

By: Senator(s) Robertson

To: Finance

SENATE BILL NO. 3013

1 AN ACT TO PROVIDE A REMEDY FOR THE ANTI-COMPETITIVE ACTS OF A
2 MISSISSIPPI GAMING CONTROL ACT LICENSEE; AND FOR RELATED PURPOSES.

3 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MISSISSIPPI:

4 SECTION 1. Any person licensed pursuant to the Mississippi
5 Gaming Control Act who shall:

6 (a) Restrain or attempt to restrain gaming or the
7 manufacture, distribution, sale, lease or furnishing of gaming
8 devices or associated equipment;

9 (b) Monopolize or attempt to monopolize gaming or the
10 manufacture, distribution, sale, lease or furnishing of gaming
11 devices or associated equipment;

12 (c) Engross, forestall or attempt to engross or
13 forestall any gaming device or associated equipment; or

14 (d) Destroy or attempt to destroy gaming competition or
15 competition in the manufacture, distribution, sale, lease or
16 furnishing of gaming devices or associated equipment;
17 shall be deemed and held to have engaged in anti-competitive acts.

18 SECTION 2. The Mississippi Gaming Commission is authorized
19 to discipline licensees for their anti-competitive acts and has
20 full and absolute power and authority to revoke or suspend any
21 license, registration, finding of suitability or approval, or fine
22 any person in connection with such anti-competitive acts.

23 SECTION 3. (1) Any person injured or damaged by the
24 anti-competitive acts of a licensee as herein defined may recover
25 all damages of every kind sustained by it and in addition a
26 penalty not to exceed One Million Dollars (\$1,000,000.00), by suit

27 in any court of competent jurisdiction. The suit may be brought
28 against the licensee and the officers and representatives of the
29 licensee. The penalty may be recovered in each instance of
30 injury.

31 (2) Proceedings against a licensee for anti-competitive acts
32 may be brought in any county in which the licensee operates a
33 gaming establishment or in which the licensee manufactures,
34 distributes, sells, leases or otherwise furnishes gaming devices
35 or associated equipment.

36 SECTION 4. This act shall take effect and be in force from
37 and after July 1, 1999.