

State of South Dakota

NINETY-FOURTH SESSION
LEGISLATIVE ASSEMBLY, 2019

294B0852

HOUSE RESOLUTION NO. 1006

Introduced by: Representatives Mills, Brunner, Deutsch, Glanzer, Goodwin, Hammock, Hansen, Haugaard, Jensen (Kevin), Koth, Latterell, Peterson (Sue), Post, Qualm, Randolph, Rasmussen, Smith (Jamie), Weis, and Wiese

1 A RESOLUTION, Recognizing the deleterious effects of gambling and video lottery.

2 WHEREAS, at the time of statehood, in 1889, the framers of the Constitution of South
3 Dakota recognized the dangers inherent in gambling and sagaciously prohibited the activity
4 under any pretense or for whatever purpose; and

5 WHEREAS, approximately a century later, an insatiable desire for revenue opened the door
6 to gambling, including a lottery that is devoted to the operation of state government and then
7 video lottery; and

8 WHEREAS, more than 1,300 video lottery casinos are now situated across this state; and

9 WHEREAS, video lottery annually contributes between eighty-eight and one hundred ten
10 million dollars to the coffers of this state, thereby accounting for six to seven percent of the
11 state's annual revenue; and

12 WHEREAS, video lottery is often referred to as the crack cocaine of gambling because it
13 is recognized as the most addictive form of gambling; and

14 WHEREAS, South Dakota is now estimated to have between 13,000 and 26,000



1 pathological gamblers; and

2 WHEREAS, South Dakota now has the undesirable distinction of being ranked second in
3 the nation with respect to gambling addiction; and

4 WHEREAS, research indicates that the annual cost to a state for each pathological gambler
5 is in excess of fourteen thousand dollars; and

6 WHEREAS, crime statistics confirm significant increases in armed robbery, burglary, theft,
7 embezzlement, and family violence, as well as suicide, since the institution of video lottery; and

8 WHEREAS, since the institution of video lottery, the exorbitant and ever-increasing social
9 costs associated with this form of gambling have taken their toll both directly and indirectly on
10 individuals, on families, on our businesses and communities, and on the health and wellbeing
11 of our state:

12 NOW, THEREFORE, BE IT RESOLVED, by the House of Representatives of the Ninety-
13 Fourth Legislature of the State of South Dakota, that the Legislature recognizes the deleterious
14 effects of gambling and particularly of video lottery and that the Legislature invites and
15 encourages the Governor and representatives of various public and private sector entities to join
16 together for the purpose of responsibly reducing and ultimately eliminating this state's reliance
17 on revenues that are generated through the video lottery and other forms of addictive gambling.