



**MASSACHUSETTS GAMING COMMISSION
PUBLIC MEETING #210**

February 16, 2017
10:00 a.m.

Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA



Massachusetts Gaming Commission



**NOTICE OF MEETING and AGENDA
February 16, 2017**

Pursuant to the Massachusetts Open Meeting Law, G.L. c. 30A, §§ 18-25, notice is hereby given of a meeting of the Massachusetts Gaming Commission. The meeting will take place:

**Thursday, February 16, 2017
10:00 a.m.
Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA**

PUBLIC MEETING - #210

1. Call to order
2. Approval of Minutes
 - a. February 2, 2017 – VOTE
3. Administrative Update – Ed Bedrosian, Executive Director
 - a. General Update
4. Ombudsman's Report – John Ziembra
 - a. Wynn Boston Quarterly Report
 - b. Plainridge Park Casino Quarterly Report
 - c. Community Mitigation Fund Applications Update – J. Delaney, Construction Project Oversight Manager and M. Thurlow, Paralegal
5. Investigations and Enforcement Division – Karen Wells, Director
 - a. Table Games Rules and Regulations – B. Band, Gaming Agents Division Chief, Burke Cain, Senior Supervising Gaming Agent; C. Torrasi, Staff Attorney and C. Blue, General Counsel
 - b. Gaming Equipment Regulations Memorandum Discussion Continued – B. Band, Gaming Agents Division Chief, B. Cain, Senior Supervising Gaming Agent and C. Torrasi, Staff Attorney
 - c. Vendor License Renewal Forms – P. Connelly, Licensing Director – VOTE
 - d. Qualifiers Suitability Determinations – VOTES
 - i. MGM (1)
 - ii. Wynn Boston (2)



Massachusetts Gaming Commission

6. Commissioner's Updates

7. Other business – reserved for matters the Chair did not reasonably anticipate at the time of posting.

I certify that on this date, this Notice was posted as "Massachusetts Gaming Commission Meeting" at www.massgaming.com and emailed to: regs@sec.state.ma.us, melissa.andrade@state.ma.us.

2/13/17
DATE


Lloyd Macdonald, Commissioner

Date Posted to Website: February 14, 2017 at 10:00 a.m.



Massachusetts Gaming Commission

101 Federal Street, 12th Floor, Boston, Massachusetts 02110 | TEL 617.979.8400 | FAX 617.725.0258 | www.massgaming.com



Meeting Minutes

Date/Time: February 2, 2017 – 10:00 a.m.

Place: Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, Massachusetts

Present: Chairman Stephen P. Crosby
Commissioner Gayle Cameron
Commissioner Lloyd Macdonald
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

**Time entries are linked to
corresponding section in
Commission meeting video**

Call to Order

See transcript page 2

[10:03 a.m.](#) Chairman Crosby called to order the 209th Commission meeting.

Approval of Minutes

See transcript pages 2-6

[10:03 a.m.](#) *Commissioner Macdonald moved for the approval of the January 19, 2017, Commission meeting minutes subject to any corrections, typographical errors, or other nonmaterial matters. Motion seconded by Commissioner Cameron. With regard to the discussion on non-gaming vendors and employees, Commissioner Zuniga suggested including language that three Commissioners (Crosby, Zuniga, and Macdonald) felt that they had the authority to resolve the ambiguities presented in the statute. Also, Commissioners Stebbins and Macdonald suggested including language that Executive Director Bedrosian will take the lead on this matter. Motion passed unanimously.*

Research and Responsible Gaming

See transcript pages 6-79

[10:07 a.m.](#) Chairman Crosby noted that Director Mark Vander Linden is in Iowa. Rachel Volberg, SEIGMA (Social and Economic Impacts of Gambling in Massachusetts) Principal Investigator at the University of Massachusetts Amherst, School of

Public Health, introduced Robert Williams, Co-Investigator on the SEIGMA Project. She stated that he will present on results from the baseline online panel survey. She acknowledged the role of the Gaming Research Advisory Committee and the Research Design and Analysis Subcommittee in the production of the survey report.

10:14 a.m. Robert Williams noted that the level of review, scrutiny, and input for the SEIGMA research products are more than what is typically done in an academic context. He stated that a baseline general population survey was conducted but it didn't provide a fine-grain analysis of problem gamblers in Massachusetts. He stated that a supplemental survey (baseline online panel) was conducted to increase their sample of problem gamblers. Dr. Williams provided a summary of the online panel survey. He also noted the weaknesses of online panels and systematic biases.

Dr. Williams went over the research plan projections, methods, and results. He also provided a summary of the following negative impacts in two categories - all gamblers and problem gamblers: financial, health, mental health, relationships, work, school, and illegal activity. He noted that Massachusetts has a high level of lottery revenue and lottery engagement. Dr. Williams also presented on awareness of prevention programs and utilization of treatment programs for problem gamblers. He noted that overall, only 10 percent of problem gamblers seek formal treatment.

Dr. Volberg stated that the online panel survey report will be available on the SEIGMA website. Chairman Crosby asked Teresa Fiore to send the report and slides out to the Public Health Trust Fund committee members.

11:19 a.m. The Commission took a short recess.

11:26 a.m. The meeting resumed.

Administrative Update

See transcript pages 80-91

11:26 a.m. Executive Director Edward Bedrosian, Jr. noted that there were technical difficulties during the streaming of Dr. William's presentation but a clean taping of the presentation will be available on our website.

Executive Director Bedrosian reported that he continues to work on the following projects: employee licensing, internal and external compliance, and the FY18 budget.

He also reported that he received a letter from Treasurer Deborah Goldberg reappointing Commissioner Enrique Zuniga for a five-year term. Commissioner Zuniga stated that it is a pleasure to work with the fellow Commissioners and he looks forward to the next phase with the opening of two major casinos.

11:30 a.m. Executive Director Bedrosian stated that the Plainridge Park Casino Capital Investment Plan was discussed at the last Commission meeting. He stated that he worked with Deputy General Counsel Todd Grossman on the Capital Investment Plan motion with conditions and it is ready for a vote.

[11:34 a.m.](#) *Commissioner Zuniga moved that after discussion and review of the materials submitted by Plainridge Park Casino by letter dated January 16, 2017, and in accordance with 205 CMR 130.09 relative to its multi-year capital expenditure plan, that the Commission approve the plan. For clarity, the plan shall be considered the information contained in the submitted spreadsheet that was reviewed at the January 19, 2017 commission meeting. As part of the approval he further moved that we find good cause was demonstrated for the five-year plan to not equal or exceed the 3.5% of net gaming revenue threshold. As a basis for this finding, we looked at things such as the relative new nature of the facility, the outlined maintenance program, and the proposed improvements to the racing facilities.*

This approval comes with the following conditions:

- 1. The dollar amounts set out in the plan shall be considered minimum investment figures and can be exceeded;*
- 2. The licensee shall annually file a written report, to coincide with its fiscal year, detailing its compliance with the approved plan;*
- 3. The licensee's May 2017 quarterly report and accompanying presentation shall include information by which the commission may verify that the 2016 expenditures included in the plan were made.*
- 4. The Commission will review the plan periodically to determine whether it continues to satisfy the purpose of the capital expenditure provisions of the law and may direct any necessary adjustments; and*
- 5. If the licensee anticipates being unable to satisfy any component of the plan, or seeks modification thereto, it shall request advance approval from the commission.*

Motion seconded by Commissioner Stebbins. Chairman Crosby stated for the record that we find good cause at this point. Motion passed unanimously.

Investigations and Enforcement Bureau (IEB)

See transcript pages 91-162

[11:38 a.m.](#) Executive Director Bedrosian requested that agenda items 5a and 5c be discussed together.

[11:38 a.m.](#) Bruce Band, Assistant Director and Gaming Agents Division Chief, stated that comments were received from MGM, Wynn, and Scientific Games pertaining to the table games rules memo. He stated that he would like to get direction from the Commissioners on how to proceed with the review of the table games rules – receive rules all at once or a few at a time. The Commissioners and staff discussed options. Executive Director Bedrosian suggested starting the review of the rules in March and work on getting them done over the next few months. He also suggested tying in the initial regulations review with the most recent table game trainings.

[11:52 a.m.](#) Staff Attorney Carrie Torrisi presented on the gaming equipment regulations memorandum and stated that the memorandum outlines the standards for the various types of equipment that will be used to play the table games in the Category 1 casinos. She stated that a chart was prepared for the Commissioners outlining a multi-state survey of table game equipment regulations. She stated that table games equipment is handled fairly uniformly from state to state. She stated that questions for the Commissioner's consideration are (1) how will the Commission distinguish among value chips and non-value chips, and (2) will the Commission promulgate

specific regulations for gaming instrumentalities other than chips? Attorney Torrissi provided highlights of the multi-state survey which related to these questions. She stated that we can post the gaming equipment regulations on our website but she would recommend that the gaming equipment specifications be promulgated as regulations. She also noted that a variance procedure would be included for new equipment.

[12:07 p.m.](#) Senior Supervising Gaming Agent Burke Cain and Mr. Band presented on recommendations for questions in the memo pertaining to design specifications for the value of chips, distinction between value and non-value chips, gaming plaques, and gaming instrumentalities.

Executive Director Bedrosian suggested getting comments from our licensees and consult with them about their timeframe. The Commissioners complimented Attorney Torrissi on her memo and chart and stated it was helpful.

[12:22 p.m.](#) Loretta Lillios, Chief Enforcement Counsel and Deputy Director, presented on amendments to 205 CMR 152 – the exclusion list regulations. She stated that public comments were received and she provided an overview of the comments and amendments. She stated that changes included adding the Gaming Enforcement Division of the Office of the Attorney General as a referral source for individuals to be placed on the exclusion list and requiring gaming licensees to notify the IEB in advance of ejecting an individual and to confiscate winnings from excluded individuals.

Attorney Lillios noted that Attorney Seth Stratton, from MGM Springfield, asked for clarification pertaining to a licensee's duty to tell the Commission the names they believe are appropriate for the exclusion list. Attorney Lillios stated that this matter can be taken up in the next draft.

Attorney Lillios requested approval for a formal promulgation process. The matter was not on for a vote and General Counsel Catherine Blue suggested that the Commission could direct staff to start the process and come back for a vote. Attorney Lillios noted that Paralegal Shara Bedard assisted in this process and has been helpful.

[12:37 p.m.](#) Director Karen Wells presented on the suitability investigations of Robert Rudolph (Senior Vice President of Internal Auditing at MGM Resorts International) and Michael Carlotti (Senior Vice President and Treasurer at MGM Resorts International). She stated that investigations were conducted and she provided a summary of their educational and professional backgrounds. She stated that the IEB recommends that the Commission find them suitable as qualifiers for MGM Resorts.

Commissioner Cameron moved that the Commission approve qualifier Robert William Rudolph as a Senior Vice President of Internal Audit for MGM Resorts International. Motion seconded by Commissioner Macdonald. Motion passed unanimously.

Commissioner Cameron moved that the Commission find Michael Carlotti suitable as the Senior Vice President and Treasurer of MGM Resorts International. Motion seconded by Commissioner Stebbins. Motion passed unanimously.

Commissioner's Update

See transcript pages 162-167

[12:46 p.m.](#) Commissioner Stebbins reported that he and Jill Griffin, Director of Workforce, Supplier and Diversity Development, went to a meeting at the Hanscom Air Force Base and discussed employment support and opportunities for veterans. He also noted that they met with family support workers and provided them with problem gambling information.

Commissioner Stebbins also reported that he and Chairman Crosby met with the Speaker regarding recommendations on how money can be expended from the Gaming Economic Development Fund. The Speaker expressed support and requested a White Paper from the Commission.

[12:49 p.m.](#) Commissioner Cameron stated that the Australian regulatory staff would like to come to Boston to get information on best practices for an integrated resort casino. She stated that she is working with Executive Director Bedrosian to set this up.

[12:51 p.m.](#) Chairman Crosby stated that he and Commissioner Zuniga met with folks at the Massachusetts Council on Compulsive Gambling ("MCCG") for a discussion about their budget cuts. He stated that they are optimistic about getting the cuts reinstated. Commissioner Zuniga stated that Marlene Warner, the Executive Director of MCCG, provided him with a study about veterans and problem gambling.

Chairman Crosby stated that he will attend the GameSense Summit to discuss best practices. He stated that Commissioner Cameron will chair the next Agenda Setting and Commission meetings.

Other Business Not Reasonably Anticipated

See transcript page 167

[12:51 p.m.](#) *Having no further business, a motion to adjourn was made by Commissioner Macdonald and passed unanimously.*

List of Documents and Other Items Used

1. Massachusetts Gaming Commission, Notice of Meeting and Agenda dated February 2, 2017
2. Massachusetts Gaming Commission, Draft Meeting Minutes dated January 19, 2017
3. Impacts of Gambling in Massachusetts: Results of a Baseline Online Panel Survey (BOPS), Robert Williams, Penny Pekow, Rachel Volberg, Ed Stanek, Martha Zorn, and Amanda Houpt. (PowerPoint and Report)
4. Massachusetts Gaming Commission, Memo regarding Table Games Regulations
5. Public Comments received from MGM Springfield, Wynn, and Scientific Games regarding the Table Games Regulations Memo

6. Draft Amendments to 205 CMR 152.00: Individuals Excluded from a Gaming Establishment
7. Public Comments received from MGM Springfield and Plainridge Park Casino regarding proposed amendments to 205 CMR 152.00
8. Massachusetts Gaming Commission, Memorandum dated January 31, 2017 regarding Table Game Equipment with Multi-State Survey Chart

/s/ Catherine Blue
Catherine Blue, Assistant Secretary

DRAFT

No Documents

Wynn BOSTON HARBOR
®

Wynn Boston Harbor

QUARTERLY REPORT AS OF DECEMBER 31, 2016

Wynn Boston Harbor

PERMITTING

Permitting – State

MEPA Review (EOEEA) –
**Notice of Project Change, anticipated
filing date – First Quarter 2017**

Chapter 91 (DEP) –
**For Sediment Remediation, anticipated
filing date – Spring 2017**

Massachusetts Contingency Plan (DEP) – **Revised
Phase II submitted December 30, 2016;
Phase III/IV, anticipated submittal date –
March 2017**

Federal Consistency Certification (CZM) – **For
Sediment Remediation, anticipated filing
date – Summer 2017**

Review of Waterside Activities (Board of Underwater
Archaeological Resources) – **For Sediment
Remediation, anticipated review
concurrent with MEPA NPC**

Permitting – Federal and Local

Federal

Clean Water Act (Section 404) Individual Permit (U.S. Army Corps of Engineers –
Received December 12, 2016

Work in Navigable Waters (Section 10) Permit (U.S. Army Corps of Engineers –
Received December 12, 2016

Local

City of Boston Approval for Offsite Infrastructure (Public Improvement Commission and Boston Transportation Department) –
Under review

Wetlands Order of Conditions (Everett Conservation Commission) –
For Sediment Remediation, anticipated filing date – Summer 2017

Wetlands Order of Conditions (Boston Conservation Commission) –
For Sediment Remediation, anticipated filing date – Summer 2017

Wynn Boston Harbor

CONSTRUCTION



STEEL ERECTION OF THE CENTRAL UTILITY PLANT (“CUP”)



PLACEMENT OF REBAR FOR CONCRETE POURS



ROCK ANCHORS CONTINUE IN SOUTH WEST CORNER



POURING OF MAT SLAB CONCRETE; EXCAVATION CONTINUES



EXCAVATION CONTINUES



POURING OF MAT SLAB CONCRETE



BULKHEAD CONTINUES TO BE BUILT AS FOUNDATION FOR HARBORWALK



PRECAST PILES FOR HARBORWALK FOUNDATION



ROCK ANCHOR BEING PREPARED FOR STRESS TESTING



Major Milestones

- ☑ Completion of pre-excavation and guidewalls for the slurry wall and load bearing elements ("LBES")
- ☑ Completed 100% of slurry wall panels and 100% of LBES
- ☑ Installed 97% of the tie-backs
- ☑ Completed approximately 90% of the cap beam

- ☑ Completed approximately 60% of the mass excavation
- ☑ Completed installation of the precast piles
- ☑ Completed approximately 78% of the pile caps in the CUP and started pile caps along the east
- ☑ Completed drilled mini-piles
- ☑ Started concrete for B4 mat slab
- ☑ Started waterfront work

Wynn Boston Harbor

TRANSPORTATION MITIGATION COMMUNICATIONS

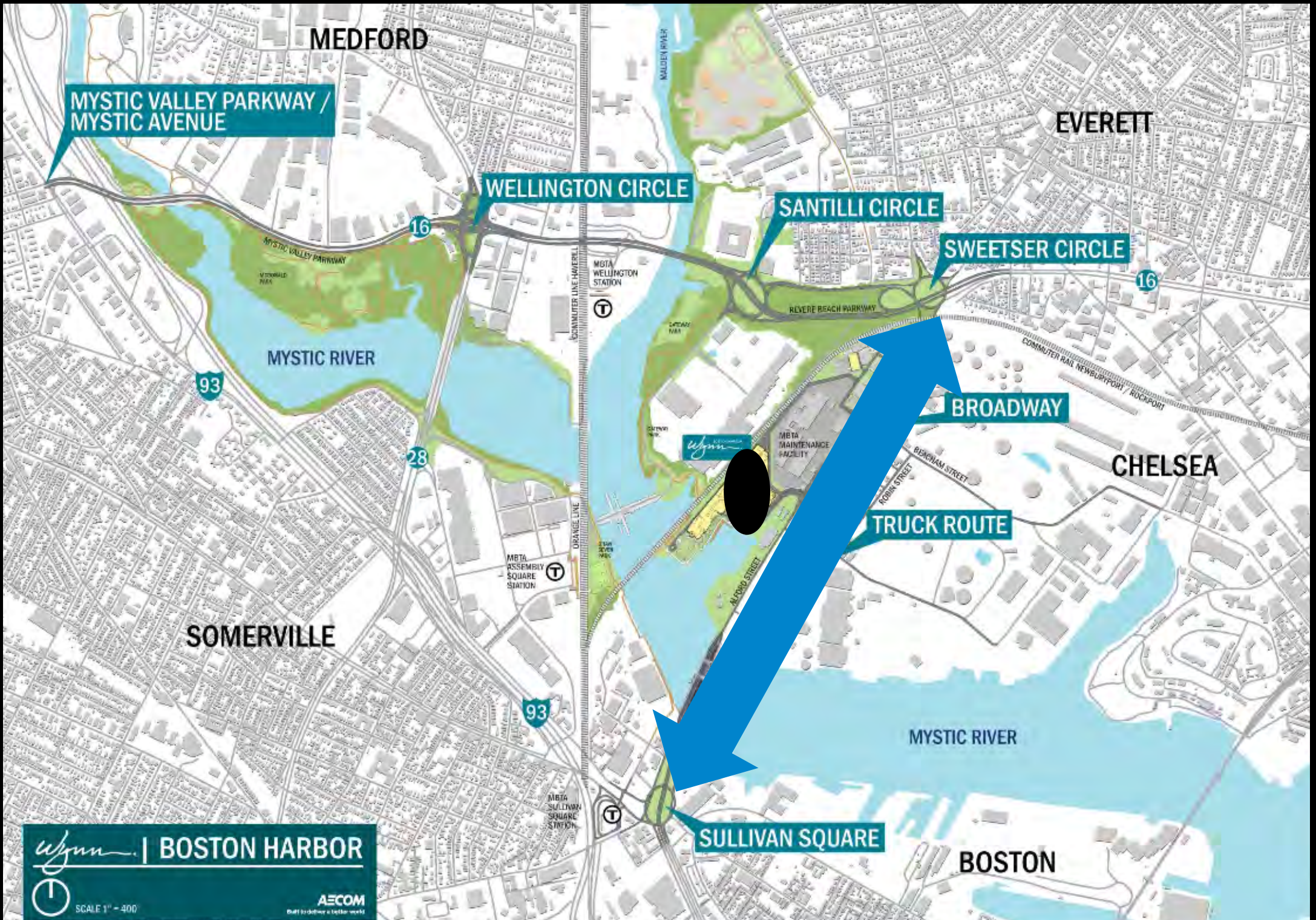
Transportation Mitigation Prior To Opening

Approximately \$58 million in private funds will be paid by Wynn for road infrastructure improvements in Everett, Boston, Medford, Chelsea and Revere.

This includes \$11 million in pre-opening improvements to Sullivan Square and \$25 million to support a long-term plan for Sullivan Square.

Significant work areas are in Sullivan Square, Lower Broadway/Route 99, Sweetser Circle.

Scope of work includes adding sidewalks and turning lanes, widening lanes, extending curbs and medians, optimizing and interconnecting traffic signals and landscaping.



MEDFORD

EVERETT

MYSTIC VALLEY PARKWAY /
MYSTIC AVENUE

WELLINGTON CIRCLE

SANTILLI CIRCLE

SWEETSER CIRCLE

MYSTIC RIVER

93

28

93

SOMERVILLE

Wynn

MBTA MAINTENANCE
FACILITY

BROADWAY

CHELSEA

TRUCK ROUTE

MYSTIC RIVER

SULLIVAN SQUARE

BOSTON

Wynn | BOSTON HARBOR

SCALE 1" = 400'

AECOM
Built to deliver a better world

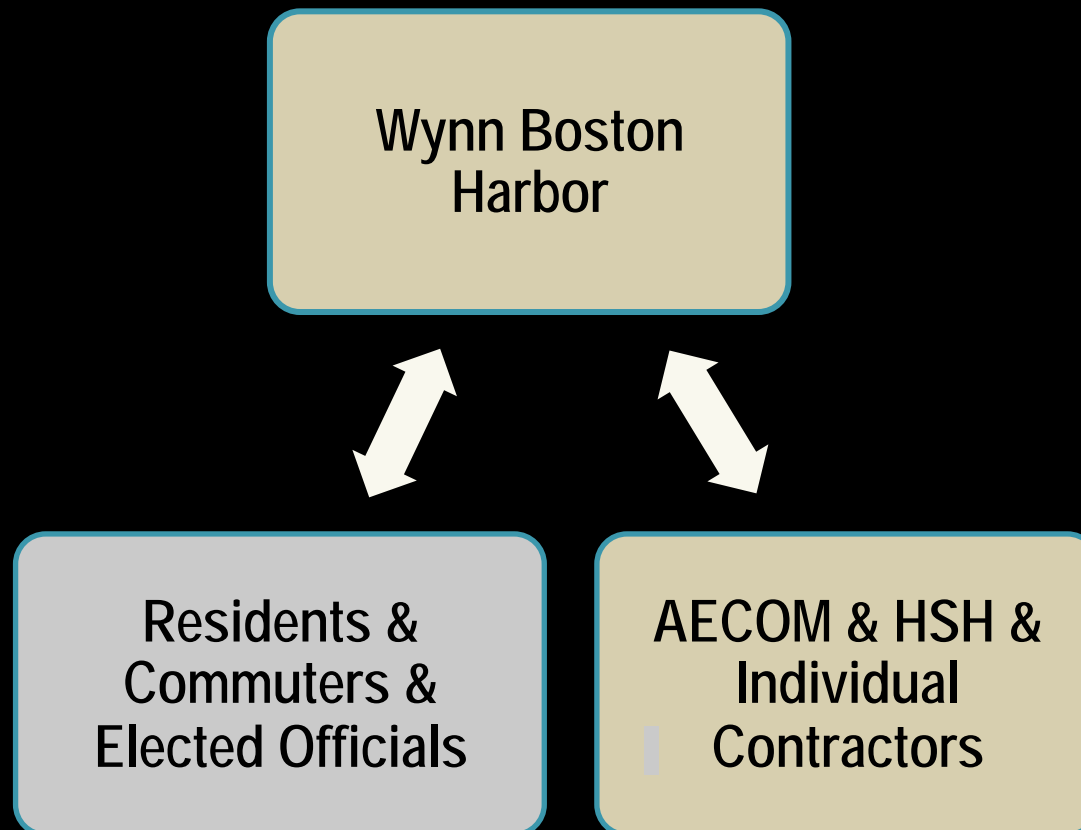
Transportation Communications Approach

Objective—to provide a timely and consistent flow of *outgoing* and *incoming communications* to inform residents and commuters of transportation work related to Wynn Boston Harbor and lessen the inconvenience and traffic generated by the work.

