

January 27, 2005

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. 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. Amends GS 14-298 to provide for seizure, retention, and disposition of illegal video game machines and other illegal gaming devices by law enforcement agencies. Repeals GS 14-309(b) (penalty for operating 5 or more illegal machines) and GS 105-256(d)(1), (reports by Sec'y of Revenue on video poker). Effective Dec. 1, 2005. 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.

Ref. to Judiciary I

GS 14, 71A, 105, 147