HEARING

PROPOSED 940 CMR 34.00 - DAILY FANTASY SPORTS OPERATORS

TUESDAY, JANUARY 12, 2016

LEVERETT SALTONSTALL BUILDING

100 CAMBRIDGE STREET

BOSTON, MASSACHUSETTS 02108

APPEARANCES

THE COMMONWEALTH OF MASSACHUSETTS
OFFICE OF THE ATTORNEY GENERAL
Richard Johnston, Esquire
Benjamin J. Meshoulam, Esquire
Daniel A. Less, Esquire
Patrick Hanley, Esquire
Gary Klein, Esquire
Dan Krockmalnic, Esquire

SPEAKERS:

Peter Schoenke, President RotoWire.com

Griffin Finan, Counsel
Lobbying & Government Affairs at DraftKings, Inc.

Keith Whyte, Executive Director National Council on Problem Gambling

Marlene D. Warner, Executive Director Massachusetts Council on Compulsive Gambling

Les Bernal, National Director Stop Predatory Gambling

Mark Gottlieb, Executive Director Public Health Advocacy Institute

Meeting called to order at 10:04 a.m.

MR. JOHNSTON: Good morning. My name is Richard Johnston. I'm the chief legal counsel at the Massachusetts Attorney General's Office and we are here convening a hearing on proposed regulations issued by the -- to be issued by the Attorney General's Office pursuant to General Laws Chapter 93A. These regulations are entitled 940 Code of Massachusetts Regulations 34.00. They concern daily fantasy sports.

I would like to first introduce other members from the Attorney General's Office who are here with me. To my left, Benjamin Meshoulam, Daniel Less, Patrick Hanley. To my right, Gary Klein and Dan Krockmalnic.

And we will be fielding testimony from various people who have indicated their intent to testify this morning. We have several people who have indicated in writing that they would like to testify this morning. We will call them. To the extent that there are others in the audience who would like to be heard as well, by all means, we will hear from them. We have at least one other person who's indicated that he will be here shortly and we will hold the

hearing long enough to accommodate that person.

As an introductory matter, the Attorney General's Office has authority to promulgate regulations pursuant to Chapter 93A to protect consumers and others against potentially unfair and deceptive trade practices, as well as, in this case, the regulations seek to protect not only consumers, but family members as well. This hearing is an opportunity for all stakeholders as well as the public to express their views with respect to the draft regulations which we promulgated in November. We have received written comments already, which have been posted on our website. We will take oral testimony today. We will receive written comments through January 22nd. After we have received both testimony and written comments, we will consider all of them and promulgate final regulations probably sometime this winter, as soon as possible after the completion of the comment period.

For those of you who are testifying today,
please do us a couple of courtesies. Come to the
front table and please state your name and
affiliation for the record; please be sure to use the
microphone; and please speak as clearly to us as

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possible.

To the extent that you have written comments which you are submitting either previously or simultaneously, you don't need to read the written comments to us, but we encourage you to use your comments to summarize in an oral way this morning.

We do not expect from the table here to be answering questions. This is our opportunity to hear from the public and we will endeavor to let people speak as freely as possible. We may have a few questions, but mostly in the nature of clarifying things that people have said that we may not understand. We will take a break during the course of the morning, depending on how long the testimony goes. If the testimony is lengthy, we will probably take a break after an hour, an hour and a half. If testimony is shorter than that, we will try to get through the entire testimony before taking a break.

Based on those who have signed in to speak, I'd like to call as the first speaker, Mr. Peter Schoenke from the Fantasy Sports Trade Association.

MR. SCHOENKE: Good morning. Thank you for the opportunity to testify today. My name is Peter Schoenke and I'm the chairman of the Fantasy Sports

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Trade Association. I'm also the founder and president of Rotowire.com, a leading information website for fantasy sports. I founded the website almost 20 years ago when fantasy sports was just starting to be played on the internet. I'm a small business owner based in Madison, Wisconsin who made this industry my profession because I'm passionate about playing fantasy sports and helping so many to enjoy the hobby.

10 This industry was started by similar 11 entrepreneurs who loved the hobby, even the more 12 recent daily fantasy sports company. And I'm here so 13 that this pastime can continue to thrive for the 14 estimated one million fantasy sports enthusiasts in Massachusetts and because of the precedent these 15 16 regulations will set across the country. I'm here 17 representing over the 300 member companies of the 18 FSTA which provide fantasy sports games and software 19 used by virtually all of the 57 million players in 2.0 North America. The FSTA's members include such major 21 media companies as ESPN, CBS, Yahoo, NBC, NFL.com, 22 Fox Sports; content and data companies such as USA 2.3 Today, Stats, Inc. and RotoGrinders; and every major 24 daily fantasy contest operator including FanDuel,

DraftKings, Yahoo, FantasyAces, and DraftHubs.

First of all, we'd like to thank you for your approach to working with our industry. Fantasy sports has grown rapidly in popularity in the past 20 years, fueled by technological innovations that doesn't often fit with centuries old laws. Daily fantasy sports in particular have boomed the last few years along with the growth of mobile devices. That growth has brought our industry new challenges. We look forward to working with you to solve these issues and hope it will be a model for other states across the country to follow.

The FSTA does have some concerns with the proposed regulations, especially as it impacts the fantasy sports industry beyond daily fantasy sports. First, let me address those problems which impact businesses that have been operating in the State of Massachusetts and across the nation without any issues or concerns from governments for more than two decades.

The proposed regulations are problematic for the most popular of fantasy sports formats: free fantasy sports contests. For almost 20 years, companies such as ESPN, Yahoo, CES, and NFL.com have provided

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season-long and shorter duration games for free or a nominal charge. The definition of a daily fantasy sports operator, a DFSO, for the acronym in the proposed regulations, is too broad and includes these games, which I don't believe were the intention of the proposed regulations.

For example, entities that operate season-long and shorter games, like a playoff contest, shouldn't be under the definition of a DFSO for their whole enterprise if they also offer daily fantasy contests. We believe that these regulations should not cover these longstanding games and that companies should be allowed to offer both so long as they follow the regulations for daily fantasy sports contests. The proposed regulations, as written, may force many of the major three fantasy sports providers to drop their longstanding paid contests or cease operations in the state altogether.

The DFSO exemption for contests lasting an entire season unnecessarily exclude many longstanding fantasy games for such formats as the post-season, NASCAR, golf, cricket, and other competitions. A limit of at least 200 underlying competitions does not fit every non-DFS contest.

