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Abstract

Skill and Chance in Games

In most countries the regulations of gambling make distinctions whether the outcome of a game is predominantly influenced by skill or chance. In the past several proposals were given to measure skill in games. The difficulties arise from the fact that legal interpretation of the word skill is depending on jurisdiction. It may differ from legislation to legislation. But mathematics is an universal science. Therefore mathematics should be restricted to logical implications based on empirical data measured in a legal relevant context.

In the talk an overview of laws, judgments, legal and mathematical literature is given. As conclusion a sufficient condition for a predominance of skill in a game is presented.