

CERTIFICATION OF ENROLLMENT  
**SUBSTITUTE SENATE BILL 6430**

Chapter 314, Laws of 1996

54th Legislature  
1996 Regular Session

SOCIAL CARD GAMES

EFFECTIVE DATE: 6/6/96

Passed by the Senate February 9, 1996  
YEAS 30 NAYS 14

JOEL PRITCHARD

**President of the Senate**

Passed by the House March 7, 1996  
YEAS 83 NAYS 15

CLYDE BALLARD

**Speaker of the  
House of Representatives**

Approved March 30, 1996

CERTIFICATE

I, Marty Brown, Secretary of the Senate of the State of Washington, do hereby certify that the attached is **SUBSTITUTE SENATE BILL 6430** as passed by the Senate and the House of Representatives on the dates hereon set forth.

MARTY BROWN

**Secretary**

FILED

March 30, 1996 - 4:48 p.m.

MIKE LOWRY

**Governor of the State of Washington**

**Secretary of State  
State of Washington**

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**SUBSTITUTE SENATE BILL 6430**

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Passed Legislature - 1996 Regular Session

**State of Washington                      54th Legislature                      1996 Regular Session**

**By Senate Committee on Labor, Commerce & Trade (originally sponsored by  
Senators Schow and Spanel)**

Read first time 02/02/96.

1            AN ACT Relating to social card games; and amending RCW 9.46.0281.

2    BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

3            **Sec. 1.** RCW 9.46.0281 and 1994 c 120 s 2 are each amended to read  
4 as follows:

5            "Social card game," as used in this chapter, means a card game,  
6 including but not limited to the game commonly known as "Mah-Jongg,"  
7 which constitutes gambling and contains each of the following  
8 characteristics:

9            (1) There are two or more participants and each of them are  
10 players. (~~However, no business with a public cardroom on its premises~~  
11 ~~may have more than five separate tables at which card games are~~  
12 ~~played~~) The number of card tables shall be set by the commission but  
13 shall not exceed a total of fifteen separate tables per establishment;

14            (2) Except as provided in subsection (3) of this section, a  
15 player's success at winning money or other thing of value by overcoming  
16 chance is in the long run largely determined by the skill of the  
17 player;

18            (3) (~~No organization, corporation or person collects or obtains or~~  
19 ~~charges any percentage of or collects or obtains any portion of the~~

1 money or thing of value wagered or won by any of the players:  
2 ~~PROVIDED, That this subsection shall not preclude a player from~~  
3 ~~collecting or obtaining his or her winnings))~~ A cardroom may serve as  
4 the custodian of a player-supported progressive prize contest, in any  
5 card game authorized by the commission;

6 (4) No organization or corporation, or person other than one  
7 licensed by the commission to operate a cardroom collects or obtains  
8 any money or thing of value from, or charges or imposes any fee upon,  
9 any person which either enables him or her to play or results in or  
10 from his or her playing (~~in excess of three dollars per half hour of~~  
11 ~~playing time by that person collected in advance:~~ ~~PROVIDED, That a fee~~  
12 ~~may also be charged for entry into a tournament for prizes, which fee~~  
13 ~~shall not exceed fifty dollars, including all separate fees which might~~  
14 ~~be paid by a player for various phases or events of the tournament:~~  
15 ~~PROVIDED FURTHER, That this subsection shall not apply to the~~  
16 ~~membership fee in any bona fide charitable or nonprofit organization));~~

17 (5) The type of card game is one specifically approved by the  
18 commission pursuant to RCW 9.46.070; and

19 (6) The extent of wagers, money or other thing of value which may  
20 be wagered or contributed by any player does not exceed the amount or  
21 value specified by the commission pursuant to RCW 9.46.070.

Passed the Senate February 9, 1996.

Passed the House March 7, 1996.

Approved by the Governor March 30, 1996.

Filed in Office of Secretary of State March 30, 1996.