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The FSTA also believes the age at which people should be able to play paid fantasy sports should be 18 years old. At 18 years old you're old enough to vote in this country and make adult decisions.

Furthermore, an age limit of 21 years old appears to be tied to gambling products and casinos where the drinking age is a major factor for participation.

Fantasy sports are not necessarily played at a physical location, so a similar age limit tied to drinking laws should not apply.

The FSTA is worried about the raw language defining a script. We realize the goal is to minimize an unfair advantage some players could have by using scripts, but too broad wording will hurt innovation in our industry. There are many research tools and team management programs that help all fantasy sports players and are used in non-DFS contests that could fall under this ban. For example, our industry features many research tools that provide real time fantasy sports advice and information based upon real time data from live factors. Often some of this data can be exported to a user's fantasy league. Our companies are coming up with mobile apps and websites to allow for updating

rosters in multiple states in case of injury news to make entering a full league less work and to include more personalized data and contests. The broadly worded automated processes wording in the script definition could end much of this activity, which does not appear to be the intentions of the proposed regulations.

The definition of a DFSO contractor is also too broad. Companies that provide data, content, and similar services to DFSOs will be subject to all these regulations. We would like to exclude any data or content provider who provides publicly available information that is not customized for the DFSO. The FSTA has over 100 content and data companies that may be limited in their ability to provide services in the growing daily fantasy sports market if labeled a DFSO contract.

The FSTA would also like less onerous rules on consumer deposits. The proposed regulations already have protections for problem gamers and prohibit extensions in credit, both which should alleviate the need for a monthly limit that our members feel is too low.

Finally, the FSTA also believes that fantasy

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sports should be allowed for college sports. NCAA football and basketball have been a part of fantasy sports nearly as long as the hobby has been around. My company, Rotowire.com has been providing fantasy college football and basketball information since the late 1990s. Major media companies such as Yahoo, CES, and ESPN have offered college football and college basketball games with individual player games for decades without any incidents from the players on the field or college teams themselves. Even with the growing prizes around college fantasy sports games, we believe this won't change since fantasy sports don't present the same integrity issues as sports It's nearly impossible for a player on the field to influence the winner of a paid fantasy sports contest since his play is one of a hundred, if not millions of factors. That player would also have to influence the play on the field on not only his teammates, but players in other games, and to know the rosters and strategies of the fantasy sports contest participants. It's why all the major sports teams distinguish fantasy sports from sports gambling and why such a gambling sensitive organization as Major League Baseball would invest in the DFS

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These are the major concerns of our more than 300 member companies. We plan to give more specific recommendations and written comments. However, we would again like to thank you for taking this approach to working with our industry. We believe fantasy sports and daily fantasy sports will continue to thrive in Massachusetts if you can balance the important consumer protection issues you've raised with the ability for our industry to continue to innovate with changing technologies, while at the same time limiting the impact on contests that so many residents of Massachusetts have played safely for years.

Thank you. I'm happy to answer any questions.

MR. JOHNSTON: Mr. Schoenke. Thank you for coming to testify. Do you expect to submit those comments that you've just read in writing to us or have you already posted them?

MR. SCHOENKE: I will -- I expect to submit written comments. Probably not these. We're going to expand them a little bit and offer some specifics and we will submit them before the deadline.

MR. JOHNSTON: Thank you, that will be very

helpful. Thank you very much. Anything else you'd like to add?

MR. SCHOENKE: No. Just again, we appreciate you having us here and working with us, and we look forward to working with you moving forward.

MR. JOHNSTON: Okay, thank you very much.

MR. SCHOENKE: Thank you very much.

MR. JOHNSTON: I'd next like to invite Mr. Griffin Finan from DraftKings.

MR. FINAN: Thank you for the opportunity to speak today on the Attorney General's proposed regulations pertaining to daily fantasy sports. My name is Griffin Finan. I am legal counsel for DraftKings and I'm here today to speak on behalf of the company.

It is no secret that DraftKings has a significant interest in these proposed regulations. Our company, which was founded and is headquartered here in Boston, is closely tied with the Boston community and the Commonwealth of Massachusetts. As our CEO Jason Robins said during October's Mass Challenge Start-up Awards, DraftKings loves the opportunity to create products that millions and millions of people love in Boston, and to create

jobs, thousands of them, in Boston. Our company has grown from nine employees in April of 2012 to over 300 employees today. The growth of the DFS industry has resulted in thousands of jobs across the country.

DraftKings shares the Attorney General's goals to protect consumers and appreciates the thoughtful and constructive manner by which this office has approached the issue. Specifically, the goals of protecting consumer data and deposits, transparency, implementing safeguards for minors and individuals with compulsive gambling issues, and rules for fair play are critical for continued growth of the DFS industry and the protection for millions of consumers that love playing DFS.

While we do not believe state sponsored regulations are necessary to achieve these goals, and we believe that DraftKings currently provides its customers with many of the protections these regulations address, we recognize that the attorney general has an interest in insuring that

Massachusetts consumers have the same protections, regardless of which DFS platform they use to participate in DFS contests.

Still, these are tough regulations that will

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have a significant affect on the industry and will be costly and complicated to implement. DraftKings currently has a team of 50 people working to implement the changes needed to comply with these regulations. We have followed the attorney general's recommendations to make these changes to our platform that are needed to comply with these regulations before the regulations go into effect.

However, some of the proposed regulations are redundant and unnecessary to achieve the goals I stated before; create technical issues for the company, and seek to implement solutions for problems that do not exist. I would like to take a few minutes today to discuss some of the more concerning regulations. DraftKings will provide detailed comments and address the specific regulations I mentioned in written comments to be filed by the deadline.

First, the proposed regulations seek to implement multiple safeguards to achieve the same goal; to protect the finances of individual consumers. However, some of these regulations go too far and will limit the consumer enjoyment without offering additional protections. Specifically, we

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are concerned with the regulation that limits deposits to no more than a thousand dollars a month. This deposit limit is unnecessarily low and we believe that the requirements to raise the deposit limit will be too invasive to allow for increased deposits. In addition, the fact that DraftKings has in place a standard deposit limit and the regulations give consumers the ability to set their own deposit limits should be sufficient. Consumers are in the best position to set their own limits due to their financial position. DraftKings is implementing methods to allow consumers to self-exclude and set self-imposed deposit limits, entry limits, and entry fee limits. The company also is in the process of implementing methods to allow third parties with certain relationships to a consumer to exclude that consumer from participating in a contest. We believe that these protections, as well as our standard deposit limits, efforts to publish assistance to problem gamers on our website, and decision not to extend credit to consumers, are sufficient to protect consumers.

