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**PRESIDENT**

Representative James W. "Jim" Waldman  
District 95 - 4800 West Copans Road  
Coconut Creek, FL 33063  
T: 954-956-5600 F: 954-956-5602

**NATIONAL OFFICE**

385 Jordan Road  
Troy, NY 12180  
(518) 687-0615 PHONE  
(518) 687-0401 FAX

**FOR IMMEDIATE RELEASE**

**NCLGS TO CONSIDER POLICY FRAMEWORK TO ASSIST STATES WITH INTERSTATE INTERNET GAMING**

**Washington, DC, October 23, 2013**—The National Council of Legislators From Gaming States (NCLGS) is poised to lead the way on state-by-state Internet gaming policy. Currently, three states have legalized Internet gaming within their borders. With more states set to follow suit, some states are actively considering the merits of interstate Internet gaming agreements. In response to state Internet gaming developments and in line with its staunch states' rights policy, NCLGS is launching efforts to build a much-needed policy framework for states enacting and considering interstate Internet gaming.

NCLGS believes that Internet gaming requires strong consumer protections and effective oversight, both at the intrastate and interstate level. In 2014 NCLGS aims to develop a model set of standards to protect both states that wish to participate in Internet gaming and those who do not, and to foster effective regulation and cooperation among states.

According to NCLGS President Rep. Jim Waldman (FL), who is helping to lead efforts, "In the realm of Internet gaming, multistate cooperation, both nationally and regionally, is necessary to develop economies of scale, protect consumers, and establish uniform guidelines and procedures, while avoiding unnecessary federal intervention as gaming expands on a state-by-state basis. NCLGS believes that the development of standards will help guide the discussion among all stakeholders on interstate Internet gambling."

Representative Waldman said that legislators will hear from industry experts, problem gaming specialists, and regulators on issues related to Internet gaming and interstate compacts at the NCLGS Winter Meeting in Hollywood, Florida from January 10 to 12. Issues to be considered in the prospective development of uniform standards will include, but will not be limited to, problem gaming protections, privacy standards, dispute resolution mechanisms, taxation rates, revenue distribution models, regulatory models, technological requirements, and liability issues.

NCLGS is the only non-partisan organization of state lawmakers that meets on a regular basis to discuss issues in regard to gaming. NCLGS does not support or oppose gaming, but supports effective regulation and believes that decisions related to gaming should be made by the citizens of the individual states and their elected officials. More information is available at [www.nclgs.org](http://www.nclgs.org).

For further information, please contact the NCLGS Washington, DC Office at 202-220-3014 or by e-mail at [jwebb@nclgs.org](mailto:jwebb@nclgs.org).

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