

PUBLIC HEARING
ON
B26-0656
INTERNET GAMING AND CONSUMER
PROTECTION ACT OF 2026

Before the
Committee on Human Services
Council of the District of Columbia

The Honorable Matthew Frumin, Chairman

May 4, 2026, 1:00 p.m.



Testimony of
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Office of Lottery and Gaming

Glen Lee
Chief Financial Officer
Government of the District of Columbia

Good afternoon, Chairperson Frumin, members of the Committee on Human Services, and Committee staff. My name is Thomas R. Burnside, and I serve as the Executive Director of the Office of Lottery and Gaming (OLG). Thank you for the opportunity to testify today regarding the proposed Internet Gaming and Consumer Protection Act of 2026 (“Bill”). Joining me are my colleagues: Ridgley Bennett, Chief Counsel; Peter Alvarado, Director of Regulation and Oversight; and Alex Akporji, Agency Fiscal Officer.

When evaluating any proposed gaming legislation, I consistently look at three key considerations:

- First, does the legislation align with the District’s existing gaming framework and create a meaningful revenue opportunity for the District?
- Second, does it establish strong consumer protection and responsible gaming provisions to safeguard District residents?
- And third, does it provide the necessary resources to ensure effective oversight and implementation?

In my professional assessment, the Bill in its current form satisfactorily meets all three of these criteria.

Importantly, the Bill also addresses persistent issues stemming from sweepstakes operators and unregulated offshore gaming platforms. OLG is aware of more than 20 unlicensed

online “sweepstakes” sites operating in the District in what we would consider a gray area, because District law currently does not specify what sweepstakes are. By doing so, it enhances consumer protections and helps ensure that lawful gaming operators—those who comply with District regulations and contribute to the public good through licensing fees and tax revenues—are not placed at a disadvantage.

Legal, regulated iGaming exists in multiple states now. Those states include Connecticut, Delaware, Rhode Island, West Virginia, Pennsylvania, New Jersey and Michigan. The State of Maine is in the process of joining this group.

Having previously worked at the West Virginia Lottery, the agency that oversees and regulates iGaming in West Virginia, I have a strong understanding of this form of gaming, the regulatory framework that works there, and how it successfully fits within the overall legal gaming ecosystem in that state. While there is the likelihood of some cannibalization occurring – such as a negative impact on the DC Lottery’s iLottery – I have no doubt that iGaming will more than make up for it with the additional revenue it will generate on an annual basis.

The consumer protection measures and responsible gaming framework in this Bill are significant and robust. I appreciate that it establishes specific safeguards such as a set minimum age of 21, identity and age verification, anti-money laundering compliance, geolocation requirements and an array of responsible gaming safeguards. The Bill also includes language to provide significant funding to the Department of Behavioral Health.

This Bill also provides a regulatory assessment equal to 2% of each licensed operator's adjusted gross gaming revenue to the OLG that will allow OLG to properly provide oversight and regulation of the industry.

I believe the Bill in its current form will create a regulated, revenue-generating gaming line that will fit into our current legal gaming framework. I also have several technical changes attached to my testimony for the Council's consideration.

My staff and I are happy to answer any questions you may have regarding the Bill. Thank you for the opportunity to testify today.

ATTACHMENT A

OFFICE OF LOTTERY AND GAMING

PROPOSED CHANGES TO B26-0656

**INTERNET GAMING AND CONSUMER
PROTECTION ACT OF 2026**

Line	Original Language	Proposed Change
404	The Executive or the Council may enter into reciprocal agreements with permissible jurisdictions for the conduct of lawful internet gaming, including pooled liquidity and interstate or interjurisdictional internet poker, to the extent authorized by federal law.	The Executive <u>Director</u> , or with the approval of the Mayor and the Council of the District of Columbia , may enter into reciprocal agreements with permissible jurisdictions for the conduct of lawful internet gaming, including pooled liquidity and interstate or interjurisdictional internet poker, to the extent authorized by federal law.
418	File a return, on forms and in the manner prescribed by the OLG, indicating the amount of its adjusted gross internet gaming revenue for the preceding calendar month; and	File a return, on forms and in the manner prescribed by the OLG <u>CFO</u> , indicating the amount of its adjusted gross internet gaming revenue for the preceding calendar month; and
420	Pay to the District of Columbia Treasurer an amount equal to 25% of the operator's adjusted gross internet gaming revenue for the preceding calendar month.	Pay to the District of Columbia Treasurer <u>Office of Tax and Revenue</u> an amount equal to 25% of the operator's adjusted gross internet gaming revenue for the preceding calendar month.
450	Each licensed operator shall remit to the District a regulatory assessment equal to 2% of the operator's adjusted gross internet gaming revenue.	Each licensed operator shall remit to the District <u>[insert name of Agency responsible for collecting the fee]</u> a regulatory assessment equal to 2% of the operator's adjusted gross internet gaming revenue.
464	Each licensed operator shall remit to the District a community impact assessment in an amount equal to 2% of the operator's adjusted gross internet gaming revenue.	Each licensed operator shall remit to the District <u>[insert name of Agency responsible for collecting the fee]</u> a community impact assessment in an amount equal to 2% of the operator's adjusted gross internet gaming revenue.
504	Aggregate internet gaming revenue, tax collections, and license fee collections;	<u>Notwithstanding § 47-4406</u> , A aggregate internet gaming revenue, tax collections, and license fee collections.