We are also concerned with the requirement limiting play to those 18 years or older. DraftKings

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believes that its consumers who currently must be 18 or older in Massachusetts should be able to decide how to spend their money. No store subjects an adult to the level of scrutiny that would be imposed by the proposed regulations, including requiring income and asset information unless that consumer is seeking credit, which DraftKings has never extended to its customers.

DraftKings also believes that some of the proposed regulations, including the ban on simultaneous log-ins, and the definition of "Beginners" will have an unintended affect of harming consumers and the customer experience. As our consumers know, many of our contestants use multiple devices at the same time for convenience purposes and to assist them in the contests they enter.

Prohibiting that consumer from entering a contest on his or her computer and checking the score or a bet or other contest without logging out will hurt the customer experience and does not appear to be related to an existing problem.

In addition, DraftKings believes that the skills and knowledge necessary to be successful on its platform are unique, depending on the sport the

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customer is participating in. For example, a contestant in an NBA contest needs skills and knowledge that are far different than a contestant in an NFL contest. For this reason, we believe that our policy of defining a beginner based on the number of contests entered in a particular sport makes more sense than defining a beginner based on the number of contests entered in all DraftKings contests. Allowing a consumer to learn the specific intricacies of a contest and the skills necessary to succeed in a lower risk environment is only beneficial to the

Additionally, DraftKings believes that some of the proposed regulations, including the ban on college sports attempt to solve a problem that does not exist. We will address the concerns I just discussed and others more comprehensively when DraftKings submits its comments to the proposed regulations by January 22nd.

DraftKings appreciates the opportunity to provide its perspective pertained in the proposed regulations and remains committed to complying with the implemented regulations. That said, DraftKings is a startup company and requests that the attorney

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general implement a regulatory framework that protects consumers without unnecessarily harming our still-growing industry.

Thank you.

MR. JOHNSTON: Thank you very much. We look forward to your written comments.

MR. FINAN: Thanks.

MR. JOHNSTON: I'd next like to invite Keith Whyte from NCPG.

MR. WHYTE: Good morning.

MR. JOHNSTON: Good morning.

MR. WHYTE: Thank you for the opportunity to testify on the proposed regulations regarding daily fantasy sports operators. We appreciate the opportunity to work with your office and we applaud you for taking action to address possible negative consequences from excessive daily fantasy sports play.

It's important to note that NCPG is neutral on legalized gambling, and we do not take a position on whether or not fantasy sports is or should be legal or illegal, regulated or not regulated. Instead, we're concerned about, again, people who are playing regardless and making sure that they have the

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appropriate consumer protections.

Our concerns about players center on two areas; the characteristics of the games, and the demographics of the common player. True fantasy sports contests are structured with small entry fees, long seasons, and minimal prizes which offer little risks of gambling problems. However, increased event frequency, higher entry fees, and larger prizes in DFS have long been associated with an increased risk of gambling addiction. And the reported demographic profile of fantasy sports participants, predominantly young male sports enthusiasts, indicate that they are at higher risk for gambling addiction. Reports from gambling operators themselves, the daily fantasy sports players, their 40 percent of daily fantasy sports players play casino games, which is a significantly higher rate than the general population, indicate that there is a substantial overlap between fantasy sports players and casino patrons.

A recent study had also found that college students who played fantasy sports were more likely to develop gambling problems and were less likely to see fantasy sports as potentially problematic.

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Fantasy sports players who grow preoccupied, unable to stick to limits of time or money, and therefore do suffer harm, suffer financial or emotional harm may meet the gambling addiction criteria. Marlene Warner, the executive director of the Massachusetts Council on Compulsive Gambling, our chapter in this state, will further detail the causes and consequences of gambling addiction in the State of Massachusetts.

We must note there is still a great deal we do not know. As many witnesses have noted, this is an emerging industry. We therefore call on government and operators to help participate in research initiatives that will help shed some light on the characteristics of fantasy sports players and the structural characteristics of the games. And we would note that in other gambling-related industries, such as the internet poker side, such participation by operators using actual player data has revolutionized our view of the risk factors and the concerns about gambling addition, and that in fact, we have been able to find that most people that gamble on the internet do so for moderate means. So we really -- we've been working with operators to

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encourage them to provide data to independent, qualified, reputable third parties to show us that if what they say is true, that it is fairly low risk for many of their players. And again, we have detailed recommendations in our written comments that we are submitting at this time.

The National Council on Problem Gambling has worked with many stakeholders, including daily fantasy sports operators themselves to develop our set of, we believe the first in the world, consumer protection guidelines for daily fantasy sports. The framework is, of course, a work in progress as this is an emerging industry and it's expected to evolve in response to changes in legislation, regulation, operator conduct, and our own research. I won't detail the guidelines, but they have been provided and, as I said, they were developed in concert with many of the daily fantasy sports operators. And we know that operators are taking these regulations into account and, in fact, many are trying to comply with them.

We would like to further comment on several specific provisions of the guidelines before you. We would note that in 34.074, requiring daily fantasy

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sports operators to offer essentially warnings or assistance to problem gamblers in their advertising, this may have the impact in the massive amount of play in this significant advertising of dramatically increasing calls to gambling issue hotlines and services such as provided by the National Massachusetts Councils. So we would note that perhaps operators that are going to promote a service would be asked to help voluntarily or contribute to the costs of operating such help lines.

National Council on Problem Gambling is a strong supporter of the concept of self-exclusion and indeed we've been working on these issues for 20 years. However, a third party does raise some concerns because it is very important to keep in mind that these programs are: one, primarily designed for problem gamblers who have or who may have a mental health disorder; and two, are grounded in the therapeutic concept of relapse prevention.

Therefore, special care needs to be taken with the development, especially of third party exclusion.

While the responsibility for exclusion program relies on the continuum between the individual, and in this

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case the DFSO, is widely agreed and important to the primary responsibility lies with the self-excluder. Third party exclusion in other countries is usually restricted to first degree family members and we would also note that the Massachusetts Gaming Commission has introduced -- created a third party exclusion through the Expanded Gaming Act and we believe their approach is a model of excellence and, again, it is primarily restricted to first degree relatives. There's an appeal process and other protocols in place, but most importantly, it's operated by the commission and not the operators themselves. At the intersection of vulnerable people who want to self-exclude or who are being involuntarily excluded by family members or other relatives, having that done on the operator's side can create some potential issues. I think it's also burdensome for the operators and we recommend that third parties be involved in processes, it's highly sensitive, highly delicate, highly nuance procedure.

