

19.0110.02000

FISCAL NOTE
Requested by Legislative Council
01/15/2019

Amendment to: SB 2162

- 1 A. **State fiscal effect:** *Identify the state fiscal effect and the fiscal effect on agency appropriations compared to funding levels and appropriations anticipated under current law.*

	2017-2019 Biennium		2019-2021 Biennium		2021-2023 Biennium	
	General Fund	Other Funds	General Fund	Other Funds	General Fund	Other Funds
Revenues	\$0	\$0	\$(88,800)	\$0	\$(88,800)	\$0
Expenditures	\$0	\$0	\$0	\$0	\$0	\$0
Appropriations	\$0	\$0	\$0	\$0	\$0	\$0

- 1 B. **County, city, school district and township fiscal effect:** *Identify the fiscal effect on the appropriate political subdivision.*

	2017-2019 Biennium	2019-2021 Biennium	2021-2023 Biennium
Counties			
Cities			
School Districts			
Townships			

- 2 A. **Bill and fiscal impact summary:** *Provide a brief summary of the measure, including description of the provisions having fiscal impact (limited to 300 characters).*

The bill increases the primary prize an organization may award from \$6,000 to \$8,000. The total of prizes paid for all games changed from \$12,000 to \$40,000 per year.

- B. **Fiscal impact sections:** *Identify and provide a brief description of the sections of the measure which have fiscal impact. Include any assumptions and comments relevant to the analysis.*

There are currently 74 licensed gaming organizations that conducted activity where their prizes did not exceed \$40,000 per year during fiscal year 2018. These organizations would no longer need a state gaming license and could conduct games under a local permit.

These 74 licensed organizations (23% of current licensed organizations) paid gaming tax revenue totaling \$64,800 during the average of the last two years. Licensing fees collected from these organizations totaled \$24,000 for two years.

3. **State fiscal effect detail:** *For information shown under state fiscal effect in 1A, please:*

- A. **Revenues:** *Explain the revenue amounts. Provide detail, when appropriate, for each revenue type and fund affected and any amounts included in the executive budget.*

There are currently 74 licensed gaming organizations that conducted activity where their prizes did not exceed \$40,000 per year during fiscal year 2018. These organizations would no longer need a state gaming license and could conduct games under a local permit.

These 74 licensed organizations (23% of current licensed organizations) paid gaming tax revenue totaling \$64,800 during the average of the last two years. Licensing fees collected from these organizations totaled \$24,000 for two years.

- B. **Expenditures:** Explain the expenditure amounts. Provide detail, when appropriate, for each agency, line item, and fund affected and the number of FTE positions affected.

N/A

- C. **Appropriations:** Explain the appropriation amounts. Provide detail, when appropriate, for each agency and fund affected. Explain the relationship between the amounts shown for expenditures and appropriations. Indicate whether the appropriation or a part of the appropriation is included in the executive budget or relates to a continuing appropriation.

N/A

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