Transportation Communications Approach

Outgoing (from us)—provide advance and real-time notices regarding road closures, lane shutdowns and other disruptions associated with our local traffic mitigation work.

Incoming (for residents and commuters)—channels for people to obtain project information, real-time previews of road conditions and provide comments on our local traffic mitigation work.

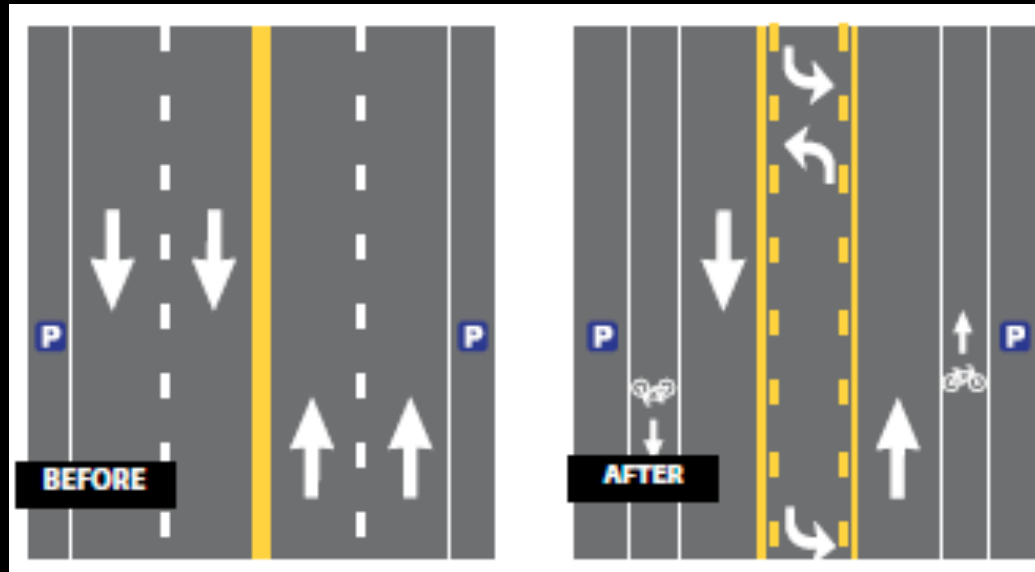


Transportation Communications Planning

Prior to work commencement/now

- **Identifying and reaching out to local stakeholders (political and civic leaders), local community groups and businesses to inform members and customers (Charlestown Mothers, Chambers of Commerce, Kiwanis, etc.).**
- **Creating a calendar of public meetings and briefings**
- **Creating infrastructure for online communications, call-in line, etc.**
- **Weekly (to start) Planning Meetings with AECOM, Howard Stein Hudson, individual contractors, local police and Wynn to understand details on work at each location, milestones that will impact traffic, etc.**

- Simplify key materials/illustrations for meetings and briefings



Communications Channels

ONLINE

Dedicated Website
FB & Twitter
Email/Text Alert
Signups
City Alert Emails
Traffic Apps./Alerts

PR & PAID MEDIA

Press Kickoff Event & Press
Releases
Traffic Report(er) Direct Outreach/
Deskside Briefings
Local Print Ads &
Electronic Billboards
Intersection Signage
& LED Signs On/Near Work
(prior/during)

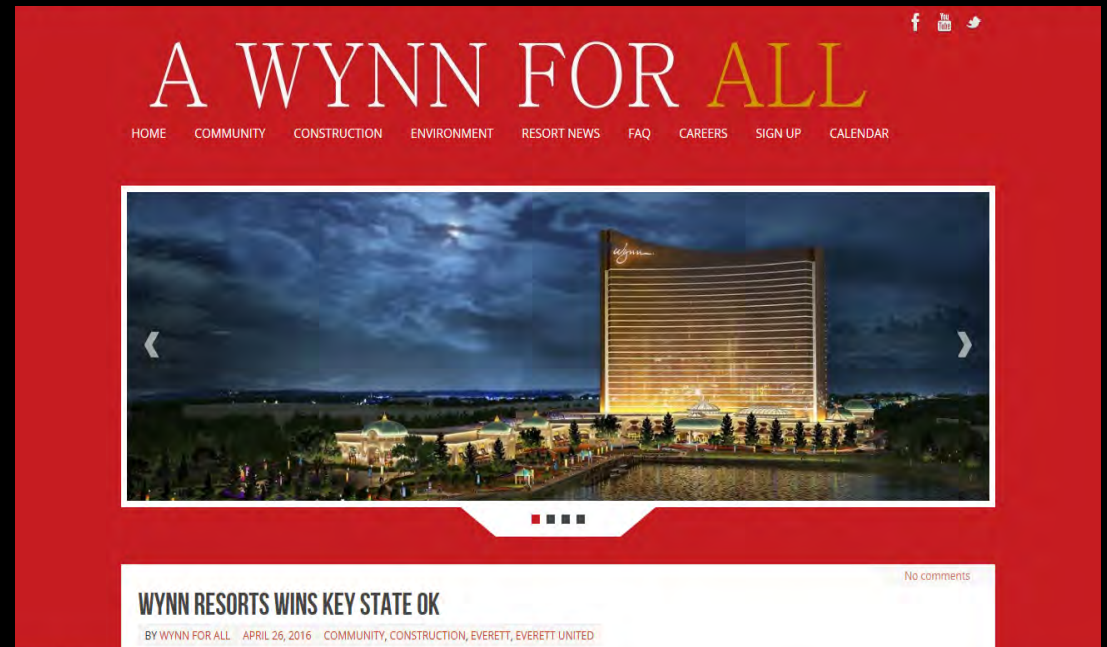
DIRECT OUTREACH

24-Hour Info Line
Site Signage w/contact info
Public Meetings & Notices
Community Access TV
Fact Sheet/Q&A Distribution
In-Traffic Engagement

Online



Facebook

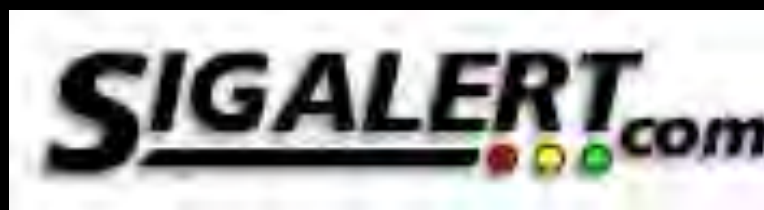


Website



Twitter

Online



and others...

Paid Media



Electronic billboards (before & during work)

3

DECEMBER 1, 2016 THE CHARLESTOWN PATRIOT-BRIDGE PAGE 3

Bradley named ABCD hero

By John Drew

Peggy Bradley has long been a recognizable figure in Charlestown through her work with the Charlestown Preservation Society, Charlestown Sprouts and Charlestown Neighborhood Council.

This month, Bradley received the well-deserved honor of being named an Action for Boston Community Development Community Hero.

Bradley received the honor at ABCD's annual Community Heroes Gala at the Copple Martine. She was nominated for the award by the staff and volunteers of the John F. Kennedy Center in Charlestown.

"The John F. Kennedy Center is one of my favorite places in town that is led by a group of dedicated staff and volunteers," said Bradley. "Through my work with the CNC distributing grants around Charlestown I've had the honor of working closely with this staff as well as connecting them center with other groups in the neighborhood I feel like I am part of big family."

Bradley said that there is a misconception that social service programs like the John F. Kennedy Center are places driven by the government and government funding.

"What the center really does well is identify families that are having hard times connect with programs," said Bradley. "They find out what the families need and base their services on that."

One program at the John F. Kennedy Center funded by CNC grants, Bradley said, was a pilot program that identified young mothers that were overwhelmed and basically helped them become better parents.

"They figured this whole program out at the center," she said. "It wasn't government driven but driven by the staff and volunteers at the center that saw a need for a program like the one the CNC was able to fund."

Bradley is a retired cancer researcher and administrator with a doctorate in molecular virology. She joined the Dana-Farber Cancer Institute and spent many years teaching and writing grants in support of her work there, at other institutions and start-up companies. Bradley also holds an Executive MBA degree from Suffolk University.

When she moved to Charlestown, she became a member of the North Area Task Force, and played a key role in the development of Charlestown's City Square Park. A resident of a 200-year-old house, Bradley became a board member of the Charlestown Preservation Society, she was President of the Charlestown Sprouts, the Charlestown Neighborhood Council she organized the distribution of \$1 million in grant awards to various non-profits.

Also, her work with the Spaulding-CNC Community Partnership Fund brought forth \$500,000 in pledged grants over the next five years.

A signature event, ABCD's Community Heroes Celebration honors everyday heroes and legends that help support the anti-poverty agency's mission to provide low-income residents within the Greater Boston region the tools and resources needed to transition from poverty to stability to success.

"Once again, ABCD is proud to put the spotlight on the volunteers and community members that go above and beyond to assist, serve, and educate our most vulnerable residents and economically disadvantaged families," said ABCD President/CEO, John Drew.

Charlestown's Peggy Bradley (center) is presented with her ABCD Community Hero Award for her work in the Charlestown community. From left, Michael Vancal ABCD Vice-President of field operations, John McGowan ABCD Board Chair, Peggy Bradley, Terry Kennedy (Director of JFK Center), Sharon Scott - Chair of ABCD COO/Executive Vice President, and John Drew (ABCD President/CEO).

BPS, Harvard/Kent team up for college savings program

By John Drew

The Boston Public Schools and the Harvard/Kent School in Charlestown kicked off Mayor Martin Walsh's Office of Financial Empowerment's Children's Savings Account (CSA) program—a new pilot program at several BPS schools.

The Harvard/Kent joined four other schools in Boston in launching the new CSA program designed to give families the opportunity to create a long-term savings plan for college, post-secondary education and training.

"We are grateful for the support of the Mayor's Office of Financial Empowerment and the Esf Foundation for helping our students and families in this important area," said Boston Public Schools Superintendent Tommy Chang. "Financial literacy and empowerment are important factors to success in college, career, and life, and must be an essential goal for every student and family in Boston Public Schools."

(SOURCE: Pg. 3)

Public Meeting

30 POLK STREET

THURSDAY, DECEMBER 8
6:30PM - 8:00PM

255 MEGFORD STREET
Charlestown Community Center
Charlestown, MA 02129

PROJECT PROPONENT:
Genest Vertices, LLC

PROJECT DESCRIPTION:
Developer Genest Vertices, LLC is requesting from the Boston Planning and Development Agency a Notice of Project Change for the BPD Agency approved project located at 30 Polk Street. The NPC would change the 30 Polk residential units from retail to condominiums including the four (4) incidental development Policy (affordable) units.

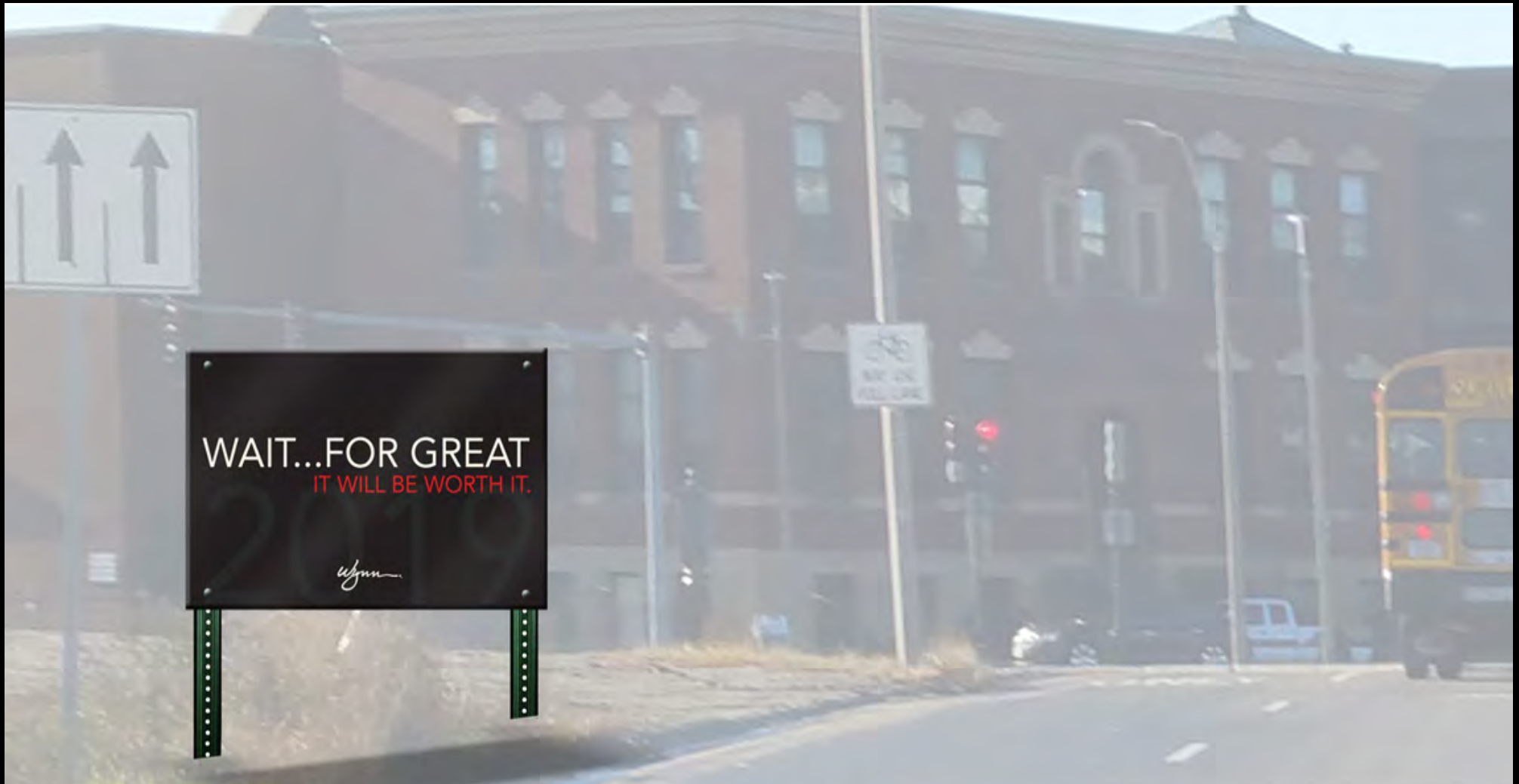
FOR MORE INFORMATION:
John Campbell
Boston Planning & Development Agency
One City Hall Square 9th Floor
Boston, MA 02101
PHONE: 617-635-8330
WWW: www.bpdagency.org

#BPD #BPD #BPD

First Church
of the Disciples

Weekly ads in Everett, Charlestown & Chelsea publications

Intersection Signage & LED Signs



**WE'RE PLANTING
\$36 MILLION HERE.**

TheMysticMile.com

**THIS TRAFFIC
LEADS TO 4,000
GREAT JOBS.**

TheMysticMile.com

**THIS IS A NEW
TRAFFIC LIGHT.**

TheMysticMile.com

**A TURN LANE
GOES HERE.**

TheMysticMile.com

Intersection Signage & LED Signs



Road Signs (before & during work)

Managing Incoming Comments

24/7 staffed project call-in hotline (response within 24 hours)

24/7 staffed project email (response within 24 hours)

Tracking system created to memorialize all comments and responses

Wynn Boston Harbor

PROJECT SCHEDULE

Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017											
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug			
Wynn Boston Harbor						710d 30-Oct-15 A 19-Oct-18											
Main Project						660d 04-Jan-16 A 14-Sep-18											
Environmental Permits						345d 03-Mar-16 A 12-Jul-17											
MEPA - NPC - Remedial Dredging						32d 03-Jan-17 15-Feb-17											
A8520	MEPA Meeting	1d	03-Jan-17*	03-Jan-17	A7470, A7480	MEPA Meeting											
A4310	RD File NPC for Remedial Dredging	1d	06-Jan-17	06-Jan-17	A7480, A8520	RD File NPC for Remedial Dredging											
A3490	RD Notice in Environmental monitor	1d	17-Jan-17	17-Jan-17	A4310	RD Notice in Environmental monitor											
A3500	RD Comment period / Public Hearing (20 calendar days)	14d	17-Jan-17	03-Feb-17	A3490	RD Comment period / Public Hearing (20 calendar days)											
A3510	RD Secretary Decision	1d	15-Feb-17	15-Feb-17	A3500	RD Secretary Decision											
Chapter 91 - Remedial Dredging (requires WQ)						306d 25-Apr-16 A 12-Jul-17											
A4280	Internal Review of First Draft	10d	25-Apr-16 A	05-Jan-17	A3790	Internal Review of First Draft											
A3800	RD 91 Internal Review of Final Draft Application	10d	06-Jan-17	19-Jan-17	A3790, A4280	RD 91 Internal Review of Final Draft Application											
A3810	RD 91 Draft to MASS DEP	5d	20-Jan-17	26-Jan-17	A3800	RD 91 Draft to MASS DEP											
A3820	RD 91 Final Application DEP comments	10d	27-Jan-17	09-Feb-17	A3810	RD 91 Final Application DEP comments											
A3830	RD Chapter 91 Filing	5d	10-Feb-17	16-Feb-17	A3820, A5172, A3510	RD Chapter 91 Filing											
A3840	RD 91 Notice in Environmental Monitor	6d	17-Feb-17	27-Feb-17	A3830	RD 91 Notice in Environmental Monitor											
A3850	RD 91 Comment Period / Public Hearing	13d	01-Mar-17	17-Mar-17	A3840	RD 91 Comment Period / Public Hearing											
A3860	RD 91 End of Chapter 91 Technical Review (3 Months)	65d	20-Mar-17	19-Jun-17	A3850, A3330	RD 91 End of Chapter 91 Technical Review (3 Months)											
A3880	RD 91 Chapter 91 License Issued	15d	21-Jun-17	12-Jul-17	A3860, A8230, A835	RD 91 Chapter 91 License Issued											
Water Quality Certificate 401 - Remedial Dredging (before Ch. 91)						306d 25-Apr-16 A 12-Jul-17											
A11840	Internal Review of First Draft	10d	25-Apr-16 A	05-Jan-17	A10890	Internal Review of First Draft											
A10900	RD WQ Internal Review of Final Draft Application	10d	06-Jan-17	19-Jan-17	A10890, A11840	RD WQ Internal Review of Final Draft Application											
A10920	RD WQ Draft to MASS DEP	5d	20-Jan-17	26-Jan-17	A10900	RD WQ Draft to MASS DEP											
A10930	RD WQ Final Application DEP comments	10d	27-Jan-17	09-Feb-17	A10920	RD WQ Final Application DEP comments											
A10940	RD Chapter 401 Filing	5d	10-Feb-17	16-Feb-17	A10930, A3510	RD Chapter 401 Filing											
A10950	RD WQ Notice in Environmental Monitor	6d	17-Feb-17	27-Feb-17	A10940	RD WQ Notice in Environmental Monitor											
A10960	RD WQ Comment Period / Public Hearing	13d	01-Mar-17	17-Mar-17	A10950	RD WQ Comment Period / Public Hearing											
A10970	RD WQ End of Chapter 401 Technical Review (3 Months)	65d	20-Mar-17	19-Jun-17	A10960	RD WQ End of Chapter 401 Technical Review (3 Months)											
A10980	RD WQ Chapter 401 License Issued	15d	21-Jun-17	12-Jul-17	A10970	RD WQ Chapter 401 License Issued											
Everett Con. Comm. - Wetlands Notice of Intent - Remedial Dredging						236d 23-May-16 A 27-Apr-17											
A8160	E - RD NOI Final Draft	5d	23-May-16 A	05-Jan-17	A8150	E - RD NOI Final Draft											
A8170	E - RD NOI Internal Review of Final Draft	5d	06-Jan-17	12-Jan-17	A8160	E - RD NOI Internal Review of Final Draft											
A8180	E - RD NOI Final Draft to DEP	5d	13-Jan-17	19-Jan-17	A8170	E - RD NOI Final Draft to DEP											
A8190	E - RD DEP Comments on Final Draft	9d	20-Jan-17	01-Feb-17	A8180	E - RD DEP Comments on Final Draft											
A8200	E - RD NOI File Notice of Intent	11d	02-Feb-17	16-Feb-17	A8190	E - RD NOI File Notice of Intent											
A8410	E - RD NOI First Hearing	1d	14-Mar-17	14-Mar-17	A8180, A8200	E - RD NOI First Hearing											
A11000	E - RD NOI Second Hearing	1d	11-Apr-17	11-Apr-17	A8410	E - RD NOI Second Hearing											

- █ Remaining Level of Effort
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Wynn Boston Harbor
Six Month Lookahead Schedule (1/1/2017 - 6/30/2017)
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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017																	
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug									
A8220	E - RD NOI Decision / Permit	2d	12-Apr-17	13-Apr-17	A11000, A8200																		
A8240	E - RD NOI Order of Conditions	1d	13-Apr-17	13-Apr-17	A8220																		
A8230	E - RD NOI End of Appeal Period	10d	14-Apr-17	27-Apr-17	A8220, A8240																		
Boston Con. Comm. - Wetlands Notice of Intent - Remedial Dredging		236d	23-May-16 A	27-Apr-17																			
A8270	B - RD NOI Final Draft	5d	23-May-16 A	05-Jan-17	A8260																		
A8280	B - RD NOI Internal Review of Final Draft	5d	06-Jan-17	12-Jan-17	A8270																		
A8290	B - RD NOI Final Draft to DEP	5d	13-Jan-17	19-Jan-17	A8280																		
A8300	B - RD DEP Comments on Final Draft	9d	20-Jan-17	01-Feb-17	A8290																		
A8310	B - RD NOI File Notice of Intent	11d	02-Feb-17	16-Feb-17	A8300																		
A8320	B - RD NOI Review and Public Hearing	13d	17-Feb-17	08-Mar-17	A8310																		
A8330	B - RD NOI Decision / Permit	19d	20-Mar-17	13-Apr-17	A8320, A8220																		
A8350	B - RD NOI Order of Conditions Issued	1d	13-Apr-17	13-Apr-17	A8330																		
A8340	B - RD NOI End of Appeal Period	10d	14-Apr-17	27-Apr-17	A8330, A8350																		
USACE SEC 10 & 404 - Remedial Dredging (requires Ch.91, WQ, CZM)		323d	03-Mar-16 A	09-Jun-17																			
A3420	RD Final Application	65d	03-Mar-16 A	24-Jan-17	A3410																		
A3430	RD File Application - General Permit 17	1d	24-Feb-17	24-Feb-17	A3420																		
A7440	RD Technical Review	74d	27-Feb-17	09-Jun-17	A3430																		
MCP - Massachusetts Contingency Plan		167d	01-Aug-16 A	31-Mar-17																			
A3680	MCP Revised Phase II Report	60d	01-Aug-16 A	03-Jan-17																			
A3660	MCP Phases III and IV - Draft Plan	21d	04-Jan-17	01-Feb-17	A3680																		
A3670	MCP Phases III and IV - Draft Plan Review	5d	02-Feb-17	08-Feb-17	A3660																		
A4110	MCP Phases III and IV - Final Plan	21d	09-Feb-17	10-Mar-17	A3670																		
A4120	MCP Phases III and IV - Final Plan Submitted	0d		10-Mar-17	A4110																		
A4130	Public Comment Period (20 calendar days)	15d	13-Mar-17	31-Mar-17	A4120																		
Remediation		418d	04-Jan-16 A	29-Sep-17																			
Landside Remediation		300d	04-Jan-16 A	16-Mar-17																			
A2580	Groundwater Monitoring	300d	04-Jan-16 A	16-Mar-17	A2570																		
Dredging		159d	15-Feb-17	29-Sep-17																			
A8355	Time of Year Restriction 2017 (No Work)	159d	15-Feb-17*	29-Sep-17																			
Project Cost Generation		39d	08-Dec-16 A	01-Feb-17																			
A5720	GMP Review/Approval	20d	08-Dec-16 A	01-Feb-17	A5690																		
A10070	GMP Contract Amendment	0d		01-Feb-17	A5720, A5690, 11840																		
Ultra Lounge Design		43d	03-Jan-17	03-Mar-17																			
A5810	90% Construction Documents	19d	03-Jan-17	27-Jan-17	A5760																		
A5820	100% Construction Documents	24d	30-Jan-17	03-Mar-17	A5810																		
Construction - Main Project		593d	12-May-16 A	14-Sep-18																			
Subcontractor Procurement Milestones		12d	03-Jan-17	19-Jan-17																			

