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THE GENERAL ASSEMBLY OF PENNSYLVANIA

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SENATE RESOLUTION

No. 273 Session of  
2013

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INTRODUCED BY SCARNATI, WARD, TOMLINSON, BROWNE, ERICKSON,  
ARGALL, VULAKOVICH, RAFFERTY, VANCE, WHITE, ALLOWAY, BAKER,  
YUDICHAK, SCHWANK, SOLOBAY, STACK AND HUGHES,  
NOVEMBER 27, 2013

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REFERRED TO COMMUNITY, ECONOMIC AND RECREATIONAL DEVELOPMENT,  
NOVEMBER 27, 2013

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A RESOLUTION

1 Directing the Legislative Budget and Finance Committee to study  
2 the current condition and future viability of gaming in this  
3 Commonwealth.

4 WHEREAS, The advent of legalized gaming under 4 Pa.C.S. Pt.

5 II (relating to gaming), known as the Pennsylvania Race Horse

6 Development and Gaming Act, has proven to be a huge success; and

7 WHEREAS, In the time since the Gaming Act was signed into law

8 in 2004, 12 gaming facilities have opened for operation

9 throughout this Commonwealth; and

10 WHEREAS, The Gaming Act provides for up to 15 gaming

11 facilities; and

12 WHEREAS, These facilities offer a wide variety of slot

13 machines and table games, directly employ over 16,000 people and

14 have generated a total of over \$6 billion in gaming tax revenue;

15 and

16 WHEREAS, Gaming revenue has been used to provide wage and

17 property tax relief to homeowners, sustain Pennsylvania's horse

1 racing industry, enhance economic development, aid local  
2 governments, police and emergency services and provide funding  
3 to the Commonwealth's General Fund; and

4 WHEREAS, It is important that the Commonwealth preserve and  
5 build on these successes and continually work to both maintain  
6 and improve the gaming industry in this Commonwealth; and

7 WHEREAS, Recent months have seen gaming revenues begin to  
8 level off and even decline at some gaming facilities; and

9 WHEREAS, As preparation is underway for new gaming facilities  
10 to potentially open in the next few years, the Commonwealth may  
11 need to consider changes and revisions to the Gaming Act so that  
12 all existing and new Category 1, 2 and 3 casino licensees may  
13 thrive with growing regional competition; and

14 WHEREAS, The introduction and expansion of gaming in the  
15 states that border this Commonwealth have caused the Mid-  
16 Atlantic region to become an extremely competitive market;  
17 therefore be it

18 RESOLVED, That the Senate direct the Legislative Budget and  
19 Finance Committee to study the current condition and future  
20 viability of gaming and the industry's potential for growth in  
21 this Commonwealth; and be it further

22 RESOLVED, That the committee study the state of gaming under  
23 the Gaming Act in this Commonwealth and casino gaming in other  
24 states in order to make recommendations to the General Assembly  
25 in regard to potential regulatory and legislative changes which  
26 could be implemented in order to sustain and maximize gaming  
27 revenue and the positive economic impact of gaming in this  
28 Commonwealth; and be it further

29 RESOLVED, That the committee analyze and compare the  
30 Commonwealth's tax structure and statutory and regulatory

1 framework with other gaming states; and be it further

2       RESOLVED, That the committee analyze the potential impact of  
3 online gaming on the gaming industry, including the impact  
4 online gaming may have on the Commonwealth's tax revenues and  
5 employment at the Commonwealth's casinos; and be it further

6       RESOLVED, That the committee issue a report of its findings  
7 and recommendations to the General Assembly no later than May 1,  
8 2014.