

SENATE APPROPRIATIONS COMMITTEE FISCAL NOTE

BILL NO. Senate Bill 1010

PRINTER NO. 1766

AMOUNT

\$103,980,000
\$698,000
\$1,158,000

FUND

State Gaming Fund
Fantasy Contest Fund
Video Gaming Fund

DATE INTRODUCED

March 25, 2024

PRIME SPONSOR

Senator Martin

DESCRIPTION

Senate Bill 1010 appropriates a total of \$103,980,000 for the 2024-25 fiscal year from the State Gaming Fund restricted revenue accounts for the operations of the Pennsylvania Gaming Control Board and for operations related to gaming of the Department of Revenue, the Pennsylvania State Police and the Attorney General. The appropriations are distributed as follows:

Agency	Amount
Attorney General	\$1,618,000
Department of Revenue	\$7,122,000
Pennsylvania State Police	\$38,018,000
Pennsylvania Gaming Control Board	\$57,222,000

Of the amount appropriated for the Pennsylvania Gaming Control Board, \$7,100,000 is included from the restricted revenue account established in the State Gaming Fund for fees and other revenues collected by the board.

The legislation appropriates a total sum of \$698,000 from the Fantasy Contest Fund restricted revenue accounts for the administration of fantasy contest operations. Of that amount, \$280,000 is appropriated to the Pennsylvania Gaming Control Board, and \$418,000 is appropriated to the Department of Revenue.

From the Video Gaming Fund restricted revenue accounts, the legislation appropriates a total of \$1,158,000 to support video gaming terminal operations. Of that amount, \$475,000 is appropriated to the Pennsylvania Gaming Control Board, and \$683,000 is appropriated to the Department of Revenue.

Transfers of funds within or between the appropriations made to the respective agencies in this bill are prohibited.

This act shall take effect on July 1, 2024, or immediately, whichever is later.

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FISCAL IMPACT

Senate Bill 1010 will cost the State Gaming Fund a total of \$103,980,000 for the 2024-25 fiscal year.

In addition, the bill contains appropriations of \$698,000 from the Fantasy Contest Fund restricted accounts and \$1,158,000 from the Video Gaming Fund restricted revenue accounts.