



# SENATE BILL 154: Allow Sports/Horse Race Wagering Tribal Lands.

2019-2020 General Assembly

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<b>Committee:</b>		<b>Date:</b>	January 2, 2020
<b>Introduced by:</b>		<b>Prepared by:</b>	Jeremy Ray
<b>Analysis of:</b>	S.L. 2019-163		Staff Attorney

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**OVERVIEW:** *S.L. 2019-163 allows sports and horse race wagering on tribal lands.*

*This act became effective on July 26, 2019.*

**CURRENT LAW:** Under G.S. 14-292.2, only the following types of games could be lawfully conducted on Indian lands that are held in trust by the United States government for and on behalf of federally recognized Indian tribes in North Carolina:

- Gaming machines.
- Live table games.
- Raffles, as identified in G.S. 14-309.15(b).
- Video games, as defined in G.S. 14-306 and G.S. 14-306.1A.

**BILL ANALYSIS:** S.L. 2019-163 adds sports and horse race wagering to the list of "Class III" games which may be lawfully conducted on Indian lands. It also defines sports and horse race wagering as follows:

- Sports wagering. – The placing of wagers on the outcome of professional and collegiate sports contests.
- Horse race wagering. – Fixed odds or parimutuel wagering on thoroughbred, harness or other racing of horses, including simulcasting and off track betting.

For purposes of both wagers, the wager is deemed to occur where it is initiated and received, all of which must occur on Indian lands within the State lawfully permitted to conduct Class III gaming activities.

**EFFECTIVE DATE:** This act became effective on July 26, 2019.

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Director



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