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Six Month Lookahead Schedule (1/1/2017 - 6/30/2017)
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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017									
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug		
A12310	Plumbing (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ Plumbing (Garage/Hotel) Award									
A12320	Plumbing (Podium) Award	0d		03-Jan-17	A12230		◆ Plumbing (Podium) Award									
A12560	HVAC (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ HVAC (Garage/Hotel) Award									
A12570	HVAC (Podium) Award	0d		03-Jan-17	A12230		◆ HVAC (Podium) Award									
A12580	Electrical (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ Electrical (Garage/Hotel) Award									
A12590	Electrical (Podium) Award	0d		03-Jan-17	A12230		◆ Electrical (Podium) Award									
A12250	Waterproofing Award	0d		04-Jan-17	A12240		◆ Waterproofing Award									
A12610	Site Concrete Award	0d		05-Jan-17	A12180		◆ Site Concrete Award									
A12620	Precast Concrete Award	0d		05-Jan-17	A12180		◆ Precast Concrete Award									
A12630	Masonry Award	0d		05-Jan-17	A12180		◆ Masonry Award									
A12640	Misc. Metals Award	0d		05-Jan-17	A12180		◆ Misc. Metals Award									
A12650	Exterior Carpentry Award	0d		05-Jan-17	A12180		◆ Exterior Carpentry Award									
A12660	Aluminum Windows Award	0d		05-Jan-17	A12180		◆ Aluminum Windows Award									
A12690	Skylights/Louvers Award	0d		05-Jan-17	A12180		◆ Skylights/Louvers Award									
A12600	Site Improvements	0d		17-Jan-17	A12590		◆ Site Improvements									
A12550	Fireproofing Award	0d		18-Jan-17	A12250		◆ Fireproofing Award									
A12720	Finishes Trades	0d		19-Jan-17	A12180		◆ Finishes Trades									
A12730	GWB Award	0d		19-Jan-17	A12180		◆ GWB Award									
Summary Schedule (SCCI)		558d	24-May-16 A	14-Sep-18												
Site/Marine		79d	24-Oct-16 A	15-Feb-17			Site/Marine									
A5270	Phase 1 Marine - Sheet Piles, Precast Piles, Bulkhead, Outfall	94d	24-Oct-16 A	15-Feb-17	A7430, 14330		Phase 1 Marine - Sheet Piles, Precast Piles, Bulkhead, Outfall									
14320	Connect 24" and 36" to OF1/OF2	10d	06-Jan-17	19-Jan-17	14260		Connect 24" and 36" to OF1/OF2									
Garage		309d	24-May-16 A	10-Jul-17												
SUMM-380	SOE & Foundations Summary - Garage	302d	24-May-16 A	14-Apr-17			SOE & Foundations Summary - Garage									
SUMM-230	Garage Structure Summary	137d	27-Jan-17	10-Jul-17	A11495, 13080, A12		Garage Structure									
M1020	Mass Excavation Complete	0d		11-Feb-17	SUMM-230, A1090, .		◆ Mass Excavation Complete									
Central Utility Plant		549d	11-Jul-16 A	14-Sep-18												
SUMM-155	Foundation Summary - CUP	132d	11-Jul-16 A	06-Jan-17			Foundation Summary - CUP									
SUMM-145	Structural Steel Summary - CUP	50d	07-Jan-17	08-Mar-17	SUMM-155		Structural Steel Summary - CUP									
SUMM-165	Concrete Slab on Metal Decks Summary - CUP	25d	06-Mar-17	03-Apr-17	SUMM-145		Concrete Slab on Metal Decks Summary - CUP									
SUMM-400	Facade Summary - CUP	60d	04-Apr-17	14-Jun-17	SUMM-165		Facade Summary - CUP									
SUMM-140	Interior Fit-Up Summary - CUP	355d	18-Apr-17	14-Sep-18	SUMM-165		Interior Fit-Up Summary - CUP									
Convention Area		123d	13-Aug-16 A	18-May-17												
SUMM-250	Foundation Summary - Convention Center	123d	13-Aug-16 A	18-May-17	SUMM-155		Foundation Summary - Convention Center									
Hotel Tower		240d	15-May-17	01-Mar-18												
SUMM-340	Superstructure Summary - Hotel Tower	240d	15-May-17	01-Mar-18	SUMM-230		Superstructure Summary - Hotel Tower									
Podium		105d	31-May-17	02-Oct-17												

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Six Month Lookahead Schedule (1/1/2017 - 6/30/2017)
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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017															
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug							
SUMM-310	Structural Steel Summary - Podium	105d	31-May-17	02-Oct-17	SUMM-230																
Tenant Retail		294d	12-May-16 A	11-Jul-17																	
A7570	Identify Lease Tenants	131d	12-May-16 A	23-Jan-17																	
A7580	Negotiate Lease Terms	20d	06-Feb-17	06-Mar-17	A7570, A7570																
A7590	Tenant Design Concept	30d	20-Mar-17	28-Apr-17	A7580																
A7600	Tenant Present / Wynn Approve Design Concept	10d	15-May-17	26-May-17	A7590																
A7610	Tenant 30% SD / MEP Design	30d	30-May-17	11-Jul-17	A7600																
Broadway Projects		367d	30-Oct-15 A	29-Dec-17																	
38 Broadway (Mobil) Demolition		337d	01-Mar-16 A	14-Jul-17																	
A1863	Terminate Mobil Lease	60d	01-Mar-16 A	31-May-17	A1860																
A7690	Environmental Investigation	15d	20-Jan-17	09-Feb-17	A1860, A7710, A1863																
A7860	GZARAM Plan (Check with GZA)	10d	10-Feb-17	24-Feb-17	A7690																
A7720	Construction Document Production	15d	27-Feb-17	17-Mar-17	A7710, A7690																
A7730	RFP for Demolition Contractor	10d	20-Mar-17	31-Mar-17	A7720																
A7740	Respond to Demo RFP	15d	03-Apr-17	21-Apr-17	A7730																
A7780	Review/Approval	10d	24-Apr-17	05-May-17	A7740																
A7750	Award Demolition Contract	5d	08-May-17	12-May-17	A7740, A7780																
A1873	Vacate Mobil	1d	01-Jun-17	01-Jun-17	A1863, A7860																
A7760	Demolish 38 Broadway - Mobil	30d	02-Jun-17	14-Jul-17	A7750, A1863, A1873																
48 Broadway (Dunkin Donuts) Demolition		167d	30-Oct-15 A	29-Dec-17																	
A1870	Terminate Dunkin Donuts Lease	167d	30-Oct-15 A	29-Dec-17	A1860																
Service Road and Utilities Projects		541d	23-May-16 A	20-Oct-17																	
Service Road Construction		170d	01-Aug-16 A	01-May-17																	
12080	Service Road - Phases 2, 3, 4a and 4b	44d	01-Aug-16 A	01-Mar-17	A6570, 14420, 12201																
12160	Roadway Top Course, Private SR Punchlist	16d	03-Apr-17*	24-Apr-17	12010, 13280, 12180																
14860	Landscaping, Punchlist, Cleanup (PRIVATE)	21d	03-Apr-17	01-May-17	12160																
14870	Landscaping, Punchlist, Cleanup (PUBLIC)	21d	03-Apr-17	01-May-17	14860																
MBTA Loading Dock and New Gatehouse		104d	01-Sep-16 A	01-Feb-17																	
12850	Loading Dock Construction	25d	01-Sep-16 A	20-Jan-17	12890, 12900, 12870																
12975	Build New Entrance/Gates	39d	06-Sep-16 A	30-Jan-17	12900																
12880	Turnover New Loading Dock to MBTA Operations	0d		25-Jan-17	12850																
13280	MBTA New Entrance Operational	0d		30-Jan-17	12975, 11990																
14840	Demo Existing MBTA New Entrance	0d		01-Feb-17	13280																
128 Broadway (McDonald's)		279d	15-Sep-16 A	20-Oct-17																	
New McDonald's (by Others)		115d	15-Sep-16 A	01-Mar-17																	
11080	Construction (New McDonald's, Utilities, Parking) - 110 days	77d	15-Sep-16 A	24-Feb-17	11060, A1861, 1112C																
11110	New McDonald's Open	0d		01-Mar-17	11080, 13260, 1197C																

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Wynn Boston Harbor

Six Month Lookahead Schedule (1/1/2017 - 6/30/2017)

11-Jan-17

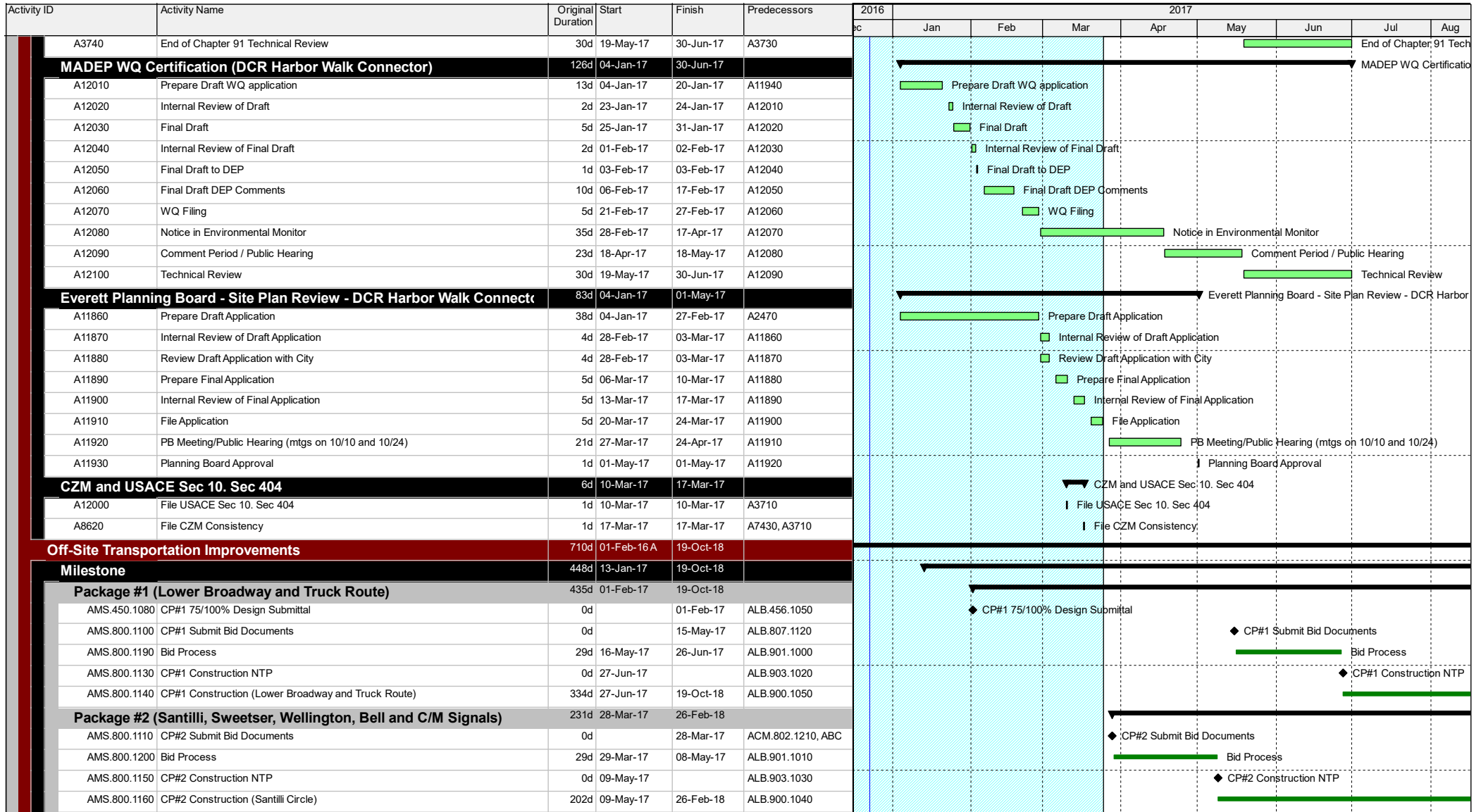
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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017							
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug
Broadway/Beacham Permanent Intersection														
12640	New Beacham Utilities, Intersection, Traffic Signals	112d	15-May-17	20-Oct-17	11090, 11110									
National Grid Gas Line Extension on Broadway														
A2380	National Grid Complete Gas Line Design Documents	30d	21-Apr-17	02-Jun-17	A2360									
115Kv High Tension Tower Relocation														
A2350	National Grid Complete Engineered Docs, Site Testing, Procurement	541d	23-May-16 A	14-Apr-17	A2410									
A2340	National Grid Complete Construction/Relocation of High Tension Tower	112d	01-May-17	06-Oct-17	A2350									
Bridge Study														
DCR Harbor Walk Connector														
Design														
A3870	50% CDs	16d	13-Jun-16 A	03-Jan-17	A4050, A4270, A4260									
A4090	75% CDs	18d	04-Jan-17	27-Jan-17	A3870, A4098									
A4088	DCR Public Listening Session	1d	12-Jan-17	12-Jan-17	A3870									
A4100	100% CDs	126d	28-Feb-17	24-Aug-17	A3710, A4090									
Everett Con. Comm. - Wetlands Notice of Intent (DCR Harbor Walk Con														
A2470	Execution of Easement Agreement with MBTA, DDRC	30d	23-May-16 A	03-Jan-17	A3470, A5172, A3870									
A1600	Prepare Notice of Intent	8d	04-Jan-17	13-Jan-17	A2470, A4088, A2470									
A1610	Internal Review of Draft	2d	16-Jan-17	17-Jan-17	A1600									
A1730	Final Draft	5d	18-Jan-17	24-Jan-17	A1610									
A1740	Internal Review of Final Draft	2d	25-Jan-17	26-Jan-17	A1730									
A1750	Final Draft to DEP	1d	27-Jan-17	27-Jan-17	A1740									
A1760	Final Draft DEP Comments	10d	30-Jan-17	10-Feb-17	A1750									
A1770	File Notice of Intent	5d	13-Feb-17	17-Feb-17	A1760									
A1780	Review and Public Hearing (mtgs on 9/15 and 10/20)	43d	21-Feb-17	20-Apr-17	A1760, A1770									
A1790	Decision	1d	21-Apr-17	21-Apr-17	A1780									
A1800	End of Appeal Period	10d	24-Apr-17	05-May-17	A1790, A1780									
A1810	Order of Conditions Issued	0d	08-May-17	08-May-17	A1800									
MADEP Chapter 91 DCR Harbor Walk Connector														
A11940	Prepare Draft Chapter 91 application	13d	04-Jan-17	20-Jan-17	A2470									
A11950	Internal Review of Draft	2d	23-Jan-17	24-Jan-17	A11940									
A11960	Final Draft	5d	25-Jan-17	31-Jan-17	A11950									
A11970	Internal Review of Final Draft	2d	01-Feb-17	02-Feb-17	A11960									
A11980	Final Draft to DEP	1d	03-Feb-17	03-Feb-17	A11970									
A11990	Final Draft DEP Comments	10d	06-Feb-17	17-Feb-17	A11980									
A3710	Chapter 91 Filing	5d	21-Feb-17	27-Feb-17	A11990									
A3720	Notice in Environmental Monitor	35d	28-Feb-17	17-Apr-17	A3710									
A3730	Comment Period / Public Hearing	23d	18-Apr-17	18-May-17	A3720									

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- Remaining Level of Effort
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- Milestone
- Summary



Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017														
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug						
AMS.800.1220	CP#2 Construction (Sweetser Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040															
AMS.800.1230	CP#2 Construction (Wellington Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040															
AMS.800.1240	CP#2 Construction (Bell Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040															
AMS.800.1250	CP#2 Construction (Chelsea/Medford Signals)	202d	09-May-17	26-Feb-18	ALB.900.1040															
Package #3 (Wellington and Malden Stations)		254d	03-Feb-17	06-Feb-18																
AMS.450.1200	CP#3 100% Design Submittal	0d		03-Feb-17	AWM.456.1090															
AMS.800.1120	CP#3 Submit Bid Documents	0d		07-Apr-17	AWM.802.1270															
AMS.800.1210	Bid Process	28d	10-Apr-17	17-May-17	AWM.901.1010															
AMS.800.1170	CP#3 Construction NTP	0d	18-May-17		AWM.903.1030															
AMS.800.1180	CP#3 Construction (Wellington and Malden Stations)	182d	18-May-17	06-Feb-18	AWM.900.1040															
Package #4 (Sullivan Square)		111d	13-Jan-17	21-Jun-17																
AMS.400.1210	MBTA Peer Review	0d		13-Jan-17	A7240															
AMS.450.1220	Response to MBTA Review	0d		27-Jan-17	A7290															
AMS.400.1200	CP#4 25% Design Submittal	0d		15-Mar-17	A7220															
AMS.450.1210	CP#4 100% Design Submittal	0d		21-Jun-17	A7330															
Construction Package #1 - Lower Broadway & Truck Route		476d	05-Dec-16 A	19-Oct-18																
Construction Package #2 - Route 16		291d	03-Jan-17	26-Feb-18																
Construction Package #3 - MBTA Wellington & Malden Station		278d	03-Jan-17	06-Feb-18																
Construction Package #4 - Sullivan Square Charlestown		393d	09-May-16 A	20-Jul-17																
A7220	25% Design	60d	09-May-16 A	15-Mar-17	A7210															
A7240	MBTA Peer Review	20d	15-Dec-16 A	13-Jan-17	A7220															
A7290	Response to MBTA Review Comments	10d	16-Jan-17	27-Jan-17	A7240															
A7250	MADOT 25% Design Review	17d	16-Mar-17	07-Apr-17	A7220															
A7260	Boston BTD 25% Review	17d	16-Mar-17	07-Apr-17	A7220															
A7270	MBTA 25% Review	17d	16-Mar-17	07-Apr-17	A7220															
A7330	Final Design	52d	10-Apr-17	21-Jun-17	A7270															
A7350	MADOT / FHA Review Final Design	20d	22-Jun-17	20-Jul-17	A7330															
A7360	Boston BTD Review Final Design	20d	22-Jun-17	20-Jul-17	A7330															
A7370	MBTA Review Final design	20d	22-Jun-17	20-Jul-17	A7330															
Woods Memorial Bridge (by DOT)		520d	01-Feb-16 A	06-Apr-18																
A4040	Project by DOT	520d	01-Feb-16 A	06-Apr-18																

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Wynn Boston Harbor

PROJECT RESOURCES / DIVERSITY

Contracts Awarded to Minority, Women and Veteran Business Enterprises for Design Phase

MBE

12 contract awards:

\$4,756,106

% of total contracts: **8.8%**

Goal: **7.9%**

WBE

11 contract awards:

\$2,674,356

% of total contracts: **4.9%**

Goal: **10.0%**

VBE

4 contract awards:

\$3,883,358

% of total contracts: **7.2%**

Goal: **1.0%**

SUMMARY

27 total M/W/VBE contracts:

\$11,324,720

% of total contracts: **20.9%**

Goal: **18.9%**

Contracts Awarded to Minority, Women and Veteran Business Enterprises for Construction Phase

MBE

23 contract awards:

\$22,935,412

% of total contracts: **5.6%**

Goal: **5.0%**

WBE

45 contract awards:

\$16,588,236

% of total contracts: **4.1%**

Goal: **5.4%**

VBE

15 contract awards:

\$23,516,244

% of total contracts: **5.7%**

Goal: **1.0%**

SUMMARY*

69 total M/W/VBE contracts:

\$53,048,891

% of total contracts: **12.9%**

Goal: **11.4%**

*M/W/VBE construction contract awards report includes awards and payments made to businesses with more than one diverse classification (i.e. M/WBE). Totals reported deduct any double counting due to awards to businesses with more than one diverse classification.

Minority, Women and Veteran Workforce Participation for Construction Phase

Minority

178 workers:

50,241.8 hours

% of total work hours:

24.0%

Goal: **15.3%**

Women

39 workers:

13,697.5 hours

% of total work hours: **6.5%**

Goal: **6.9%**

Veteran

31 workers:

11,558.0 hours

% of total work hours: **5.5%**

Goal: **3.0%**

Wynn Boston Harbor

COMMUNITY EVENTS AND OUTREACH

Outreach Events

- December 6: Update meeting with Chinatown community organizations
- December 7: Update meeting with The Career Place
- December 14: Quarterly update with the Hispanic American Institute
- December 16: Presentation to the Massachusetts Small Business Association
- December 19: Planning meeting Metro North Regional Employment Board
- December 29: Building Pathways Information Session at Everett City Hall





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Wynn Boston Harbor

Monitoring of Project Construction and Licensee Requirements 205 CMR 135

Quarterly Report Massachusetts Gaming Commission as of December 31, 2016



Monitoring of Project Construction and Licensee Requirements

Quarterly Report as of December 31, 2016

1.0 Project at a Glance

The Wynn Boston Harbor (the “Project”) is an approximately \$2.1 billion luxury resort that will transform a blighted section of the City of Everett, Massachusetts adjacent to the Mystic River, into a world-class destination. The Project will contribute hundreds of millions of dollars, including tens of millions of dollars in infrastructure contributions to the City of Everett, the region, and the Commonwealth of Massachusetts. The Project will be constructed on the contaminated site of a former chemical manufacturing plant totaling approximately 33.9 acres (the “Project Site”).



The Project will be comprised of a luxury hotel with 629 rooms¹, a gaming area, retail space, food and beverage outlets, convention and meeting space, a spa and gym, a parking garage, and other complementary amenities. The Project will also include extensive landscape and open space amenities including a public gathering area with an outdoor park-like open

¹ Pending approval from the relevant agencies, Wynn intends to increase the room count from 629 to 671 rooms. The change in room count does not alter the square footage of the hotel tower, but is a reallocation between rooms and suites.

space, a pavilion, waterfront features, a public harborwalk, and water transportation docking facilities reconnecting the City of Everett to the Mystic River and Boston Harbor for the first time in generations.

The Project will also include off-site improvements including extensive transportation improvements and a multiuse path from the Project's harborwalk to the existing paths at the Massachusetts Department of Conservation and Recreation ("DCR") Gateway Park. The Project will be developed in a single phase.

Wynn MA, LLC ("Wynn") received a conditional Category 1 gaming license for Region A (the "Gaming License") in November 2014. Since receiving the conditional Gaming License, Wynn has made significant progress on community outreach, project entitlements, permitting, land acquisition, and the design of the Project.

In August 2015, Wynn selected Charter Contracting Company, LLC, a Massachusetts limited liability company, as its remediation contractor. Remediation of the Project Site commenced in October 2015, and final completion documentation was filed on August 4, 2016.

On July 15, 2015, Wynn filed its Second Supplemental Final Environmental Impact Report ("SSFEIR") to address the remaining three principal areas of study that were outlined in the Certificate of the Secretary of Energy and Environmental Affairs on Wynn's Supplemental Final Environmental Impact Report ("SFEIR") dated April 3, 2015. On August 28, 2015, Wynn received a Certificate of the Secretary of Energy and Environmental Affairs on its SSFEIR (the "Secretary's Certificate") concluding that Wynn's SSFEIR "adequately and properly complies" with the Massachusetts Environmental Policy Act ("MEPA").

In accordance with MEPA, following the receipt of its Secretary's Certificate, Wynn worked with various state agencies to obtain "Section 61 findings," a determination made by an agency of the Commonwealth describing the environmental impact, if any, of the Project and a finding that all feasible measures have been taken to avoid or minimize said impact. Wynn received its Section 61 findings from the following agencies on the dates set forth below:

Massachusetts Water Resources Authority:	January 12, 2016
Massachusetts Port Authority:	January 21, 2016
Massachusetts Department of Transportation & Department of Conservation and Recreation:	April 5, 2016

Massachusetts Gaming Commission:

April 25, 2016

On August 24, 2015, Wynn filed its Chapter 91 License Application for the Project with the Massachusetts Department of Environmental Protection (“MassDEP”) to obtain license authorization for the development of portion of the Project on private filled and flowed tidelands. MassDEP issued the Chapter 91 License on August 3, 2016.

2.0 Cost of Construction and Capitalization of Gaming Licensee

Pursuant to 205 CMR 135.02(5)(a) and (b), please see Appendix 1 for a sworn certification regarding (a) the total estimated cost of construction of the Project and related infrastructure improvements and (b) the capitalization of the Wynn for the quarter ending December 30, 2016.

