

**GENERAL ASSEMBLY OF NORTH CAROLINA
SESSION 2009**

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HOUSE RESOLUTION DRHR50501-LG-123 (3/13)

Sponsors: Representative Rapp.

Referred to:

1 A HOUSE RESOLUTION REAFFIRMING THE POSITION OF THE HOUSE OF
2 REPRESENTATIVES TO BAN VIDEO GAMING MACHINES.

3 Whereas, the General Assembly legalized video gaming machines in 1993, and soon
4 thereafter proposed legislation restricting the use of the machines; and

5 Whereas, the General Assembly overwhelmingly enacted legislation in 2006 to
6 phase out video gaming machines by July 1, 2007; and

7 Whereas, in 2008, the General Assembly passed legislation making it unlawful to
8 promote, operate, or conduct a server-based electronic game promotion, which also passed by
9 an overwhelming margin; and

10 Whereas, prior to the 2008 ban becoming effective, gaming machine manufacturers
11 were able to modify the machines so that they would not be covered by the ban; and

12 Whereas, in December 2008, a Guilford County Superior Court judge issued a
13 temporary injunction on the ban for server-based terminals; and

14 Whereas, in February 2009, a Wake County Superior Court judge rendered an
15 opinion striking down the State's video gaming law on the grounds that the law could not
16 prohibit the gaming machines in much of the State while allowing the Eastern Band of
17 Cherokee Indians to operate the same games; and

18 Whereas, these court rulings have hindered law enforcement and lawmakers from
19 ridding the State of video gaming machines; Now, therefore,
20 Be it resolved by the House of Representatives:

21 **SECTION 1.** The House of Representatives wishes to reaffirm its position that
22 video gaming machines should be banned in North Carolina.

23 **SECTION 2.** This resolution is effective upon adoption.

