



Software Piracy in the United States

What is software piracy?

The commercial software industry is leading the world in creating innovative products and tools that improve productivity and nearly every aspect of our lives. Software is one of the most valuable innovations of the Information Age, creating a healthy, diverse marketplace that generates millions of jobs and billions of dollars in tax revenues around the world. It plays an important role in our daily lives, but unfortunately, the illegal copying and distribution of software – software piracy – persists globally.

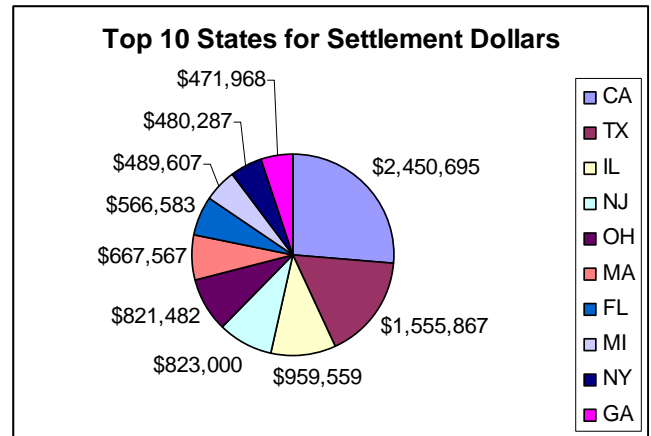
The Business Software Alliance (BSA) is leading the global fight against software piracy through education programs, policy efforts and enforcement activities. Through its Rewards Program in the U.S., BSA is currently offering up to \$200,000 for qualifying software piracy reports received via its online reporting form at www.nopiracy.com and its hotline, 1-888-NO PIRACY.

Software Piracy Facts

- In 2005, the United States lost \$6.9 billion as a result of software piracy.
- 21 percent of software programs in the United States are unlicensed.
- To date, BSA has settled with U.S. companies for more than \$139.6 million.
- Most software violations result from over-installation.
- Software piracy is against the law. It can result in fines of up to \$150,000 for each software title copied and increases the risk for security and technical problems.
- Federally prosecuted software piracy cases can result in fines of up to \$250,000 and in some cases, jail time.
- Since launching its Rewards Program in 2005, BSA has generated leads in every state and the District of Columbia, resulting in settlements totaling more than \$16.7 million. BSA received 4,213 software piracy leads in 2006.

Software Piracy by Industry

- In 2006, the U.S. manufacturing industry paid more than \$2.6 million in fines, the engineering industry paid more than \$2 million, the financial services industry paid more than \$1.5 million, sales/distribution companies paid \$1.4 million and the service industry paid more than \$1.2 million.
- Sales/distribution companies brought nearly 12 percent of leads in 2006, followed by service (over 6 percent) and financial services industries (nearly 5 percent).



For more information about BSA and the global fight against software piracy, visit www.bsa.org.