

ORDINANCE NO. 732

AN ORDINANCE ADOPTING THE STATE GAMBLING LAWS, PROVIDING FOR ISSUANCE OF SOCIAL GAME GAMBLING LICENSES AND THE REGULATIONS THEREOF AND REPEALING SECTION 19 OF ORDINANCE NO. 564.

THE PEOPLE OF THE CITY OF PRINEVILLE, OREGON ORDAIN AS FOLLOWS:

Section 1. Adopting State Gambling Laws. That ORS 167.117 to 167.162 together with all acts and amendments applicable to cities are hereby adopted by reference and made a part of this ordinance.

Section 2. Social Games Permitted. Social games as defined in ORS 167.117 (11) are hereby totally prohibited in the City of Prineville except that private homes and religious organizations may engage in social games without obtaining a license as herein required, providing no income is realized from the games. Fraternal, charitable, private clubs, and businesses licensed by the State of Oregon to dispense alcoholic beverages by the drink must first obtain a social game gambling license as provided by this ordinance.

Section 3. License Required (Fees). The fee for a social game gambling license shall be \$20.00 per year payable upon receiving license approval by the City Council. There shall be no pro rata refund of said fee in the event the license is revoked.

Section 4. Regulations of License. The City Council may authorize social game gambling licenses upon receiving a sworn written application under oath setting forth the type or types of social game or games to be played, number of participants, number of gaming tables to be used, maximum betting of game, and a statement from applicant that there will be no income realized from the social games conducted. The City Council may revoke any social game licenses at will and without notice.

Section 5. Repeal. Section 19 of Ordinance No. 564 and any other ordinance or parts thereof in conflict herewith are hereby repealed.

Passed by the City Council this 25th day of June, 1974.

Approved by the Mayor this 26th day of June, 1974.

Dr. Riley Allen
Dr. Riley Allen, Mayor

Jim Watson
Jim Watson, City Administrator