

[116H923]



(Original Signature of Member)

117TH CONGRESS  
1ST SESSION

**H. R.** \_\_\_\_\_

To promote United States competitiveness in the evolving global virtual  
currency marketplace.

\_\_\_\_\_  
IN THE HOUSE OF REPRESENTATIVES

Mr. SOTO introduced the following bill; which was referred to the Committee  
on \_\_\_\_\_

\_\_\_\_\_  
**A BILL**

To promote United States competitiveness in the evolving  
global virtual currency marketplace.

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

3 **SECTION 1. SHORT TITLE.**

4 This Act may be cited as the “U.S. Virtual Currency  
5 Market and Regulatory Competitiveness Act of 2021”.

6 **SEC. 2. SENSE OF CONGRESS.**

7 It is the sense of Congress that virtual currency could  
8 have a significant effect on the economy, and regulation  
9 of virtual currency may be important to protect investors,

1 deter bad actors, create market certainty, and ensure  
2 American competitiveness in an evolving global market-  
3 place.

4 **SEC. 3. STUDY AND REPORT ON PROMOTING AMERICAN**  
5 **COMPETITIVENESS IN EVOLVING GLOBAL**  
6 **MARKETS.**

7 (a) IN GENERAL.—Not later than one year after the  
8 date of the enactment of this Act, the Chairman of the  
9 Commodity Futures Trading Commission, in consultation  
10 with the heads of the Securities and Exchange Commis-  
11 sion and other relevant Federal agencies (as determined  
12 by the Chairman of the Commodity Futures Trading Com-  
13 mission), shall submit to the Committees on Agriculture  
14 and on Financial Services of the House of Representatives  
15 and the Committees on Agriculture, Nutrition, and For-  
16 estry and on Banking, Housing, and Urban Affairs of the  
17 Senate a report on the state of virtual markets and ways  
18 to promote American competitiveness. The report shall in-  
19 clude the following:

20 (1) A brief description of—

21 (A) the regulation of the United States vir-  
22 tual currency industry, as a comparative study  
23 of the regulation of such industry in foreign  
24 countries, to demonstrate competitiveness in a  
25 global marketplace; and

1 (B) the potential benefits of virtual cur-  
2 rency and blockchain technology in the United  
3 States commodities market.

4 (2) Recommendations for any legislative  
5 changes, if determined appropriate, needed to im-  
6 prove the ability of the Commodity Futures Trading  
7 Commission and other relevant Federal agencies—

8 (A) to promote competitiveness of the  
9 United States and United States businesses in  
10 this industry;

11 (B) to encourage the growth of adoption of  
12 virtual currencies in segments of the commodity  
13 market that could benefit from virtual cur-  
14 rencies and access to transparent markets in  
15 such currencies;

16 (C) to clarify the virtual currencies that  
17 qualify as commodities for both existing cur-  
18 rencies and ones that may be created in the fu-  
19 ture; and

20 (D) to provide a new, optional regulatory  
21 structure for virtual currency spot markets  
22 (commonly referred to as exchanges) that in-  
23 cludes Federal licensure, market supervision,  
24 consumer protections, and preemption of State

1 money transmission licensing obligations for  
2 participating in spot markets.

3 (3) An analysis of the feasibility, cost, and po-  
4 tential benefit of the new regulatory structure de-  
5 scribed in subparagraphs (C) and (D) of paragraph  
6 (2).

7 (b) VIRTUAL CURRENCY DEFINED.—In this Act, the  
8 term “virtual currency” means a digital representation of  
9 value that does not have legal tender status and that func-  
10 tions as a medium of exchange, a unit of account, or a  
11 store of value.