And as DFSOs operate across the nation, what you do here and what we do here is going to have an impact. Obviously, the operators have a large incentive to create one set of policies and

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procedures for consumer protection that apply across their platform. So again, we would hope that as we've learned in self-exclusion, a balkanized solution is specific only to DFSO and can be only incorporated in the State of Massachusetts is unlikely to be effective. It is unlikely to be an effective gateway for those who need the help the most. We know that in states where the selfexclusion program is run by a third party such as a commission, and where it applies a little bit more broadly, or at least the information is envisioned to be allowed to be shared across some of these platforms, it is more effective. So in other words, if you have a customer that has to exclude -- has to sign up and then exclude themselves from every single fantasy site in Massachusetts and then do the same for everywhere they may live or play, but still not be harmonized with the Massachusetts Gaming Commission's own casino self-exclusion process, which is also then a harmonized lottery, you can see how an excluded gambler might spend their entire lifetime just trying to exclude themselves.

It's proposed further that DFSOs allow what we would call preventative exclusion; where that is you

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may wish to exclude yourself if you're not already a customer of a company because you either have a gambling problem or you believe you're at risk for developing a gambling problem. And this so-called preventative exclusion, obviously raises some of the same challenges that third party exclusion does. We support the concept, but again we note that under current rules, you would have to sign yourself up with the various sites you're trying to exclude yourself from, and that may be a little bit more temptation or risk that a vulnerable person may wish to undertake.

Finally, we do look forward to working with you, as we have been, as well as operators, advocates, consumer protection organizations, other legislators and regulators across the country, to develop a set of comprehensive consumer protection standards. We would highly recommend that the guidelines we've developed be used as a template and incorporated where appropriate in your efforts.

And again, we applaud the commission for taking -- we applaud the attorney general, my apologies, for taking the lead on this. We remain eager and willing to work with you. We thank you for the opportunity

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to testify. We will submit our comments in writing and be happy to answer any questions.

MR. JOHNSTON: Thank you very much for coming.

Do you intend, when you submit final written

comments, to include copies of the regulations that

are ----

MR. WHYTE: Yes.

MR. JOHNSTON: ---- guidelines that you've worked out with the industry?

MR. WHYTE: Absolutely.

MR. JOHNSTON: And when were they finalized?

MR. WHYTE: They were finalized on December 7th, so we're still chasing this, as everyone else is.

MR. JOHNSTON: Okay. Well, thank you very much. We'll look forward to getting your comments and the guidelines.

MR. KROCKMALNIC: Rich, I have a question if you don't mind?

MR. JOHNSTON: By all means.

MR. KROCKMALNIC: Keith, will your comments go into any greater specifics about the problems that you see, or the concerns that you've identified with respect to third party self-exclusion?

MR. WHYTE: Yes, we have an extensive section on

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that. We've worked with -- on the gambling side, we've worked with operators and regulators for 20 years and we also worked internationally. So third party is becoming a little bit more current both here in the United States and internationally. I'm advising over in Singapore on their process, so we have a lot of experience. It is a very, very difficult issue to get a handle on.

MR. KROCKMALNIC: Thanks.

MR. WHYTE: Thank you.

MR. JOHNSTON: Any other questions? Thank you very much.

Mr. Whyte referred to Marlene Warner. I'd like to ask her to testify next.

MS. WARNER: Good morning.

MR. JOHNSTON: Good morning.

MS. WARNER: Hello, and thank you again for the opportunity to provide to you feedback from the attorney general's proposed regulations for daily fantasy sports contest operators and for your overall consumer protection concerns.

My name is Marlene Warner. I'm the Executive Director of the Massachusetts Council on Compulsive Gambling. The Mass Council is a 33 year old

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organization that was founded by Tom Cummings, a Boston school teacher who struggled with gambling in his own lifetime and realized that going to a 12 step program was not enough. He established the council to advocate for the state, through the state, to own up to the downside of state sponsored gambling, at that time simply to track on the lottery, and pay for treatment services for its residents. Fast forward to today. The Mass Council advocates on behalf of all people that gamble to keep it healthy and safe. We work with vendors to the Department of Public Health, the Mass Gaming Commission, and in facilitation of private funders to provide advocacy, capacity building, technical assistance, and information referral systems to all people who gamble, including those for whom it has become a problem. We directly provide education and treatment support services for the nearly 140 treatment providers who have the Massachusetts Problem Gambling Specialists Certificate. We run a 24 hour help line and provide online chat services to those contacting us in crisis. We work with re-entry and recovery entities of the state to provide a safety net for those population at highest risk for a gambling

disorder, including individuals with multiple expressions of addiction, mental health disorders, and/or those individuals within the criminal justice system, and we develop and showcase public awareness efforts and statewide campaigns. In addition, in the past four years, we worked very closely with the Mass Gaming Commissions, all the casino licensees, and the Mass State Lottery to establish many new and innovative approaches to responsible gambling.

Today the Commonwealth boasts the first state initiated responsible gambling framework, the most robust research agenda in this area, the first responsible gambling information center on site at a casino in the United States, the first third-party casino exclusion program, etcetera, etcetera. I could go on. We've been a very proud and active partner in determining and implementing a number of these initiatives, and we're quite pleased that we're here in Massachusetts where a number of the regulatory bodies take this as a big issue and are very concerned.

In addition to running the council, I also have the great privilege to sit on the board of directors of the National Council on Problem Gambling and

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currently serve as the vice-president. We just heard

from Keith from the National Council.

The reason I give all that extensive background is in way of an introduction of our organization, both as an entity that provides services and protections to the people of the Commonwealth, but also as one that stands firmly in the belief that to be successful, one needs to involve all parties at the table: people affected, regulators, operators, and program vendors. We stand firm in our approach to working directly with our industry partners to develop the best approach to addressing the downside of gambling. At the council we define gambling as risking substantive value on the outcome of an event when the outcome is less than certain. There is a clinical diagnosis of gambling disorder defined by the Diagnostic and Statistic Manual of Mental Health Disorders, Version 5, that outlines the nine criteria that describes the negative impact that an individual may experience due to their gambling. And from a recent baseline study done by the SEIGMA Team at the University of Massachusetts at Amherst on behalf of the Mass Gaming Commission, we know that 1.7 percent of Mass residents have experienced a problem with

their gambling in the past 12 months, and 7.5 percent at are a high risk to have a problem; statistics that are relatively consistent with national prevalence data.

