

## Regulatory Analysis of Changes to Section 99-01.3-01-05. Permits

1. Who are the classes of persons who will probably be affected by the proposed rule, including classes that will bear the costs of the proposed rule and classes that will benefit from the proposed rule? **Charitable and public-spirited organizations will benefit from the changes under 99-01.3-01-05. because of the ability to increase their primary prize amounts. The total positive impact on those organizations**
2. What is the probable impact, including economic impact, of the proposed rule? **The total positive impact in revenue from changes to 99-01.3-01-05, allowing increased value in primary prize amounts, is undetermined because it is unknown how many will take advantage of the ability to provide higher valued prizes.**
3. What is the probable costs to the agency of the implementation and enforcement of the proposed rule and any anticipated effect on state revenues? **There are no additional agency costs, but it will likely increase the amount of state tax revenue assuming there will be more revenue to organizations.**
4. What were the alternative methods for achieving the purpose of the proposed rule that were seriously considered by the agency/board and why was each method rejected in favor of the proposed rule? **This rule aligns with the changes to 53-06.1-03 in HB 1192.**
5. Please explain the information and data assessment as well as how the amounts of impact were determined, to the extent practicable. **Amounts at this time are not possible to determine.**

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## **Regulatory Analysis of Changes to Article 99-01.3 Relating to Implementation of Credit Ticket Voucher Redemption Kiosks**

1. Who are the classes of persons who will probably be affected by the proposed rule, including classes that will bear the costs of the proposed rule and classes that will benefit from the proposed rule? **All facets of the charitable gaming industry will be affected by the rule.**
2. What is the probable impact, including economic impact, of the proposed rule? **Credit ticket voucher redemption kiosks will bring another option for organizations to offer their sites and players. The economic impact should be positive to industry, but the amount is unknown at this time.**
3. What is the probable costs to the agency of the implementation and enforcement of the proposed rule and any anticipated effect on state revenues? **There have been and will likely be additional costs to the agency, but the costs are hard to determine because it is just one of many types of gaming related equipment that the agency regulates. It is not expected to have a significant impact on gaming division operations above normal licensing, inspection, and rule changes that would be associated with any similar gaming equipment.**
4. What were the alternative methods for achieving the purpose of the proposed rule that were seriously considered by the agency/board and why was each method rejected in favor of the proposed rule? **The implementation of the proposed rules related to kiosks is to formalize a pilot project that was initiated at the request of the North Dakota State Gaming Commission and the gaming division has worked with industry on.**

5. Please explain the information and data assessment as well as how the amounts of impact were determined, to the extent practicable. **Amounts currently are not possible to determine.**

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## **Regulatory Analysis of Changes to Section 99-01.3-14-02 Related to Eligible Uses**

1. Who are the classes of persons who will probably be affected by the proposed rule, including classes that will bear the costs of the proposed rule and classes that will benefit from the proposed rule? **Overall, the impact of changes to eligible use rules should be a positive impact to organizations, although most are further clarification of the current rules and law, providing further guidance to organizations, there are two changes related to veteran's organizations which will have an impact. The first is allowing the use of funds to be provided to the post war trust fund, this is a result of changes to 37-14-14 through HB 1504. The second is to allow veteran's organizations to use up to 20% of net proceeds towards the cost of food and beverage, these changes in rule were a result of changes to 53-06.1-11.1 through SB 2288.**
2. What is the probable impact, including economic impact, of the proposed rule? **The total positive impact to veteran's organizations at this point is undetermined, it is unknown how many will take advantage of the new laws and rules and the economic impact it will have on their clubs and organizations.**

3. What is the probable costs to the agency of the implementation and enforcement of the proposed rule and any anticipated effect on state revenues? **Aside from modifications to rules and gaming division processes, along with software changes through a system that was already being updated, there are no significant costs to the gaming division.**
4. What were the alternative methods for achieving the purpose of the proposed rule that were seriously considered by the agency/board and why was each method rejected in favor of the proposed rule? **The significant impacts resulting from changes to this section are primarily the two veteran's-related changes, these changes were a result of legislative changes.**
5. Please explain the information and data assessment as well as how the amounts of impact were determined, to the extent practicable. **Amounts currently are not possible to determine.**

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