

Original sponsor(s): Labor & Commerce Committee

1 IN THE HOUSE BY THE LABOR & COMMERCE COMMITTEE
2 CS FOR HOUSE BILL NO. 587 (L&C)
3 IN THE LEGISLATURE OF THE STATE OF ALASKA
4 SIXTEENTH LEGISLATURE - SECOND SESSION
5 A BILL
6 For an Act entitled: "An Act establishing a moratorium on the use of
7 broadcasting to promote or conduct charitable gaming
8 activity; establishing exceptions to the moratorium;
9 requiring the Department of Commerce and Economic
10 Development to hold hearings on the adoption of
11 regulations concerning the promoting and conducting
12 of charitable gaming activity over broadcasting
13 outlets; and providing for an effective date."
14 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF ALASKA:
15 * Section 1. Until October 1, 1990, a person may not use broadcasting
16 to promote or conduct charitable gaming activity under this chapter. In
17 this section, "broadcasting" includes television and radio transmission by
18 2,500 megahertz, microwave video and audio programming, slow-scan tele-
19 vision programming, and programming via satellite, cable, teletype, or
20 facsimile transmission and distribution methods.
21 * Sec. 2. Notwithstanding sec. 1 of this Act, a person may use broad-
22 casting to promote fish derbies, and the Department of Commerce and Econom-
23 ic Development may authorize a noncommercial broadcasting station or net-
24 work of stations to broadcast the conducting of an activity under AS 05.15
25 on the station or network under a permit held by the station or network.
26 In this section "noncommercial broadcasting station" means a radio or
27 television station that is licensed by the Federal Communications Com-
28 mission to a governmental entity or to an entity that is exempt from fed-
29 eral taxation under 26 U.S.C. 501(c)(3) (Internal Revenue Code).

1 * Sec. 3. The Department of Commerce and Economic Development shall
2 hold hearings around the state, with at least one hearing in each judicial
3 district, for the purpose of adopting necessary regulations concerning the
4 promoting and conducting of charitable gaming activity over broadcasting
5 outlets.

6 * Sec. 4. This Act takes effect immediately under AS 01.10.070(c).