We recommend that the attorney generals not define DFS as gambling, but the experience of the players and some of the negative impacts that have been reported to us via the help line and through our networks, albeit it anecdotally, are consistent with those experienced by people with gambling disorders. We just received a phone call yesterday from a mother concerned about her son's DFS play.

We also want to make sure to make clear -- to make clear, consistent -- draw a clear and consistent line between daily fantasy sports and fantasy sports as the high stakes or high speed action of gambling is what often makes it problematic for individuals. We see similar circumstances in the lack of problems with contributing to the stock market versus day trading or playing the lottery numbers versus scratching a ticket, although this up until a \$1.4 billion jackpot was announced. I think everyone's kind of crazed about that. Considering all of that background, I believe that rules and regulations have

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many strengths. We were pleased to see minors described at age 21, we are concerned constantly about that pre-frontal cortex; self-limitations and self-exclusion options being made available and keep pointing to a lot more detail, and I'll give some more in a moment; and we were particularly happy to see some of the stringent guidelines relates to prohibiting fantasy sports play on college, high school, and student sporting events; as well as advertising to minors; prohibiting extensions of credit; and providing referral information for helpful resources if a problem arises.

However, there are a few areas where I believe the proposed regulations have not gone far enough or have drawn distinctions that are minimalistic in the goal to provide stronger — in the goal to provide strong consumer protections. Under the definitions, there's a clear distinction made between beginner and highly experienced players. While I appreciate those distinctions are made to, you know, level the playing field, it may also cause one to consider themselves a professional player, something we hear often on our help line, that can often lead to making rash decisions to devoting large amounts of money and time

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to something that is not going to actually payoff. I equate these titles to high roller or winner labels that people with gambling disorders often covet because it boosts their self-worth.

Truthful advertising. In addition to the items listed already, it would be useful to clearly prescribe that DFSOs must advertise the age to play on all advertising. Clearly, -- I'm sorry -- limit advertising during events aired or occurring during a time when minors may be watching, and set strict guidelines for advertising at stadiums that are used for professional sports teams, but also by college teams such as our own Gillette Stadium where UMass football plays.

There also needs to be standards for lease branded restaurant space at sporting venues, also similar to Gillette stadium where all ticket holders can go in and there's an instant blend of advertising, alcohol, sports, fantasy tips, DFS updates, and access to play by all present.

In the protections for problem gamers, while self-exclusion is a well-documented tool to help people with problems, it is most useful with staff who are well-trained to understand and recognize

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problems and offer proper referrals. In addition, policies and guidelines regarding self-exclusion need to be clearly offered and explained regarding all aspects, including what happens to an individual's frequent player points and earned fantasy dollars. I will say that currently, the Mass Council runs the on-site center at our space down at Penn National's site, our only casino right now in Massachusetts, and they do all the self-exclusions. And one of the number one concerns is whether people are able to access all the dollars and points they have been received on their player's card before they self-exclude. So it's a major concern for folks.

Similar to the Mass statewide exclusion, we would recommend an information session for anyone returning to play following an exclusion regarding their future risk. We would also recommend that DFSOs be required to allow self-exclusion regardless of whether an individual is a subscriber or not, similar to what Keith mentioned earlier. Self-limitation, not only play management, which is being rolled out by the MGC this spring, is a useful tool to help individuals make informed decisions about their play. We would recommend that in addition to

limiting money, we also would like to see DFSOs to monitor time spent on play, as well as an opt-in feature for DFS companies to offer players to see periodic pop-up warnings due to the amount of time and money that is being spent. Folks often talk about losing themselves in the play and kind of lose all track of time.

In addition to the proposed regulations, we would like to make sure there are opportunities built in to offer players many options for informed decision making; explaining the odds, explaining changes to the expediency of the play, explain how practice sites work; all so people can better understand what they're risking and going in and understand -- going in with their eyes wide open into their DFS play in addition to the extensive onboard procedures that were described in the regulations.

Finally, similar to the robust research agenda I spoke to you about earlier, I would like to see an atomized data to offer to a statewide research initiative to better help people with gambling disorder and provide protections to those wanting to play responsibly.

Thank you for the opportunity to provide this

testimony today. I'm happy to answer any questions that may be appropriate.

MR. JOHNSTON: I have two questions. One is are you planning to submit written comments between now and ----

MS. WARNER: I am.

MR. JOHNSTON: ---- the 22nd? Thank you. Second, you indicated toward the end of your testimony that you would like to see better explanations of how practice sites work. Just explain what you meant.

MS. WARNER: So, one of the things that we have heard from folks is that they will -- and this is for online gambling in general, but specifically also fantasy sports that they start to think that there's some special play or there's something special about how they're working without being engaged in a competition, and then they are engaged in a competition. Sometimes it's set up a little bit differently and just describing that for folks.

Especially when we're talking about some of the -- there are sites out there where children can play and they're under the age, and then once they become of age, they can play on the official sites, just

describing any of the differences there.

MR. JOHNSTON: Okay, thank you very much.

MS. WARNER: Thank you.

MR. JOHNSTON: I'd next like to invite Les Bernal from Stop Predatory Gambling.

MR. BERNAL: Good morning.

MR. JOHNSTON: Good morning.

MR. BERNAL: Good morning everyone. My name is

Les Bernal, and I'm the National Director of Stop

Predatory Gambling. We're based out of Washington,

D.C. I'm personally from Lawrence, Massachusetts and

I have an office in Massachusetts as well.

Just briefly, I just want to make a few brief points to highlight kind of we are opposed to these regulations and things we ask the attorney general's office to keep in mind as they move forward on these issues.

Our mission specifically is opposed to the role of government in sponsoring and promoting gambling. So by state government getting into this issue, we are -- state government now is entering the internet gambling business. So what I think is unintentional, by entering the world of DFS, we are essentially in Massachusetts doing the biggest expansion of gambling

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in state history. We are now opening internet gambling into every living room, every bedroom, or every smart phone in the State of Massachusetts. So it's not simply about DFS, that the end game here is probably wildly discussed. This business model of DFS itself hasn't even proven to be lucrative. Where the money is, is in the end game, in creating internet gambling to market more extreme forms of online gambling to citizens in this state and ultimately around the country. So we're not debating kind of the small DFS, we're debating the biggest expansion of gambling in state history.

