HB 2761

Includes daily fantasy sports game in definition of "contest of chance" for purposes of gambling and gaming laws.

Chair Paul Holvey and members of the House Committee on Business and Labor,

Fantasy sports SHOULD be considered a gambling activity:

- The CEO of DraftKings has spoken "openly about DraftKings as a gambling company," having called daily fantasy sports a "mash[-]up between poker and fantasy sports," suggesting DraftKings operates in the "gambling space," and describing its revenue model as "identical to a casino."
- DraftKings has embedded gambling keywords into the programming code for its website, including "weekly fantasy football betting," "weekly fantasy college football betting," and "Fantasy College Football Betting."
- FanDuel's entire scheme was designed by Nigel Eccles, described as "a veteran of the legal online betting industry in the United Kingdom." The company also admitted to an early investor that its target market is male sports fans who "cannot gamble online legally."
- DraftKings data showed that 89.3% of players "had an overall negative return on investment across 2013 and 2014."

Oregon doesn't need a continued influx of expanded gambling venues, as this is harmful. The social and economic losses outweigh any economic gain.

Fantasy sports represents a transfer of wealth from Oregonians to outsiders, and a loss of revenue to small and medium size businesses across Oregon. A fantasy sports player can literally spend hundreds or even thousands on fantasy sports, and this revenue is lost forever to countless Oregon businesses.

Is fantasy football is a contest of chance? A "contest of chance" is defined in HB 2761as "any contest, game, gaming scheme or gaming device in which the outcome depends in a material degree upon an element of chance, notwithstanding that skill of the contestants may also be a factor therein." It is clear that fantasy football is a "Contest of chance". Please support HB 2761.

David Elsbernd, Board Member Voices of Problem Gambling Recovery