
COALITION FOR

CONSUMER & ONLINE PROTECTION

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Bono, Oxley response to House, Senate legislation banning online gaming

Chairs of the Coalition for Consumer and Online Protection say misguided legislation would put consumers at risk

(Washington DC) Today, the Coalition for Consumer and Online Protection (C4COP) released the following statements by its Coalition Chairs in response to legislation introduced by Senator Lindsey Graham (R-SC) and Representative Jason Chaffetz (R-UT) that would institute a congressional ban on online gaming.

"It's really simple. This ban on all Internet gaming would make American families and consumers less safe online," said C4COP Chair Mary Bono. "There isn't any question whether Americans are gaming online. They are. Congress should be focused on keeping them safe, not shutting down existing consumer protections. The fact of the matter is you can't put the Internet back in a bottle. If Congress passes this bill, we'll see more Americans gaming on black market websites with absolutely no protections against fraud, identity theft and other criminal activity," said Bono.

"A congressional ban on all regulated online gaming would only ensure that the black market for these activities continues to thrive, making all Americans less safe online," said C4COP Chair Mike Oxley. "As a former FBI agent and Chairman of the Financial Services Committee, I cannot overstate the risk of exposure to identity theft, fraud, even money laundering on an unsafe, unregulated, overseas black market. Rather than a misguided ban on all online gaming, Congress should focus on keeping consumers, businesses and families safe when engaging in online activities. I strongly urge Congress to reject this legislation," said Oxley.

Vermont Governor Peter Shumlin and New Hampshire Governor Margaret Wood Hassan also sent a letter to House and Senate leadership opposing the bill, citing severe and disastrous impact on state governments. [Read the letter here.](#)

An across the board congressional ban on online gaming would:

- Block common sense protections. Technologically advanced safeguards that protect children from participating in gaming sites cannot be mandated through an online gaming ban.
- Threaten states' rights. New Jersey, Delaware and Nevada currently permit regulated online gaming, and many state lotteries offer online products. An online gaming ban would revoke these states

rights and threaten individuals' rights.

- Stifle innovation and growth. Trying to ban technological advances that consumers already embrace will drive consumers to an overseas black market that lacks even basic security protections. The millions of Americans who have a desire to participate in online gaming deserve protections to know which are safe and which to avoid.

[In opposing the legislation, the Coalition for Consumer and Online Protection referenced a recent poll that confirms an overwhelming majority of Americans oppose a congressional, nationwide ban on online gaming.](#) By a margin of 57-36, respondents said that they oppose Congress banning all online gaming nationwide, while 74 percent of respondents said states should have the right to determine whether or not they want to have online gaming within their borders.

To learn more about the Coalition for Consumer and Online Protection visit our website at www.c4cop.com.

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