

WAC 230-13-040 Group 6—Strength test amusement game standards.

In Group 6 games, players test their strength by performing task(s) for a predetermined number of times or length of time to win a prize. The tasks must do one or more of the following:

- (1) Test hand, arm, or whole body strength; or
- (2) Require the player to use a tool to strike an object or target, and cause the object to travel a specific distance; or
- (3) Require the object(s) to strike another object(s) to achieve the goal of the game.

[Statutory Authority: RCW 9.46.070. WSR 07-15-064 (Order 612), § 230-13-040, filed 7/16/07, effective 1/1/08.]