3.0 Design and Construction Contracts

Pursuant to 205 CMR 135.02(5)(c), please see Appendix 2 for a list of all design and construction contracts executed for the quarter ending December 31, 2016 to design and construct the gaming establishment and related infrastructure improvements.

4.0 Progress of Construction

Pursuant to 205 CMR 135.02(5) (d), the following is a status report regarding the progress of the construction of the Project.

4.1 Federal Permits.

On September 8, 2015, Wynn submitted an application for a Section 10 and 404 Individual Permit from the United States Army Corps of Engineers (“ACOE”) with respect to dredging, structures and fill associated with navigation improvements and shoreline stabilization in support of the Project. The ACOE issued the permit on December 12, 2016.

4.2 State Permits.

On July 15, 2015, Wynn filed its SSFEIR to address the remaining three principal areas of study that were outlined in the Certificate of the Secretary of Energy and Environmental Affairs on Wynn’s SFEIR dated April 3, 2015. On August 28, 2015, Wynn received a Secretary’s Certificate concluding that Wynn’s SSFEIR “adequately and properly complies” with MEPA.

The Secretary's Certificate confirmed that Wynn's traffic analysis and mitigation plans are effective to mitigate the Project's impacts on existing transportation infrastructure. With respect to broader regional transportation impacts, the Secretary's Certificate required the establishment of a "Regional Working Group" to be led by MassDOT for the purpose of assessing and developing long-term transportation improvements that will support sustainable redevelopment and economic growth in and around Sullivan Square. Wynn committed to participating in this Regional Working Group and providing a proportionate share of funding to support this effort.

Wynn has attended all monthly meetings of the Lower Mystic Regional Working Group ("LMRWG"). In addition, the LMRWG held its first public meeting on November 9, 2016. Wynn will continue to be an active participant in the future meetings of the LMRWG.

The Secretary's Certificate also required enhanced public review during permitting and development of Section 61 findings by MassDOT and the Massachusetts Gaming Commission ("MGC"). Following the receipt of the Secretary's Certificate, Wynn had productive meetings with each of the State Agencies with permitting authority over the Project for the purpose of preparing Section 61 findings to be issued by each such State Agency. Wynn received its Section 61 findings from the following agencies on the dates set forth below:

Massachusetts Water Resources Authority:	January 12, 2016
Massachusetts Port Authority:	January 21, 2016
Massachusetts Department of Transportation & Department of Conservation and Recreation:	April 5, 2016
Massachusetts Gaming Commission:	April 25, 2016

On August 24, 2015, Wynn filed its Chapter 91 License Application for the Project with the MassDEP to obtain license authorization for the development of portion of the Project on private filled and flowed tidelands. Pursuant to M.G.L. c. 21A, § 18(d) (2), (3) and (6), MassDEP and Wynn entered into a Memorandum of Agreement regarding Project specific schedule and fees for the Project (the "Fast Track Agreement").

Pursuant to the schedule set forth in the Fast Track Agreement, the comment period for Wynn's Chapter 91 License Application began on September 9, 2015 and concluded on October 9, 2015. On September 24, 2015, MassDEP held a public meeting at Everett City Hall for the purpose of receiving comments on Wynn's Chapter 91 License Application. The meeting was well attended and the comments received were all positive. Following the meeting, written comments were submitted to MassDEP for its consideration.

Wynn received its "Written Determination" from MassDEP on January 22, 2016. On February 11, 2016, Mayor Joseph A. Curtatone, in his capacity as Mayor of the City of Somerville ("Somerville"), filed a "Notice of Claim" with the Executive Office of Energy and Environmental Affairs, Department of Environmental Protection, requesting an adjudicatory hearing with respect to the Written Determination. On February 18, 2016, the Office of Appeals and Dispute Resolution of MassDEP issued a Scheduling Order pursuant to which a hearing on Somerville's appeal was set for June 2, 2016. As a direct result of this appeal, Wynn was unable to commence construction activities within those portions of the Project Site that are subject to Chapter 91.

On June 2, 2016, Wynn, Somerville and the DEP participated in the adjudicatory hearing. On July 15, 2016, MassDEP's Office of Appeals and Dispute Resolution issued a "Recommended Final Decision" affirming Wynn's Written Determination. MassDEP issued the Chapter 91 License on August 3, 2016.

4.3 Local Permits.

On May 11, 2015, Wynn submitted its Form 19A Site Plan Review Application to the Everett Planning Board. The City of Everett engaged outside consultants, LDD Collaborative, Inc. and TranSystems, to provide Site Plan Review services for the Project. On July 13, 2015, Wynn presented its Site Plan Review Application at the Everett Planning Board public meeting and advised the Everett Planning Board that it would be modifying its application to address comments raised by the City of Everett's outside consultants. On August 24, 2015, Wynn presented its modified application to the Everett Planning Board and the Everett Planning Board heard public comments. On September 16, 2015, the Everett Planning Board concluded the public hearing and unanimously approved the application.

The service road Application Site Plan Review and Special Permit was submitted to the City of Everett Planning Board for review in January 2016. On May 5, 2016, the Everett Planning Board issued the Site Plan Approval for the Service Road.

On August 11, 2015, Wynn submitted its Notice of Intent for the Project to the City of Everett Conservation Commission in order to obtain approval under the Massachusetts Wetland Protection Act for work within wetlands resource areas and buffer zones. The Everett Conservation Commission held an initial public meeting on August 20, 2015. On September 17, 2015, the Everett Conservation Commission held another public meeting and voted unanimously to approve Wynn's Notice of Intent. The Everett Conservation Commission issued its Order of Conditions with respect to the Project on September 24, 2015.

Pursuant to 205 CMR 135.02(6), please see [Appendix 3](#) for an updated permits chart and all documents and information listed in 205 CMR 120.01: *Permitting Requirements*.

4.4 Site Remediation.

Prior to the commencement of the remediation, Wynn completed field investigation including nearly 2,000 samples landside and in the river, and significant laboratory analysis of the samples. On April 8, 2015, Wynn received a petition from residents of the City of Everett requesting that the disposal site be designated as a Public Involvement Plan ("PIP") site in accordance with Massachusetts General Laws (MGL) c. 21E §14(a). This law requires that, upon receiving such a petition, a plan for involving the public in decisions regarding response actions must be prepared and a public meeting held to present the proposed plan. The disposal site was designated as a PIP site on April 28, 2015. The PIP process was used to educate the public on the remediation process and provide a forum for addressing any comments. The PIP process will continue through the completion of the construction related remediation activities.

Wynn and GZA GeoEnvironmental, Inc., the Licensed Site Professional ("LSP") for the Project Site, presented the draft PIP plan at a public meeting on June 2, 2015 at Everett City Hall. In addition, the draft Release Abatement Measure ("RAM") plan was also presented at the meeting. The comment period for the PIP plan was scheduled to end on June 22, 2015, but was extended by Wynn at the request of the petitioners for an additional 21 days to July 13, 2015. In addition, the comment period for the draft RAM plan was extended an additional 30 days to July 22, 2015.

On August 19, 2015, the Release Abatement Measure ("RAM") plan for the landside remediation (known as Phase 1) was submitted to the MassDEP and all petitioners were notified accordingly.

Pursuant to the RAM Plan, Wynn held public meetings in Everett and Charlestown on October 15 and 16, 2015, respectively, for the purpose of informing the public regarding the remediation prior to commencement. Remediation of the Project Site began following such meetings. Weekly updates on the remediation were posted on Wynn's website (www.wynnbostonharbor.com). The perimeter air-monitoring system was operational throughout the remediation and no alarm conditions attributable to the RAM work were recorded.

Phase 1 remediation of the Project Site was completed in the second quarter of 2016. A total of approximately 10,680 tons of contaminated soil was transported off-site for proper disposal during Phase 1. The soil was transported in lined trailers that were cleaned prior to leaving the Project Site. The Draft Phase I RAM Completion Report and Immediate Response Action Report was submitted on August 4, 2016. A public meeting on the Phase I RAM Completion Report was held on September 7, 2016. The public comment period ended September 27, 2016, and no comments were received.

A separate RAM Plan has been prepared to address construction-related RAM activities. Response actions to be conducted under this RAM Plan will include the excavation of contaminated soil, the dredging of contaminated sediment, and the placement of clean fill materials at the properties identified in the RAM Plan. On February 17, 2016, a public meeting on the construction-related RAM Plan was held at the Everett City Hall. The public comment period for the construction-related RAM Plan ended on March 9, 2016. No comments were received. On May 2, 2016 the construction-related RAM Plan and a Final Revised Public Involvement Plan was filed. On August 30, 2016, constructed-related RAM Status Report No. 1 was filed. On October 28, 2016 and November 16, 2016, RAM Modifications were filed with DEP to address the detection of asbestos in soil associated with demolition debris.

4.5 Offsite Infrastructure.

As described above, the Secretary's Certificate confirmed that Wynn's traffic analysis and mitigation plans are effective to mitigate the Project's impacts on existing transportation infrastructure. In light of this positive response, an RFP was issued on June 26, 2015 to select a design and permitting team to deliver the offsite roadway and transit station improvements. In November 2015, Wynn entered into an agreement with AECOM USA of America, a Massachusetts corporation ("AECOM"), to provide civil and geotechnical engineering and construction oversight services for off-site infrastructure related to the Project. During first quarter 2016, AECOM completed the applicable Roadway Safety Audits

and continued with site surveys and concept design. During the second quarter 2016, site surveys were completed as well as the development of the 25% design plans and functional design reports. On April 26, 2016, Wynn and AECOM staff met with MassDOT, MBTA and DCR transportation officials to discuss the projects and schedule. On June 14, 2016, the 25% design plans and functional design reports were submitted to the City of Everett and their peer review consultant, Weston and Sampson/Thule, at a design briefing meeting. The 25% design plans and functional design reports were submitted for review to MassDOT at a design briefing meeting held on June 24, 2016. Review comments were received from MassDOT on September 15, 2016 as well as from Weston and Sampson/Thule, the City of Everett's consultant hired to perform peer review of the transportation designs on September 28, 2016. Responses to those comments have been generated and were submitted to the City. Coordination with the Massachusetts Central Transportation Planning staff continued regarding the progression of the 25% design. Work continues on further developing the design documents to the 75%/100% stage.

On a separate track, Howard/Stein-Hudson Associates, Inc., Wynn's design team for the Sullivan Square improvements has been working since last year on conceptual designs and have continued to advance the design to 25%. In connection therewith, Wynn is working closely with the City of Boston to advance its filing with the Public Improvements Commission. On July 1, 2016, the Conceptual Design Report was submitted to Boston Transportation Department (BTD) for their review, comments were received and are being incorporated into the 25% design documents.

Concurrently with the development of the 25% designs for the offsite roadway improvements, the design of the Sullivan Square MBTA Station improvements as well as the Malden Station and Wellington Station improvements are underway. Design review meetings were held with the MBTA/MassDOT and the City of Boston in August and September regarding the 30% design plans for these improvements. The design of the Sullivan Square MBTA Station has been advanced and various alternatives were developed and presented to the MBTA. The MBTA has contracted with Urban Idea Lab to conduct a peer review of the current design alternatives and coordination continues with the MBTA on advancing the station design to the 25% stage.

Subject to Wynn receiving all permits required to complete the work, all offsite improvements are envisioned to be completed and operable prior to the opening of the Project.

In addition to the foregoing mitigation improvements, in accordance with Wynn's Section 61 findings, Wynn is an active participant in the LMRWG. The LMRWG was convened by MassDOT to assess and develop short and long-range transportation improvements that can support sustainable redevelopment and economic growth for the Lower Mystic River area. MassDOT has engaged the services of staff from the Boston Region Metropolitan Planning Organization – including from the Metropolitan Area Planning Council (MAPC) and from the Central Transportation Planning Staff – to provide technical assistance and study support.

The Working Group is chaired by the Secretary of Transportation, and consists of elected officials and staff of the three communities of Boston, Everett and Somerville as well as MAPC. Representatives from the Executive Office of Housing and Economic Development, the Attorney General's Office of Massachusetts, the Massachusetts Gaming Commission, Congressman Capuano's office, the Massachusetts Port Authority, and the Wynn Boston Harbor are also participants of the LMRWG.

4.6 Design.

Project design has made significant progress this quarter. Construction Drawings (dated September 16, 2016) were issued on September 30, 2016. The hotel tower, podium, site, and interiors were reviewed by the City of Everett and a Building Permit was issued on December 15, 2016.

4.7 Construction Services.

On January 8, 2016, Wynn entered into an Agreement for Guaranteed Maximum Price Construction Services with Suffolk Construction Company, Inc. ("Suffolk"). Suffolk is currently providing pre-construction services including estimating, design review, value engineering, and preparation for procurement and construction as well as overseeing actual construction. Suffolk procured the site work, slurry wall/LBE, and curtain wall subcontractors in second quarter 2016 and pre-construction activities commenced at the end of May 2016. Following the receipt of Wynn's Chapter 91 License, construction activities were commenced on all portions of the Project Site. Below is a summary of the construction activities through December 31, 2016:

- Completed pre-excavation and guidewalls for the slurry wall and load bearing elements ("LBEs");
- Completed 100% of slurry wall panels and 100% of the LBEs;

- Installed approximately 97% of the tie-backs;
- Completed approximately 90% of the cap beam;
- Completed approximately 60% of the mass excavation;
- Completed installation of the precast piles;
- Completed approximately 78% of the pile caps in the CUP and started pile caps for along the east;
- Completed drilled mini-piles;
- Started concrete for the B4 mat slab; and
- Started waterfront work.

Dust control measures that are in-place include a water truck dedicated full time to the Project Site when work is occurring on the Project Site and covering dirt stockpiles at night with Gorilla Snot (liquid copolymer soil stabilizer and dust control product).

In August 2016, an automatic wheel wash was installed at the Project Site exit on Dexter Street. Street sweeping is done daily on Horizon Way, Broadway, Dexter Street, and the adjacent MBTA property.

Soil disposal via rail car commenced in August 2016. In September 2016, use of the rail ramped up to approximately 5,600 tons a day.

4.8 Service Road.

The service road and utilities drawings were prepared and issued on March 31, 2016. Bids were received in early May to allow early construction of this critical work. On May 25, 2016, J. Derenzo Co. was awarded the Service Road and Utility Relocation contract.

As of December 31 2016, the following utility work was completed for the Service Road:

- Approximately 2,200 linear feet (lf) (100%) NGrid 23kv ductbank including 5 MHs.
- Approximately 900 lf (100 %) Verizon ductbank including 3 MHs.
- NGrid and Verizon ductbank crossings beneath 115 kV lines.
- NGrid 12" gas line
- The public section of the Service Road (Charlton St.) was paved and opened to service the New MBTA entrance and the Service Road to the resort construction site.
- Approximately 125 lf 12" ductile iron water line.
- Approximately 400 lf 18" ductile iron water line.

4.9 *Procurement.*

Proposals were received for Commissioning, Independent Testing, and Room Controls. Fenagh Engineering and HAKS were selected for special inspections in June 2016. BR+A was selected for commissioning services in June 2016.

4.10 *Owner Controlled Insurance Program (“OCIP”).*

Wynn, in conjunction with Willis Towers Watson initiated an Owner Controlled Insurance Program for the Project. This Worker’s Compensation and General Liability insurance programs were implemented on July 1, 2016 and Builder’s Risk was implemented on August 15, 2016.

4.11 *Project Labor Agreement.*

Following the engagement of Suffolk, Wynn and Suffolk re-engaged in discussions with local labor leaders and finalized the draft Project Labor Agreement for the Project. The Project Labor Agreement was executed on May 5, 2016.

4.12 *Construction Management Plan.*

Howard/Stein-Hudson Associates, Inc. prepared a Construction Management Plan (“CMP”) for the purpose of mitigating any adverse impacts to the host and surrounding communities. The CMP was submitted to the City of Everett on April 21, 2016.

5.0 Project Schedule

5.1 *Six Month Look Ahead*

The 6-month look ahead schedule is attached hereto as [Appendix 4](#).

5.2 *Project Master Schedule*

The development of the Master Schedule has evolved from a high level schedule to a more detailed schedule. This coincides with the contractor’s efforts to increase the detail level of their schedule by working with the subcontractors as they are selected for the Project.

6.0 Project Resources/Diversity

Pursuant to 205 CMR 135.02(5)(f), please see Appendix 5 for a report describing the number of contracts, total dollars amounts contracted with and actually paid to minority business enterprises, women business enterprises and veteran business enterprises for design and construction of the Project and related infrastructure, and the total number and value of all subcontracts awarded to a minority, women and veteran owned business, and a comparison of these reports with the goals established by Wynn as approved by the MGC .



December 31, 2016

Massachusetts Gaming Commission
 101 Federal St., 12th
 Boston, MA 02110

Dear Commissioners:

In accordance with 205 CMR 135.02(5)(a), please see below for the total estimated cost of construction of the project and related infrastructure improvements and the costs incurred as of December 31, 2016, calculated pursuant to 205 CMR 122.03: *Costs Included in the Calculation of Capital Investment*, and separately identifying detailed costs for design, land acquisition, site preparation and construction and off-site improvements:

MGC Quarterly Report

Appendix 1

(US\$ thousands)

Component	Cost Incurred 12/31/2016	Estimated Remaining Cost	Total Estimated Cost
Construction / on-site development	\$ 163,104	\$ 1,139,960	\$ 1,303,064
Design and engineering	70,815	85,930	156,745
Site preparation	19,382	62,324	81,706
Off-Site Improvements	2,926	38,062	40,988
Land acquisition	61,578	5,897	67,475
Pre-opening	26,301	63,436	89,736
Owner FF&E	1,351	144,434	145,785
Total	\$ 345,455	\$ 1,540,043	\$ 1,885,498

In addition, in accordance with 205 CMR 135.02(5)(b), I direct you to the financial statements of Wynn Resorts, Limited (NASDAQ: WYNN), the parent of Wynn MA, LLC (the "Licensee"), including Wynn Resorts' Quarterly Report on Form 10-Q for the quarter ended September 30, 2016, filed with the Securities and Exchange Commission (the "SEC") on November 4, 2016, which is available at www.sec.gov. As reflected in these financial statements, Licensee has sufficient financial resources in order to meet all expected financial obligations relating to the completion of the Project and related infrastructure improvements associated with the Project.

I, Stephen Cootey, hereby certify to my knowledge and in my capacity as Chief Financial Officer of Wynn Resorts, Limited, as to the material veracity of the foregoing.

Sincerely,

A handwritten signature in black ink, appearing to read 'S Cootey', with a stylized flourish at the end.

Stephen Cootey
Chief Financial Officer

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Appendix 2

Design and Construction Contracts

As of December 31, 2016

Reference 205 CMR 135.02(5)(c)

Vendor/Contractor	Date	Services	MGC Status
AECOM	11/4/15	Civil and Geotechnical Eng. – Offsite Infrastructure	NGV092
	1/18/16	Design and Construction Phase Services – MBTA Everett Maintenance Facility	NGV092
AMEC Massachusetts Inc.	08/25/16	Peer Review – Supplemental Phase II Site Assessment	NGV952
Alliance Detective & Security	12/31/15	Site Security	NGV326
Arup USA, Inc.	12/10/14	Fire Protection Consulting	NGV102
Bard, Roa + Athanas Consulting Engineers, Inc.	08/31/16	Commissioning Services	NGV884
Bohler Engineering MA, LLC	06/08/16	Engineering Services – Property Redevelopment - McDonalds	NGV845
Building Enclosure Associates, LLC	08/30/16	Building Enclosure – Commissioning Svcs.	NGV989
Bukhari Design Studio, LLC	7/15/15	Concept and Documentation Services – High Limit Gaming	NGV434
Cashman Dredging & Marine Contracting and Company, LLC	9/2/15	Site Clean-up/Fencing	NGV450
Charter Contracting Company	11/10/15	Site Remediation Services	NGV479
Christopher Gordon		Project Management	NGV226
Cleo Design, LLC	7/15/15	Design Consultant – Staff Dining	NGV500
	7/15/15	Design Consultant – Executive Offices	NGV500
Code Red Consultants LLC	10/04/16	Life & Safety Systems Commissioning	NGV844
DHA Design Services LTD	9/24/15	Exterior Lighting Design	NGV522
Design Enterprise	9/17/15	Design Consultant – High Limit Gaming	NGV460
Eslick Design Associates	05/22/15	Design Consultant – Site Signage	NGV383
	7/15/15	Design Consultant – Low-Rise and Garage Signage	NGV383
	7/15/15	Design Consultant – High-Rise Signage	NGV383
First Circle Design, Inc.	10/14/15	Design Consultant – Interior Lighting – Meeting & Convention/Gaming	NGV518
Fenagh Engineering & Testing, LLC	09/08/16	Quality Control and Inspection Services	NGV185
Fort Point Associates, Inc.	12/30/14	Planning and Environmental Consulting	NGV075
	06/28/16	Environmental Consulting – Harbor Walk	
Foundry Interior Design	10/21/15	Design Consultant – Performance Lounge	NGV535
Gilbane Building Company	01/24/14	Preconstruction Consulting Services	NGV035
GZA GeoEnvironmental, Inc.	11/12/14	Geotechnical and Environmental Services	NGV013

	04/21/16	Geotechnical and Environmental Services – Harbor Walk	NGV013
Haks Engineers, P.C.	09/08/16	Quality Control and Testing	NGV894
Hirsch Bedner Associates dba HBA/Hirsch Bedner Associates	02/25/15	Design Consultant – High-Rise Interiors	NGV133
	05/22/15	Design Consultant – Public Areas	NGV133
	05/22/15	Design Consultant – F&B	NGV133
	05/22/15	Design Consultant – Public Areas	NGV133
	05/22/15	Design Consultant – Buffet	NGV133
	05/22/15	Design Consultant – Public Restrooms	NGV133
	05/22/15	Design Consultant – Meeting and Convention	NGV133
Howard/Stein-Hudson Associates, Inc.	12/30/14	Traffic Engineering	NGV079
	4/28/15	Traffic Engineering	NGV079
Harry Feldman, Inc., dba Feldman Land Surveyors	02/06/15	Surveying	NGV071
JBA Consulting Engineers	09/30/15	A/V Engineering Services	NGV642
Jacobs Consultants Inc.	12/04/14	Executive Architect	NGV181
John A. Martin & Associates of Nevada, Inc.	07/29/16	Structural Expansion Joint Review	NGV919
John Lyons Systems - Moonlighting	05/09/16	A/V Engineering Services	NGV805
Koncerted LLC	11/11/16	Low Voltage Project Oversight	NGV1070
Lifescapes International, Inc.	02/03/15	Landscape Architect	NGV151
Lighting Design Alliance	10/29/15	Design Consultant – Interior Lighting – Food and Beverage/Public Areas	NGV439
	05/11/16	Design Consultant – Interior Lighting – Meeting and Convention Areas	NGV439
Halifax Security Inc. dba M. Malia & Associates	01/23/15	Security and Surveillance Consulting	NGV123
Medcor, Incorporated	08/31/16	On-site Safety Services Program	NGV851
Michael Hong Architects, Inc.	12/11/14	Architectural Design Services	NGV206
National Grid	04/11/16	Relocation of Utilities – Service Road	Exempt
	06/08/16	Relocation of Gas Main – Main Site	
Oguz Cem Yazici	3/23/16	Construction Consultant – Scheduling	NGV801
RF Networks	11/12/15	Communication Systems Specifications	NGV688
Ryan Biggs Clark Davis Engineers	10/29/15	Structural Peer Review of Jacobs Drawings	NGV508
SJ Lighting Inc.	11/03/16	Theatrical Engineering and Special Effects	NGV1111
Sound Investment Audio	11/03/16	Audio Design	NGV1129
Suffolk Construction Company, Inc.	01/08/16	Construction Management	NGV163
TRC Environmental Corporation	09/30/15	Construction Consultant - Building Demolition	NGV067
Vanasse & Associates, Inc.	02/06/15	Supplemental Final Environmental Impact Report - Transportation	NGV066
Vermuelens, Inc.	02/03/16	Construction Consultant – Construction Cost Analysis	NGC072
Vicente Wolf Associates	05/22/15	Design Consultant – F&B	NGV283
WES Construction Corporation	11/16/16	MBTA Maintenance Facility Improvements	NGV948

