

Appendix B: Burden Narrative

Reporting Requirements--Part 272.17 Data Matching for Substantial Lottery or Gambling Winnings

State Agencies Burden Requirements

7 CFR 272.17(a)-(b). The State agency must, to the extent practicable, establish cooperative agreements with gaming entities within the State to identify SNAP recipients with substantial winnings. FNS estimates that 50 State SNAP agencies will establish cooperative agreements once with five State public agency and private business gaming entities within the State for a total of 250 annual responses, which will take approximately 320 hours per response for a total of 80,000 annual burden hours.

7 CFR 272.17(c). Each of the 50 State agencies will create a computerized data matching system with State public agency and gaming entities. FNS estimates that the one-time burden of creating such a system to match information on winners from gaming entities with State SNAP participation lists will be approximately 4,160 hours per response (208,000 hours total).

The State agency must also maintain such a system, which will take approximately 320 hours per system, for a total of 16,000 hours per year.

7 CFR 272.17(a)-(b). Each of the 50 State public agency gaming entities will enter into cooperative agreements with their State agency. This one-time activity includes time for the State public agency gaming entity to negotiate terms for sharing identifying information of winners, establish secure connections for sharing information, and to complete all necessary reviews of agreements by legal counsel and State public agency gaming entity leadership. FNS estimates this will take approximately 320 hours per response, for a total of 16,000 burden hours.

7 CFR 272.17(c). State public agency gaming entities will have to enter information into the computerized system for every individual who wins over the threshold for winnings. FNS estimates that each public agency gaming entities would have 6,000 individuals who win over the threshold in a given year for a total of 300,000 annual responses, and it will take approximately 0.08 hours for the State public agency gaming entity to identify the winner and enter the appropriate information into the matching system, for a total of 24,000 annual burden hours per year.

7 CFR 272.17 and 7 CFR 273.11(r). The State agency will perform data matches as frequently as is feasibly possible to identify SNAP recipients with substantial winnings. FNS estimates that 50 State SNAP agencies will positively match with the five State

public agency and private business gaming entities in their respective States an average of 460 records per year for a total annual response of approximately 23,000 SNAP participants nationally, and it will take approximately 1 hour of the State SNAP agency's time for this activity, for a total of approximately 23,000 annual burden hours.

FNS estimates that each of 50 State SNAP agencies will receive approximately 260 total annual records with misidentified participants for a total annual response of 13,000 records; these misidentifications will take approximately 0.667 hours to identify, for a total annual burden of 8,671 burden hours.

7 CFR 272.17 and 7 CFR 273.11(r). State agencies will need to re-evaluate lottery or gambling winners who lose eligibility for SNAP according to normal program rules if they again decide to apply for SNAP benefits. FNS estimates that each of the 50 State SNAP agencies will receive approximately 411 such responses per year, and that evaluating them will take one burden hour each, for a total of 20,550 burden hours.

Business (Private-for-not-for-Profit Burden Requirements)

7 CFR 272.17(a)-(b). Private business gaming entities will enter into cooperative agreements with the State agency to share information with the State Agency on individuals within their gaming establishment who win amounts equal to or greater than the maximum allowable resource limit for all elderly and disabled SNAP households, as defined in 7 CFR 273.8(b)(1). FNS estimates that each of the 200 affected private business gaming entities will establish cooperative agreements once with their respective State SNAP agency, which will take approximately 320 hours per response (64,000 annual burden hours total).

7 CFR 272.17(c). Gaming entities will have to enter information into the computerized system for every individual who wins over the threshold for winnings. FNS estimates it will take approximately 0.08 hours for the private business gaming agency to identify the winner and enter the appropriate information into the matching system for a total of 96,000 annual burden hours per year.

Individuals/Households

7 CFR 273.11(r). SNAP individuals/households will have to report substantial lottery or gambling winnings to their State SNAP Agency. FNS estimates that approximately 550 households per State will have substantial winnings that will be required to be reported. It will take 27,000 households approximately .167 hours to report changes for a total annual burden of 4,593 burden hours.

Recordkeeping Requirements

There are no recordkeeping requirements for this proposed regulation.

Public Disclosure Requirements

There are no third party disclosure requirements for this proposed regulation.