

**WAC 230-13-060 Group 10—Shooting amusement game standards.** In Group 10 games, players use a mechanism to fire projectile(s) to hit target(s) to win prizes. In shooting amusement games:

- (1) The game may require a player to:
  - (a) Destroy or obliterate all or part of the target; or
  - (b) Hit the target or specific portion of it; or
  - (c) Hold an electronic beam, light beam, or water stream on the target or portion of it to achieve a specific result.
- (2) The projectiles may include pellets, BBs, corks, water, electronic beams, light beams, balls, or suction-cup darts.
- (3) The targets may be stationary or mobile.
- (4) Operators and players must comply with all safety requirements of the local city or county ordinances.
- (5) A short range shooting gallery must give players, at least:
  - (a) Four shots to shoot out a target which has a diameter of one-quarter inch or less; or
  - (b) One shot at each target which they must strike. Targets must be at least one-half inch square and may include a bulls-eye section which players must shoot out without touching the outside of the target.
- (6) "Shoot-out-the-star" games must give players at least one hundred projectiles in an automatic mechanism to shoot out a star which is no more than one and one-quarter inch from point to point.
- (7) Operators may determine a winner and award a prize based on the number of players participating.
- (8) If suction-cup darts are used in the game, players must receive another turn if the dart does not stick to the target area.
- (9) If targets must be knocked over or off of a shelf, then the bases of the targets must be uniformly shaped front and rear.
- (10) If players must destroy or obliterate all or part of a target to win, then the players must have the right to have the target brought to them and to visually inspect it at any time during the game or at the conclusion of the game.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-060, filed 7/16/07, effective 1/1/08.]