Appendix 3

Permits As of December 31, 2016

Reference 205 CMR 135.02(6)

Agency Governing Legal Authority (Statute/Regulation/Ordinance)	Permit, Review, or Approval	Date Application Submitted or Estimated Anticipated Application Date	Maximum Agency Decision Time Maximum Effective Period (if provided in applicable statute, regulation or ordinance)
Federal			
Federal Aviation Administration (FAA) 49 U.S.C. Subtitle VII, Aviation Programs, Part A and B; 14 CFR 77, Subpart D; Order JO 7400.2J, Procedures for Handling Airspace Matters, Ch. 7 Determinations	Determination Regarding Air Navigation	<u>Building:</u> Received January 9, 2016 <u>Cranes:</u> Cranes 1 & 2 received August 18, 2016 Cranes 3-8 received August 11, 2016 <u>Podium:</u> Received August 10, 2016	Determination is effective for 18 months and may apply for one 18-month renewal.
U.S. Army Corps of Engineers (ACOE) Section 10 of Federal Rivers and Harbors Act; 33 USC s. 403; 33 CFR Parts 322, 325	Work in Navigable Waters (Section 10) Permit	Project: Received December 12, 2016	No fixed maximum decision time. For individual permits, ACOE will be guided by the target schedule of decision within 60 days of receiving completed application, subject to receipt of any additional information needed for decision and processes required by other state and federal laws (such as CZM Act) to precede decision.
U.S. Army Corps of Engineers (ACOE) Section 404 of Federal Clean Water Act; 33 USC s. 1344; 33 CFR Parts 323, 325	Clean Water Act (Section 404) Individual Permit	Project: Received December 12, 2016	Individual permits for a permanent structure or activity typically do not expire, but may specify when the work must start - usually within 1 year of issuance.
U.S. Army Corps of Engineers (ACOE) Massachusetts General Permit issued January 10, 21 2010, modified November 13, 2012; pursuant to 33 CFR Part 330	Massachusetts General Permit (GP) 17	Sediment Remediation: Anticipated submittal Summer 2017	Massachusetts General Permit ("GP") includes 41 general conditions for all activities and identifies 23 differentiated GPs based on activity. GP 17 applies to activities that affect the containment, stabilization, or removal of hazardous materials, or toxic waste materials, including court-

			ordered remedial action plans or related settlements, which are performed, ordered, or sponsored by a government agency with established legal or regulatory authority. Under GP 17, work in navigable waters with permanent impacts that meet or exceed the PCN limits on page 4 of the GP of less than or equal to ½ acres, is eligible for review under a PCN.
U.S. Environmental Protection Agency (EPA) Federal Clean Water Act Section 402(p); 33 USC s. 1342(p); 40 CFR 122.26; NPDES Construction General Permit, Effective February 16, 2012	National Pollutant Discharge Elimination System (NPDES) Construction General Permit (CGP) NOI (for stormwater management)	On-site: April 6, 2016	Decision time for CGP and RGP: effective 14 days after NOI submittal to and acknowledged by EPA. When the CGP expires on February 16, 2017, those activities covered by the CGP will likely have to file a NOI under the new CGP.
U.S. Environmental Protection Agency (EPA) Federal Clean Water Act Section 402(a), 33 USC s. 1342(a); 40 CFR 122.28; 314 CMR 4.00; NPDES Remediation General Permit, NPDES Permit No. MAG910000, Effective September 10, 2010	NPDES Remediation General Permit (RGP) (for construction dewatering)	NOI Submitted May 25, 2016, 10 day waiting period ended June 9, 2016	When the RGP expired on September 10, 2015, those activities covered by the RGP will likely have to file a NOI under the new RGP. The new RGP is not yet in place.
State			
Executive Office of Energy and Environmental Affairs Massachusetts Environmental Policy Act; MGL c. 30 ss. 61-62I; 301 CMR 11.00	Massachusetts Environmental Policy Act (MEPA) Review	<u>Project:</u> Certificate on EENF received 11/26/13 Certificate on DEIR received 2/21/14 Certificate on FEIR received 8/15/14 Certificate on SFEIR Received 4/03/15 Certificate on SSFEIR Received 8/28/15 <u>Sediment Remediation:</u> Filing Notice of Project Change anticipated February/March 2017	Secretary determines whether a Draft EIR, or Final EIR, as applicable, is adequate within 37 days of notice of availability of the EIR in the Environmental Monitor. A project that has not commenced either construction, or other project development activities (including final design, property acquisition, or marketing), within five years of notice of availability of Final EIR must file a Notice of Project Change. Secretary determines whether a subsequent filing is required.

			MEPA review is complete if no further filings are required.
Executive Office of Energy and Environmental Affairs MGL c. 21A ss. 2 and 4A; 301 CMR 23.00	Municipal Harbor Plan	Submitted on 10/16/13 Approved on 2/10/14	After publication of proposed Plan in Environmental Monitor and 30 day public comment period, Secretary has 60 days to consult with municipality proposing the Plan and other applicable agencies/entities, and 21 days thereafter to issue a written decision on the MHP.
Massachusetts Department of Environmental Protection (MassDEP) MGL c. 91 ss. 12-14; 310 CMR 9.00	Chapter 91 Waterways Determination of Applicability	Determination of Applicability re Chapter 91 jurisdictional boundaries received on July 29, 2013	
Massachusetts Department of Environmental Protection (MassDEP) MGL c. 91 ss. 12-14; 310 CMR 9.00	Chapter 91 Waterways License	<u>Project</u> : Submitted August 19, 2015 License Received August 3, 2016 <u>Sediment Remediation</u> : Submittal Anticipated Spring 2017	Licenses are issued for a fixed term; the standard term is 30 years but a license may be issued for an extended term (maximum of 99 years) if certain additional requirements are met.
MassDEP MGL c. 21 s. 43; 310 CMR 7.12	Compliance Certification for Stationary Engine	TBD	Required for CHP and generator
MassDEP MGL c. 111 ss. 142A-142E; 310 CMR 7.09	Notification of Construction and Demolition	TBD	Effective 10 working days after filing of notification.
MassDEP Section 401 of Federal Clean Water Act, 33 USC s. 1341; Massachusetts Clean Waters Act, MGL c. 21 ss. 26 et seq.; 314 CMR 9.00 (which cites to 310 CMR 4.00)	Water Quality Certification (401)	<u>Project</u> : Submitted September 8, 2015 Approval received January 22, 2016 <u>Sediment Remediation</u> : Submittal Anticipated Spring 2017	Standard MassDEP technical review period is 120 days (24 days for determination of administrative completeness and 96 days for technical review). No fixed maximum decision time.
MassDEP MGL c. 131 s. 40; 310 CMR 10.00	Wetlands Superseding Order of Conditions	Only in event of appeal of Order of Conditions issued by Everett Conservation Commission	Per 310 CMR 10.05 (7)(f) Issued within 70 days of request for superseding action (unless MassDEP requests additional information).

<p>MassDEP Bureau of Waste Site Cleanup/Massachusetts Contingency Plan (MCP)</p> <p>MGL c. 21E; 310 CMR 40.000</p>	<p>(Submittals by Licensed Site Professional on behalf of Site Owner - do not need DEP approval)</p>	<p><u>Landside Remediation:</u> Draft RAM Plan provided to DEP in May 2015; PIP process underway</p> <p><u>Sediment Remediation:</u> Phase II Submitted December 2015 Revised Phase II Submitted December 30, 2016</p> <p>Phase III/IV Submittal Anticipated February/March 2017</p>	<p>Agency decision time frame N/A under MCP privatized program.</p>
<p>Massachusetts Water Resources Authority (MWRA)</p> <p>Chapter 372 of the Acts of 1984, s. 8(m); 360 CMR 10.000</p>	<p>Section 8(m) Permit (to cross or construct within an MWRA easement)</p>	<p><u>Project:</u> TBD</p>	
<p>Massachusetts Office of Coastal Zone Coastal Zone Management (CZM)</p> <p>301 CMR 20.00, M.G.L. c. 21A, §§2 and 4A</p> <p>Coastal Zone Management Act of 1972, 16 U.S.C. 1451 et seq., 15 CFR §§ 923 and 930</p>	<p>Federal Consistency Certification</p>	<p><u>Project:</u> Received August 12, 2016</p> <p><u>Sediment Remediation:</u> Anticipated Submittal Summer 2017</p>	
<p>Massachusetts Historical Commission (MHC)</p> <p>MGL c. 9 ss. 26 et seq.; 950 CMR 71.00</p>	<p>Review of project relative to potential effects on State Register historic/ archaeological resources.</p>	<p>Review Completed</p>	<p>Within 30 days of receipt of a completed Project Notification Form or ENF, the MHC will determine whether further information is needed and/or consultation is needed because the project may affect State Register properties. Beyond initial period, no other maximum decision times apply.</p>
<p>Board of Underwater Archaeological Resources (BUAR)</p> <p>M.G.L. c. 6, ss. 179 and 180; 312 CMR 2.00</p>	<p>Review of waterside activities</p>	<p><u>Project:</u> Review Completed</p> <p><u>Sediment Remediation:</u> Anticipated review concurrent with MEPA ENF</p>	

<p>Massachusetts Department of Transportation (MassDOT)</p> <p>MGL c. 81 s. 21, 720 CMR 13.00</p>	<p>Non-Vehicular Access Permit - Off-site roadway improvements</p>	<p>TBD</p>	<p>MassDOT completes technical reviews of the Access Permit application in 75 business days (35 business days following receipt of the 25% design submission, 20 business days following receipt of the 75%/100% design submission, and 20 business days following receipt of the PS&E submission.) Following technical review and approval, Section 61 Finding, and completion of MHC review and Mass. Wetlands Protection Act permitting, the MassDOT permit is issued 5 to 7 business days following final design approval.</p>
<p>Massachusetts Department of Transportation (MassDOT)</p> <p>MGL c. 40 s. 54A</p>	<p>Consent to issuance of building permit for construction on land formerly used by railroad company</p>	<p><u>Project:</u> Approval issued May 2, 2016</p>	
<p>Massachusetts Department of Transportation (MassDOT)</p> <p>MGL c. 161A s. 5(b)</p>	<p>MBTA Land Disposition and Easement Agreements</p>	<p>Issued November 2016</p>	
<p>Local</p>			
<p>City of Boston (Off-site Roadway) Public Improvement Commission (PIC) Boston Transportation Department (BTD)</p> <p>Revised Ordinances of City of Boston of 1961, Ch.21, Sect. 36</p>	<p>Approvals</p>	<p>Filed January 30, 2015</p>	

<p>Everett Planning Board</p> <p>M.G.L. 40A, as amended, and Everett Zoning Ordinance, Section 28A, Resort Casino Overly District (RCOD) in Lower Broadway Economic Development District (LBEDD)</p>	<p>Site Plan Review</p>	<p><u>Project:</u> Approval Received October 14, 2015</p> <p><u>Access Road:</u> Approval Received May 5, 2016</p>	<p>Site Plan Review decisions shall be issued within 180 calendar days after filing of a completed application. Everett Zoning Ordinance, Sec. 28A(10)(B)(iii).</p> <p>Everett has accepted expedited permitting processes for Priority Development Sites pursuant to MGL c. 43D. All lots located in the LBEDD and RCOD are Priority Development Sites, Everett Zoning Ordinance Section 28A(10)(B).</p>
<p>Everett Conservation Commission</p> <p>Everett City Charter, c. 2, Article III, Division 7, Section 2-252 M.G.L. c. 131 §40; 310 CMR 10.00</p>	<p>Wetlands Order of Conditions</p>	<p><u>Project:</u> Order of Conditions issued September 24, 2015</p> <p><u>Landside Remediation:</u> Order of Conditions Issued 2015</p> <p><u>Sediment Remediation:</u> Submittal Anticipated Summer 2017</p>	<p>Decision time (about 42 days plus duration of public hearing which may consist of more than one ConComm meeting):</p> <ul style="list-style-type: none"> - A public hearing must be held within 21 days of receiving NOI. - Orders of Conditions issued within 21 days of the close of the public hearing. <p>Orders of Conditions are valid for 3 years unless extended.</p>
<p>Everett Fire Department</p> <p>Rev. Ordinance 1976, Pt.2, Ch.7, §33</p> <p>Everett City Charter, Chapter 8, Article I, §2-252</p> <p>M.G.L. c. 148 §10A</p>	<p>Review of Plans Fire Suppression System Installation Fuel Storage Permit LP Gas Storage Permit Underground Storage Tank Removal Permit (Commercial)</p>	<p>TBD</p>	
<p>Everett Health Department</p> <p>M.G.L. c. 140</p>	<p>Food Establishment Permit Application</p>	<p>TBD</p>	<p>Permits are annual, and expire May 31st of each year.</p>
<p>Everett Licensing Commission</p> <p>Victualler License: M.G.L. c. 140</p>	<p>Alcohol License Common Victualler License</p>	<p>TBD</p>	
<p>Everett Public Works</p> <p>Sewer: M.G.L., c. 83; Everett City Charter, Chapter 15</p> <p>Water: Everett City Charter, Chapter 20</p>	<p>Sewer Connection Permit Water Connection Permit</p>	<p>TBD TBD</p>	

<p>Everett Building Department</p> <p>State Building Code, 780 CMR 105.3.1</p>	<p>Building Permit</p> <ul style="list-style-type: none"> • Plumbing • Gas • Electrical • Wire • Trench • Mechanical • Foundation 	<p>Foundation Permit May 2, 2016</p> <p>Building Permit December 15, 2016</p>	<p>30 days from submission of completed application.</p> <p>Specific permits (plumbing, gas, etc.) to be requested and issued at various times during construction period within 30 days following application</p>
<p>Boston Conservation Commission</p> <p>M.G.L. c. 131 §40; 310 CMR 10.00</p>	<p>Wetlands Order of Conditions</p>	<p><u>Sediment Remediation:</u></p> <p>Submittal Anticipated Summer 2017</p>	

Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017											
						Jan	Feb	Mar	Apr	May	Jun	Jul	Aug				
Wynn Boston Harbor						710d 30-Oct-15 A 19-Oct-18											
Main Project						660d 04-Jan-16 A 14-Sep-18											
Environmental Permits						345d 03-Mar-16 A 12-Jul-17											
MEPA - NPC - Remedial Dredging						32d 03-Jan-17 15-Feb-17											
A8520	MEPA Meeting	1d	03-Jan-17*	03-Jan-17	A7470, A7480	MEPA Meeting											
A4310	RD File NPC for Remedial Dredging	1d	06-Jan-17	06-Jan-17	A7480, A8520	RD File NPC for Remedial Dredging											
A3490	RD Notice in Environmental monitor	1d	17-Jan-17	17-Jan-17	A4310	RD Notice in Environmental monitor											
A3500	RD Comment period / Public Hearing (20 calendar days)	14d	17-Jan-17	03-Feb-17	A3490	RD Comment period / Public Hearing (20 calendar days)											
A3510	RD Secretary Decision	1d	15-Feb-17	15-Feb-17	A3500	RD Secretary Decision											
Chapter 91 - Remedial Dredging (requires WQ)						306d 25-Apr-16 A 12-Jul-17											
A4280	Internal Review of First Draft	10d	25-Apr-16 A	05-Jan-17	A3790	Internal Review of First Draft											
A3800	RD 91 Internal Review of Final Draft Application	10d	06-Jan-17	19-Jan-17	A3790, A4280	RD 91 Internal Review of Final Draft Application											
A3810	RD 91 Draft to MASS DEP	5d	20-Jan-17	26-Jan-17	A3800	RD 91 Draft to MASS DEP											
A3820	RD 91 Final Application DEP comments	10d	27-Jan-17	09-Feb-17	A3810	RD 91 Final Application DEP comments											
A3830	RD Chapter 91 Filing	5d	10-Feb-17	16-Feb-17	A3820, A5172, A3510	RD Chapter 91 Filing											
A3840	RD 91 Notice in Environmental Monitor	6d	17-Feb-17	27-Feb-17	A3830	RD 91 Notice in Environmental Monitor											
A3850	RD 91 Comment Period / Public Hearing	13d	01-Mar-17	17-Mar-17	A3840	RD 91 Comment Period / Public Hearing											
A3860	RD 91 End of Chapter 91 Technical Review (3 Months)	65d	20-Mar-17	19-Jun-17	A3850, A3330	RD 91 End of Chapter 91 Tec											
A3880	RD 91 Chapter 91 License Issued	15d	21-Jun-17	12-Jul-17	A3860, A8230, A835	RD 91 Chapter 9											
Water Quality Certificate 401 - Remedial Dredging (before Ch. 91)						306d 25-Apr-16 A 12-Jul-17											
A11840	Internal Review of First Draft	10d	25-Apr-16 A	05-Jan-17	A10890	Internal Review of First Draft											
A10900	RD WQ Internal Reiew of Final Draft Application	10d	06-Jan-17	19-Jan-17	A10890, A11840	RD WQ Internal Reiew of Final Draft Application											
A10920	RD WQ Draft to MASS DEP	5d	20-Jan-17	26-Jan-17	A10900	RD WQ Draft to MASS DEP											
A10930	RD WQ Final Application DEP comments	10d	27-Jan-17	09-Feb-17	A10920	RD WQ Final Application DEP comments											
A10940	RD Chapter 401 Filing	5d	10-Feb-17	16-Feb-17	A10930, A3510	RD Chapter 401 Filing											
A10950	RD WQ Notice in Environmental Monitor	6d	17-Feb-17	27-Feb-17	A10940	RD WQ Notice in Environmental Monitor											
A10960	RD WQ Comment Period / Public Hearing	13d	01-Mar-17	17-Mar-17	A10950	RD WQ Comment Period / Public Hearing											
A10970	RD WQ End of Chapter 401 Technical Review (3 Months)	65d	20-Mar-17	19-Jun-17	A10960	RD WQ End of Chapter 401 T											
A10980	RD WQ Chapter 401 License Issued	15d	21-Jun-17	12-Jul-17	A10970	RD WQ Chapter											
Everett Con. Comm. - Wetlands Notice of Intent - Remedial Dredging						236d 23-May-16 A 27-Apr-17											
A8160	E - RD NOI Final Draft	5d	23-May-16 A	05-Jan-17	A8150	E - RD NOI Final Draft											
A8170	E - RD NOI Internal Review of Final Draft	5d	06-Jan-17	12-Jan-17	A8160	E - RD NOI Internal Review of Final Draft											
A8180	E -RD NOI Final Draft to DEP	5d	13-Jan-17	19-Jan-17	A8170	E -RD NOI Final Draft to DEP											
A8190	E - RD DEP Comments on Final Draft	9d	20-Jan-17	01-Feb-17	A8180	E - RD DEP Comments on Final Draft											
A8200	E - RD NOI File Notice of Intent	11d	02-Feb-17	16-Feb-17	A8190	E - RD NOI File Notice of Intent											
A8410	E - RD NOI First Hearing	1d	14-Mar-17	14-Mar-17	A8180, A8200	E - RD NOI First Hearing											
A11000	E - RD NOI Second Hearing	1d	11-Apr-17	11-Apr-17	A8410	E - RD NOI Second Hearing											

- █ Remaining Level of Effort
- █ Actual Work
- █ Remaining Work
- █ Critical Remaining Work
- ◆ Milestone



Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017							
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug
A8220	E - RD NOI Decision / Permit	2d	12-Apr-17	13-Apr-17	A11000, A8200						█ E - RD NOI Decision / Permit			
A8240	E - RD NOI Order of Conditions	1d	13-Apr-17	13-Apr-17	A8220						E - RD NOI Order of Conditions			
A8230	E - RD NOI End of Appeal Period	10d	14-Apr-17	27-Apr-17	A8220, A8240						█ E - RD NOI End of Appeal Period			
Boston Con. Comm. - Wetlands Notice of Intent - Remedial Dredging						236d	23-May-16 A	27-Apr-17	Boston Con. Comm. - Wetlands Notice of Intent - Remedial					
A8270	B - RD NOI Final Draft	5d	23-May-16 A	05-Jan-17	A8260	█	█ B - RD NOI Final Draft							
A8280	B - RD NOI Internal Review of Final Draft	5d	06-Jan-17	12-Jan-17	A8270		█ B - RD NOI Internal Review of Final Draft							
A8290	B - RD NOI Final Draft to DEP	5d	13-Jan-17	19-Jan-17	A8280		█ B - RD NOI Final Draft to DEP							
A8300	B - RD DEP Comments on Final Draft	9d	20-Jan-17	01-Feb-17	A8290		█ B - RD DEP Comments on Final Draft							
A8310	B - RD NOI File Notice of Intent	11d	02-Feb-17	16-Feb-17	A8300		█ B - RD NOI File Notice of Intent							
A8320	B - RD NOI Review and Public Hearing	13d	17-Feb-17	08-Mar-17	A8310		█ B - RD NOI Review and Public Hearing							
A8330	B - RD NOI Decision / Permit	19d	20-Mar-17	13-Apr-17	A8320, A8220		█ B - RD NOI Decision / Permit							
A8350	B - RD NOI Order of Conditions Issued	1d	13-Apr-17	13-Apr-17	A8330		B - RD NOI Order of Conditions Issued							
A8340	B - RD NOI End of Appeal Period	10d	14-Apr-17	27-Apr-17	A8330, A8350		█ B - RD NOI End of Appeal Period							
USACE SEC 10 & 404 - Remedial Dredging (requires Ch.91, WQ, CZM)						323d	03-Mar-16 A	09-Jun-17	USACE SEC 10 & 404 - Remedial					
A3420	RD Final Application	65d	03-Mar-16 A	24-Jan-17	A3410	█	█ RD Final Application							
A3430	RD File Application - General Permit 17	1d	24-Feb-17	24-Feb-17	A3420		RD File Application - General Permit 17							
A7440	RD Technical Review	74d	27-Feb-17	09-Jun-17	A3430		█ RD Technical Review							
MCP - Massachusetts Contingency Plan						167d	01-Aug-16 A	31-Mar-17	MCP - Massachusetts Contingency Plan					
A3680	MCP Revised Phase II Report	60d	01-Aug-16 A	03-Jan-17		█	█ MCP Revised Phase II Report							
A3660	MCP Phases III and IV - Draft Plan	21d	04-Jan-17	01-Feb-17	A3680		█ MCP Phases III and IV - Draft Plan							
A3670	MCP Phases III and IV - Draft Plan Review	5d	02-Feb-17	08-Feb-17	A3660		█ MCP Phases III and IV - Draft Plan Review							
A4110	MCP Phases III and IV - Final Plan	21d	09-Feb-17	10-Mar-17	A3670		█ MCP Phases III and IV - Final Plan							
A4120	MCP Phases III and IV - Final Plan Submitted	0d		10-Mar-17	A4110		◆ MCP Phases III and IV - Final Plan Submitted							
A4130	Public Comment Period (20 calendar days)	15d	13-Mar-17	31-Mar-17	A4120		█ Public Comment Period (20 calendar days)							
Remediation						418d	04-Jan-16 A	29-Sep-17	Remediation					
Landside Remediation						300d	04-Jan-16 A	16-Mar-17	Landside Remediation					
A2580	Groundwater Monitoring	300d	04-Jan-16 A	16-Mar-17	A2570	█	█ Groundwater Monitoring							
Dredging						159d	15-Feb-17	29-Sep-17	Dredging					
A8355	Time of Year Restriction 2017 (No Work)	159d	15-Feb-17*	29-Sep-17			█							
Project Cost Generation						39d	08-Dec-16 A	01-Feb-17	Project Cost Generation					
A5720	GMP Review/Approval	20d	08-Dec-16 A	01-Feb-17	A5690	█	█ GMP Review/Approval							
A10070	GMP Contract Amendment	0d		01-Feb-17	A5720, A5690, 11840		◆ GMP Contract Amendment							
Ultra Lounge Design						43d	03-Jan-17	03-Mar-17	Ultra Lounge Design					
A5810	90% Construction Documents	19d	03-Jan-17	27-Jan-17	A5760	█	█ 90% Construction Documents							
A5820	100% Construction Documents	24d	30-Jan-17	03-Mar-17	A5810		█ 100% Construction Documents							
Construction - Main Project						593d	12-May-16 A	14-Sep-18	Construction - Main Project					
Subcontractor Procurement Milestones						12d	03-Jan-17	19-Jan-17	Subcontractor Procurement Milestones					

