

**BILL SUMMARY**  
2<sup>nd</sup> Session of the 56<sup>th</sup> Legislature

<b>Bill No.:</b>	<b>HB1013XX</b>
<b>Version:</b>	<b>FA1</b>
<b>Request Number:</b>	<b>50396</b>
<b>Author:</b>	<b>Wallace</b>
<b>Date:</b>	<b>3/26/2018</b>
<b>Impact:</b>	<b>FY-19 Estimated State Revenue: \$24 M</b>

**Research Analysis**

Floor Amendment 1 to HB1013XX provides state approval for a new game offering under the State Tribal Gaming Act. Tribes may elect to begin offering non-house banked table games by submitting a written supplement to an existing gaming compact with the state. The agreement requires the tribe to pay the state 10 percent of the monthly net wins of the common pool(s) or pot(s) from which prizes are paid for non-house banked table games.

Prepared By: Quyen Do

**Fiscal Analysis**

HB1013XX in its current form would expand state-tribal gaming in the state by offering compact supplements related to non-house-banked table games. Under the provisions of the supplements participating tribes would pay to the state exclusivity fees in the amount of 10% of the monthly net of such games. Such fees would be apportioned under current state statutes: 88% to the Education Reform Revolving Fund, and 12% to the General Revenue Fund.

Exclusivity fee revenue resulting from the introduction of non-house-banked table games is estimated to be approximately \$24 Million in State Fiscal Year 2019. Such amount would be apportioned as follows:

- \$21.1 Million to the Education Reform Revolving Fund, and
- \$2.9 Million to the General Revenue Fund.

Prepared By: John McPhetridge

**Other Considerations**

None