The original instrument was prepared by Ashley Menou. The following digest, which does not constitute a part of the legislative instrument, was prepared by Nancy Vicknair.

DIGEST 2016 Regular Session

Peterson

SB 295 Reengrossed 2016 Reg

<u>Present law</u> establishes the Louisiana Gaming Control Law and Land-Based Casino Operating Contract and provides for the operations for land-based casinos.

<u>Present law</u> establishes requirements for the casino operator. Provides that the casino operator shall be responsible for the following:

- (1) Be responsible for the providing or improving and maintaining the official gaming establishment.
- (2) Provide all furnishings, gaming devices, gaming supplies, slot machines, equipment, services, and all things necessary for the conducting of gaming operations at the official gaming establishment.
- (3) Conduct gaming operations and provide such other services as required by the proposal to conduct casino gaming operations.
- (4) Provide the necessary personnel to conduct the gaming operations and such other activities and services as required by the board and the proposal selected.
- (5) Be responsible for payment of all expenses of casino gaming operations and operations of the official gaming establishment.
- (6) Provide private security for the detection and prevention of offenses against the patrons and the orderly operation of the official gaming establishment.
- (7) Procure and maintain liability insurance coverage in an amount to be determined by the board.
- (8) Indemnify the state and the corporation in the event a judgment is rendered against either as a result of the actions of the casino gaming operator or its agents.
- (9) Provide such other services and goods as otherwise required by present law.
- (10) Provide such other things which are, in the opinion of the board, necessary to achieve the public policies provided for in <u>present law</u>.
- (11) The casino gaming operator shall not reduce its total operating force or personnel level below

90% of the force or level as such existed on March 8, 2001.

(12) The casino gaming operator shall not reduce the total salary levels or compensation of its operating force or personnel by more than 10% of the salary level or compensation as such existed on March 8, 2001.

<u>Proposed law</u> retains all the requirements for a casino operator provided in <u>present law</u> and adds that a casino operator shall also promote non-gaming economic development through the development of businesses within, adjacent to, and around the official gaming establishment.

<u>Present law</u> provides that the casino gaming operator is not to reduce its total operating force or personnel level below 90% of the force or level as it existed on March 8, 2001.

<u>Present law</u> provides that the casino gaming operator is not to reduce the total salary levels or compensation of its operating force or personnel by more than 10% of the salary level or compensation as it existed on March 8, 2001.

<u>Proposed law</u> retains <u>present law</u> and provides that the total operating force and related total salary level or compensation includes all personnel working at the official gaming establishment or any of its owned, operated, leased or subleased facilities.

<u>Proposed law</u> establishes a reporting schedule of the total operating force or personnel level of the third-party tenants. Such information shall be sent to the board as follows:

- (1) March 31, covering the three-month period beginning December first and ending on the last day of February.
- (2) June 30, covering the three-month period beginning March first and ending May 31.
- (3) September 30, covering the three-month period beginning June first and ending August 31.
- (4) December 31, covering the three-month period beginning September first and ending November 30.

<u>Proposed law</u> defines "operating force or personnel level" as any person employed by the casino and any related non-gaming entity, including hotel operations, third-party tenants, and corporate employees.

<u>Proposed law</u> provides that the gaming operator be credited an amount equal to the pro rata share of compensation to employees of the third-party tenants and the credited amount will be applied to the total salary level or compensation and calculated based on the total operating force or personnel level reported to the board.

Effective August 1, 2016.

(Adds R.S. 27:248)

Summary of Amendments Adopted by Senate

Senate Floor Amendments to engrossed bill

1. Technical changes.