



HOUSE COMMITTEE ON APPROPRIATIONS

FISCAL NOTE

SENATE BILL NO. 1114

PRINTERS NO. 1727

PRIME SPONSOR: Browne

COST / (SAVINGS)

FUND	FY 2021/22	FY 2022/23
General Fund	\$0	\$0
State Gaming Fund (Restricted Revenue Account)	\$84,818,000	\$92,107,000
Fantasy Contest Fund (Restricted Revenue Account)	\$518,000	\$518,000
Video Gaming Fund (Restricted Revenue Account)	\$1,158,000	\$1,158,000

SUMMARY: Senate Bill 1114, Printer's Number 1727, appropriates \$93,783,000 from the restricted revenue accounts within the State Gaming Fund, Fantasy Contest Fund and Video Gaming Fund to the Attorney General, the Department of Revenue, the Pennsylvania State Police and the Pennsylvania Gaming Control Board (Board) for the fiscal year July 1, 2022, to June 30, 2023. 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 for FY 2022-23:

STATE GAMING FUND:

- \$1,405,000 to the Attorney General for salaries, wages and all necessary expenses relating to gaming (level funding from the prior year);
- \$6,848,000 to the Department of Revenue for salaries, wages and all necessary expenses relating to gaming (increase of \$141,000, or 2.1%);
- \$35,665,000 to the Pennsylvania State Police for salaries, wages and all necessary expenses relating to gaming (increase of \$5,632,000, or 18.8%); and
- \$48,189,000 to the Board for salaries, wages and all necessary expenses relating to gaming (increase of \$1,516,000, or 3.2%). Included in this appropriation is \$7,700,000 from the restricted revenue account for fees and other revenues collected by the Board.

FANTASY CONTEST FUND:

- \$100,000 to the Board for salaries, wages and all necessary expenses relating to fantasy contests (level funding from the prior year); and
- \$418,000 to the Department of Revenue for salaries, wages and all necessary expenses relating to fantasy contests (level funding from the prior year).

VIDEO GAMING FUND:

- \$475,000 to the Board for salaries, wages and all necessary expenses relating to video gaming (level funding from the prior year); and
- \$683,000 to the Department of Revenue for salaries, wages and all necessary expenses relating to video gaming (level funding from the prior year).

The act shall take effect July 1, 2022, or immediately, whichever is later.

PREPARED BY: Ritchie LaFaver
House Appropriations Committee (R)

DATE: June 13, 2022

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