

---

---

# A BILL FOR AN ACT

RELATING TO GAMBLING.

**BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF HAWAII:**

1 SECTION 1. Section 712-1223, Hawaii Revised Statutes, is  
2 amended by amending subsection (2) to read as follows:

3 "(2) Gambling is a misdemeanor. For a second or  
4 subsequent offense that occurs within ten years of a prior  
5 conviction, the offense shall be a class C felony."

6 SECTION 2. Section 712-1225, Hawaii Revised Statutes, is  
7 amended by amending subsection (2) to read as follows:

8 "(2) Possession of gambling records in the second degree  
9 is a misdemeanor. For a second or subsequent offense that  
10 occurs within ten years of a prior conviction, the offense shall  
11 be a class C felony."

12 SECTION 3. Section 712-1226, Hawaii Revised Statutes, is  
13 amended by amending subsection (2) to read as follows:

14 "(2) Possession of a gambling device is a misdemeanor.  
15 For a second or subsequent offense that occurs within ten years  
16 of a prior conviction, the offense shall be a class C felony."



1 SECTION 4. This Act does not affect rights and duties that  
2 matured, penalties that were incurred, and proceedings that were  
3 begun before its effective date.

4 SECTION 5. New statutory material is underscored.

5 SECTION 6. This Act shall take effect on July 30, 2075;  
6 provided that the amendments made to section 712A-16, Hawaii  
7 Revised Statutes, by section 4 of this Act shall not be repealed  
8 when that section is reenacted on June 30, 2022, pursuant to  
9 section 7 of Act 161, Session Laws of Hawaii 2016.



**Report Title:**

Hawaii Penal Code; Gambling; Property

**Description:**

Imposes a heightened penalty of a class C felony for persons who repeatedly commit the offenses of gambling, possession of gambling records in the second degree, or possession of a gambling device. Effective 7/30/2075. (SD1)

*The summary description of legislation appearing on this page is for informational purposes only and is not legislation or evidence of legislative intent.*

