HOUSE AMENDMENT

Bill No. CS/HB 641 (2015)

	Amendment	No.
		CHAMBER ACTION
		<u>Senate</u> <u>House</u>
		•
1	Represent	ative Trumbull offered the following:
2		
3	_	dment
4	Remo ⁻	ve lines 156-163 and insert:
5		
		coupon or a point that may only be redeemed onsite for
6	merchandi	se; and:
7	merchandi.	<u>se; and:</u> The coupon or point has no value other than for
7 8	merchandi <u>1.</u> redemptio	<u>se; and:</u> The coupon or point has no value other than for n onsite for merchandise;
7 8 9	merchandi <u>1.</u> redemptio <u>2.</u>	<u>se; and:</u> The coupon or point has no value other than for n onsite for merchandise; The redemption value of the coupon or point that a
7 8	merchandi <u>1.</u> redemptio <u>2.</u>	<u>se; and:</u> The coupon or point has no value other than for n onsite for merchandise;
7 8 9	<u>merchandi</u> <u>1.</u> <u>redemptio</u> <u>2.</u> <u>person re</u>	<u>se; and:</u> The coupon or point has no value other than for n onsite for merchandise; The redemption value of the coupon or point that a
7 8 9 10	<u>merchandi</u> <u>1.</u> <u>redemptio</u> <u>2.</u> <u>person re</u> <u>maximum v</u>	<u>se; and:</u> The coupon or point has no value other than for n onsite for merchandise; The redemption value of the coupon or point that a ceives for a single game played does not exceed the
7 8 9 10 11	<u>merchandi</u> <u>1.</u> <u>redemptio</u> <u>2.</u> <u>person re</u> <u>maximum v</u> <u>may accum</u>	se; and: The coupon or point has no value other than for n onsite for merchandise; The redemption value of the coupon or point that a ceives for a single game played does not exceed the alue determined under subsection (7). However, a player
7 8 9 10 11 12	<u>merchandi</u> <u>1.</u> <u>redemptio</u> <u>2.</u> <u>person re</u> <u>maximum v</u> <u>may accum</u>	se; and: The coupon or point has no value other than for n onsite for merchandise; The redemption value of the coupon or point that a ceives for a single game played does not exceed the alue determined under subsection (7). However, a player
7 8 9 10 11 12 13	<u>merchandi</u> <u>1.</u> <u>redemptio</u> <u>2.</u> <u>person re</u> <u>maximum v</u> <u>may accum</u>	<u>se; and:</u> <u>The coupon or point has no value other than for</u> <u>n onsite for merchandise;</u> <u>The redemption value of the coupon or point that a</u> <u>ceives for a single game played does not exceed the</u> <u>alue determined under subsection (7). However, a player</u>

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