**South Carolina General Assembly**

122nd Session, 2017-2018

**H. 5218**

**STATUS INFORMATION**

General Bill

Sponsors: Rep. Pitts

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Introduced in the House on April 5, 2018

Currently residing in the House Committee on **Judiciary**

Summary: Video games

**HISTORY OF LEGISLATIVE ACTIONS**

Date Body Action Description with journal page number

4/5/2018 House Introduced and read first time ([House Journal‑page 7](file:///h:\hj\20180405.docx))

4/5/2018 House Referred to Committee on **Judiciary** ([House Journal‑page 7](file:///h:\hj\20180405.docx))

View the latest [legislative information](http://www.scstatehouse.gov/billsearch.php?billnumbers=5218&session=122&summary=B) at the website

**VERSIONS OF THIS BILL**

[4/5/2018](file:///p:\pprever\2017-18\5218_20180405.docx)

**A** **BILL**

TO AMEND THE CODE OF LAWS OF SOUTH CAROLINA, 1976, BY ADDING SECTION 16‑17‑790 SO AS TO PROVIDE THAT IT IS UNLAWFUL FOR A PERSON TO SELL VIDEO GAMES, WHETHER IN PERSON OR ONLINE, IN THIS STATE DEPICTING ANY FORM OF GUN VIOLENCE AND TO PROVIDE A FINE FOR A VIOLATION.

Be it enacted by the General Assembly of the State of South Carolina:

SECTION 1. Article 7, Chapter 17, Title 16 of the 1976 Code is amended by adding:

“Section 16‑17‑790. It is unlawful for a person to sell video games, whether in person or online, in this State depicting any form of gun violence. A person who violates the provisions of this section may be fined not more than ten thousand dollars.”

SECTION 2. This act takes effect upon approval by the Governor.

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