

HB 1559 - AS INTRODUCED

2026 SESSION

26-2647

08/09

HOUSE BILL

1559

AN ACT increases the percentage allocation of New Hampshire's gaming revenue to problem gaming services.

SPONSORS: Rep. Salvi, Hills. 9; Rep. Swanson, Hills. 5; Rep. Kluger, Hills. 6; Rep. Harriott-Gathright, Hills. 10; Rep. Juris, Hills. 7; Rep. S. Newman, Hills. 4; Sen. Long, Dist 20

COMMITTEE: Ways and Means

ANALYSIS

This bill increases the percentage of gross video lottery revenue collected and reallocates them to the addiction, treatment, and prevention fund.

Explanation: Matter added to current law appears in ***bold italics***.
 Matter removed from current law appears ~~[in brackets and struckthrough.]~~
 Matter which is either (a) all new or (b) repealed and reenacted appears in regular type.

STATE OF NEW HAMPSHIRE

In the Year of Our Lord Two Thousand Twenty-Six

AN ACT increases the percentage allocation of New Hampshire's gaming revenue to problem gaming services.

Be it Enacted by the Senate and House of Representatives in General Court convened:

- 1 1 Revenue Share; Video Lottery Terminals. Amend RSA 287-J:6, II to read as follows:
- 2 II. Each VLT licensee shall distribute [0.25] **1** percent of gross video lottery revenue
- 3 collected to the [~~governor's commission on addiction, treatment, and prevention~~] **addiction,**
- 4 **treatment, and prevention fund established in RSA 176-A:1.**
- 5 2 Effective Date. This act shall take effect 60 days after its passage.