

ARIZONA HOUSE OF REPRESENTATIVES

Fifty-sixth Legislature Second Regular Session Senate: FICO DPA 7-0-0-0 | 3rd Read 24-2-4-0 House: APPROP DP 15-0-2-0

<u>SB 1260</u>: dog racing; simulcast wagering; prohibition Sponsor: Senator Kavanagh, LD 3 House Engrossed

Overview

Prohibits pari-mutuel wagering on simulcast dog racing in Arizona, effective on specified dates.

<u>History</u>

The Arizona Department of Gaming Division of Racing, in accordance with the Arizona Racing Commission, regulates and supervises all racing meetings and authorizes parimutuel wagering on races that occur inside and outside of Arizona (A.R.S. § 5-104).

Pari-mutuel wagering means a system of betting that provides for the distribution among the winning patrons of at least the total amount wagered less the amount withheld under state law (A.R.S. § 5-101).

Simulcast means the telecast shown within this state of live audio and visual signals of races conducted at an out-of-state track or the telecast shown outside this state of live audio and visual signals of races originating within this state for the purpose of pari-mutuel wagering (A.R.S. § 5-101).

Prior to 2016, greyhound racetracks operated in Yuma, Black Canyon City, Tucson, Phoenix and Apache Junction (<u>Greyhound Racing</u>).

Laws 2016, Chapter 246 prohibited live dog racing in Arizona beginning on January 1, 2017. However, wagering on simulcast dog races is permissible in Arizona meaning any person, within a racetrack enclosure or an additional facility authorized for wagering, may wager on the results of a race televised to the racetrack or facility (A.R.S. §§ <u>5-110</u>, <u>5-112</u>).

Provisions

- 1. Prohibits pari-mutuel wagering on simulcast dog racing in Arizona on or after December 31, 2028. (Sec. 2)
- 2. Prohibits pari-mutuel wagering on simulcast dog racing that originates outside of the continental United States on or after June 30, 2024. (Sec. 2)
- 3. Contains a retroactivity clause of July 1, 2024. (Sec. 3)
- 4. Makes technical changes. (Sec. 1 and 2)