



Legislation Details

**File #:** Int 1035-2013 **Version:** A **Name:** Mandatory revocation of an amusement arcade or gaming cafe license for offering cash prizes or engaging in other unlawful gambling activity.

**Type:** Introduction **Status:** Enacted  
**In control:** Committee on Consumer Affairs

**On agenda:** 4/9/2013

**Enactment date:** 6/6/2013 **Enactment #:** 2013/045

**Title:** A Local Law to amend the administrative code of the city of New York, in relation to the mandatory revocation of an amusement arcade or gaming cafe license for offering cash prizes or engaging in other unlawful gambling activity.

**Sponsors:** Jumaane D. Williams, Lewis A. Fidler, Leroy G. Comrie, Jr., James F. Gennaro, Vincent J. Gentile, David G. Greenfield, Andy L. King, Peter A. Koo, Brad S. Lander, Annabel Palma, Deborah L. Rose, Maria Del Carmen Arroyo, Charles Barron, Robert Jackson, Melissa Mark-Viverito, Mark S. Weprin, Ruben Wills

**Indexes:**

**Attachments:** 1. Int. No. 1035 - 4/9/13, 2. Committee Report 4/18/13, 3. Hearing Testimony 4/18/13, 4. Hearing Transcript 4/18/13, 5. Committee Report 5/21/13, 6. Hearing Transcript 5/21/13, 7. Fiscal Impact Statement, 8. Hearing Transcript - Stated Meeting 5-22-13, 9. Mayor's Letter, 10. Local Law 45

Date	Ver.	Action By	Action	Result
4/9/2013	*	City Council	Referred to Comm by Council	
4/9/2013	*	City Council	Introduced by Council	
4/18/2013	*	Committee on Consumer Affairs	Hearing Held by Committee	
4/18/2013	*	Committee on Consumer Affairs	Laid Over by Committee	
5/21/2013	*	Committee on Consumer Affairs	Hearing Held by Committee	
5/21/2013	*	Committee on Consumer Affairs	Amendment Proposed by Comm	
5/21/2013	*	Committee on Consumer Affairs	Amended by Committee	
5/21/2013	A	Committee on Consumer Affairs	Approved by Committee	Pass
5/22/2013	A	City Council	Approved by Council	Pass
5/23/2013	A	City Council	Sent to Mayor by Council	
6/6/2013	A	Mayor	Hearing Held by Mayor	
6/6/2013	A	Mayor	Signed Into Law by Mayor	
6/6/2013	A	City Council	Recved from Mayor by Council	