

# Department of Planning and Budget

## 2019 Fiscal Impact Statement

1. **Bill Number:** HB2321

House of Origin ☐ Introduced ☐ Substitute ☐ Engrossed  
Second House ☒ In Committee ☐ Substitute ☐ Enrolled

2. **Patron:** Peace

3. **Committee:** Rules

4. **Title:** Commission on Gaming.

5. **Summary:** The bill creates the Commission on Gaming in the legislative branch to (i) analyze gaming expansion proposals to determine if such proposals are consistent with desired outcomes and objectives of the Commonwealth and (ii) advise on the structure, organization, and regulations for any gaming expansion, including revenue sharing and any other necessary agreements. The bill has an expiration date of July 1, 2024.

6. **Budget Amendment Necessary:** Yes, see item 7a.

7. **Fiscal Impact Estimates:**

**7a. Expenditure Impact:**

<i>Fiscal Year</i>	<i>Dollars</i>	<i>Positions</i>	<i>Fund</i>
2020	\$30,360		General Fund
2021	\$30,360		General Fund
2022	\$30,360		General Fund
2023	\$30,360		General Fund
2024	\$30,360		General Fund

8. **Fiscal Implications:** The fiscal impact of this bill primarily involves the costs associated with compensation of members, the reimbursement of reasonable and necessary expenses to members, and staffing support to the Commission. The Senate of Virginia anticipates their portion of costs each year will be approximately \$6,000, while the House of Delegates costs are approximately \$8,400, and the Division of Legislative Services is \$15,960. These costs are based on 12 legislative members and 8 nonlegislative citizen members attending an assumed four meetings, the average number of meetings a commission of this nature usually involves.

9. **Specific Agency or Political Subdivisions Affected:** The Division of Legislative Services; The House of Delegates; The Senate of Virginia.

10. **Technical Amendment Necessary:** No.

11. **Other Comments:** None.