

**GENERAL ASSEMBLY OF NORTH CAROLINA  
SESSION 2003**

**S**

**1**

**SENATE BILL 6**

Short Title: Ban Video Poker/All But Reservations. (Public)

---

Sponsors: Senators Albertson; Allran, Blake, Brock, Carpenter, Clodfelter, Dalton, Dannelly, Forrester, Foxx, Garrou, Garwood, Gulley, Hagan, Holloman, Horton, Jenkins, Kinnaird, Lucas, Malone, Metcalf, Moore, Purcell, Rand, Soles, Swindell, Thomas, Tillman, and Weinstein.

---

Referred to: Judiciary I.

---

February 10, 2003

A BILL TO BE ENTITLED

1 AN ACT TO PROHIBIT THE POSSESSION OR OPERATION OF VIDEO GAMING  
2 MACHINES EXCEPT BY A FEDERALLY RECOGNIZED INDIAN TRIBE AS  
3 AUTHORIZED BY THE INDIAN GAMING REGULATORY ACT AND A  
4 VALID TRIBAL-STATE COMPACT.  
5

6 Whereas, the State of North Carolina desires to clearly set forth its policy  
7 against commercial forms of gaming; and

8 Whereas, the State of North Carolina desires to recognize the unique  
9 relationship between it and the federally recognized Indian tribe within the State; and

10 Whereas, the State of North Carolina desires to make it clear that it does not  
11 consider the activities of the Eastern Band of Cherokee Indians conducted pursuant to  
12 the Compact between it and the Eastern Band of Cherokee Indians to be commercial  
13 gaming because the Federal Indian Gaming Regulatory Act restricts the use of proceeds  
14 from gaming operations conducted by federally recognized Indian tribes to  
15 governmental services and activities that further the self-determination of the tribe; and

16 Whereas, the State of North Carolina desires to reaffirm that all activities  
17 conducted pursuant to such Compact or any amendment thereto are not commercial  
18 gaming and that same are lawful and not against the public policy of the State of North  
19 Carolina; and

20 Whereas, the State of North Carolina recognizes the tribe's substantial capital  
21 investment in reliance on the Compact, the payments made by the tribe pursuant to the  
22 Compact and creation of jobs and other positive impacts the tribe's activities have  
23 brought to the entire economy of Western North Carolina; and

24 Whereas, the State through this legislation intends to make it clear that the  
25 State will honor its commitments under the Compact and amendments, to further  
26 express its legislative intent to fully recognize the rights of the tribe in its special

1 sovereign governmental authority to conduct gaming on tribal lands, and to express the  
2 intent of the State to recognize as lawful, on tribal lands, all gaming activities conducted  
3 by the tribe pursuant to the approved Tribal-State Compact as same may from time to  
4 time be amended by the tribe and the State; Now, therefore,  
5 The General Assembly of North Carolina enacts:

6 **SECTION 1.** G.S. 14-306.1 is repealed.

7 **SECTION 2.** Part 1 of Article 37 of Chapter 14 of the General Statutes is  
8 amended by adding a new section to read:

9 **"§ 14-306.1A. Types of machines and devices prohibited by law; penalties.**

10 (a) Ban on Machines. – It shall be unlawful for any person to operate, allow to be  
11 operated, place into operation, or keep in that person's possession for the purpose of  
12 operation any video gaming machine as defined in subsection (b) of this section, except  
13 for the exemption for a federally recognized Indian tribe under subsection (e) of this  
14 section for whom it shall be lawful to operate and possess machines as listed in  
15 subsection (b) of this section if conducted in accordance with an approved Class III  
16 Tribal-State Compact as provided in G.S. 147-12(14) and G.S. 71A-8.

17 (b) Definitions. – As used in this section, a video gaming machine means a slot  
18 machine as defined in G.S. 14-306(a) and other forms of electrical, mechanical, or  
19 computer games such as by way of illustration:

20 (1) A video poker game or any other kind of video playing card game.

21 (2) A video bingo game.

22 (3) A video craps game.

23 (4) A video keno game.

24 (5) A video lotto game.

25 (6) Eight liner.

26 (7) Pot-of-gold.

27 (8) A video game based on or involving the random or chance matching of  
28 different pictures, words, numbers, or symbols not dependent on the  
29 skill or dexterity of the player.

30 For the purpose of this section, a video gaming machine is a video machine which  
31 requires deposit of any coin, token, or use of any credit card, debit card, or any other  
32 method that requires payment to activate play of any of the games listed in this  
33 subsection. The enumeration of games in the list in this subsection does not authorize  
34 the possession or operation of such game if it is otherwise prohibited by law.

35 For the purpose of this section, a video gaming machine includes those that are  
36 within the scope of the exclusion provided in G.S. 14-306(b)(2) unless conducted in  
37 accordance with an approved Class III Tribal-State Compact as provided in G.S.  
38 147-12(14) and G.S. 71A-8. For the purpose of this section, a video gaming machine  
39 does not include those that are within the scope of the exclusion provided in G.S.  
40 14-306(b)(1).

