

NEW YORK STATE SENATOR

David J. Valesky

## Senate Passes Valesky-Sponsored Legislation to Provide Madison County with a Share of Gaming Revenue from State

David J. Valesky

April 11, 2016

Albany, NY April 11, 2016 - The Senate today passed legislation (57-1) sponsored by Senator David J. Valesky (D-Oneida) that would provide Madison County with 25 percent of the state's share of gaming revenue generated within county borders.

Madison County is the only county that hosts a Native American casino but does not receive a host community benefit. Sen. Valesky's bill recognizes that Madison County has now become a host community and provides for it to receive host community payments, as do all other counties that have gaming within their borders. The county was not previously recognized as a host community because gaming only started to take place there in 2015.

"This is a basic issue of fairness," Sen. Valesky said. "With gaming comes increased wear on infrastructure and other county administrative responsibilities, such as emergency services. The state recognizes these burdens in the form of a host community benefit. Now that Madison County is a host community, it should receive the same benefits."

Any payments to Madison County would come exclusively out of the state's share of gaming revenue generated in Madison County itself. Payments would be reinvested in infrastructure, programs and other impacts associated with gaming expansion.

The bill will be sent to the Assembly, where it is carried by Assemblyman William Magee.

**UPDATE:** The bill passed the Assembly on April 12, 124-4.

## related legislation

## 2015-S5670A

- Introduced
- o In Committee Assembly
  - In Committee Senate
- on Floor Calendar Assembly
  - On Floor Calendar Senate
- Passed Assembly
  - Passed Senate
- Vetoed By Governor
- Signed By Governor

Relates to the sharing of revenue from gaming devices located within the county of Madison

May 26, 2015

Vetoed

Sponsored by **David J. Valesky** 

Do you support this bill?

subscribe Aye Nay