

February 5, 2003

**S 6. BAN VIDEO POKER/ALL BUT RESERVATIONS. TO PROHIBIT THE POSSESSION OR OPERATION OF VIDEO GAMING MACHINES EXCEPT BY A FEDERALLY RECOGNIZED INDIAN TRIBE AS AUTHORIZED BY THE INDIAN GAMING REGULATORY ACT AND A VALID TRIBAL-STATE COMPACT.** As title indicates. Repeals GS 14-306.1 (regulates possession and operation of video gaming machines). Adds new GS 14-306.1A to essentially ban possession and operation of video gaming machines currently allowed under GS 14-306.1, except allows possession and operation of video gaming machines by federally recognized Indian tribe as specified in section, and allows possession for assembly, repair, manufacture, warehousing, and transport for sale in other states. Repeals GS 14-309(b) (punishment for violation of GS 14-306.1), effective for offenses committed on or after Dec. 1, 2002. Repeals GS 105-256(d)(1) (Dep't of Revenue to supply reports of video gaming machine owners to Joint Legislative Comm'n on Governmental Operations), but repeal does not affect reports for activities before Dec. 1, 2003. Act effective Dec. 1, 2003, and applies to offenses committed on or after that date, but also applies to compacts and amendments executed before that date. If act is ruled by court to prohibit possession or operation of video gaming machines by federally recognized tribe because that activity is not allowed elsewhere, act is void.

**Intro. by Albertson.**

Held as Filed	GS 14, 17A 105, 147
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April 17, 2003

**S 6. BAN VIDEO POKER/ALL BUT RESERVATIONS.** Intro. 2/10/03. Senate committee substitute makes the following changes to 1st edition. Makes technical changes only.

June 30, 2004

**S 6. INCREASE REGULATION OF AMUSEMENT DEVICES (NEW).** Intro. 2/10/03. House committee substitute makes the following changes to 2nd edition. Replaces existing bill with completely new bill. Amends GS 14-306(c) to require that within 60 days of effective date of act lawful video machines shall be equipped with a hand count feature to permit the reconciliation of the number of plays and the number of paper coupons issued. Enacts new GS 14-306.1(g1), requiring that all video gaming machines have a unique serial number affixed to machine, and new GS 14.306.1(g2), prohibiting video gaming machines from displaying or announcing the words "jackpot," "casino," or "Las Vegas." Amends GS 14.306.1(i) to require that owners of lawful video gaming machines register with the Alcohol Law Enforcement Div'n (was, County Sheriff) by July 1 (was, Oct. 1, 2000) of each year and to require payment of a \$300 fee upon annual registration. Requires that fees collected be used to enforce sec. Enacts new GS 14.306.1(i2) requiring owners to allow Div'n access to any location where a video gaming machine is present. Deletes GS 14.306.1(j) (report on receipts and prizes awarded). Enacts new GS 14-298(b) establishing procedures for retention and destruction of seized video gaming machines.

Enacts new GS Ch. 105, Art. 2E, effective Oct. 1, 2004, imposing an excise tax of \$5,000 per machine for possession of an illegal video gaming machine and providing for the imposition of penalties, taxes, and interest for failure to pay excise tax. Requires that unencumbered net proceeds of tax be distributed to law enforcement agency involved in investigation leading to assessment. Requires that state and local law enforcement agencies report video game seizures. Makes technical changes.

July 8, 2004

**S 6. STRENGTHEN LAW ENFORCEMENT VS. VIDEO POKER (NEW).** Intro. 2/10/03. House committee substitute makes the following changes to 3rd edition. Amends GS 14-306.1(i) and (i1) to require the state to send annual reports to each county's sheriff describing the number of video gaming machines in the county and to notify appropriate sheriffs when machines are relocated. Reinstates GS 14-306.1(j) which was deleted in the 3rd edition. Modifies the date for mandatory registration and payment of fees from Oct. 1, 2004, to Dec. 1, 2004. Adds new GS 14-298(c), which provides that the court may release the machine to law enforcement officers if the machine was either unlawfully possessed or unlawfully used with the knowledge of the owner. Requires the

Division of Alcohol Law Enforcement of the Department of Crime Control and Public Safety to submit a report to the General Assembly regarding the implementation of the law. Provides that the illegal video gaming machine tax applies to machines possessed on or after Dec. 1, 2004 (was Oct. 1, 2004). Makes technical changes.

July 12, 2004

**S 6. STRENGTHEN LAW ENFORCEMENT VS. VIDEO POKER.** Intro. 2/10/03. House committee substitute makes the following changes to 4th edition. Makes technical changes only.