

Fiscal: Has minimal fiscal impact

Revenue: No Revenue Impact

Action Date: 04/15/15

Action: Do Pass As Amended And Be Printed Engrossed.

Meeting Dates: 04/01, 04/15

Vote:

Yeas: 9 - Buehler, Evans, Gallegos, Hayden, Keny-Guyer, Parrish, Piluso, Stark, Taylor

Prepared By: Robyn Johnson, Committee Administrator

WHAT THE MEASURE DOES:

Requires report on the quantity and location of video lottery retailers from Oregon State Lottery by October 1 of each even-numbered year, in coordination with Oregon Liquor Control Commission. Defines “socioeconomic status.”

ISSUES DISCUSSED:

- Concentration of video gaming establishments
- Problem gambling
- Oregon Lottery proceeds

EFFECT OF COMMITTEE AMENDMENT:

Adds poverty status, race or ethnicity, eligibility for income support, and unemployment to definition of ‘Socioeconomic status.’

BACKGROUND:

In statute, the Oregon State Lottery is mandated to balance its obligation to maximize net revenues with its obligation to serve the public good. Games of chance that operate as lottery games are a popular form of entertainment. According to Oregon State Lottery polling, “Two-thirds of all adults gambled in some form during the previous year.” A video lottery terminal or VLT is a gaming machine that allows gamblers to bet on the outcome of a video game. A VLT is similar to a slot machine, in that each terminal is a stand-alone device containing a random-number generator. Each terminal is connected to a centralized computer system that allows the lottery jurisdiction to monitor game play and collect its share of revenue. About 2,500 retailers offer video gambling across Oregon.

House Bill 3317-A requires the Oregon State Lottery to work with the Oregon Liquor Control Commission to report to the legislature on the number, location and concentration of video lottery outlets in relationship to socioeconomic indicators every two years.