

119<sup>TH</sup> CONGRESS  
2<sup>D</sup> SESSION

# H. R. 7840

To amend the Commodity Exchange Act to prohibit event contracts based on terrorism, assassination, war, gaming, illegal activity, election outcomes, government activities, or other activities determined by the Commodity Futures Trading Commission to be contrary to the public interest, and to allow States to exempt themselves from the prohibition on gaming contracts.

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## IN THE HOUSE OF REPRESENTATIVES

MARCH 5, 2026

Mr. MOORE of Utah (for himself and Mr. CARBAJAL) introduced the following bill; which was referred to the Committee on Agriculture

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## A BILL

To amend the Commodity Exchange Act to prohibit event contracts based on terrorism, assassination, war, gaming, illegal activity, election outcomes, government activities, or other activities determined by the Commodity Futures Trading Commission to be contrary to the public interest, and to allow States to exempt themselves from the prohibition on gaming contracts.

1       *Be it enacted by the Senate and House of Representa-*  
2       *tives of the United States of America in Congress assembled,*

1 **SECTION 1. SHORT TITLE.**

2 This Act may be cited as the “Event Contract En-  
3 forcement Act”.

4 **SEC. 2. PROHIBITION ON EVENT CONTRACTS CONTRARY**  
5 **TO THE PUBLIC INTEREST.**

6 (a) IN GENERAL.—Section 5c(c)(5)(C) of the Com-  
7 modity Exchange Act (7 U.S.C. 7a–2(c)(5)(C)) is amend-  
8 ed—

9 (1) by striking clauses (i) and (ii) and inserting  
10 the following:

11 “(i) EVENT CONTRACTS.—Subject to  
12 clause (ii), it shall be unlawful to list or  
13 make available for trading on or through a  
14 registered entity an agreement, contract,  
15 transaction, or swap in an excluded com-  
16 modity that is based on an occurrence, the  
17 extent of an occurrence, or a contingency  
18 (other than a change in the price, rate,  
19 value, or level of a commodity described in  
20 section 1a(19)(i)) in relation to—

21 “(I) activity that is unlawful  
22 under Federal or State law;

23 “(II) terrorism;

24 “(III) assassination;

25 “(IV) war;

26 “(V) gaming;

1                   “(VI) the result of any vote in an  
2                   election (as defined in section 301 of  
3                   the Federal Election Campaign Act of  
4                   1971) held under Federal, State, or  
5                   local law, including a ballot initiative  
6                   or referendum;

7                   “(VII) conduct by or in any level  
8                   or branch of the Federal Government  
9                   or of any State or local government,  
10                  including by or in any instrumentality  
11                  or by any personnel of any level or  
12                  branch of any such government; or

13                  “(VIII) other similar activity de-  
14                  termined by the Commission, by rule  
15                  or regulation, to be contrary to the  
16                  public interest.

17                  “(ii) EXEMPTION.—Clause (i)(V) shall  
18                  not apply with respect to conduct in a  
19                  State if the law of the State expressly ex-  
20                  empts conduct in the State from the appli-  
21                  cation of such clause.”; and

22                  (2) by adding at the end the following:

23                         “(v) GAMING DEFINED.—In clause (i),  
24                         the term ‘gaming’ means any aspect of a

1 live, simulated, or virtual physical or men-  
2 tal challenge or game of chance.”.

3 (b) EFFECTIVE DATE.—The amendments made by  
4 subsection (a) shall take effect on the date that is 180  
5 days after the date of the enactment of this Act.

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