

ONE HUNDRED NINTH LEGISLATURE

FIRST SESSION

**LEGISLATIVE RESOLUTION 218**

Introduced by Spivey, 13; Hughes, 24.

PURPOSE: The purpose of this resolution is to propose an interim study to examine the public health and community impact of skilled gaming machines in Nebraska.

The study shall include, but not be limited to, the following:

(1) Mapping the prevalence, placement, and geographic density of skilled gaming machines across Nebraska;

(2) Studying the impact of such machines on addiction services, financial hardship, and public health;

(3) Reviewing the legal and regulatory framework governing skilled gaming machines compared to other forms of gambling;

(4) Comparing the state revenue generated by skilled gaming machines versus money spent on services provided by the state, including gambling and financial counseling;

(5) Reviewing the effect of skilled gaming machines on neighborhood safety, crime patterns, and local economic activity; and

(6) Researching the extent to which these devices are marketed or accessed by vulnerable populations.

In conducting this interim study, the General Affairs Committee of the Legislature may confer with relevant agencies, law enforcement, subject matter experts, addiction specialists, gaming regulators, directly impacted individuals, community organizations, and other relevant partners.

NOW, THEREFORE, BE IT RESOLVED BY THE MEMBERS OF THE ONE HUNDRED NINTH LEGISLATURE OF NEBRASKA, FIRST SESSION:

1. That the General Affairs Committee of the Legislature shall be designated to conduct an interim study to carry out the purposes of this

resolution.

2. That the committee shall upon the conclusion of its study make a report of its findings, together with its recommendations, to the Legislative Council or Legislature.