- █ Remaining Level of Effort
- █ Actual Work
- █ Remaining Work
- █ Critical Remaining Work
- ◆ Milestone



Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017								
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	
A12310	Plumbing (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ Plumbing (Garage/Hotel) Award								
A12320	Plumbing (Podium) Award	0d		03-Jan-17	A12230		◆ Plumbing (Podium) Award								
A12560	HVAC (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ HVAC (Garage/Hotel) Award								
A12570	HVAC (Podium) Award	0d		03-Jan-17	A12230		◆ HVAC (Podium) Award								
A12580	Electrical (Garage/Hotel) Award	0d		03-Jan-17	A12230		◆ Electrical (Garage/Hotel) Award								
A12590	Electrical (Podium) Award	0d		03-Jan-17	A12230		◆ Electrical (Podium) Award								
A12250	Waterproofing Award	0d		04-Jan-17	A12240		◆ Waterproofing Award								
A12610	Site Concrete Award	0d		05-Jan-17	A12180		◆ Site Concrete Award								
A12620	Precast Concrete Award	0d		05-Jan-17	A12180		◆ Precast Concrete Award								
A12630	Masonry Award	0d		05-Jan-17	A12180		◆ Masonry Award								
A12640	Misc. Metals Award	0d		05-Jan-17	A12180		◆ Misc. Metals Award								
A12650	Exterior Carpentry Award	0d		05-Jan-17	A12180		◆ Exterior Carpentry Award								
A12660	Aluminum Windows Award	0d		05-Jan-17	A12180		◆ Aluminum Windows Award								
A12690	Skylights/Louvers Award	0d		05-Jan-17	A12180		◆ Skylights/Louvers Award								
A12600	Site Improvements	0d		17-Jan-17	A12590		◆ Site Improvements								
A12550	Fireproofing Award	0d		18-Jan-17	A12250		◆ Fireproofing Award								
A12720	Finishes Trades	0d		19-Jan-17	A12180		◆ Finishes Trades								
A12730	GWB Award	0d		19-Jan-17	A12180		◆ GWB Award								
Summary Schedule (SCCI)		558d	24-May-16 A	14-Sep-18											
Site/Marine		79d	24-Oct-16 A	15-Feb-17			Site/Marine								
A5270	Phase 1 Marine - Sheet Piles, Precast Piles, Bulkhead, Outfall	94d	24-Oct-16 A	15-Feb-17	A7430, 14330		Phase 1 Marine - Sheet Piles, Precast Piles, Bulkhead, Outfall								
14320	Connect 24" and 36" to OF1/OF2	10d	06-Jan-17	19-Jan-17	14260		Connect 24" and 36" to OF1/OF2								
Garage		309d	24-May-16 A	10-Jul-17											
SUMM-380	SOE & Foundations Summary - Garage	302d	24-May-16 A	14-Apr-17			SOE & Foundations Summary - Garage								
SUMM-230	Garage Structure Summary	137d	27-Jan-17	10-Jul-17	A11495, 13080, A12:		Garage Structure								
M1020	Mass Excavation Complete	0d		11-Feb-17	SUMM-230, A1090, :		◆ Mass Excavation Complete								
Central Utility Plant		549d	11-Jul-16 A	14-Sep-18											
SUMM-155	Foundation Summary - CUP	132d	11-Jul-16 A	06-Jan-17			Foundation Summary - CUP								
SUMM-145	Structural Steel Summary - CUP	50d	07-Jan-17	08-Mar-17	SUMM-155		Structural Steel Summary - CUP								
SUMM-165	Concrete Slab on Metal Decks Summary - CUP	25d	06-Mar-17	03-Apr-17	SUMM-145		Concrete Slab on Metal Decks Summary - CUP								
SUMM-400	Facade Summary - CUP	60d	04-Apr-17	14-Jun-17	SUMM-165		Facade Summary - CUP								
SUMM-140	Interior Fit-Up Summary - CUP	355d	18-Apr-17	14-Sep-18	SUMM-165		Interior Fit-Up Summary - CUP								
Convention Area		123d	13-Aug-16 A	18-May-17											
SUMM-250	Foundation Summary - Convention Center	123d	13-Aug-16 A	18-May-17	SUMM-155		Foundation Summary - Convention Center								
Hotel Tower		240d	15-May-17	01-Mar-18											
SUMM-340	Superstructure Summary - Hotel Tower	240d	15-May-17	01-Mar-18	SUMM-230		Superstructure Summary - Hotel Tower								
Podium		105d	31-May-17	02-Oct-17											

- █ Remaining Level of Effort
- █ Actual Work
- █ Remaining Work
- █ Critical Remaining Work
- ◆ Milestone

Wynn Boston Harbor
Six Month Lookahead Schedule (1/1/2017 - 6/30/2017)
11-Jan-17 **Page 3 of 7**



Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017											
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug				
SUMM-310	Structural Steel Summary - Podium	105d	31-May-17	02-Oct-17	SUMM-230													
Tenant Retail		294d	12-May-16 A	11-Jul-17														▼ Tenant Retail
A7570	Identify Lease Tenants	131d	12-May-16 A	23-Jan-17														
A7580	Negotiate Lease Terms	20d	06-Feb-17	06-Mar-17	A7570, A7570													
A7590	Tenant Design Concept	30d	20-Mar-17	28-Apr-17	A7580													
A7600	Tenant Present / Wynn Approve Design Concept	10d	15-May-17	26-May-17	A7590													
A7610	Tenant 30% SD / MEP Design	30d	30-May-17	11-Jul-17	A7600													
Broadway Projects		367d	30-Oct-15 A	29-Dec-17														
38 Broadway (Mobil) Demolition		337d	01-Mar-16 A	14-Jul-17														▼ 38 Broadway (M
A1863	Terminate Mobil Lease	60d	01-Mar-16 A	31-May-17	A1860													
A7690	Environmental Investigation	15d	20-Jan-17	09-Feb-17	A1860, A7710, A1863													
A7860	GZA RAM Plan (Check with GZA)	10d	10-Feb-17	24-Feb-17	A7690													
A7720	Construction Document Production	15d	27-Feb-17	17-Mar-17	A7710, A7690													
A7730	RFP for Demolition Contractor	10d	20-Mar-17	31-Mar-17	A7720													
A7740	Respond to Demo RFP	15d	03-Apr-17	21-Apr-17	A7730													
A7780	Review/Approval	10d	24-Apr-17	05-May-17	A7740													
A7750	Award Demolition Contract	5d	08-May-17	12-May-17	A7740, A7780													
A1873	Vacate Mobil	1d	01-Jun-17	01-Jun-17	A1863, A7860													
A7760	Demolish 38 Broadway - Mobil	30d	02-Jun-17	14-Jul-17	A7750, A1863, A1873													
48 Broadway (Dunkin Donuts) Demolition		167d	30-Oct-15 A	29-Dec-17														
A1870	Terminate Dunkin Donuts Lease	167d	30-Oct-15 A	29-Dec-17	A1860													
Service Road and Utilities Projects		541d	23-May-16 A	20-Oct-17														
Service Road Construction		170d	01-Aug-16 A	01-May-17														▼ Service Road Construction
12080	Service Road - Phases 2, 3, 4a and 4b	44d	01-Aug-16 A	01-Mar-17	A6570, 14420, 12201													
12160	Roadway Top Course, Private SR Punchlist	16d	03-Apr-17*	24-Apr-17	12010, 13280, 12181													
14860	Landscaping, Punchlist, Cleanup (PRIVATE)	21d	03-Apr-17	01-May-17	12160													
14870	Landscaping, Punchlist, Cleanup (PUBLIC)	21d	03-Apr-17	01-May-17	14860													
MBTA Loading Dock and New Gatehouse		104d	01-Sep-16 A	01-Feb-17														▼ MBTA Loading Dock and New Gatehouse
12850	Loading Dock Construction	25d	01-Sep-16 A	20-Jan-17	12890, 12900, 12871													
12975	Build New Entrance/Gates	39d	06-Sep-16 A	30-Jan-17	12900													
12880	Turnover New Loading Dock to MBTA Operations	0d		25-Jan-17	12850													◆ Turnover New Loading Dock to MBTA Operations
13280	MBTA New Entrance Operational	0d		30-Jan-17	12975, 11990													◆ MBTA New Entrance Operational
14840	Demo Existing MBTA New Entrance	0d		01-Feb-17	13280													◆ Demo Existing MBTA New Entrance
128 Broadway (McDonald's)		279d	15-Sep-16 A	20-Oct-17														
New McDonald's (by Others)		115d	15-Sep-16 A	01-Mar-17														▼ New McDonald's (by Others)
11080	Construction (New McDonald's, Utilities, Parking) - 110 days	77d	15-Sep-16 A	24-Feb-17	11060, A1861, 11120													
11110	New McDonald's Open	0d		01-Mar-17	11080, 13260, 11970													◆ New McDonald's Open

- █ Remaining Level of Effort
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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017								
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	
Broadway/Beacham Permanent Intersection															
12640	New Beacham Utilities, Intersection, Traffic Signals	112d	15-May-17	20-Oct-17	11090, 11110										
National Grid Gas Line Extension on Broadway															
A2380	National Grid Complete Gas Line Design Documents	30d	21-Apr-17	02-Jun-17	A2360										
115Kv High Tension Tower Relocation															
A2350	National Grid Complete Engineered Docs, Site Testing, Procurement	541d	23-May-16 A	06-Oct-17	A2410										
A2340	National Grid Complete Construction/Relocation of High Tension Tower	112d	01-May-17	06-Oct-17	A2350										
Bridge Study															
DCR Harbor Walk Connector															
Design															
A3870	50% CDs	16d	13-Jun-16 A	03-Jan-17	A4050, A4270, A4260										
A4090	75% CDs	18d	04-Jan-17	27-Jan-17	A3870, A4098										
A4088	DCR Public Listening Session	1d	12-Jan-17	12-Jan-17	A3870										
A4100	100% CDs	126d	28-Feb-17	24-Aug-17	A3710, A4090										
Everett Con. Comm. - Wetlands Notice of Intent (DCR Harbor Walk Con															
A2470	Execution of Easement Agreement with MBTA, DDRC	30d	23-May-16 A	03-Jan-17	A3470, A5172, A3870										
A1600	Prepare Notice of Intent	8d	04-Jan-17	13-Jan-17	A2470, A4088, A2470										
A1610	Internal Review of Draft	2d	16-Jan-17	17-Jan-17	A1600										
A1730	Final Draft	5d	18-Jan-17	24-Jan-17	A1610										
A1740	Internal Review of Final Draft	2d	25-Jan-17	26-Jan-17	A1730										
A1750	Final Draft to DEP	1d	27-Jan-17	27-Jan-17	A1740										
A1760	Final Draft DEP Comments	10d	30-Jan-17	10-Feb-17	A1750										
A1770	File Notice of Intent	5d	13-Feb-17	17-Feb-17	A1760										
A1780	Review and Public Hearing (mtgs on 9/15 and 10/20)	43d	21-Feb-17	20-Apr-17	A1760, A1770										
A1790	Decision	1d	21-Apr-17	21-Apr-17	A1780										
A1800	End of Appeal Period	10d	24-Apr-17	05-May-17	A1790, A1780										
A1810	Order of Conditions Issued	0d	08-May-17	08-May-17	A1800										
MADEP Chapter 91 DCR Harbor Walk Connector															
A11940	Prepare Draft Chapter 91 application	13d	04-Jan-17	20-Jan-17	A2470										
A11950	Internal Review of Draft	2d	23-Jan-17	24-Jan-17	A11940										
A11960	Final Draft	5d	25-Jan-17	31-Jan-17	A11950										
A11970	Internal Review of Final Draft	2d	01-Feb-17	02-Feb-17	A11960										
A11980	Final Draft to DEP	1d	03-Feb-17	03-Feb-17	A11970										
A11990	Final Draft DEP Comments	10d	06-Feb-17	17-Feb-17	A11980										
A3710	Chapter 91 Filing	5d	21-Feb-17	27-Feb-17	A11990										
A3720	Notice in Environmental Monitor	35d	28-Feb-17	17-Apr-17	A3710										
A3730	Comment Period / Public Hearing	23d	18-Apr-17	18-May-17	A3720										

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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2017											
						Jan	Feb	Mar	Apr	May	Jun	Jul	Aug				
A3740	End of Chapter 91 Technical Review	30d	19-May-17	30-Jun-17	A3730	[Gantt bar from May 19 to Jun 30]											
MADEP WQ Certification (DCR Harbor Walk Connector)		126d	04-Jan-17	30-Jun-17		[Summary bar from Jan 4 to Jun 30]											
A12010	Prepare Draft WQ application	13d	04-Jan-17	20-Jan-17	A11940	[Gantt bar from Jan 4 to Jan 20]											
A12020	Internal Review of Draft	2d	23-Jan-17	24-Jan-17	A12010	[Gantt bar from Jan 23 to Jan 24]											
A12030	Final Draft	5d	25-Jan-17	31-Jan-17	A12020	[Gantt bar from Jan 25 to Jan 31]											
A12040	Internal Review of Final Draft	2d	01-Feb-17	02-Feb-17	A12030	[Gantt bar from Feb 1 to Feb 2]											
A12050	Final Draft to DEP	1d	03-Feb-17	03-Feb-17	A12040	[Gantt bar on Feb 3]											
A12060	Final Draft DEP Comments	10d	06-Feb-17	17-Feb-17	A12050	[Gantt bar from Feb 6 to Feb 17]											
A12070	WQ Filing	5d	21-Feb-17	27-Feb-17	A12060	[Gantt bar from Feb 21 to Feb 27]											
A12080	Notice in Environmental Monitor	35d	28-Feb-17	17-Apr-17	A12070	[Gantt bar from Feb 28 to Apr 17]											
A12090	Comment Period / Public Hearing	23d	18-Apr-17	18-May-17	A12080	[Gantt bar from Apr 18 to May 18]											
A12100	Technical Review	30d	19-May-17	30-Jun-17	A12090	[Gantt bar from May 19 to Jun 30]											
Everett Planning Board - Site Plan Review - DCR Harbor Walk Connect		83d	04-Jan-17	01-May-17		[Summary bar from Jan 4 to May 1]											
A11860	Prepare Draft Application	38d	04-Jan-17	27-Feb-17	A2470	[Gantt bar from Jan 4 to Feb 27]											
A11870	Internal Review of Draft Application	4d	28-Feb-17	03-Mar-17	A11860	[Gantt bar from Feb 28 to Mar 3]											
A11880	Review Draft Application with City	4d	28-Feb-17	03-Mar-17	A11870	[Gantt bar from Feb 28 to Mar 3]											
A11890	Prepare Final Application	5d	06-Mar-17	10-Mar-17	A11880	[Gantt bar from Mar 6 to Mar 10]											
A11900	Internal Review of Final Application	5d	13-Mar-17	17-Mar-17	A11890	[Gantt bar from Mar 13 to Mar 17]											
A11910	File Application	5d	20-Mar-17	24-Mar-17	A11900	[Gantt bar from Mar 20 to Mar 24]											
A11920	PB Meeting/Public Hearing (mtgs on 10/10 and 10/24)	21d	27-Mar-17	24-Apr-17	A11910	[Gantt bar from Mar 27 to Apr 24]											
A11930	Planning Board Approval	1d	01-May-17	01-May-17	A11920	[Gantt bar on May 1]											
CZM and USACE Sec 10. Sec 404		6d	10-Mar-17	17-Mar-17		[Summary bar from Mar 10 to Mar 17]											
A12000	File USACE Sec 10. Sec 404	1d	10-Mar-17	10-Mar-17	A3710	[Gantt bar on Mar 10]											
A8620	File CZM Consistency	1d	17-Mar-17	17-Mar-17	A7430, A3710	[Gantt bar on Mar 17]											
Off-Site Transportation Improvements		710d	01-Feb-16 A	19-Oct-18		[Summary bar from Feb 1 to Oct 19]											
Milestone		448d	13-Jan-17	19-Oct-18		[Summary bar from Jan 13 to Oct 19]											
Package #1 (Lower Broadway and Truck Route)		435d	01-Feb-17	19-Oct-18		[Summary bar from Feb 1 to Oct 19]											
AMS.450.1080	CP#1 75/100% Design Submittal	0d		01-Feb-17	ALB.456.1050	[Milestone diamond on Feb 1]											
AMS.800.1100	CP#1 Submit Bid Documents	0d		15-May-17	ALB.807.1120	[Milestone diamond on May 15]											
AMS.800.1190	Bid Process	29d	16-May-17	26-Jun-17	ALB.901.1000	[Gantt bar from May 16 to Jun 26]											
AMS.800.1130	CP#1 Construction NTP	0d		27-Jun-17	ALB.903.1020	[Milestone diamond on Jun 27]											
AMS.800.1140	CP#1 Construction (Lower Broadway and Truck Route)	334d	27-Jun-17	19-Oct-18	ALB.900.1050	[Gantt bar from Jun 27 to Oct 19]											
Package #2 (Santilli, Sweetser, Wellington, Bell and C/M Signals)		231d	28-Mar-17	26-Feb-18		[Summary bar from Mar 28 to Feb 26]											
AMS.800.1110	CP#2 Submit Bid Documents	0d		28-Mar-17	ACM.802.1210, ABC	[Milestone diamond on Mar 28]											
AMS.800.1200	Bid Process	29d	29-Mar-17	08-May-17	ALB.901.1010	[Gantt bar from Mar 29 to May 8]											
AMS.800.1150	CP#2 Construction NTP	0d		09-May-17	ALB.903.1030	[Milestone diamond on May 9]											
AMS.800.1160	CP#2 Construction (Santilli Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040	[Gantt bar from May 9 to Feb 26]											

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Activity ID	Activity Name	Original Duration	Start	Finish	Predecessors	2016	2017								
						Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	
AMS.800.1220	CP#2 Construction (Sweetser Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040										
AMS.800.1230	CP#2 Construction (Wellington Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040										
AMS.800.1240	CP#2 Construction (Bell Circle)	202d	09-May-17	26-Feb-18	ALB.900.1040										
AMS.800.1250	CP#2 Construction (Chelsea/Medford Signals)	202d	09-May-17	26-Feb-18	ALB.900.1040										
Package #3 (Wellington and Malden Stations)		254d	03-Feb-17	06-Feb-18											
AMS.450.1200	CP#3 100% Design Submittal	0d		03-Feb-17	AWM.456.1090										
AMS.800.1120	CP#3 Submit Bid Documents	0d		07-Apr-17	AWM.802.1270										
AMS.800.1210	Bid Process	28d	10-Apr-17	17-May-17	AWM.901.1010										
AMS.800.1170	CP#3 Construction NTP	0d	18-May-17		AWM.903.1030										
AMS.800.1180	CP#3 Construction (Wellington and Malden Stations)	182d	18-May-17	06-Feb-18	AWM.900.1040										
Package #4 (Sullivan Square)		111d	13-Jan-17	21-Jun-17											
AMS.400.1210	MBTA Peer Review	0d		13-Jan-17	A7240										
AMS.450.1220	Response to MBTA Review	0d		27-Jan-17	A7290										
AMS.400.1200	CP#4 25% Design Submittal	0d		15-Mar-17	A7220										
AMS.450.1210	CP#4 100% Design Submittal	0d		21-Jun-17	A7330										
Construction Package #1 - Lower Broadway & Truck Route		476d	05-Dec-16 A	19-Oct-18											
Construction Package #2 - Route 16		291d	03-Jan-17	26-Feb-18											
Construction Package #3 - MBTA Wellington & Malden Station		278d	03-Jan-17	06-Feb-18											
Construction Package #4 - Sullivan Square Charlestown		393d	09-May-16 A	20-Jul-17											
A7220	25% Design	60d	09-May-16 A	15-Mar-17	A7210										
A7240	MBTA Peer Review	20d	15-Dec-16 A	13-Jan-17	A7220										
A7290	Response to MBTA Review Comments	10d	16-Jan-17	27-Jan-17	A7240										
A7250	MADOT 25% Design Review	17d	16-Mar-17	07-Apr-17	A7220										
A7260	Boston BTD 25% Review	17d	16-Mar-17	07-Apr-17	A7220										
A7270	MBTA 25% Review	17d	16-Mar-17	07-Apr-17	A7220										
A7330	Final Design	52d	10-Apr-17	21-Jun-17	A7270										
A7350	MADOT / FHA Review Final Design	20d	22-Jun-17	20-Jul-17	A7330										
A7360	Boston BTD Review Final Design	20d	22-Jun-17	20-Jul-17	A7330										
A7370	MBTA Review Final design	20d	22-Jun-17	20-Jul-17	A7330										
Woods Memorial Bridge (by DOT)		520d	01-Feb-16 A	06-Apr-18											
A4040	Project by DOT	520d	01-Feb-16 A	06-Apr-18											

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Appendix 5

**Project Construction Workforce:
Women, Minority, Veteran Participation**
As of December 31, 2016

Reference 205 CMR 135.02(5)(e)

As of December 31, 2016, 209,399 person-hours of work was completed on the Project Site by 746 individuals, with 178 minorities, 39 females, and 31 veterans, performing work on site.

