

## The Commonwealth of Massachusetts Massachusetts Gaming Commission

84 State Street, Suite 720 Boston, Massachusetts 02109

> TEL: (617)979-8400 FAX: (617)725-0528 www.mass.gov/gaming

Chairman

STEPHEN P. CROSBY

COMMISSIONERS

GAYLE CAMERON
JAMES F. MCHUGH
BRUCE W. STEBBINS
ENRIQUE ZUNIGA

For Immediate Release December 3, 2012

Media Contact:

Elaine Driscoll (MGC) 617-571-2964

Press release: 12-060

## **Media Alert**

## **Massachusetts Gaming Commission to Hold Weekly Open Meeting**

Topics Include Latest Developments Regarding Scope of Licensing Meetings, Background Investigations and the Casino Design Forum

WHO:

Members of the *Massachusetts Gaming Commission* including **Chairman Steve Crosby**, **Commissioner Gayle Cameron**; **Commissioner James McHugh**; **Commissioner Bruce Stebbins** and **Commissioner Enrique Zuniga** 

WHAT:

The Massachusetts Gaming Commission (MGC) will host its 38th open meeting. Commissioners are expected to discuss the status of the 'scope of licensing' discussions taking place with potential developers. Commissioners will also discuss the status of Region C and the upcoming casino design forum, "Promoting Sustainability, Strengthening Communities and Achieving Design Excellence: A New Model for Massachusetts Casinos." For more information on the meeting agenda, please visit <a href="https://www.mass.gov/gaming">www.mass.gov/gaming</a>.

As part of MGC's ongoing commitment to an open, transparent and participatory process, community members who are unable to attend the open meeting are encouraged to watch the live stream made available at <a href="http://www.mass.gov/gaming/meetings/mgc-meeting-december-4-2012.html">http://www.mass.gov/gaming/meetings/mgc-meeting-december-4-2012.html</a>.

In addition, community members are invited to follow along with live meeting updates by connecting with us on Twitter, @MassGamingComm.

WHERE:

1000 Washington Street (Division of Insurance)

1<sup>st</sup> Floor, Meeting Room 1- E

Boston, MA

WHEN:

TUESDAY, December 4, 2012

1:00pm