



Gaming

In 2018, the General Assembly considered bills regulating simulated gaming devices and slot machines, as well as funding for communities affected by gaming.

Simulated Gaming Devices and Slot Machines

House Bill 18-1234 defines terms related to gaming. The bill specifies that the term “simulated gambling device” does not include bone fide amusement devices that are not used for gambling. It further specifies that a simulated gambling device includes a slot machine where results are determined by reason of the skill of the player, or chance, or both. Under current law, the unlawful offering of a simulated gambling device is a class 3 misdemeanor. The bill exempts businesses that ceased operating before July 1, 2018, and that sell or transfer simulated gambling devices in their possession prior to that date from this penalty.

House Bill 18-1317 would have allowed a nonprofit entity that holds a bingo-raffle license to offer the use of electronic gaming machines, such as slot machines. The bill was postponed indefinitely by the House Business Affairs and Labor Committee.

Local Government Gaming Funding

Casinos in Colorado pay a gaming tax. Pursuant to the constitution, revenue from this tax is distributed to the cities and counties where gaming occurs, the State Historical Fund, and the state. Under current law, \$5 million of the state’s share is annually credited to the Local Government Limited Gaming Impact Fund. The fund, administered by the Department of Local Affairs, provides grants to eligible local governments for projects related to documented gaming impacts.

Effective in FY 2017-18, *Senate Bill 18-191* annually increases the amount of money credited to the Local Government Limited Gaming Impact Fund by a rate equal to the growth of the state share of gaming tax revenue from the previous year, and by the amount of direct and indirect costs for administering the grant program. This is expected to increase revenue to the fund by about \$216,000 in FY 2017-18 and \$437,000 in FY 2018-19. In addition, the bill expands the definition of “documented gaming impacts.”