

**FISCAL NOTE
PRIVATE COST**

- I. Department title: 11—Department of Public Safety
Division title: 45—Missouri Gaming Commission
Chapter title: 20—Sports Wagering**

Rule number/name:	11 CSR 45-20.230 SW Supplier Standards
Type of rulemaking:	Final Order of Rulemaking for a Proposed Rule with Changes

II. SUMMARY OF FISCAL IMPACT

Estimate of the number of entities by class that would likely be affected by adoption of the rule:	Classification by type(s) of the business entities that would likely be affected by adoption of the rule:	Estimate in the aggregate as to the cost of compliance with the rule by the affected entities:
11	Retail licensees	\$5,100.00
14	Mobile licensees	\$11,900.00
2	Supplier licensees (Independent Test Labs)	\$18,150.00

III. WORKSHEET

Annual Estimates	
Retail licensees (6 systems x 5 hours x \$170 per hour)	\$5,100.00
Mobile licensees (14 systems x 5 hours x \$170 per hour)	\$11,900.00
Supplier licensees (2 licensees x 11 tools x \$825 per tool)	\$18,150.00
TOTAL	\$35,150.00

IV. ASSUMPTIONS

The commission anticipates needing approximately 5 hours of annual technical support from independent testing laboratories (ITLs) regarding the functionality of sports wagering systems.

11 Retail licensees will utilize 6 different sports wagering systems. (4 common sports wagering systems will be utilized by 9 casinos and 2 sports wagering systems will be utilized by 2 sports teams.)

14 Mobile licensees will each utilize a different sports wagering system. (6 casino parent companies, 6 sports teams, and 2 sports wagering operators holding direct Mobile licenses.)

The hourly rate for an independent testing laboratory (ITL) is \$170.

The commission anticipates 2 independent testing laboratories will need to provide their verification tools for commission staff to use to verify sports wagering systems. The commission will need 11 copies of the tool provided from each independent test laboratory to test sports wagering systems.

The cost of providing one copy of the tool is \$825 annually.