

March 3, 2005

H 458. EXTEND SUNSET/ANIMAL DISEASE PREVENTION (=S 210). *TO EXTEND THE SUNSET PROVISION OF THE ACT THAT STRENGTHENED THE AUTHORITY OF THE STATE VETERINARIAN TO PREVENT AND CONTROL AN OUTBREAK OF FOOT-AND-MOUTH DISEASE AND ANY OTHER CONTAGIOUS ANIMAL DISEASE.* Identical to S 210, introduced 2/24/05.

Intro. by Hill.

Ref. to Agriculture

GS 106

May 10, 2006

H 458. BAN VIDEO POKER/ALL BUT RESERVATIONS (NEW). Filed 3/3/05. Senate committee substitute adopted 4/10/06 makes the following changes to 1st edition. Completely rewrites the bill. Title now reads, *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.* Repeals GS 14-306.1, which bans only certain video poker machines. Enacts new GS 14-306.1A to ban all video gaming machines in the state except (1) allows possession and operation of video gaming machines on Indian lands held in trust by the United States for and on behalf of federally recognized Indian tribes if conducted in accordance with an approved Class III Tribal-State Gaming Compact applicable to that tribe, and (2) allows possession for assembly, repair, manufacture, warehousing, and transport for sale in other states. Rewrites GS 147-12(14) (powers and duties of the Governor) with respect to negotiating and entering Class III Tribal-State gaming compacts, to require that any such compact or amendments thereto be reported to the Joint Legislative Commission on Governmental Operations for comment and review. Repeals GS 14-309(b) (penalty for operating five or more illegal machines) and GS 105-256(d)(1) (reports by Secretary of Revenue on video poker). Effective December 1, 2006. If the act is ruled by court to prohibit possession or operation of video gaming machines by a federally recognized tribe because that activity is not allowed elsewhere, the act is void.

May 11, 2006

H 458. BAN VIDEO POKER/ALL BUT RESERVATIONS. Filed 03/03/05. Senate amendment makes the following changes to 2nd edition. Makes mostly technical changes. Deletes provision that would have suspended the act if a court ordered a stay, but retains provision that renders the act void if a court issues a final order that prohibits possession or operation of video gaming machines by a federally recognized Indian tribe because that activity is not allowed elsewhere.

May 17, 2006

H 458. BAN VIDEO POKER/ALL BUT RESERVATIONS. Filed 3/2/05. Senate amendment makes the following change to 3rd edition. Deletes from proposed GS 14-306.1A(e), which sets out exemption for activities under the Indian Gaming Regulatory Act (IGRA), the statement that the section does not make any activities of a federally recognized Indian Tribe unlawful or against public policy if the activities are lawful for any federally recognized Indian Tribe under the IGRA.