

Washington State Gambling Commission

Licensing Fee adjustments

Kriscinda Hansen, Chief Financial Officer

Protect the public by ensuring that gambling is legal and honest.

Proposed Fee Changes

- 10% base fee increase
- 6% quarterly gross gambling receipt rate increase
- 60% maximum annual license fee increase
- 10% on all other fees for organizations



Proposed Charitable/Nonprofit Fees

	Proposed	Base		Maximum	
License Type	rate	fee		fee	
Bingo	0.488%	\$	70	\$	17,600
Raffle	3.583%	\$	70	\$	3,200
PB/PT	1.516%	\$	715	\$	16,000
Enhanced Raffle	0.456%	\$	5,500	\$	51,200

	Active licenses (as	# paying	# paying new
License type	of 12/31/2022)	current max	maximum
Bingo	205	2	0
Raffle	822	34	21
PB/PT	171	9	1



Proposed Commercial Stimulant Fees



	Active	# paying	# paying
License	licenses	current	new
type	(as of 12/31/2022)	maximum	maximum
Punch Board/Pull-tab	696	90	30
House Banked Card Rooms	40	29	26



Proposed Fees for Other Businesses

	Proposed	Base	Maximum	
License Type	Rate	Fee	Fee	
Manufacturer	1.516%	\$1,650	\$ 40,000	
Distributor	1.516%	\$ 770	\$ 11,200	
Service Supplier	1.516%	\$ 330	\$ 11,200	
Amusement Games	1.198%	\$ 550	\$ 17,600	

License	Active licenses (as	# paying	# paying new
type	of 12/31/2022)	current max	maximum
Manufacturer	43	9	8
Distributor	31	12	11
Service Supplier	53	8	5
Amusement Games	70	15	9





Average license fees for select license types

License type	Current		Proposed	
Charitable/Nonprofit				
Bingo	\$	486	\$	552
Raffle	\$	498	\$	593
Punch Board/Pull-tab	\$	3,298	\$	3,648
Commercial Stimulant				
Punch Board/Pull-tab	\$	5,545	\$	6,149
House Banked Card Rooms	\$	34,892	\$	53,120
Other Businesses				
Vendor Manufacturer	\$	13,157	\$	19,221
Vendor Distributor	\$	5,145	\$	7,676
Vendor Service Supplier	\$	3,270	\$	4,199
Amusement Games	\$	4,871	\$	6,460



Proposed Electronic Raffle Fees

- \$5,500 base fee
- 3.583% rate
- \$51,200 maximum fee
- Commission will bill for actual expenses related to verifying/investigating electronic raffle operating and system requirements