FISCAL NOTE

(Return in triplicate)

Bill/Resolution No.:	Amendment to:	Eng. SB 2539		
,				
Requested by Legislative Council	Date of Request:	4-16-93		

1. Please estimate the fiscal impact (in dollar amounts) of the above measure for state general or special funds, counties, and cities.

Narrative: The bill legalizes the conduct of games of chance through electronic video gaming devices. The bill sets a limit on site rental; requires manufacturing standards and testing and approval of video gaming devices; and requires a computer telecommunications and management information system. The bill allocates adjusted gross proceeds (gross process less prizes) between gaming tax, expenses and eligible uses; requires licensing of manufacturers, distributors, and video gaming devices; and requires background investigations of applicants. The bill provides an appropriation of \$2,000,000 and 5 full-time equivalent positions to the attorney general's office.

2. State fiscal effect in dollar amounts:

_	1991 - 93 <u>Biennium</u>		1993	-95	1995-97		
			<u>Biennium</u>		<u>Biennium</u>		
	General <u>Fund</u>	Special <u>Funds</u>	General <u>Fund</u>	Special <u>Funds</u>	General <u>Fund</u>	Special <u>Funds</u>	
Revenues:	-0-	-0-	\$10,759,000	-0-	\$23,274,000	-0-	
Expenditures:	-0-	-0-	\$2,000,000	-0-	\$ 1,350,000	-0-	

3. What, if any, is the effect of this measure on the appropriation for your agency or department:

a.	For	rest of 1991-93 bienniu	ım:	
b.	For	the 1993-95 biennium	:	\$2,000,000
c.	For	the 1995-97 biennium	:	\$1,350,000

4. County and City fiscal effect in dollar amounts:

	1991-93 Biennium		1993 - 95 <u>Biennium</u>			1995-97 <u>Biennium</u>	
					<u>n</u>		
	Counties	Cities	Counties	<u>Cit</u>	<u>cies</u>	<u>Counties</u>	<u>Cities</u>
	-0-	-0-	(\$5,000)	(\$10	02,000)	(\$10,000)	(\$184,000)
If additional space is needed, attach a supplemental sheet.		Signed		Cha	les WKell	e-	
		Typed Name <u>Charles W. Keller</u>			er		
			Departme	nt	Attor	ney Genera	l's Office
ate Prepared:	April 19	, 1993	Phone Nu	mber	4482		