internet raffle operator, that sells, markets or otherwise distributes sealed tickets, gambling apparatus or any other implements of gambling that may be used in the conduct of a game of chance.

[PL 2021, c. 136, §1 (AMD).]

4. Electronic video machine. "Electronic video machine" means a machine, however operated, that has a video screen featuring an electronically simulated game and delivers or entitles the person playing or operating it to receive the privilege of playing the electronic video machine without charge, but does not deliver or entitle the person playing or operating the electronic video machine to receive cash, premiums, merchandise, tickets or something of value other than the privilege of playing the electronic video machine without charge. An electronic video machine is a machine that may be licensed in accordance with section 1832, subsection 8. A machine that has a video screen featuring an electronically simulated slot machine as a game is not an electronic video machine, but is a machine as defined in subsection 9.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

4-A. Gambling Control Unit. "Gambling Control Unit" or "unit" means the bureau within the Department of Public Safety under Title 25, section 2902, subsection 12 or an authorized representative of the Gambling Control Unit.

[RR 2017, c. 1, §10 (COR).]

5. Game of chance. "Game of chance" means a game, contest, scheme or device in which:

A. A person stakes or risks something of value for the opportunity to win something of value; [PL 2009, c. 487, Pt. A, §2 (NEW).]

B. The rules of operation or play require an event the result of which is determined by chance, outside the control of the contestant or participant; and [PL 2009, c. 487, Pt. A, §2 (NEW).]

C. Chance enters as an element that influences the outcome in a manner that cannot be eliminated through the application of skill. [PL 2009, c. 487, Pt. A, §2 (NEW).]

For the purposes of this subsection, "an event the result of which is determined by chance" includes but is not limited to a shuffle of a deck of cards, a roll of a die or dice or a random drawing or generation of an object that may include, but is not limited to, a card, a die, a number or simulations of any of these. A shuffle of a deck of cards, a roll of a die, a random drawing or generation of an object or some other event the result of which is determined by chance that is employed to determine impartially the initial order of play in a game, contest, scheme or device does not alone make a game, contest, scheme

or device a game of chance. For purposes of this chapter, beano, bingo and table games as defined in Title 8, section 1001, subsection 43-A are not games of chance.

[PL 2017, c. 284, Pt. KKKKK, §8 (AMD).]

6. Game of skill. "Game of skill" means any game, contest, scheme or device in which a person stakes or risks something of value for the opportunity to win something of value and that is not a game of chance.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

7. Gross revenue. "Gross revenue" means the total amount wagered in a game of chance less the prizes awarded.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

7-A. High-hand competition. "High-hand competition" means a game of chance conducted during a tournament game in which the winner is the person who plays the highest hand of cards, according to the rules of the tournament, during the tournament game.

[PL 2019, c. 119, §1 (NEW).]

7-B. Internet raffle. "Internet raffle" means a raffle in which a person purchases a raffle chance or ticket through, and a winner or winning chances are determined by, a digital platform that involves, at least in part, the use of the Internet. A raffle where a winner or winning chance is determined by drawing from a container is not an Internet raffle, even if some or all of the raffle chances or tickets are purchased through a digital platform.

[PL 2021, c. 636, §1 (AMD).]

7-C. Internet raffle operator. "Internet raffle operator" means a person, firm, corporation, association or organization licensed under section 1837-B, subsection 2 to conduct an Internet raffle using an Internet raffle system.

[PL 2021, c. 136, §3 (NEW).]

7-D. Internet raffle system. "Internet raffle system" means a mobile application or other digital platform and the accompanying computer software approved by the Gambling Control Unit under section 1837-B, subsection 4 for use in conducting an Internet raffle.

[PL 2021, c. 136, §4 (NEW).]

8. Licensee. "Licensee" means a firm, corporation, association or organization licensed by the Gambling Control Unit to operate a game of chance.

[PL 2017, c. 284, Pt. KKKKK, §9 (AMD).]

9. Machine. "Machine" means any machine, including electronic devices, however operated, the internal mechanism or components of which when set in motion or activated and by the application of the element of chance may deliver or entitle the person playing or operating the machine to receive cash, premiums, merchandise, tickets or something of value as defined in subsection 17. A machine as defined by this subsection is not eligible to be licensed under this chapter.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

10. Member. "Member" means a bona fide member of a firm, corporation, association, organization, department or class or a combination thereof who has been duly admitted as a member according to the laws, rules, regulations, ordinances or bylaws governing membership in the firm, corporation, association, organization, department, class or combination thereof.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

11. Net revenue. "Net revenue" means gross revenue less allowable expenses as described in section 1838.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

12. Printer.

[PL 2017, c. 284, Pt. KKKKK, §10 (RP).]

13. Raffle. "Raffle" means a game of chance in which:

A. A person pays or agrees to pay something of value for a chance, represented and differentiated by a number, to win a prize; [PL 2009, c. 487, Pt. A, §2 (NEW).]

B. One or more of the chances is to be designated the winning chance; and [PL 2009, c. 487, Pt. A, §2 (NEW).]

C. The winning chance is to be determined as a result of a drawing from a container holding numbers representative of all chances sold. [PL 2009, c. 487, Pt. A, §2 (NEW).]

[PL 2017, c. 284, Pt. KKKKK, §11 (AMD).]

13-A. Registrant. "Registrant" means a person or organization registered with the Gambling Control Unit to conduct a game of chance, a raffle or certain tournament games, for which a license is not required under this chapter.

[PL 2017, c. 284, Pt. KKKKK, §12 (NEW).]

14. Roulette. "Roulette" means a game of chance in which players bet on the compartment of a revolving wheel into which a small ball will come to rest.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

14-A. Savings promotion raffle.

[PL 2017, c. 284, Pt. KKKKK, §13 (RP).]

15. Slot machine. "Slot machine" has the same meaning as provided under Title 8, section 1001, subsection 39.

[PL 2017, c. 284, Pt. KKKKK, §14 (RPR).]

16. Social gambling. "Social gambling" means a contest of chance in which the only participants are players and from which no person or organization receives or becomes entitled to receive something of value or any profit whatsoever, directly or indirectly, other than as a player, from any source, fee, remuneration connected with gambling or such activity as arrangements or facilitation of the game, permitting the use of premises or selling or supplying for-profit refreshments, food, drink service or entertainment to participants, players or spectators.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

17. Something of value. "Something of value" means:

A. Any money or property; [PL 2009, c. 487, Pt. A, §2 (NEW).]

B. Any token, object or article exchangeable for money, property, amusement or entertainment; or [PL 2009, c. 487, Pt. A, §2 (NEW).]

C. Any form of credit or promise directly or indirectly contemplating transfer of money or property, or of any interest therein. [PL 2019, c. 60, §1 (AMD).]

[PL 2019, c. 60, §1 (AMD).]

18. Tokens. "Tokens" means distinctive objects, chips, tickets or other devices of no intrinsic value used as a substitute for cash in accounting for revenue from a game of chance.

[PL 2009, c. 487, Pt. A, §2 (NEW).]

SECTION HISTORY

PL 2009, c. 487, Pt. A, §2 (NEW). PL 2009, c. 599, §1-3 (AMD). PL 2011, c. 420, Pt. A, §11 (AMD). RR 2017, c. 1, §10 (COR). PL 2017, c. 284, Pt. KKKKK, §§4-14 (AMD). PL 2019, c. 60, §1 (AMD). PL 2019, c. 119, §1 (AMD). PL 2021, c. 136, §§1-4 (AMD). PL 2021, c. 636, §1 (AMD).

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