

**COMMONWEALTH OF PENNSYLVANIA
OFFICE OF THE BUDGET**

DATE: June 3, 2020

SUBJECT: Expenditure Symbol Notification Number 20-034

TO: Honorable Joe Torsella
State Treasurer

FROM: Jen Swails
Secretary of the Budget



On May 29, 2020, the Governor signed Act 16-A (House Bill 2475, Printer's No. 3846) which appropriated from restricted receipt accounts for the period of July 1, 2020 to June 30, 2021.

In accordance with Section 1401 of Act 71 of 2004, various slot machine licensee deposit accounts have been established in the State Gaming Fund. These restricted receipt (ledger 4) accounts were established in the State Gaming Fund to account for the receipt and disbursement of licensee deposits as required by the Act.

The dollar amounts shown below are for information purposes only and should not be construed to represent an authorization from the State Gaming Fund. Thus, the amounts shown should be treated as the maximum amounts which may be spent under the Section 1401 restricted receipt accounts.

I hereby establish the following expenditure symbol numbers for payment out of the Section 1401 restricted receipt accounts of the State Gaming Fund for the fiscal year July 1, 2020 to June 30, 2021, which were approved at the amounts shown:

		<u>Amount</u>	<u>COPA Fund</u>	<u>SAP Account Code</u>		<u>Fiscal Year</u>	<u>Char. Code</u>
				<u>Business Area</u>	<u>SAP Fund</u>		
FROM:	<u>State Gaming Fund</u>						
TO:	<u>Attorney General</u>						
	Gaming Enforcement	\$1,355,000	168	14	14 905 00	2020	1
TO:	<u>Revenue</u>						
	General Operations	\$5,490,000	168	18	14 906 00	2020	1
TO:	<u>State Police</u>						
	Gaming Enforcement	\$16,877,000	168	20	14 907 00	2020	1
TO:	<u>Gaming Control Board</u>						
	Administration	\$37,357,000	168	65	14 987 00	2020	1

*This document is available on the Office of Budget FTP server:
obftp.state.pa.us/ESN/20-034.doc*

cc: The Honorable Eugene DePasquale
Mr. Scott Kennedy
Ms. Tammy Blymire
Ms. Donetta M. D'Innocenzo

Mr. Joseph Weber
Mr. Keith Welks
Mr. Edward Palmer
Ms. Alexis A. Brown