And the reason why that's so problematic for everyone here and for the citizens of this state is, we don't have to speculate what regulated gambling by government looks like. There are very specific, fundamental, and irreconcilable conflict when government starts regulating gambling because the very business practices that government is trying to protect in order to protect consumers, at the same time government is relying upon the revenue that these same business practices generate. And so what we've seen over 40 years is that the singular focus ultimately on this issue, when it comes to

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driving sales and profits, okay? And a prime example that I want to show you, I actually included in my testimony, and if anyone is interested, I'm happy to email it to you, is just -- just this past December, December of 2015, I want you to see what regulated -- government regulated gambling looks like in Massachusetts.

governments regulating gambling policy has been on

So here we have a legendary Joe Camel advertisement, you know, "Celebrate the holidays with a pack of Joe Camel." And if anyone recalls from 21 years ago, Joe Camel is this cartoon figure targeted to kids and get young people lured into smoking. Let's contrast that with a Massachusetts Lottery scratch ticket which was one of the biggest sellers in December, 2015. And image of Frosty the Snowman, okay, with a crossword puzzle. Okay, Frosty the Snowman, iconic image for children, is put on a government regulated gambling scratch ticket. So this is a tobacco company, we have a public outcry. But this is a government program using a cartoon figure, an iconic figure, targeting young people and we don't question that. So when we say that we're going to protect consumers, I just want to say to

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someone, how is this protecting consumers? So that's why government regulated gambling, whether it's in regional casinos, whether it's lotteries, has been a failure in this country.

The last couple of points I'd like to make before moving on is, closing up here is, you know, there's been a lot been discussed on this or there's a lot of reports and so forth. You guys have done a good job investigating this, the facts on this. But there's one story that appeared over the last week that deserves everyone to take a hard look at, because I know when the attorney general's office started down this road, their intentions were good; we're going to try to meaningfully address, you know, protect consumers on this issue. But a very powerful story was written in the New York Times and the New York Times magazine and the title of it was: "How the Daily Fantasy Sports Industry Turns Fans into Suckers." And this wasn't written by some, you know, holy roller, no anti-gambling type of person. was written by a guy that actually plays DFS on a regular basis. And he, in depth, described the business practices and how this business model works. And so the term that's important -- people aren't

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going to -- the DFS lobbyists will stand up and talk about this, they're not going to use this phrase. This is the phrase he used in the New York Times and I think that it's a phrase that goes to the core of these business practices, and the phrase he calls it is "bum hunting" okay? "Bum hunting." And what that is is, bum hunting is when you have these very skilled -- and players using these algorithms who go after and they target everyday people and they exploit them for all they're worth. So the question -- I know much of the rationale behind these consumer protections, right, is to protect everyday citizens from being cheated and exploited. Well, the point of this whole article is you can't protect this practice of bum hunting, okay, of going after these players who are being exploited, everyday people. You can't protect them because the sites themselves acknowledge, in the New York Times, they can't detect the scripts that are happening, okay? Research -has FanDuel acknowledged to them -- that they can't even acknowledge -- they can't even detect the scripts. So how -- as well intended as it began down this road, how do you stop these practices? And I think the evidence is that you can't, okay? You

can't. And so the best solution ultimately is when it comes to government approach towards gambling is to not promote it, not advertise it everywhere, but attempt to contain it, okay, as you know, out of -- you know, private, out of the public eye as much as possible. That's how the public benefits from a gambling policy, not by advertising it, not by putting Frosty the Snowman scratch tickets on every street corner in the State of Massachusetts.

So with that, I appreciate the opportunity to say a few words and I appreciate your work on this issue.

MR. JOHNSTON: Thank you very much and thank you for submitting the written comments. Will you be submitting anything further or is this ----

MR. BERNAL: Perhaps. But for now, that's all I have.

 $\mbox{MR. JOHNSTON: Well, you're certainly welcome to.} \label{eq:mr. Johnston: Well, you're certainly welcome to.}$

MR. BERNAL: Thank you.

MR. JOHNSTON: Next I'd like to ask Mark

Gottlieb, of the Public Health Advocacy Institute to
join us. Good morning.

MR. GOTTLIEB: Good morning. First, thanks so much for your leadership in protecting consumers from

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the harms caused by DFS operators in Massachusetts.

I'm Mark Gottlieb. I'm the executive director of the Public Health Advocacy Institute, a public health law and policy nonprofit located at Northeastern

University School of Law.

In October of last year, we submitted a deeply and carefully researched legal memo to General Healy's office analyzing the legality of paid DFS operations in Massachusetts. And what we found is that while there is no Massachusetts statute or court that has specifically declared DFS to be illegal gambling, he was very clear that daily fantasy sports operators such as DraftKings and FanDuel are conducting illegal gambling operations in the Commonwealth. And this was based on an analysis of the applicable statutory law as well as the decisions of the Supreme Judicial Court.

Our conclusion is that without a legislative carve out for DFS, these firms are operating outside the law in Massachusetts. I know that that's not the conclusion that this office came to. And while I appreciate the attorney general's desire to seek a middle ground between filing for an injunction to shutter DFS operations here and allowing these

companies to operate an enterprise affecting so many consumers with virtually no regulatory protections, I fear it may not be possible to effectively strike that balance, and this is due to two primary reasons. One, some of the most important consumer protections proposed in these regulations may be very difficult, if not technically impossible to enforce, and two, the protections themselves, if implemented and rigorously enforced would disrupt the DFS business model to such an extent that it is no longer a viable one. And it's not even clear that it is a viable one right now, as Mr. Bernal just had mentioned.

