

Department of Legislative Services
Maryland General Assembly
2017 Session

FISCAL AND POLICY NOTE
Enrolled - Revised

House Bill 1227

(Delegate Mosby, *et al.*)

Ways and Means

Budget and Taxation

The Problem Gambling Funding and Treatment Act of 2017

This bill states that the purpose of the Problem Gambling Fund is primarily to provide funding for problem gambling treatment and prevention programs, including specified services. Expenditures from the Problem Gambling Fund may be used to establish an outreach program for compulsive and problem gamblers, including individuals who requested to be on a voluntary exclusion list established by the State Lottery and Gaming Control Commission (SLGCC), for the purpose of participating in problem gambling treatment and prevention programs. Problem gambling treatment and prevention programs developed with problem gambling funds must be free or at reduced cost. The Maryland Center of Excellence on Problem Gambling must report to the General Assembly by December 31, 2017, on its public awareness and outreach efforts, by county, during fiscal 2017. The bill also expresses the General Assembly's intent that, if the expanded purpose of the Problem Gambling Fund results in the need for additional funds, the General Assembly will consider legislation during the 2018 session to increase the annual fees for each video lottery terminal (VLT) and table game that video lottery operation licensees must pay to the Problem Gambling Fund.

The bill takes effect July 1, 2017.

Fiscal Summary

State Effect: The Department of Health and Mental Hygiene (DHMH) can implement the bill with existing resources.

Local Effect: None.

Small Business Effect: Minimal. Small businesses that provide problem gambling treatment, counseling, or other related services may benefit from the expanded purpose of the Problem Gambling Fund.

Analysis

Current Law/Background: SLGCC must establish an annual fee of \$425 for each VLT, and SLGCC may establish an annual fee for each table game, capped at \$500 per table, to benefit the Problem Gambling Fund. SLGCC has adopted regulations that set the table game fee at \$500. Video lottery operation licensees pay these annual fees to the Problem Gambling Fund in DHMH. Fund revenues are used to operate a 24-hour hotline for compulsive and problem gamblers, provide counseling and support services to compulsive and problem gamblers, and develop and implement problem gambling treatment and prevention programs.

The Secretary of Health and Mental Hygiene must establish a network of clinically appropriate services to problem gamblers throughout the State. The Secretary must make grants from (or agreements for the use of) State funds, including from the Problem Gambling Fund, and federal funds to help public agencies or nonprofit organizations operate the network of clinically appropriate services for problem gamblers who reside in the State. Any unspent funds in the Problem Gambling Fund may be expended by DHMH on drug and other addiction treatment services.

As of January 31, 2017, there are 1,350 individuals on casino voluntary exclusion lists, of which 878 are Maryland residents.

Additional Information

Prior Introductions: None.

Cross File: None.

Information Source(s): Comptroller's Office; Department of Health and Mental Hygiene; Maryland State Lottery and Gaming Control Agency; Department of Legislative Services

Fiscal Note History: First Reader - February 22, 2017
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Analysis by: Heather N. Ruby

Direct Inquiries to:
(410) 946-5510
(301) 970-5510