41 (c) Exemption for Certain Machines. – This section shall not apply to  
42 assemblers, repairers, manufacturers, and transporters of video gaming machines who  
43 assemble, repair, manufacture, and transport them for sale in another state as long as the  
44 machines, while located in this State, cannot be used to play the prohibited games, and

1 does not apply to those who assemble, repair, manufacture, and sell such machines for  
2 use only by a federally recognized Indian tribe if such machines may be lawfully used  
3 on Indian land under the Indian Gaming Regulatory Act.

4 (d) Ban on Warehousing. – It is unlawful to warehouse any video gaming  
5 machine except in conjunction with the permitted assembly, repair, manufacture, and  
6 transportation of such machines under subsection (c) of this section.

7 (e) Exemption for Activities Under IGRA. – This section does not make any  
8 activities of a federally recognized Indian Tribe unlawful or against public policy,  
9 which are lawful for any federally recognized Indian tribe under the Indian Gaming  
10 Regulatory Act, Public Law 100-497. Notwithstanding any other prohibitions in State  
11 law, the form of Class III gaming otherwise prohibited by subsections (a) through (d) of  
12 this section may be legally conducted on Indian lands which are held in trust by the  
13 United States Government for and on behalf of federally recognized Indian tribes if  
14 conducted in accordance with an approved Class III Tribal-State Gaming Compact."

15 **SECTION 3.** G.S. 14-306.2 reads as rewritten:

16 "**§ 14-306.2. Violation of G.S. 14-306.1 G.S. 14-306.1A a violation of the ABC laws.**

17 A violation of ~~G.S. 14-306.1~~ G.S. 14-306.1A is a violation of the gambling statutes  
18 for the purposes of G.S. 18B-1005(a)(3)."

19 **SECTION 4.** G.S. 147-12(14) reads as rewritten:

20 "(14) ~~To~~ Notwithstanding subsections (a) through (d) of G.S. 14-306.1A, to  
21 negotiate and enter into Class III Tribal-State gaming compacts, and  
22 amendments thereto, on behalf of the ~~State~~ State, consistent with State  
23 law (G.S. 14-306.1A(e) and G.S.71A-8) and the Indian Gaming  
24 Regulatory Act, Public Law 100-497, as necessary to allow a federally  
25 recognized Indian tribe to operate gaming ~~activities~~ activities,  
26 including those games allowed pursuant to G.S. 14-306.1A(e), in this  
27 State as permitted under federal law."

28 **SECTION 5.** G.S. 71A-8 reads as rewritten:

29 "**§ 71A-8. Authorization for federally recognized Indian tribes.**

30 In recognition of the governmental relationship between the State, federally  
31 recognized Indian tribes and the United States, a federally recognized Indian tribe may  
32 conduct games consistent with the Indian Gaming Regulatory Act, Public Law 100-497,  
33 that are in accordance with a valid Tribal-State compact executed by the Governor  
34 pursuant to G.S. 147-12(14) and approved by the U.S. Department of Interior under the  
35 Indian Gaming Regulatory Act, and such ~~games~~ games, including those permitted under  
36 G.S. 14-306.1A(e), shall not be unlawful or be lawful and not against the public policy  
37 of the State if the State permits such gaming for any purpose by any person,  
38 organization, or entity, if conducted by a federally recognized Indian tribe on federal  
39 Indian Trust Lands in accordance with a Tribal-State Gaming Compact."

40 **SECTION 6.** G.S. 14-298 reads as rewritten:

41 "**§ 14-298. Gaming tables, illegal punchboards, slot machines, and prohibited**  
42 **video game machines to be destroyed by police officers.**

43 All sheriffs and officers of police are hereby authorized and directed, on information  
44 made to them on oath that any gaming table prohibited to be used by G.S. 14-289

1 through G.S. 14-300, any illegal punchboard or illegal slot machine, or any video game  
2 machine prohibited to be used by G.S. 14-306 or G.S. ~~14-306.1~~, 14-306.1A is in the  
3 possession or use of any person within the limits of their jurisdiction, to destroy the  
4 same by every means in their power; and they shall call to their aid all the good citizens  
5 of the county, if necessary, to effect its destruction. This section does not prohibit any  
6 activities which are legally conducted by a federally recognized Indian tribe pursuant to  
7 G.S. 14-306.1A(e), 147-12(14), and 71A-8."

8           **SECTION 7.** Effective with respect to offenses committed on or after  
9 December 1, 2002, G.S. 14-309(b) is repealed.

10           **SECTION 8.** G.S. 105-256(d)(1) is repealed, but that repeal does not affect  
11 reports for activities prior to December 1, 2003.

12           **SECTION 9.** This act becomes effective December 1, 2003, and applies to  
13 offenses committed on or after that date but also applies to compacts and amendments  
14 thereto executed before that date, but if this act is held by a court of competent  
15 jurisdiction to prohibit possession or operation of video gaming machines by a federally  
16 recognized Indian tribe because that activity is not allowed elsewhere, this act is void.