



## HOUSE COMMITTEE ON APPROPRIATIONS

# FISCAL NOTE

HOUSE BILL NO. 1133

PRINTERS NO. 1503  
AS AMENDED BY: A02344

PRIME SPONSOR: Markosek

### COST / (SAVINGS)

FUND	FY 2014/15	FY 2015/16
General Fund	\$0	\$0
State Gaming Fund (Restricted Revenue Account)	\$71,639,000	\$78,305,000

**SUMMARY:** House Bill 1133, Printer's Number 1503, as amended by A02344 appropriates \$78,305,000 from the restricted revenue accounts within the State Gaming Fund to the Pennsylvania Gaming Control Board, the Attorney General, the Department of Revenue, and the Pennsylvania State Police for the fiscal year July 1, 2015, to June 30, 2016. This amount represents an increase in funding of \$6,666,000, or 9.3% from FY2014-15. Funds in the restricted revenue accounts are derived from assessments on licensed gaming facilities plus fees and other revenues collected by the board.

**ANALYSIS:** This bill makes the following appropriations:

- \$1,192,000 to the Attorney General for salaries, wages and all necessary expenses relating to gaming which represents an increase of \$51,000, or 4.5%, from FY2014-15;
- \$9,513,000 to the Department of Revenue for salaries, wages and all necessary expenses relating to gaming which represents no change from FY2014-15;
- \$27,700,000 to the State Police for salaries, wages and all necessary expenses relating to gaming which represents an increase of \$4,705,000, or 20.5%, from FY2014-15; and
- \$39,900,000 to the Pennsylvania Gaming Control Board for salaries, wages and all necessary expenses relating to gaming. Included in this appropriation is \$7,000,000 from the restricted revenue account for fees and other revenues collected by the Board. The FY2015-16 amount represents an increase of \$1,910,000, or 5.0%, from FY2014-15.

The act shall take effect July 1, 2015, or immediately, whichever is later.

**PREPARED BY:** Ritchie LaFaver  
House Appropriations Committee (R)

**DATE:** June 23, 2015

*Estimates are calculated using the best information available. Actual costs and revenue impact incurred may vary from estimates.*