REVISED

(Return in triplicate) FISCAL NOTE

note

Bill/Re	esolution No.: <u>Senate Bill N</u>	o. 2063 Ameno	dment to: Superceeds fiscal
Request	ed by: Legislative Council	Date	prepared on 1-16-8 of Receipt:
Please	estimate the fiscal impact	of the above m	measure for:
X Stat	e general or special funds	X Count	cies X Cities
In the measure	following space note the f	iscal effect in	•
Narrati REVENUE:	v.e: This bill essentially changes adjusted gross proceeds to 1% gaming enforcement fund.	the gaming tax color of the gross proce	mputation from 5% of the eeds, and creates a state
	The bill's gaming tax computates as revenue during the biennium general fund would decrease by expected during the biennium to amounts represent 60% of the total actual gaming and cities for gaming enforcements.	n for the state gar / \$1,977,036 which based on the preser the total actual ga n tax received is r	ming enforcement fund. The is the amount of revenue it law. Please note, these
EXPENSE:	A one-time expense of \$2,500 w. computer programs to accommoda	ould be incurred t te the provisions	to modify the existing gaming of this bill.
	The decrease in the general fun of the fiscal effect of the Att present level 1985-87 biennial SB 2063 is enacted, the appropr by the state gaming enforcement general fund for this purpose. fund would be a decrease of \$1,	orney General's Gam appropriation of \$6 iation of the Gamir fund, decreasing t	ning Division's 534,196. If Section 4 of any Division could be funded the funding needed from the fiscal effect to the general
Special	General Special Fund Funds (\$964,408) \$1,219,050	General Fund (\$1,012,628)	Biennium Total Special General Funds Fund \$2,322,600 (\$1,977,036) (\$ 2,500)
County a	nd City Fiscal Effect:		
19 Counties 5,052	87-88 198 Cities Counties \$ 59,710 \$ 7,614	S8-89 <u>Cities</u> \$ 90,001	Biennium Total Counties Cities \$ 12,666 \$ 149,711
If addit tach a	ional space is needed, supplemental sheet.		Miss W. Keller Charles W. Keller
Date Pre	pared:	Department	Attorney General