

BILL SUMMARY
1st Extraordinary Session of the 56th Legislature

Bill No.:	HB 1033X
Version:	FULLPCS1
Request Number:	50234
Author:	Rep. Wallace
Date:	10/31/2017
Impact:	Preliminary Estimate:
	FY-18 \$8.3 Million
	FY-19: \$35.6 Million

Research Analysis

HB1033X 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 measure defines *non-house banked table games* as any table game, including but not limited to those table games involving a wheel, ball or dice, operated in a nonelectronic environment in which the tribe has no interest in the outcome of the game, including games played in tournament formats and games in which the tribe collects a fee from the player for participating, and all bets are placed in a common pool or pot from which all player winnings, prizes and direct costs are paid.

Prepared By: Quyen Do

Fiscal Analysis

Preliminary estimates based on industry data indicate the revenue potential from six months of modified gaming in FY-18 could result in revenue of \$8,264,000, of which eighty-eight percent (88%) would accrue to the Education Reform Revolving (HB 1017) Fund and twelve percent (12%) to the General Revenue Fund. Estimates are to be considered preliminary pending additional analysis.

Prepared By: Mark Tygret

Other Considerations

None.