## **GAMBLING HOUSES**

## CHAPTER 120.

[H. B. No. 317—Peterson of Towner.]

## GAMBLING HOUSES.

An Act to Amend and Re-enact Section 9691 of the Compiled Laws of North Dakota, 1913, Relating to Gambling Houses Declared to be Public Nuisances and Providing Penalty for Maintaining Same.

Be it Enacted by the Legislative Assembly of the State of North Dakota:

§ 1. That Section 9691 of the Compiled Laws of North Dakota, 1913, be amended and re-enacted to read as follows:

§ 9691. Gamblind Houses Declared to be Public Nuis-ANCES. PENALTY FOR MAINTAINING.] Any house, building, room or place where any table, cards, dice or any article or apparatus whatever used or intended to be used in playing any game of cards or faro, or other game of chance upon which property or money is usually wagered, are kept, or where persons resort or are permitted to resort for gambling, or any disorderly house, building, room or place of public resort, by which the peace, comfort or decency of the immediate neighborhood is disturbed, are hereby declared to be a common nuisance; and if the existence of such nuisance is established, either in a criminal or equitable action, upon the judgment of a jury, court or judge, having jurisdiction, finding such place to be a nuisance, the sheriff, his deputy, or any constable of the proper county, police or marshal of any city where the same is located shall be directed to shut up and abate such place by taking possession thereof, and close the same against its use by anyone and keep the same closed for a period of one (1) year from the date of the judgment decreeing such place to be a common nuisance; and the owner or keeper thereof, or anyone aiding, abetting, or assisting such owner or keeper shall, if in a criminal action, upon conviction be adjudged guilty of maintaining a common nuisance and be punished by a fine of not less than twenty-five (\$25) dollars, nor more than one thousand (\$1,000) dollars and by imprisonment in the county jail not to exceed one (1) year.

Approved March 10, 1917.