**South Carolina General Assembly**

126th Session, 2025-2026

**S. 362**

**STATUS INFORMATION**

General Bill

Sponsors: Senators Adams and Tedder

Companion/Similar bill(s): 4129

Document Path: SR-0244KM25.docx

Introduced in the Senate on February 19, 2025

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

Summary: Gambling

**HISTORY OF LEGISLATIVE ACTIONS**

Date Body Action Description with journal page number

2/19/2025 Senate Introduced and read first time ([Senate Journal‑page 5](h:\sj\20250219.docx))

2/19/2025 Senate Referred to Committee on **Judiciary** ([Senate Journal‑page 5](h:\sj\20250219.docx))

View the latest  [legislative information](https://www.scstatehouse.gov/billsearch.php?billnumbers=362&session=126&summary=B)  at the website

**VERSIONS OF THIS BILL**

[02/19/2025](https://www.scstatehouse.gov/sess126_2025-2026/prever/362_20250219.docx)

A bill

TO AMEND THE SOUTH CAROLINA CODE OF LAWS BY ADDING SECTION 16‑19‑5 SO AS TO PROVIDE THAT A PERSON WHO PAYS A FEE TO PLAY A GAME IN WHICH SKILL PREDOMINATES OVER CHANCE AND RECEIVES A PRIZE PROPORTIONATE TO HOW SKILLFULLY HE PLAYED IS NOT GAMBLING.

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

SECTION 1. Chapter 19, Title 16 of the S.C. Code is amended by adding:

Section 16‑19‑5. For the purposes of this chapter, person who pays a fee to participate in a game, activity, or event in which skill predominates over chance including, but not limited to, a Professional Golf Association (PGA) Tournament; a National Association for Stock Car Auto Racing (NASCAR) event; a billfishing or bass fishing tournament; an Association of Tennis Professional Tour event or Women’s Tennis Association Tour event; a turkey shoot; or any non‑card‑based predominant skill game, activity, or event, and receives a thing of value proportionate to how skillfully he plays in the game, activity, or event is not gambling.

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

‑‑‑‑XX‑‑‑‑