For example, Section 24.06 is designed to ensure that there is only one DFS account for each player and by banning the use of proxy servers and requiring company verified true identities from users and limiting users to one session at a time, it's going to be difficult for professional DFS players or sharks, as they're sometimes called, to use scripts and algorithms to consistently win dozens of games daily against casual players. Assuming that operators have the technical capabilities to carry out these requirements and that the AG's office has the capability and capacity to enforce these

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provisions, there would still be no way to stop those sharks from using proxy accounts in others' names who are cooperating with them to play multiple games at different skill levels. This applies to some of the Section 34.12 fairness protections as well as Sections 5 and 6, which protect beginner games and exclude highly experience players, exclusions which proxy players could evade. It's unclear whether the prohibition on scripts is even enforceable by the operators or the attorney general's office. believe that the sophistication of these scripts now make them mostly undetectable by the DFS operators. The biggest challenge, however, is that these proposed regulations, if they were enforceable and vigorously enforced would effectively end the DFS business scheme and the operators' viability. And as Mr. Bernal mentioned, the New York Times magazine writer Jay Caspian Kang wrote this extended article in last week's magazine, and it was also corroborated by several others in recent publications this past fall, this is less of a budding industry as it is a business scheme. The article, "How the Daily Fantasy Sports Industry Turns Fans into Suckers" explains why attracting and retaining professional players who had

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an overwhelming advantage over casual players is essential for DraftKings and FanDuel. Unless pros stake a lot of money on these contests, the contest prizes will be too low to draw users to the contests. And because the operators only make money on a percentage of the total funds wagered, which is called the "rake," it's necessary to attract large numbers of inexperienced players, sometimes referred to as "fish," to feed those sharks and insure that there's big money contests with profitable rates for the operators. The money the sharks put up, along with the massive marketing efforts, comprise the bait for these fish, to use the fishing metaphor as far as I think I can.

If effective enforced consumer protections are put into place to prevent the use of scripts and third party software allowing pros to play and change lineups for many contests in very little time, they won't play and then that model falls apart. If pros cannot effectively bum hunt or use tools to find inexperienced players to challenge, they won't play and the model falls apart. If the regulations could be and were enforced, the DFS business would dry up because it's built on an unfair business model.

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This leaves us with something of a Catch 22, I think. The attorney general wants to avoid shuttering DFS sites in Massachusetts and instead require fair play to protect consumers, but fair play may be fatal to the industry's business model and would result in an indirect shutdown; that is, unless the companies were desperate to continue operations, evading enforcement efforts.

It is an impossible situation that invites cheating of both the consumer and of the Commonwealth. It can be and should be avoided in the simplest manner possible: enforcing the illegal gambling laws we already have and banning paid daily fantasy sports operations from Massachusetts, absent express authorization by the legislature. This has been or is being done in other states, notably New York and Illinois recently. Six other states also banned these operations. It's the most responsible approach for consumer protection and for public health.

Thank you.

MR. JOHNSTON: Thank you very much.

MR. GOTTLIEB: And I will be submitting written comments in the next couple of weeks.

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MR. JOHNSTON: Well, get them in by the 22nd.

MR. GOTTLIEB: Yes.

MR. JOHNSTON: Thank you very much.

MR. GOTTLIEB: Can I answer any questions?

MR. JOHNSTON: Not from me? Anyone else? I'd next like to call Attorney Daniel Wallach.

MR. WALLACH: Good morning. My name is Daniel Wallach. I'm a gaming and sports attorney with the law firm of Becker & Poliakoff in Ft. Lauderdale, Florida. I've been reporting on, covering, and following the sports gambling and daily fantasy sports industry for the better part of two years. And the Massachusetts Attorney General's regulations strike me as achieving the perfect balance between protecting consumers while permitting operators to profitably operate their business, which is an important balance. These regulations can be so onerous that it would drive most of these companies out of business.

Now, in looking around the country at some of the schemes, or legislative and regulatory schemes that have been proposed, I have come upon, you know, state licensing fees. California and Florida have proposed half a million dollar annual permit or

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registration fees. That simply can't stand. I mean, that kind of approach in licensing not only violates the Professional Amateur Sport Protection Act of 1991, which is a federal law that prohibits state sponsored sports gambling, but it would leave the industry in the hands of only a few: DraftKings and FanDuel. So besides being legally infirm, any kind of a licensing apparatus would prevent small emerging innovating companies from remaining in the space or entering in the space. So I think what the Massachusetts Attorney General's Office seeks to accomplish here is the perfect balance; not violating existing federal law while achieving the maximum consumer protection imaginable. But make no mistake, the industry -- the daily fantasy sports industry is at a crossroads. No industry can perpetuate where 90 percent of winnings go to a small or vastly small preponderance of players.

Now I've read statistics or studies that show that the net losers, or at least 70 percent of DFS players are net losers. Well, that might benefit the companies and the sharks in the short term. The long term survival of the industry and the business model depends on leveling of the playing field. Now I'm

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not here to speak about the legality of daily fantasy sports under Massachusetts law. I'm not a Massachusetts trained attorney. That's not why I'm here today. I'm here to stress the importance, the single importance of leveling the playing field so that the contests are fair, equitable, and transparent for those who choose to play fantasy sports. The 90 percent, 2 percent, the 70 percent net losing, that has to come to an end. The business needs it to survive and consumers need it to be able to, you know, not be preyed upon by more experienced players. No other statutory scheme, no other regulatory scheme proposes as the Massachusetts AG's regulations do, a ring fence in the beginner games that are limited to beginning players. That is paramount. I applaud those efforts and I believe that this is a model that can be followed by other state lawmakers and other regulatory bodies. importantly, the industry itself depends -- or the success of a player in daily fantasy sports depends on a vast amount of information. We know everything under the sun about Adrian Petersen, Tom Brady, about all of the underlying real world players, the data, everything is studied to ridiculous extremes.

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participant in a DFS contest knows absolutely nothing about his opponent, and those days have to come to an It is a situation where opponents have no identification as to how good they are, how experienced, how much they've won. What the attorney general's regulations do is put an end to that anonymity. For an industry that is so dependent on data and player information, it is stunningly silent on know your opponents. It's one thing to know your customers, but I think paramount, any form of consumer protection is to have great disclosure of the odds of winning and who your opponents are. And the attorney general's regulations go a long way towards curing that inequity, and I applaud the efforts by the Massachusetts AG. You talk about every single measure of consumer protection that can be thought of here; it is addressed by the attorney general's regulations.

I'd like to talk about one other, one other important issue which is dispute resolution. Until these regulations were promulgated, most of the DFS operators required their customers to seek recourse via arbitration, and for the most part, in an out of state forum. I know one company that requires, even

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though they're based in the northeast, they require their customers to arbitrate disputes in North Dakota. This is not a problem for DraftKings. DraftKings is based in Boston, Massachusetts and their customers can seek recourse, if not in a Massachusetts court, certainly in a Massachusetts arbitral forum. It is paramount that Massachusetts consumers have recourse to Massachusetts dispute resolution procedures. What that consists of, I'll leave it to the wisdom of the attorney general and the state legislature, but at a minimum, any Massachusetts consumer who is aggrieved or feels aggrieved by the contests in which they participate should be able to seek recourse in the Commonwealth of Massachusetts and not be forced to, you know, haul themselves to a forum hundreds or thousands of miles away to resolve a dispute that might involve hundreds of dollars, which no attorney would take the case.

