
SUBSTITUTE HOUSE BILL 2595

State of Washington

58th Legislature

2004 Regular Session

By House Committee on Juvenile Justice & Family Law (originally sponsored by Representatives Dickerson, Conway, Delvin, Pettigrew, Wood, Schindler, Moeller, Kenney, Morrell and Kagi)

READ FIRST TIME 02/05/04.

1 AN ACT Relating to monitoring compliance with standards regarding
2 the sale of violent video and computer games; adding a new section to
3 chapter 43.63A RCW; creating a new section; providing an expiration
4 date; and declaring an emergency.

5 BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF WASHINGTON:

6 NEW SECTION. **Sec. 1.** The legislature finds that, as many video
7 and computer games become more realistic and more violent, protecting
8 children from the harm caused by these interactive games becomes
9 increasingly important. Combating the exposure of children to violent
10 video and computer games depends in large part on retailers complying
11 with industry game-rating standards when selling or renting the games
12 to children. Voluntary efforts to ensure that sales and rentals comply
13 with these industry standards have been relatively unsuccessful in the
14 past. Protection of children will occur if the retailers of these
15 games improve their ability to self-enforce game sales and rentals in
16 accordance with the industry's game-rating standards. It is the
17 legislature's intent to establish a monitoring program to obtain
18 information about the effectiveness of voluntary compliance with

1 industry game-rating standards and to communicate findings to the
2 public regarding retailers' voluntary compliance.

3 NEW SECTION. **Sec. 2.** A new section is added to chapter 43.63A RCW
4 to read as follows:

5 (1)(a) The department of community, trade, and economic development
6 shall develop a monitoring program for sales of violent video and
7 computer games. Under this program, the department shall conduct
8 periodic monitoring of a sample group of businesses that retail violent
9 video and computer games to children. The sample group of businesses
10 selected by the department shall be made up of thirty businesses, ten
11 of which shall be located in eastern Washington. The department shall
12 make reports as required in this section on compliance by the monitored
13 retailers with industry game-rating standards when selling or renting
14 violent video or computer games to children. The program must conduct
15 monitoring operations of sample groups of businesses at least twice per
16 year to determine whether retailers are complying with the industry
17 game-rating standards as noted on the game packaging. The department
18 may contract with an organization or organizations having expertise in
19 similar monitoring operations to conduct the program.

20 (b) The director of the department of community, trade, and
21 economic development may appoint an uncompensated advisory group to
22 assist the department in the development of the monitoring program. If
23 appointed, the advisory group membership should include, but is not
24 limited to, representatives of parent-teacher organizations, law
25 enforcement officers, sheriffs and police chiefs, retailers, and
26 pediatricians.

27 (2) The department shall make a preliminary report to the governor
28 and appropriate committees of the legislature by July 1, 2004. In
29 addition, the department shall release the report to the public through
30 a press release and by posting the report on the department's internet
31 web site. Thereafter, the department shall make these reports annually
32 by December 1st, beginning December 1, 2004.

33 (3) This section expires January 1, 2007.

34 NEW SECTION. **Sec. 3.** This act is necessary for the immediate
35 preservation of the public peace, health, or safety, or support of the

1 state government and its existing public institutions, and takes effect
2 immediately.

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