

205 CMR: MASSACHUSETTS GAMING COMMISSION

205 CMR 123.00: HOST COMMUNITIES

Section

123.01: Definition of Host Community

123.02: Host Community Agreement

123.01: Definition of Host Community

In accordance with M.G.L. c. 23K, § 2, a host community is a municipality in which a gaming establishment is located or in which an applicant has proposed locating a gaming establishment; provided, however, that if a proposed gaming establishment is situated in two or more cities or towns each shall be a host community for purposes of M.G.L. c. 23K and 205 CMR.

123.02: Host Community Agreement

(1) An applicant for a gaming establishment license must sign an agreement with the host community setting forth the conditions to have a gaming establishment located within the host community; provided, however, that the agreement shall include a community impact fee for the host community and all stipulations of responsibilities between the host community and the applicant, including stipulations of known impacts from the development and operation of a gaming establishment.

(2) The signed host community agreement, along with a fair, concise summary, approved by the city solicitor or town counsel of the host community, shall be made public in accordance with 205 CMR 124.04: *Preparing for the Election*.

(3) Upon requesting a host community election in accordance with 205 CMR 124.02(1), the applicant shall forward the executed host community agreement and summary to the commission. The commission shall promptly post a copy of the agreement and summary on its website. The posting shall outline the process by which any community may request that it be added to a list of prospective surrounding communities to that gaming establishment.

REGULATORY AUTHORITY

205 CMR 123.00: M.G.L. c. 23K, §§ 2, 4(37), 5 and 15(8).

NON-TEXT PAGE