Department of Planning and Budget 2022 Fiscal Impact Statement

1.	Bill Numbe	er: HB766H2						
	House of Orig	in		Introduced	\boxtimes	Substitute		Engrossed
	Second House			In Committee		Substitute		Enrolled
2.	Patron:	Krizek						
3. Committee: Appropriations								
4.	Title:	Enforcement of illegal gaming laws; Charitable Gaming Fund established.						

- **5. Summary:** Provides that the Superintendent of the Department of State Police (VSP) shall designate an employee to serve as the Illegal Gaming Enforcement Coordinator. The purpose of this position shall be to synchronize the enforcement of illegal gaming laws by state and local law enforcement, and to serve as a liaison between such agencies and federal law enforcement. The bill outlines the duties of the proposed position.
- **6. Budget Amendment Necessary**: Yes, Item 430.
- 7. Fiscal Impact Estimates: Preliminary.
- 8. Fiscal Implications: The proposed legislation requires the Department of State Police (VSP) to designate an Illegal Gaming Enforcement Coordinator position to coordinate enforcement of the Commonwealth's illegal gaming laws amongst state agencies and local law enforcement, and to act as a liaison between the federal government and state and local agencies for federal investigation purposes. The position will also establish and administer a tip line for members of the public to report tips about illegal gambling activities, and perform other duties to promote and enable equitable enforcement of such laws in the Commonwealth. It is estimated this position would cost approximately \$152,030 annually for salary, benefits, and ongoing information technology costs. VSP also anticipates one-time costs of \$30,902 in the first year to cover IT hardware and vehicle expenses for the position.
- **9. Specific Agency or Political Subdivisions Affected:** Department of State Police, Department of Agriculture and Consumer Services, Virginia Lottery, Virginia Racing Commission
- 10. Technical Amendment Necessary: No.
- 11. Other Comments: None