
VIRGINIA STATE BUDGET

2008 Session

Budget Bill - HB30 (Introduced)

Bill Order » Office of Agriculture and Forestry » Item 101

Department of Agriculture and Consumer Services

Item 101	First Year - FY2009	Second Year - FY2010
Regulation of Charitable Gaming Organizations (55900)	\$2,635,229	\$2,635,229
Gaming Organization Licensing (55901)	\$306,388	\$306,388
Charitable Gaming Management Training (55902)	\$64,518	\$64,518
Gaming Organization Audits (55903)	\$702,603	\$702,603
Gaming Organization Enforcement (55904)	\$410,662	\$410,662
Gaming Organization Inspection (55905)	\$345,938	\$345,938
Administrative Services (55906)	\$805,120	\$805,120
Fund Sources:		
General	\$2,635,229	\$2,635,229

A. The amount in this Item represents appropriations transferred to the department from the Department of Charitable Gaming. The Director, Department of Planning and Budget, shall submit an operating plan for the combined agencies to the Chairmen of the House Appropriations and Senate Finance Committees no later than July 1, 2008.

B. It is the intent of the General Assembly that legislation be introduced in the 2009 Session of the General Assembly amending the Code of Virginia to effect the reorganization contained in this Item.

C. Out of this appropriation, the members of the Charitable Gaming Board shall receive compensation and reimbursement for their reasonable expenses in performance of their duties, as provided in § 2.2-2104, Code of Virginia.

D. Notwithstanding § 18.2-340.31, Code of Virginia, any and all fees paid by any organization conducting charitable gaming under a permit issued by the department, including audit and administrative fees and permit fees, shall be deposited to the general fund.

E. The department shall deposit into the Investigation Fund any assets it receives as a result of a law enforcement seizure and subsequent forfeiture by either a state or federal court. The fund shall be used to defray the expenses of investigation and enforcement actions and to purchase equipment for enforcement purposes.