§ 100. Legislative intent. The legislature finds and determines that the gaming industries constitute a vital sector of New York state's overall economy. The legislature also finds and determines that responsive, effective, innovative, state gaming regulation is necessary to operate in a global, evolving and increasingly competitive market place. The legislature additionally finds and determines that this legislation is necessary to modernize and transform the present state gaming agencies into a new integrated state gaming commission.

The continued growth of the gaming industry will contribute to economic development and job creation in this state. Therefore, it is essential to maintain the public confidence and trust in the credibility and integrity of legalized gaming activities. To ensure such public confidence and trust, this article provides that the regulation of such gaming is to be conducted in the most efficient, transparent and effective manner possible. By consolidating various regulatory functions into a single oversight body with broad powers, this article ensures strict state regulation of all corporations, associations and persons engaged in gaming activity. Further, by consolidating regulatory functions into a single oversight body, this article will increase efficiency, reduce costs and eliminate any unnecessary redundancies in regulation. The improved regulatory structure established by this article will ensure, so far as practicable, the exclusion of unsuitable persons or entities from participating in any legalized gaming activity within this state. The goal of this article is that all gaming activity conducted in this state will be of the highest integrity, credibility and quality and that the best interests of the public, both gaming and non-gaming, will be served. Additionally, during the term of appointment or employment, every member, officer and employee of the commission shall be held to the highest ethical standards and avoid any conflict of interest or appearance thereof. Finally, it is determined by the legislature that the public interest is best served by those persons or entities engaged in gaming activity paying the cost of regulating such activity through reasonable regulatory fees.