So when we talk about consumer protection, we're talking about fair, meaningful and immediate recourse to dispute resolution as well as a leveling of the playing field. Without a leveling of the playing field, these regulations are meaningless and will just perpetuate the dominance of sharks over minnows.

The weakest of the consumers need to be protected and the attorney general's regulations hit every high note imaginable and I believe that they should be enforced or promulgated in their entirety.

Now turning to scripts. There's been a great deal of debate as to what a script is. I'm not a technological wizard. I don't play daily fantasy sports, I don't know how to automatically enter multiple contests at a single time or to change my lineups moments before the game, but in reading Ed Miller's letter to the attorney general, I believe he makes a valid point about the difficulty in identifying and defining what a script is.

In my view, any mechanism that allows players to enter multiple lineups through automation is not just simply a skill of the player, you know, being impacted; it is an unfair advantage. So whether you limit the number of contest entries to a single digit or to an amount of three percent or less of the total number of entries, I think the attorney general's regulations need to better define with greater clarity and specificity, the different kinds of scripts that are imaginable and provide a broad, comprehensive definition so that there's no confusion

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as to what is or what is not allowed.

Certainly, skill should dominate in any contest. You should win on the virtue of your skill and knowledge of professional football playing statistics or professional sports statistics. You shouldn't win simply because you have the ability to automate multiple or hundreds of entries at a time. So that's the only critique I have of the regulations, but if anything, I believe that the regulations can serve as a model for statehouses across the country because as many as 15-20 different legislative measures have been introduced in states like California, Florida, Minnesota, Indiana, Pennsylvania, and so forth. None -- none come even remotely close to achieving the right balance between consumer protection and fairness to operators as the attorney general's regulations do.

So I applaud these efforts and these regulations can't happen soon enough. It will save the industry, and the sooner you can protect consumers, the better -- the better the Commonwealth will be and it can't be soon enough.

MR. JOHNSTON: Thank you very much, Mr. Wallach.

A couple of questions, if I might.

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First, are you here representing any client or are you coming here as an expert on the industry?

MR. WALLACH: I don't know if I'm an expert, but I certainly talk a lot about the subject and I think I know a fair amount of it. I've been passionate in my coverage of the industry. I care a lot about it. I'm not here on behalf of any client and I don't currently represent any fantasy sports clients, whether daily companies or seasonal companies. I'm here strictly as, you know, as you would say, an expert covering the industry. I've blanketed through my writing, my public speaking, attended some conferences. I have been actively following the industry from the legislative approaches, from court cases, to taking a fine look at the laws, and I consider myself quite knowledgeable about the legal and regulatory environments surrounding both fantasy sports and sports gambling generally, but I'm here independently and I speak for myself, not on behalf of any client or even my law firm.

MR. JOHNSTON: Is there anything more specific you'd like to say about the issue of scripts? I mean, I take it that you think we should somehow be more definitive about scripts? If so, in what way?

MR. WALLACH: You know, I'd like to speak about a lot of things and hold myself out there and put myself out there, but when it comes to that issue, there are those who know far more about the subject and I'll leave it to their wisdom. But I believe what I'm getting at here is the ability to secure an unfair advantage simply through automation. If that can be limited or eliminated, that will go a long way towards a greater leveling of the playing field.

You know, if you're entering hundreds of contests and if a quarterback or one of your players is injured and there's a last minute lineup substitution, the ability to automate his replacement at the last second, when players who enter manually lack that capacity, certainly creates an unfair advantage for those who use automation, and that is probably as much as I can say about it other than, you know, let's try to achieve the overarching mission here, which is to eliminate the advantage achieved through automation or to at least disclose, you know, to fairly disclose, you know, what tools are available and to limit the advantage created by those automated tools because not everyone has access to them.

I don't know if that addresses your question. You may have to bring Mr. Miller up here to put a finer point on it, but that is a critical issue; the proper definition of making sure it has sufficient clarity so that, you know, companies understand how to enforce it so that players know how to abide by it, and so that the attorney general's office can properly administer, interpret, and enforce that regulation against those who violate it.

MR. JOHNSTON: Do you distinguish in your own mind between automation of a sort that allows somebody to do better research in their own home from Monday through Friday as opposed to the automation that allows people to enter teams or enter changes in their lineup at the last minute?

MR. WALLACH: Oh, a huge difference. It's a wide gulf of a difference. Before you post your lineups, any and all research that you do as a player is up to you. You can read magazines, you can read newspapers, you can email Matthew Barry until the cows come home, or you can subscribe to all the top level services. That's your skill, that's your research. But the execution of an entry or the changing of a lineup, that's not research; that's

automation that provides a player with an advantage over a player who lacks that capacity or is just simply entering multiple contests manually. So I create a -- In my view I agree with you wholeheartedly, there is a distinction between you know, research and execution of decision making.

MR. JOHNSTON: I was simply posing the question, but thank you for your very detailed answer.

MR. WALLACH: I anticipated that you agreed with that.

MR. JOHNSTON: Thank you very much. Oh, do you expect to submit any further written comments?

MR. WALLACH: No, at this time I do not.

MR. JOHNSTON: Okay. Well, thank you very much for coming.

MR. WALLACH: Thank you for having me today. It was a pleasure. Thank you.

MR. JOHNSTON: At least according to our sign-up list, I think we've reached the end of people who have indicated an intention to testify, but the hearing is still open. If anyone who is here would like to testify, please let us know that you would.

(No response).

MR. JOHNSTON: All right. Seeing that no one

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January 12, 2016 - DFS Hearing Page 60 of 61 else has indicated an interest in testifying, we will declare the hearing closed. However, of course, as I have said, we will be accepting written comments up through January 22nd and we encourage anyone with an interest in the topic to let us know in writing. Thank you very much for attending, and we hope it has been a useful exercise. (Whereupon, the hearing concluded at 11:13 a.m.)

2 CERTIFICATE

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ELLEN K. CASSOLA,

Notary Public

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