	# of Workers	Participation to Date (% of workforce hours)	Goal (% of workforce hours)
Minority	178	24.0%	15.3%
Female	39	6.5%	6.9%
Veteran	31	5.5%	3.0%

LOCAL TRADE UNION	PROJECT TO DATE										
	Total Hours	Total # Workers	MINORITY - Goal: 15.3%			FEMALE - Goal: 6.9%			VETERAN - Goal: 3.0%		
			# Workers	Hours	%	# Workers	Hours	%	# Workers	Hours	%
Asbestos Workers Local 6	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Boilermakers Local 29	129.0	5	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Bricklayers Local 3 Eastern Mass.	19.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 107	218.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 111	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 1305	172.0	3	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 218	4,328.0	19	9	1,643.0	38.0%	2	543.0	12.5%	2	611.0	14.1%
Carpenters Local 26	462.0	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 275	642.5	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 33	2,976.5	19	4	383.0	12.9%	1	66.0	2.2%	2	382.0	12.8%
Carpenters Local 40	120.0	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 424	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 475	659.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 535	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 624	377.0	1	1	377.0	100.0%	0	0.0	0.0%	0	0.0	0.0%
Carpenters Local 67	303.0	7	4	267.0	88.1%	0	0.0	0.0%	0	0.0	0.0%
Electricians Local 103 I.B.E.W.	6,777.5	57	10	1,256.5	18.5%	0	0.0	0.0%	0	0.0	0.0%
Electricians Local 104 I.B.E.W. (Utilities)	688.0	9	1	116.0	16.9%	0	0.0	0.0%	0	0.0	0.0%
Elevator Constructors Local 4	1,976.3	5	1	577.3	29.2%	0	0.0	0.0%	1	569.5	28.8%
Floorcoverers Local 2168	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Iron Workers Local 7	7,394.5	40	15	2,327.5	31.5%	3	613.0	8.3%	1	102.0	1.4%
Laborers Local 133	141.5	3	1	20.0	14.1%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 138	97.5	4	1	25.0	25.6%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 14	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 1421 (Wreckers)	3,193.5	16	16	3,193.5	100.0%	3	805.0	25.2%	0	0.0	0.0%
Laborers Local 146	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 151	5,549.0	24	5	1,469.5	26.5%	2	1,349.5	24.3%	0	0.0	0.0%
Laborers Local 175	189.0	7	2	126.5	66.9%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 22	44,868.5	160	52	17,503.0	39.0%	14	5,711.5	12.7%	5	1,740.5	3.9%
Laborers Local 223	2,664.0	14	4	887.5	33.3%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 230	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 243	872.5	4	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 271	1,438.0	5	2	597.0	41.5%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 385	1,898.5	8	3	88.0	4.6%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 39	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 429	732.5	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 455	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 473	162.5	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 547	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 560	1,845.0	7	4	1,601.5	86.8%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 596	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 609	651.0	11	2	139.5	21.4%	0	0.0	0.0%	2	184.0	28.3%
Laborers Local 610	795.0	7	3	91.0	11.4%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 611	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 665	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 675	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 721	1,441.0	3	1	29.0	2.0%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 876	1,404.0	5	1	1,330.0	94.7%	0	0.0	0.0%	0	0.0	0.0%
Laborers Local 88 (Tunnel Workers)	8,884.5	19	1	577.5	6.5%	1	44.0	0.5%	0	0.0	0.0%
Laborers Local 999	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Operating Engineers Local 4	84,571.8	178	27	12,822.5	15.2%	6	2,906.0	3.4%	9	4,929.5	5.8%
Painters & Allied Trades D.C. #35	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Piledrivers Local 56	20,153.5	65	6	2,716.5	13.5%	7	1,659.5	8.2%	7	2,993.5	14.9%
Pipe Fitters Local 537	32.0	3	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Plasterers & Cement Masons Local 534	283.0	18	1	27.0	9.5%	0	0.0	0.0%	1	4.0	1.4%
Plumbers & Gasfitters Local 12	281.0	8	1	50.0	17.8%	0	0.0	0.0%	1	42.0	14.9%
Roofers & Slaters Local 33	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Sheet Metal Workers Local 17	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Shop and Mill Cabinet Local 51	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Sprinkler Fitters Local 550	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Teamsters Local 25	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Woodframe Local 723	8.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Total	209,399.0	746	178	50,241.8	24.0%	39	13,697.5	6.5%	31	11,558.0	5.5%

CONTRACTOR	PROJECT TO DATE										
	Total Hours	Total # Workers	MINORITY - Goal: 15.3%			FEMALE - Goal: 6.9%			VETERAN - Goal: 3.0%		
			# Workers	Hours	%	# Workers	Hours	%	# Workers	Hours	%
Andella Iron Inc.	557.0	4	3	503.0	90.3%	0	0.0	0.0%	0	0.0	0.0%
Cashman Dredging & Marine Contracting	200.0	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Cavalieri Construction Company, Inc.	2,102.5	21	5	1,326.0	63.1%	0	0.0	0.0%	1	462.5	22.0%
Coastal Marine Construction	2,223.5	15	0	0.0	0.0%	1	84.0	3.8%	1	116.5	5.2%
Construction Drilling, Inc.	499.5	4	1	8.0	1.6%	0	0.0	0.0%	0	0.0	0.0%
Dagle Electrical Construction Corporation	3,401.0	26	3	462.0	13.6%	0	0.0	0.0%	0	0.0	0.0%
DeLucca Fence Company	475.5	28	6	115.0	24.2%	1	16.0	3.4%	1	24.0	5.0%
Don Martin Corporation	306.5	14	5	116.0	37.8%	0	0.0	0.0%	0	0.0	0.0%
E.H. Marchant Co. Inc.	19.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Easton Concrete Cutting & Drilling LLC	466.0	10	1	27.0	5.8%	0	0.0	0.0%	0	0.0	0.0%
Fischbach & Moore Electric Group, LLC	734.0	6	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Geologic Earth Exploration, Inc.	72.5	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Hayward Baker Inc.	6,078.0	32	3	1,127.0	18.5%	1	65.0	1.1%	1	273.0	4.5%
J Rams Inc	17.0	2	0	0.0	0.0%	0	0.0	0.0%	1	8.0	47.1%
J. Derenzo Co.	53,099.5	77	12	10,382.5	19.6%	5	2,993.0	5.6%	6	3,259.5	6.1%
J.C. Higgins Corp	294.0	10	1	50.0	17.0%	0	0.0	0.0%	1	42.0	14.3%
J.F. White Contracting Company, Inc	3,133.0	13	2	248.0	7.9%	2	640.0	20.4%	0	0.0	0.0%
JR Vinagro Corp.	170.0	4	4	170.0	100.0%	0	0.0	0.0%	0	0.0	0.0%
K&H Electrical Systems, Inc.	2,085.5	11	3	697.5	33.4%	0	0.0	0.0%	0	0.0	0.0%
Liberty Construction Services	19,554.5	81	24	5,237.0	26.8%	6	2,127.5	10.9%	4	1,079.0	5.5%
Liberty Equipment and Supply	1,311.0	5	1	510.0	38.9%	0	0.0	0.0%	1	252.0	19.2%
Lockwood Remediation	32.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Lund Rebar Services, Inc.	677.0	13	6	441.0	65.1%	0	0.0	0.0%	1	102.0	15.1%
Mass Bay Electrical Corp.	105.0	6	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
McPhee Electric Ltd.	418.0	5	2	81.0	19.4%	0	0.0	0.0%	0	0.0	0.0%
Midnight Iron Construction Management Inc.	32.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
MON Landscaping Inc.	96.0	7	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Moretrench	16,204.5	35	10	5,261.0	32.5%	3	194.5	1.2%	2	792.0	4.9%
MTK Construction Services, Inc.	287.0	10	9	279.0	97.2%	0	0.0	0.0%	0	0.0	0.0%
NewRoads Environmental	3,298.5	19	19	3,298.5	100.0%	3	805.0	24.4%	0	0.0	0.0%
NorthStar Contracting Group, Inc	37.0	2	1	12.0	32.4%	0	0.0	0.0%	0	0.0	0.0%
P.J. Spillane Company, Inc.	198.5	8	2	50.5	25.4%	0	0.0	0.0%	0	0.0	0.0%
Prudential Door & Window Co. Inc.	0.0	0	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
R.J. Cobb LTD	48.0	2	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Rapid Flow Inc.	506.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
Regis Steel Corporation	6,128.5	22	6	1,383.5	22.6%	3	613.0	10.0%	0	0.0	0.0%
Richard W. Reid Electric Company Inc.	34.0	3	2	16.0	47.1%	0	0.0	0.0%	0	0.0	0.0%
S&A Cranes LLC	9.0	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
S&F Concrete Contractors, Inc.	1,434.5	73	18	425.5	29.7%	1	66.0	4.6%	3	99.0	6.9%
Silverback Construction Inc.	368.0	16	1	27.0	7.3%	0	0.0	0.0%	0	0.0	0.0%
The Railroad Associates Corporation	65.5	1	0	0.0	0.0%	0	0.0	0.0%	0	0.0	0.0%
The Welch Corporation	11,582.5	21	2	1,308.0	11.3%	3	1,057.0	9.1%	2	1,225.0	10.6%
TREVIICOS CORPORATION	58,336.0	85	22	15,192.0	26.0%	7	4,013.0	6.9%	3	2,630.0	4.5%
UTEC Constructors LLC	688.0	9	1	116.0	16.9%	0	0.0	0.0%	0	0.0	0.0%
Vynorius Piledriving Inc.	10,374.5	23	2	1,367.8	13.2%	2	649.5	6.3%	3	1,193.5	11.5%
WES Construction Corp	1,631.5	12	0	0.0	0.0%	1	374.0	22.9%	0	0.0	0.0%
Wood & Wire Fence Co. Inc	8.0	2	1	4.0	50.0%	0	0.0	0.0%	0	0.0	0.0%
TOTAL	209,399.0	746	178	50,241.8	24.0%	39	13,697.5	6.5%	31	11,558.0	5.5%

**Contracts and Payments to Minority, Women and
Veteran Business Enterprises for Construction Phase**
As of December 31, 2016

Reference 205 CMR 135.02(5)(f)

As of December 31, 2016, Wynn had awarded \$53,048,891 or 12.9% of qualified construction contracts, in contracts to M/W/VBEs. As of December 31, 2016, Wynn and Wynn contractors and sub-contractors awarded 23 contracts to MBEs, 45 contracts to WBEs, and 15 contracts to VBEs for construction.

	# Contract Awards*	Contract Award Value (\$)	% of Total Construction Contracts Awarded to Date	% Goal	Paid to Date (\$)
MBE	23	22,935,412	5.6%	5.0%	8,298,551
WBE	45	16,588,236	4.1%	5.4%	2,859,515
VBE	15	23,516,244	5.7%	1.0%	1,037,703
TOTAL**	69	\$53,048,891	12.9%	11.4%	\$11,952,812

*Note that a majority of M/W/VBEs are sub-contracted with Wynn's contractors and sub-contractors.

M/W/VBE contract awards and payments report includes awards and payments made to businesses with more than one diverse classification (i.e. M/WBE). **Totals reported deduct any double counting due to awards to businesses with more than one diverse classification.

**Contracts and Payments to Minority, Women and
Veteran Business Enterprises for Design Phase**
As of December 31, 2016

Reference 205 CMR 135.02(5)(f)

As of December 31, 2016, Wynn had awarded \$11,324,720, or 20.9% of qualified design contracts, to M/W/VBEs for design work. As of December 31, 2016, Wynn and Wynn consultants awarded twelve contracts to MBEs, eleven contracts to WBEs, and four contracts to VBEs for design work.

	# Contract Awards*	Contract Award Value (\$)	% Total Design Contract*	% Goal	Paid to Date (\$)
MBE	12	4,756,106	8.8%	7.9%	3,868,471
WBE	11	2,674,356	4.9%	10.0%	1,578,320
VBE	4	3,883,358	7.2%	1.0%	3,250,011
TOTAL	27	\$11,324,720	20.9%	18.9%	\$8,696,802

*Note that 9 MBE contracts, 8 WBE contracts, and 2 VBE contract, are sub-contracted with Wynn's consultants.

Plainridge Park Casino

Report to the Massachusetts Gaming Commission

Q4 2016



PLAINRIDGE PARK
CASINO

Employment

As of December 31, 2016:

	Employees	Full-time	Part-time
Totals	490	322	168
	100%	66%	34%



Employment

As of December 31, 2016:

	Employees
Diversity	21%
Veterans	3%
Massachusetts	70%
Local	35%
Male/Female	51% / 49%



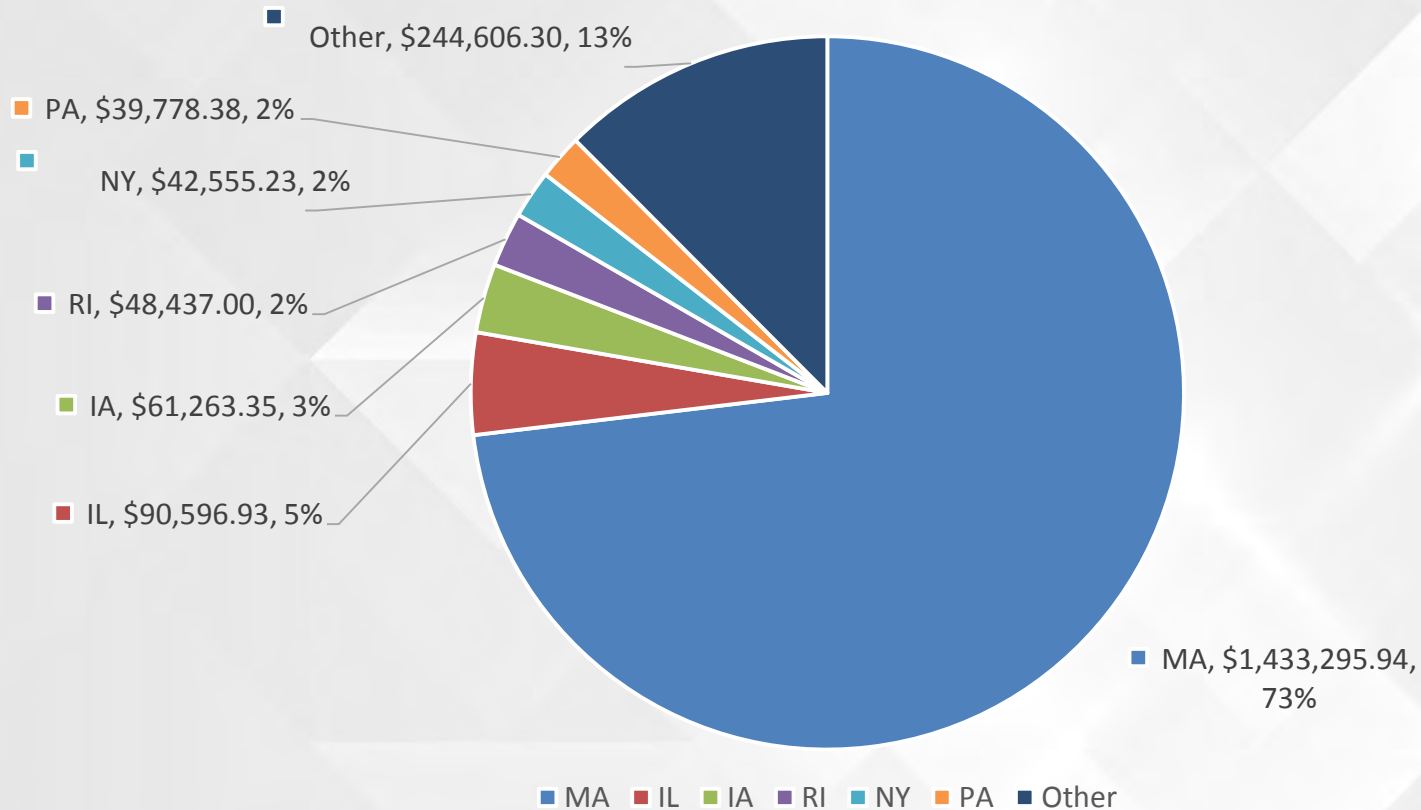
Gaming Revenue & Taxes

	Net Slot Revenue	State Taxes	Race Horse Taxes	Total Taxes
2015	1st	-	-	-
	2nd	\$6,211,001	\$2,538,610	\$558,990
	3rd	\$45,827,524	\$18,329,938	\$4,124,477
	4th	\$35,971,223	\$14,443,544	\$3,237,410
	Total	\$88,009,748	\$35,312,092	\$7,920,877
2016	1st	\$38,663,540	\$15,481,836	\$3,479,719
	2nd	\$39,185,244	\$15,641,803	\$3,526,672
	3rd	\$39,756,060	\$15,923,121	\$3,578,045
	4th	\$37,388,890	\$14,973,358	\$3,365,000
	Total	\$154,993,734	\$62,020,118	\$13,949,436



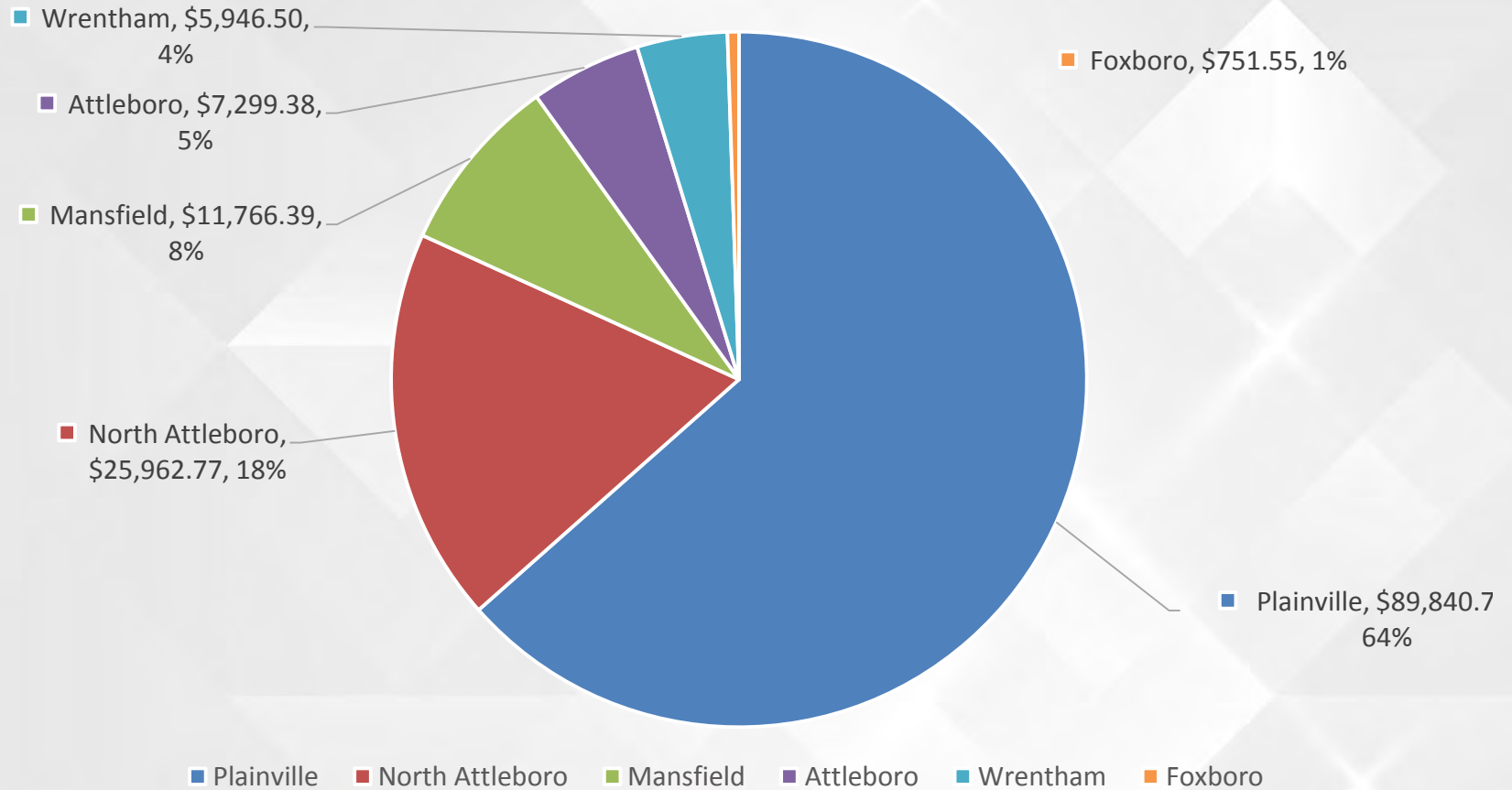
Spend by State

Total Q4 Spend: \$1,960,533.13



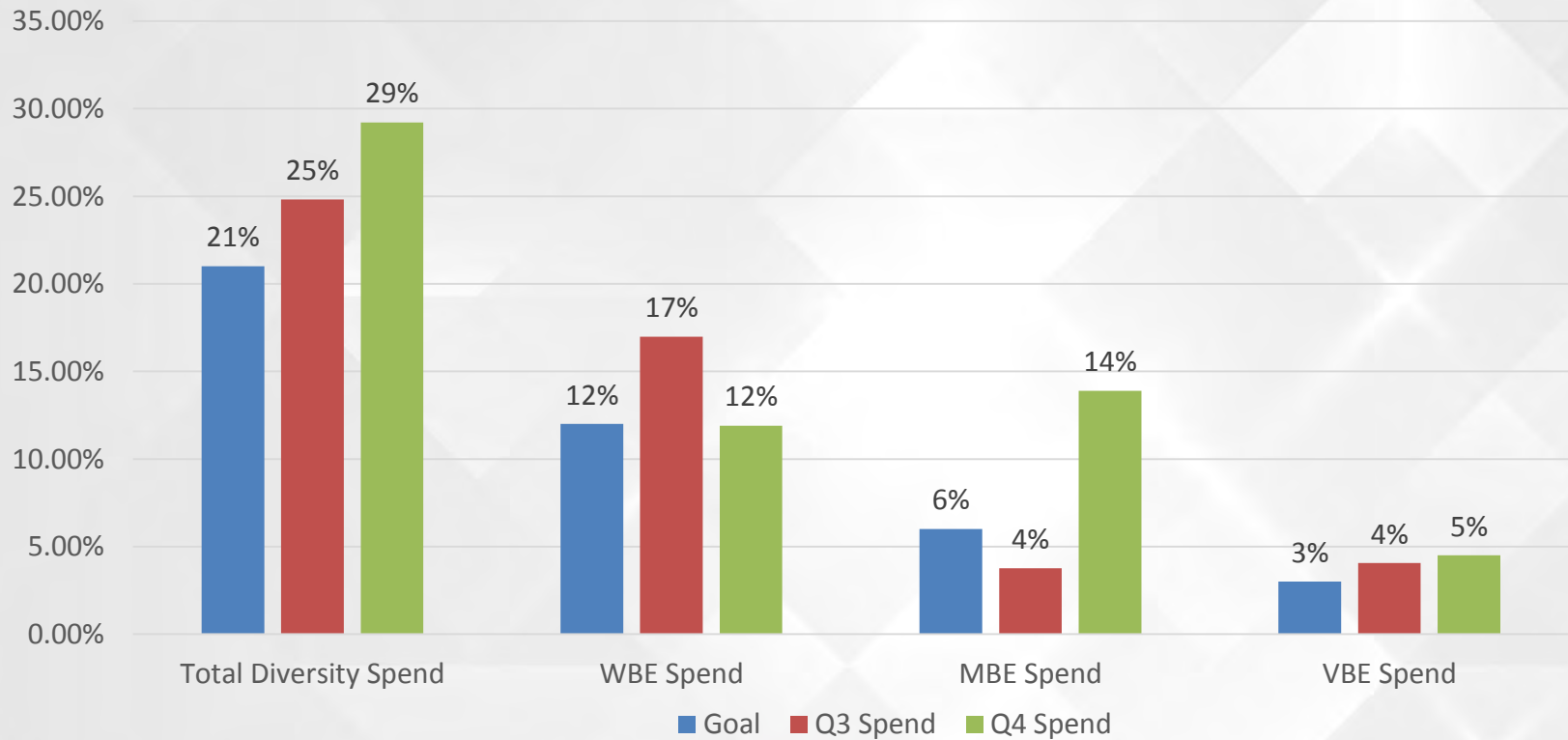
Local Spend

Total Q4 Host & Surrounding Community Spend: \$141,567.29



Vendor Diversity Spend

Q4 2016



PLAINRIDGE PARK
CASINO

Q4 Diverse Vendor Spend Statistics

Q4 WBE Vendors

15 Vendors used totaling \$164,534.01

Q4 MBE Vendors

4* Vendors used totaling \$250,140.13

Q4 VBE Vendors

6* Vendors totaling \$87,736.54

*Includes vendors that are certified in multiple diversity categories.
Spend is only reported in one category.



Lottery Sales

Quarter	2015	2016	\$ Difference	% Difference
1st	\$96,242	\$705,304	\$609,062	632.8%
2nd	\$162,173	\$758,852	\$596,679	367.9%
3rd	\$579,000	\$738,116	\$159,116	27.5%
4th	\$479,325	\$748,919	\$269,594	56.2%
Total	\$1,316,740	\$2,951,191	\$1,634,451	124.1%

PPC currently has 5 instant ticket machines and 4 online terminals on site. Prior to the Casino opening the Property had 1 instant ticket machine and 2 online machines



Compliance with Regulations

Month	Number of Patron ID Checks	Prevented from entering gaming Establishment			Minors and Underage Escorted from the gaming area	Minors and Underage Found gambling at slot machines	Minors and Underage Found consuming alcoholic beverages
		Total	Minors	Underage			
October	7,665	153	17	31	0	0	0
November	9,120	186	25	31	*1	*1	0
December	10,154	263	14	29	0	0	0
Total	26,939	602	56	91	1	1	0

* Same individual found gaming and removed from the floor



Local Community

- Charitable Giving in Q4
 - For Kids Sake
 - Toys for Tots
 - YMCA
 - Town of Mansfield
 - Lions Club
- Sponsorships
 - Adopt a Highway

**TOYS FOR
SLOTPLAY**



PLAINRIDGE PARK
CASINO

Q4 Marketing - Partnerships

- Patriots - Foxboro
 - AFC Championship ticket packages
 - Billboard
 - NYE Renaissance Stay and Play Packages
- Frozen Fenway
- Wrentham Village Premium Outlets



Q4 Marketing

- Racing Rewards Roll-Out
- Dunkin Donuts Roll Out
- Veterans Day – Free meal for all veterans
- Toy's for Free *SLOTPLAY*
 - Partnering MPRG
- New Year's Eve





TO: Commissioners

FROM: John S. Ziemba
Mary S. Thurlow

CC: Edward R. Bedrosian

DATE: February 10, 2017

RE: 2017 Community Mitigation Fund Guidelines

In December 2016, the Commission issued the 2017 Community Mitigation Fund Guidelines for the Community Mitigation Fund under M.G.L. c. 23K §61. In order to access funding from the Community Mitigation Fund, communities and governmental entities were required to submit an application by February 1, 2017.

This memorandum summarizes the Community Mitigation Fund applications received by the February 1, 2017 deadline. These applications will be put on our website for comment and sent to the licensees for their input pursuant to the Guidelines. If the Commission or Commission staff determines that additional information and detail is required to make a decision on any of these applications, the applicants will be notified. The staff's goal is to have the Commission determine the status of the grants before the fiscal year begins to enable communities to do their fiscal year planning.

