

WAC 230-03-200 Defining "gambling equipment." "Gambling equipment" means any device, gambling-related software, expendable supply, or any other paraphernalia used as a part of gambling or to make gambling possible. "Gambling equipment" includes, but is not limited to:

- (1) Amusement games;
- (2) Punch boards and pull-tabs;
- (3) Devices for dispensing pull-tabs;
- (4) Electronic devices for conducting, facilitating, or accounting for the results of gambling activities including, but not limited to:

- (a) Components of a tribal lottery system;
- (b) Electronic devices for reading and displaying outcomes of gambling activities; and

- (c) Accounting systems that are a part of, or directly connected to, a gambling system including, but not limited to:

- (i) Bet totalizers; or
- (ii) Progressive jackpot meters; or
- (iii) Keno systems;

- (5) Bingo equipment;
- (6) Electronic raffle systems;

- (7) Devices and supplies used to conduct card games, fund-raising events, recreational gaming activities, or Class III gaming activities, as defined in the Indian Gaming Regulatory Act at U.S.C. 25 chapter 29 § 2703 and in tribal-state compacts including, but not limited to:

- (a) Gambling chips;
- (b) Cards;
- (c) Dice;
- (d) Card shuffling devices;
- (e) Graphical game layouts for table games;
- (f) Ace finders or no-peek devices;
- (g) Roulette wheels;
- (h) Keno equipment; and
- (i) Tables manufactured exclusively for gambling purposes;

- (8) Debit card reading devices used at gambling tables to sell chips to players;
- (9) Ticket in ticket out (TITO) systems to include, but are not limited to:
 - (a) TITO-enabled bill validators;
 - (b) Ticket redemption kiosks.

[Statutory Authority: RCW 9.46.070. WSR 23-20-017, § 230-03-200, filed 9/22/23, effective 10/23/23; WSR 23-11-108, § 230-03-200, filed 5/19/23, effective 6/19/23; WSR 21-21-079, § 230-03-200, filed 10/18/21, effective 11/18/21; WSR 06-07-157 (Order 457), § 230-03-200, filed 3/22/06, effective 1/1/08.]