

SENATOR HALL: Well, not this amendment. If this amendment becomes law, they're going to have to deal with it but they were looking at allowing the machines in there with a little modification, arguing that they complied with the player activation ban and a few other things in terms of the time limit to slow them down a little bit, which I was opposed to because I read the statutes and felt that any time that you ban machine...mechanical devices, that it was clear that that was the way the statute read, that was clear that that was the intent of the Legislature and I just felt that there would have been problems had we put those machines in. I think they could have...you would have been probably looking at a court challenge and I don't know that we would have been able to defend that.

SENATOR ABOUD: You felt that the legislation that was passed a number of years ago dealing with video machines was in conflict with the Department of Revenue's allowing of these types of machines to be used? Is that what you were referring to?

SENATOR HALL: That's exactly correct. Not that I agree with that...that law that was passed back then, but just that I don't know...I couldn't see where they could administratively allow these machines where...based on the law as it was on the books.

SENATOR ABOUD: In this particular amendment, is it further clarification of...of that particular philosophy that you just stated?

SENATOR HALL: As it relates to keno games, yes.

SENATOR ABOUD: Okay, thank you.

SPEAKER BAACK: Thank you, Senator Abboud. The next speaker is Senator Smith.

SENATOR SMITH: Thank you, Mr. Speaker. Members of the body, what I'm going to do here in just a minute is make sure that everyone in here really does understand what instant keno means. I'm going to go through a definition of the term which was provided to us by the Gaming Division. But I would like to ask Senator Hall a question, if I might first.

SPEAKER BAACK: Senator Hall, would you respond, please.

SENATOR HALL: Yes.