
HOUSE BILL 2595

State of Washington

58th Legislature

2004 Regular Session

By Representatives Dickerson, Conway, Delvin, Pettigrew, Wood, Schindler, Moeller, Kenney, Morrell and Kagi

Read first time 01/16/2004. Referred to Committee on Juvenile Justice & Family Law.

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 monitor
8 businesses that retail violent video and computer games to children and
9 make reports as required in this section on compliance by retailers
10 with industry game-rating standards when selling or renting violent
11 video or computer games to children. The program must conduct
12 monitoring operations at least twice per year to determine whether
13 retailers are complying with the industry gaming-rating standards as
14 noted on the game packaging. The department may contract with an
15 organization or organizations having expertise in similar monitoring
16 operations to conduct the program.

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

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

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

31 NEW SECTION. **Sec. 3.** This act is necessary for the immediate
32 preservation of the public peace, health, or safety, or support of the
33 state government and its existing public institutions, and takes effect
34 immediately.

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