

To Protect DC Theatergoers and Concertgoers from Predatory Pricing by Resellers

At a regularly scheduled, properly noticed, Executive Committee meeting on May 27th, 2025, with a quorum present, Advisory Neighborhood Commission (ANC) 6B voted (8-0-0) to support the following resolution:

WHEREAS, entertainment resellers, such as StubHub, make a fortune reselling tickets to entertainment events for many times the face value of the tickets, and

WHEREAS, entertainment-ticket prices already exceed the budget of many DC residents, and

WHEREAS, these resellers often advertise tickets they haven't yet purchased, putting added upward pressure on ticket prices, and

WHEREAS, resellers often purchase tickets in bulk, making those seats unavailable for ordinary theatergoers and concertgoers, and even sometimes causing those seats to be left unoccupied, and

WHEREAS, the additional amount charged by a reseller, over the ticket's face value, does not benefit the performer or the venue, but only leaves theatergoers and concertgoers with less money to spend on restaurants and other entertainment, and

WHEREAS, that additional amount often escapes taxation by the District of Columbia, and

WHEREAS, Ward 6 Councilmember Charles Allen, with the support of a majority of the DC Council, has introduced the Restricting Egregious Scalping Against Live Entertainment (RESALE) Amendment Act of 2025, B26-0224, which would limit a reseller's markup to the ticket's face value plus 10%; would require that only people who already have a ticket can resell it; and would require anyone who annually resells 50 or more tickets to register with DC's Department of Licensing and Consumer Protection, and

WHEREAS, the DC Attorney General, 30 local venues, Live Nation Entertainment, and the National Independent Venues Association, have all declared their support for the RESALE Amendment Act,

THEREFORE, BE IT RESOLVED, THAT ADVISORY NEIGHBORHOOD COMMISSION 6B URGES THE DC COUNCIL TO ENACT THE RESALE AMENDMENT ACT AT THE EARLIEST OPPORTUNITY.