

**EXECUTIVE AGENCY
FISCAL NOTE**

AGENCY'S ESTIMATES

Date Prepared: March 30, 2015

Agency Submitting: Gaming Control Board

Items of Revenue or Expense, or Both	Fiscal Year 2014-15	Fiscal Year 2015-16	Fiscal Year 2016-17	Effect on Future Biennia
Cat. 26 Information Technology - contract labor (expense) (Expense)		\$400,400		
Total	0	\$400,400	0	0

Explanation

(Use Additional Sheets of Attachments, if required)

Section 4, subparagraph 3 as written requires certain things of state agencies that issue licenses, registrations, etc. related to conducting business. The Gaming Control Board has over 200 forms related to applications, 25 to 30 specific application forms, for various licenses and registrations. It is estimated it will cost \$400,400 to integrate the gaming application process into the state business portal and exchange common business registration information with the Secretary of State. We arrived at that cost based on estimating the time to perform the work, 6 months, and assigning roles and rates of 1 Database Administrator at \$130 per hour, 2 application developers at \$85 per hour and 1 Quality Assurance Engineer at \$85 per hour. These roles and rates are based on what we are paying Ciber Inc. today as part of the Alpha Migration project as we would have to coordinate with the migration project that is currently ongoing and do not have adequate staff in-house. This is for the gaming application process only, it does not address gaming employee registration which may or may not fall under this bill. If it was determined that gaming employee registration has to be included it would significantly increase the cost by a factor of 2-3. The agency does not anticipate ongoing maintenance costs specific to this bill as the application would run on systems used for other functions.

Name Buffy Brown

Title Sr. Research Specialist

DEPARTMENT OF ADMINISTRATION'S COMMENTS

The agency's response appears reasonable.

Date Wednesday, March 18, 2015

Name James R. Wells, CPA

Title Interim Director