



132nd MAINE LEGISLATURE

LD 1164

LR 2128(03)

An Act to Create Economic Opportunity for the Wabanaki Nations Through Internet Gaming

Fiscal Note for Bill as Engrossed with:

C "A" (H-393)

Committee: Veterans and Legal Affairs

Fiscal Note

	FY 2025-26	FY 2026-27	Projections FY 2027-28	Projections FY 2028-29
Net Cost (Savings)				
General Fund	\$202,854	\$225,501	\$248,883	\$273,081
Fund for a Healthy Maine	\$0	\$0	\$0	\$0
Appropriations/Allocations				
General Fund	\$645,354	\$668,001	\$691,383	\$715,581
Fund for a Healthy Maine	\$100,000	\$200,000	\$260,000	\$299,000
Other Special Revenue Funds	\$1,770,000	\$3,470,000	\$4,490,000	\$5,153,000
Revenue				
General Fund	\$442,500	\$442,500	\$442,500	\$442,500
Fund for a Healthy Maine	\$100,000	\$200,000	\$260,000	\$299,000
Other Special Revenue Funds	\$1,700,000	\$3,400,000	\$4,420,000	\$5,083,000

Correctional and Judicial Impact Statements

This bill may increase the number of civil suits filed in the court system. The additional workload associated with the minimal number of new cases filed in the court system does not require additional funding at this time. The collection of additional filing fees will increase General Fund revenue by minor amounts.

Fiscal Detail and Notes

This bill authorizes the Gambling Control Unit (GCU) within the Department of Public Safety to regulate internet based gaming (igaming) and directs that 18% of the adjusted gross internet gaming receipts be credited to the GCU for distribution as follows:

Gambling Control Unit Admin Expenses (OSR)	2%
Gambling Addiction Prevention and Treatment Fund	2%
Maine Dairy Stabilization Fund (Tier Program)	2.5%
Opioid Use Disorder Prevention and Treatment Fund	1.5%
Emergency Housing Relief Fund	2%
Maine Veterans' Homes Stabilization Fund	5%
Fund for Health Maine	1%
School Revolving Renovation Fund	2%

The 18% of the igaming revenue (the State's share) is anticipated to generate \$1,800,000 in fiscal year 2025-26 and \$3,600,000 in fiscal year 2026-27 in revenue which will be distributed to various accounts listed above.

Corresponding allocations will be required beginning in fiscal year 2025-26 to allow for expenditure of the funds.

Provisions in this bill limit igaming licenses to each federally recognized Indian nation, tribe or band in the State. Licenses and application fees are estimated to generate \$442,500 in General Fund revenue beginning in fiscal year 2025-26. This assumes 4 tribe licenses, 20 supplier licenses, 4 management services entity licenses, 25 1-year occupational licenses and 25 3-year occupational licenses are issued.

The bill includes ongoing General Fund appropriations of \$645,354 to the GCU beginning in fiscal year 2025-26 for 2 Criminal Intelligence Analyst positions, one Public Service Coordinator position, one Public Safety Inspector I position and 2 Auditor II positions. Other Special Revenue Funds allocations of \$70,000 for associated All Other costs for the positions are included.

Any additional costs incurred, or additional revenue generated, by the Department of Public Safety from preparing additional fingerprint background checks are expected to be minor and can be absorbed within existing budgeted resources.

The introduction of internet gaming may reduce revenues from existing casino operations by shifting consumer spending. The magnitude of this effect is uncertain and will depend on implementation details, including platform structure and market uptake. Because the bill directs iGaming revenue to Other Special Revenue Funds, substitution away from current casino activity could reduce General Fund revenue. The net impact will depend on overall gaming volume and how players engage with both new and existing gaming options.