Seventy-Eighth Oregon Legislative Assembly - 2015 Regular Session STAFF MEASURE SUMMARY

CORRECTED MEASURE: HB 3318 A CARRIER: Rep. Taylor

House Committee On Human Services and Housing

Fiscal:	Has minimal fiscal impact
Revenue:	No revenue impact, statement issued (Indeterminate Impact)
Action Date:	04/17/15
Action:	Do Pass As Amended And Be Printed Engrossed.
Meeting Dates:	04/01, 04/17
Vote:	
	Yeas: 9 - Buehler, Evans, Gallegos, Hayden, Keny-Guyer, Parrish, Piluso, Stark, Taylor
Prepared By:	Robyn Johnson, Committee Administrator

WHAT THE MEASURE DOES:

Creates "Oregon State Lottery Responsible Gambling Code of Practices Act," as specified. Directs Oregon State Lottery Commission comply with gaming code.

ISSUES DISCUSSED:

- Problem gambling
- Video lottery "delis"

EFFECT OF COMMITTEE AMENDMENT:

Replaces "gaming" with "gambling" throughout.

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." It is widely acknowledged that for some individuals, gambling can be problematic and potentially an addiction. Lotteries are a means of raising revenue for state programs. In 2013-2015 the Lottery revenue was allocated as follows: Public Education 57%, Economic Development/Job Creation 27%, State Parks & Natural Resources 15%, and Problem Gambling Treatment 1%. Oregon State Lottery revenue, which is defined as administrative dollars, cannot be used to fund treatment of gambling addiction, pursuant to a 1994 Supreme Court ruling. Those funds can however be used to conduct research on the extent of gaming use, problem gambling and its treatment, and advertising.

House Bill 3318-A establishes the "Oregon State Lottery Responsible Gambling Code of Practices," which outlines a variety of approaches to address problem gambling.