



Texas HORSE Sample letter #2 – February 2013

Honorable [REDACTED]
TEXAS HOUSE OF REPRESENTATIVES / **OR** TEXAS SENATE
P.O. Box 2910
Austin, Texas 78768

Date

Dear Representative [REDACTED]

I'm writing to seek your support in providing the opportunity for Texans to vote on a constitutional amendment that would allow Texans to play slot machines at existing racetracks and on recognized Native American reservations.

(Please insert personal information and testimony – name, city, occupation, horses owned, investment in horse industry, employees, forced to race and/or work out of state, etc.)

According to Texas HORSE estimates, in 2012, Texas lost more than \$2.5 billion in gaming revenue to Louisiana and Oklahoma alone – reportedly than 40% of Louisiana's gaming revenue comes out of the pockets of Texans. The second largest casino in North America sits on the Texas-Oklahoma border. These states are reaping the benefits of the money wagered by our residents and funding education, healthcare, roads and other important government services.

It's time to recapture that money and bring home the benefits to every Texan. Based on a recent economic impact study by TXP, INC of Austin, Texas, allowing expanded gaming at our Texas horse and greyhound racetracks could generate \$8.5 billion in economic activity and more than 70,000 new permanent jobs.

Voters in local option elections have already approved gambling at racetrack locations. License holders are subject to state oversight and thorough background checks. Allowing slot machines at these facilities would mean no expansion of the established gambling footprint in Texas.

The people want to vote on this issue. A statewide voter survey conducted in 2013 showed that 82% of voting Texans favor being allowed to vote in a constitutional amendment referendum on whether to allow slot machines at existing racetracks and Indian reservations.

Please consider this issue carefully and vote to give your constituents the right to decide on expanding gaming in Texas.