

Mr. Chair and Members,

The Electronic Gaming Group of Minnesota (EGG) represents numerous entities within Minnesota's electronic charitable gaming industry. Electronic gaming accounts for over half of all lawful charitable gambling conducted in Minnesota. The funds raised through charitable gambling support local charities in every single legislative district in the state. VFWs, Lions Clubs, sports booster clubs, the American Legion, and many more local organizations benefit greatly from this tightly regulated activity.

In Minnesota, gambling is a highly contentious issue with a diverse set of stakeholders who are uniquely sensitive to changes, such as the introduction of new technology or the emergence of activities that may not have regulatory clarity. As such, all forms of gambling in the state of Minnesota require a high level of scrutiny and thorough vetting by the Legislature.

Gambling in Minnesota has always been restricted to brick-and-mortar locations. The tribes have their casinos, and the charities have their bars, restaurants, and bingo halls. Minnesota's two horse racing tracks also exist within this framework. This balance is an important pillar of Minnesota's gambling ecosystem, and it is something that has kept relative peace in the valley for decades.

Any form of gambling that can be conducted anywhere, at any time of the day or night, merits sufficient regulatory oversight and a thorough discussion. SF 4474 would potentially provide space for these discussions to take place in a manner consistent with how gambling policy has been crafted in Minnesota for decades-thoughtfully, carefully, and with the interests of Minnesotans at its core.

Sam Krueger
Executive Director
Electronic Gaming Group of Minnesota.