[Summary of the Community Mitigation Funds:](#)

In sum, a total of \$17.5 million from the current licensees was deposited in the Community Mitigation Fund for use until Category 1 gross gaming revenues are generated, or thereafter (if all such funds are not used prior to that date). After the deduction of purposes approved in 2015 and 2016, the fund has approximately \$12 million available after accounting for potential future awards of previously authorized grants.¹

The following chart shows the anticipated spending targets in the 2017 Guidelines compared to the funding requests received by the deadline:

¹Last year the Commission awarded the Hampden County Sheriff Department ("HCSD") lease assistance of \$280,000 for the first year and specified that it would fund no more than \$2,000,000 for no more than five years of the lease. The Commission also specified that the HCSD would need to annually re-apply for lease assistance. The Commission did not receive an application from the HCSD this year after receiving \$280,000 in lease assistance in 2016.



Massachusetts Gaming Commission

	Guidelines Targeted Spending	Applications
Tribal Gaming Technical Assistance	\$200,000.00	\$200,000.00
Specific Impact*	\$2,000,000.00	\$1,822,781.60
Transportation Planning (no more than \$150,000 per application)	\$800,000.00	\$1,200,000.00
Workforce Development (2 Regional pilots programs of \$200,000)	\$400,000.00	\$592,531.03
Totals:	\$3,400,000.00	\$3,815,312.63

*While the Commission established a \$3.4 million target for overall awards in the 2017 Fund, there is no specified target for specific impact applications in the 2017 Guidelines. The \$2,000,000 reflects the balance remaining after the other application categories have been subtracted from the total. The Guidelines specify that no more than \$500,000 Category 2 operational impacts may be funded unless otherwise determined by the Commission.

Below please find further detail on the applications by Category: Tribal Gaming Technical Assistance; Specific Impact, Transportation Planning, Workforce Development Pilot Project and Reserve Applications.

TRIBAL GAMING TECHNICAL ASSISTANCE

Applicant	Description	Amount Requested
Southeastern Regional Planning and Economic Development District ("SRPEDD") <i>(no amount specified)</i>	Tribal technical assistance planning studies to assist communities surrounding Taunton	\$200,000.00 maximum amount allowed

SRPEDD anticipates planning requests for studies to assist communities in geographic proximity to the potential Tribal Gaming facility in Taunton with regard to traffic capacity and operational impacts should the construction of the Tribal Gaming facility move forward.

2017 SPECIFIC IMPACT APPLICATION

The 2017 Guidelines established that no application for a specific impact grant shall exceed \$400,000, unless a waiver has been granted by the Commission. Below are detailed descriptions of the applications for a Specific Impact Grant.

Community	Description	Amount Requested
Attleboro <i>(no amount specified)</i>	Creation of a joint Police/Fire Dispatch Facility costing \$2.3M.	\$400,000.00 (maximum allowed) \$2.3M (need indicated)
Everett	Bike Sharing System	\$400,000.00
Lynn	Alleviate traffic issues and maximize economic development planning	\$400,000.00
Norfolk District Attorney	Assistant District Attorney costs and victim witness advocate costs	\$74,031.60
Plainville	A small-sized fire truck for the Plainridge parking garage	\$148,750.00
Springfield	Relocation of public access television studio	\$400,000.00
Total:		\$1,822,781.60

Attleboro:

The city of Attleboro seeks funding to assist in the design and construction of a combined Fire, EMS and Police dispatch center to help offset police and fire service calls that may be attributable to the operation of Plainridge Casino. Attleboro’s application noted that in Christopher Bruce’s “*Assessing the Impact of Gambling on Public Safety in Massachusetts Cities and Towns*” study Mr. Bruce said, “when compared to previous years, there were several categories of crime and calls for service that may have been negatively impacted by its opening during that timeframe. At the time of his analyses, he observed significant increases in motor vehicle accidents, traffic-related calls, and credit card fraud and identity theft. However, Bruce pointed out that "it may be too early to tell" if this data has statistical significance”

Attleboro stated in their application that “we find it plausible that the city's increased calls for service, as well as several crime offense categories, may be due to the neighboring Plainridge Casino in Plainville. It is also our belief that certain calls for service categories, most notably motor vehicle accidents and domestic-related service calls, will continue to grow significantly in the future and that a combined dispatch center is needed for more efficient operation and handling of increased call volume.”

Everett:

The City of Everett is requesting funds to “be used to help build, operate and maintain a bike sharing service in Everett that would provide alternative mobility to Everett residents and workers.” Everett stated that this is an unanticipated impact due to the level of traffic congestion being experienced now which includes the construction of an access road and the volume of utility work upgrades in addition to the implementation of the Complete Street framework. “A Complete Street is one that provides safe and accessible options for all travel modes - walking, biking, transit and vehicles - for people of all ages and abilities, and we have enthusiastically embraced this model.”

Lynn:

The City of Lynn is seeking funding to alleviate traffic by creating a left-hand turn into the ferry entrance for commuters traveling south on Route 1A. The city is also actively seeking to operate the Lynn ferry this summer. The city also would like synchronize the traffic lights on Routes 107 to alleviate congestion and add stops on the Rockport/Newburyport Commuter Rail Line.

Norfolk District Attorney:

The Norfolk District Attorney is requesting funds to pay for one-half of the annual salary of an Assistant District Attorney at Wrentham District Court including the comptroller mandated fringe and indirect costs associated with the salary. This Assistant District Attorney would be in charge of all criminal cases arising from the Plainridge Park Casino. The application also requests one-half of the annual salary of one Victim Witness Advocate at the Wrentham District Court and tracking all facility related crimes.

Plainville:

Plainville is requesting funding to cover an unanticipated consequence of having a multi-storied parking garage. “There are no relevant sections of the HCA to address this issue due the fact that this is the first gaming facility in the state, as well as the lack of specifications on the parking garage during negotiations, there was an inability to predict and mitigate this in the HCA.” Plainville has determined that it does not have an adequate fire prevention vehicle that could address a fire occurring in the upper levels of the garage.

Springfield:

The City of Springfield is requesting mitigation funds to cover the costs of relocating Focus Springfield, which operates a public access television studio and training facility. The City notes that “[t]he City of Springfield is dependent on Focus Springfield to provide public access to broadcast public meetings.”

2017 TRANSPORTATION PLANNING APPLICATION

The Commission made funding available for certain transportation planning activities. The Guidelines’ budget for 2017 Transportation Planning Grants is targeted not to exceed \$800,000. No application for a Transportation Planning Grant shall exceed \$150,000. The Commission received the following applications:

Community	Description	Amount Requested
Boston	Sullivan Square/Rutherford Avenue	\$150,000
Everett	Design of Bus Only Lane on Rt. 99	\$150,000
Lynn	Ferry Dredging	\$150,000
Malden	Design for Reconstruction of Exchange St.	\$150,000
Medford	Year 2 of Transportation Planner/Consultant	\$150,000

Revere and Saugus	Transportation Planner	\$150,000
Somerville	Analysis and Design Roadways	\$150,000
West Springfield	Development of improvement to Westfield St.	\$150,000
Total:		\$1,200,000.00

Boston:

The City of Boston is requesting \$150,000 to cover costs associated with the engineering and design services for the reconstruction of Sullivan Square/Rutherford Avenue in Charlestown

Everett:

The City of Everett is requesting \$150,000 for the preliminary design and engineering of a bus-only lane on the west side of Broadway/Route 99 from the Everett city line to Route 16/Sweetser Circle. Included in this request would be efforts consistent with the Section 61 findings.

Lynn:

The City of Lynn is requesting funds to be used to fund a cost sharing agreement with the US Army Corp of engineers for Lynn’s dredging navigation improvement project. “The dredging would afford the Ferry Service and other vessels faster and direct deep water access from our Blossom Street terminal to Boston.” Lynn would also use the funds to conduct a study to determine the feasibility and cost of a direct left-hand turn into Blossom Street Ferry Terminal.

Malden:

The City of Malden is requesting funds to complete planning and design work for the reconstruction of the full length of Exchange Street from Pleasant Street to Main Street. “The total design cost is estimated to be \$170,720. This cost includes \$137,820 in general design costs (see the attached spreadsheet), \$14,900 to complete the roadside safety audit, and \$18,000 to complete the modified functional design report. The City of Malden will cover the remaining design costs....”

Medford:

The City is requesting funding for the 2nd year of a transportation planner/consultants to work with Wynn, private property owners and state transportation officials to identify financing and implementation of transportation improvements within the City of Medford. The City is also requesting funding to assess land use impacts of the casino's construction in the Wellington Circle area. Further, the City requests funding for an engineering feasibility study for a new multi-use path on the southern side of the Mystic River between the Craddock Bridge in Medford Square and the Somerville Line.

Revere and Saugus:

The application notes that Revere and Saugus do not have Surrounding Community Agreements with the Wynn Boston Harbor. “The City of Revere and Town of Saugus plan to use funds to hire a sub-regional transportation planner for one year. Revere and Saugus would like the funding to pay the salary, benefits and reasonable direct expenses of a qualified and experienced transportation planner. The application noted that “[t]he City and the Town believe the Wynn Casino will bring substantial volumes of new traffic onto the Route 1-Route 99 corridor.”

“Saugus believes...some casino generated traffic impact may bypass lower Route 1 and exiting the highway onto Walnut Street-Central Street or Main Street-Center Street and onto Winter Street then Ballard Street and then Route 107 as an alternative way to access route 16 towards Everett.”

The impact area for Revere would be “traffic heading to Route 16 west from Route 1 south and some northeast originated traffic will choose to follow route 107 through the heart of the city to access route 16 west.”

“The City and the Town hope to work together to affect key roadway improvements along these arterials that will help alleviate existing traffic and offset anticipated traffic problems resulting from increased volume attributable to the new casino.”

In regard to the proposed joint application, we note that prior to the application due date, the Commission received numerous questions regarding the possibility of joint applications. The following was posted on our website as well as in the RFP.

“Q: Can communities submit a joint application for a transportation planning grant?”

A: There is no provision in the 2017 Community Mitigation Fund Guidelines (“Guidelines”) for joint applications by municipalities for transportation planning grants. However, each community should feel free to include in its narrative how its application could work with one or more applications from a neighboring community. The Commission has encouraged communities to work regionally. Indeed, we required Regional Planning Agency notification of planning proposals to encourage communities to work together.”

Since the total amount of the application is \$150,000, the limit of funding for a single application, our recommendation is that the Commission treat this application as an eligible application despite being submitted by two communities.

Somerville:

Somerville seeks funding to mitigate the “intersection of Interstate 93, State Route 28 (Fellsway/McGrath Highway) and State Route 38 (Mystic Avenue In Somerville).” “The City of Somerville proposes to use MGC Transportation Planning funds to initiate a formal planning study of the facility, which would implement a key recommendation of the 2017 RSA. A consultant team would be engaged to conduct public engagement, alternatives

analysis and concept design. This step is consistent with the formal project development process used by MassDOT for highway capital projects.”

“Transportation Planning Funds in the amount of \$150,000 will be used to secure contractual consultant services.”

West Springfield:

The Town is requesting a transportation planning grant for the impact area of Route 20 which connects to Route 5 and the Interstate. West Springfield considers this to be a primary travel route to and from the MGM site for construction. The application notes that “[t]hese funds...will be used to contract with an engineering firm to develop improvements.”

“The Town is committed to funding the additional \$25,840 to \$49,995 in excess of the grant.”

2017 WORKFORCE DEVELOPMENT PILOT PROGRAM GRANT

The total funding target specified in the Guidelines for the 2017 Workforce Development Pilot Program Grants is \$400,000. No application for a grant in each Region may exceed \$200,000. One grant will be considered for each Region. Each governmental entity applying for workforce development funds will also need to provide detail on what it will contribute to the workforce development project such as in-kind services or workforce development funds.

Applicant	Description	Amount Requested
MetroNorth Regional Employment Board	Consortium to address workforce needs; job training programs	\$200,000.00
Springfield Public Schools	“Ahead of the Game initiative” targeting low-skills, low income adults	\$192,531.03
Springfield Technical Community College	Hampden Prep	\$200,000.00
	Total	\$592,531.03

MetroNorth Regional Employment Board (“MNREB”)

The MNREB proposes the creation of a regional consortium called the Metro North Casino Careers Consortium (“MNCCC”). The purpose of the MNCCC is to prepare and train local residents for jobs related to the construction of the Wynn Boston Harbor gaming facility.” and “create a system in which local residents are able to start a career pathway leading to any number of casino-related careers, which may not be in the culinary arts.”

Springfield Public Schools

The Springfield Public Schools would like to establish an initiative called “Ahead of the Game” program which will target low-skill, low-income adults, interested in pursuing long term careers with MGM Springfield. The Ahead of the Game program will focus on

individuals looking to obtain their adult basic education (ABE) or GED, in order to pursue higher education. The goal of this program will be to prepare low-income adults for enrollment into post-secondary workforce training programs relevant to the needs of MGM Springfield.”

“The Ahead of Game program will serve approximately 100 adult students annually. Participants will receive a wide variety of resources including; basic literacy, basic mathematics, high school equivalency test preparation and testing, adult diploma program, English for Speakers of Other Languages (ESOL), job skills and work readiness training, computer literacy, and family literacy.”

“Upon completion of this program, eligible students will be encouraged to apply and enroll into local post-secondary MGM workforce training programs.”

Springfield Technical Community College

“Springfield Technical Community College (STCC), in collaboration with Holyoke Community College (HCC) ...proposes to develop and implement an innovative High School Equivalency (HSE) and workforce readiness program, Hampden Prep.”

“The overarching goal of Hampden Prep is to accelerate ABE, HiSET prep and developmental programs for Hampden County residents and to provide non-traditional students the supports needed to complete postsecondary credentials in areas recognized by employers in the Springfield labor market.”²

COMMUNITIES THAT FILED TO USE THEIR RESERVE GRANT

In order to access funding from the Community Mitigation Reserve Fund, communities are required to submit an application describing the anticipated use and receive Commission approval. This reserve can be used to cover impacts that may arise in 2017 or thereafter. It may also be used for planning, either to determine how to achieve further benefits from a facility or to avoid or minimize any adverse impacts. Reserve applications are not required to be filed by the February 2017 deadline. However, some were. The below are under review by the Commission staff.

Community	Description	Amount Requested
Boston	Sullivan Square/Rutherford Avenue Planning	\$100,000.00
Plainville	Purchase public safety items	\$98,397.92
Somerville	Air/water/noise traffic baseline study	\$100,000.00
	Total	\$298,397.92

² Please note that the Guidelines specified that “communities” or “governmental entities” could apply for the Workforce Development Pilot Project. Inclusion of a summary for the applications here is not indicative of whether each applicant is a community or a governmental entity.

Boston:

The City of Boston would like to use its reserve to provide design studies of the Sullivan Square/Rutherford Avenue project. (See also Transportation Planning.)

Plainville:

The town of Plainville would like to use its reserve to purchase public safety items it notes were unanticipated in the Host Community Agreement such as a cardiac monitor, 23 portable radios to replace the old “non-compatible technology” radios and a set of body armor for the Gaming Enforcement Unit Officers at the gaming facility.

Somerville:

The City of Somerville is requesting the use of funds for contractual consultant services for studies on “transportation, pollution, and air and water quality data. This baseline data will be used by the City to assess and mitigate any future adverse impacts of the Everett gaming facility.”

“The final product resulting from this data collection effort will be a comprehensive report compiling the baseline transportation and environmental data for the City of Somerville. This report will then be used to monitor and assess changes to traffic patterns and the environment in subsequent years. Somerville is committed to employing national and international best practices when creating and supporting convenient and healthy modes of transportation, and improving the health of all residents by directly and immediately addressing any changes in environmental and transportation related pollutants. This data will be integral to the City’s ability to assess, monitor, and address future impacts from the casino.”

The Commission staff is also working with other communities on other pending applications that have not been submitted in final form.

205 CMR: MASSACHUSETTS GAMING COMMISSION

205 CMR 147.00: UNIFORM STANDARDS OF RULES OF THE GAMES

- 147.01: Scope and Purpose
- 147.02: Rules of the Game
- 147.03: Notice and Patron Access
- 147.04: Petition for a New Game or Game Variation
- 147.05: Gaming Tournaments
- 147.06: Electronic, Electrical, and Mechanical Devices Prohibited
- 147.07: Minimum and Maximum Wagers; Additional Wagering Requirements

147.01: Scope and Purpose

205 CMR 147.00 shall govern the authorization of the rules of the game for table games offered for play in a gaming establishment and the standards applicable to table games offered for play in a gaming establishment.

147.02: Rules of the Game

Only those table games and their rules authorized by the Commission and posted on the Commission's website in accordance with 205 CMR 147.03(1) may be offered for play in a gaming establishment. A gaming licensee shall not offer a new game or game variation for play until the new game or game variation has been approved by the Commission in accordance with 205 CMR 147.04.

147.03: Notice and Patron Access

- (1) The Commission shall maintain on its website the complete text of the rules of all authorized table games.
- (2) Each gaming licensee shall maintain in the Game Sense area a printed or digital copy of the complete text of the rules of all authorized table games.
- (3) A gaming licensee shall not change the rules of a table game that is presently being operated from one authorized rule to another or add, change, or delete any additional wagering requirement permitted by 205 CMR 147.07(6) unless, at least one-half hour in advance of such change, the gaming licensee:
 - (a) Posts a sign at the gaming table advising patrons of the rule or wager change and the time that it will go into effect;
 - (b) Announces the rule or wager change to patrons who are at the table; and
 - (c) Notifies the Bureau of the rule or wager change, the gaming table where it will be implemented, and the time that it will become effective.
- (4) A gaming licensee may, at any time, change the permissible minimum or maximum wager at a table game without notifying the Bureau of such change upon posting a sign at the gaming table advising patrons of the new permissible minimum or maximum wager and announcing the change to patrons who are at the table.

- (5) The location, size, and language of each sign required by 205 CMR 147.03(3) and 205 CMR 147.03(4) shall be submitted to and approved by the Bureau prior to its use.

147.04: Petition for a New Game or Game Variation

- (1) A petitioner may petition the Bureau for approval of a new game or game variation.
- (2) A proposed new game or game variation may be a variation of an authorized game, a composite of authorized games, or a new game.
- (3) A petition for a proposed new game or game variation shall be in writing, signed by the petitioner(s), and shall include, at a minimum, the following information:
- (a) The name(s) and address(es) of petitioner(s);
 - (b) The name of the game, which must be different than the name of a game previously approved by the Commission;
 - (c) Whether the game is a variation of an authorized game, a composite of authorized games, or a new game;
 - (d) The name of the gaming licensee serving as a sponsor of the new game or game variation petition;
 - (e) A complete and detailed description of the game for which approval is sought, including:
 - 1. A summary of the game, including the objectives of the game, the method of play, and the wagers offered;
 - 2. A draft of the proposed rules of the game including a description of the equipment used to play the game and specific examples and dealing procedures;
 - 3. Specific procedures to remedy all misdeals and malfunctions of any gaming equipment utilized;
 - 4. The true odds, the payout odds, and the house advantage for each wager;
 - 5. Sample(s) of new or modified gaming accessories or apparatuses associated with the game;
 - 6. A sketch or picture of the game layout, if any;
 - 7. Sketches or pictures of the equipment used to play the game; and
 - 8. The report of the Commission-certified independent testing laboratory issued pursuant to 205 CMR 147.04(4).
 - (f) Whether the game, its name, or any of the equipment used to play it is covered by any copyrights, trademarks or patents, either issued or pending;
 - (g) A request for a test or experiment of the game in accordance with 205 CMR 147.04(5);
 - (h) Any other information or material requested by the Bureau.
- (4) Independent Certified Testing. In addition to filing a request with the Bureau, the petitioner shall, at its expense, submit copies of the items listed in 205 CMR 147.04(3)(e)(1)-(7) for review to an independent testing laboratory certified by the Commission pursuant to 205 CMR 144.06 to conduct a mathematical analysis of the game pursuant to 205 CMR 147.03(e)(4).
- (5) Field Trials.

- (a) Petitioners shall submit the following in connection with any proposed test of the game in accordance with 205 CMR 147.04(3)(g):
 1. The name of the gaming establishment where the test of the proposed new game or wager will take place;
 2. The dates and times when the test will take place, and the gaming tables or other gaming equipment that will be involved;
 3. The proposed signage to be posted at the entrance to the gaming establishment where the test is to be conducted;
 4. The criteria proposed for use in determining the success of the test, and the methods proposed for documenting it, including any necessary forms; and
 5. Any other materials or information requested by the Bureau.
 - (b) A test of the new game or wager shall take place at such times and places and under such conditions as the Bureau may require. The rules of the game and the test may be modified at any time during the test period if the Bureau deems it necessary to do so.
- (6) Comment Period. There shall be a public comment period during which comments on proposed new games or game variations may be submitted to the Bureau for review. This comment period shall begin on the first day of the new game or game variation field trial and shall conclude on the final day of the new game or game variation field trial.
- (7) Review. In reviewing a petition for a new game or game variation, the Bureau may consider rules and method of play; true and payout odds; wagers offered; layout; equipment used to play the game; personnel requirements; game security and integrity; similarity to other authorized games or other games of chance; other variations or composites of the game previously approved as authorized games; results of the field trials conducted pursuant to 205 CMR 147.04(5), as well as any other relevant factors. The Commission shall have the discretion to approve or deny the gaming licensee's petition for a new game or game variation following a recommendation from the Bureau.

147.05: Gaming Tournaments.

- (1) A gaming licensee may conduct a gaming tournament for any table game authorized by the Commission pursuant to 205 CMR 147.00.
- (2) No gaming tournament shall be conducted unless the gaming licensee files a written notice with the Bureau at least five business days prior to the commencement of such tournament, which shall include, at a minimum, the following information:
 - (a) The date(s), time(s), and location(s) of the scheduled gaming tournament;
 - (b) The number of participants expected;
 - (c) The game type;
 - (d) Rules concerning tournament play and participation;
 - (e) The prize structure;
 - (f) Dealer tips, if applicable;
 - (g) Participant registration procedures;
 - (h) The methodology for determining winners;
 - (i) The equipment to be used; and
 - (j) Forms utilized in connection with the tournament.

- (k) A description of security and surveillance measures that will be implemented for the gaming tournament;
 - (l) A certification from the supervisors of the gaming licensee's security, gaming operations, and surveillance departments that the proposed gaming tournament will not adversely affect the security and integrity of gaming operations;
 - (m) A certification from the gaming establishment controller or designee that he or she has reviewed the rules for the tournament in regard to gaming tournament revenue reporting; and
 - (n) A certification from a holder of key gaming employee license that the tournament will be conducted in accordance with 205 CMR 147.05(2).
- (3) The Bureau may, at any time, require the gaming licensee to immediately cease any gaming tournament conducted if the gaming tournament is in any material manner different from the description contained in the information provided pursuant to 205 CMR 147.05(2).
 - (4) All funds collected by a gaming licensee to fund the prize pool (for example, buy-in, re-buy, or add-on) shall be disbursed to the participants as a prize pool, except that a gaming licensee may withhold dealer tips in an authorized tournament upon notification to the participants.
 - (5) A gaming licensee shall make available to the public on its website the information required by 205 CMR 147.05(2).

147.06: Electronic, Electrical, and Mechanical Devices Prohibited

Except as specifically permitted by the Commission, no person shall possess with the intent to use, or actually use, at any table game, either by himself or in concert with others, any calculator, computer, phone, watch, camera or other electronic, electrical or mechanical cheating and swindling device pursuant to M.G.L. c. 23K, § 40, to assist in projecting an outcome at any table game or in keeping track of or analyzing the cards having been dealt, the changing probabilities of any table game, or the playing strategies to be utilized. No electronic, electrical, or mechanical device will be permitted on the gaming table.

147.07: Minimum and Maximum Wagers; Additional Wagering Requirements

- (1) Except as otherwise specifically provided in the rules of the game, the minimum and maximum wagers permitted at any authorized table game in a gaming establishment shall be established by the gaming licensee; provided, however, that any required minimum wager of \$100 or less which has corresponding payout odds of 5 to 1 or less shall be required to have a maximum wager which is at least 10 times the amount of the minimum wager.
- (2) A gaming licensee may offer:
 - (a) Different maximum wagers at one gaming table for each permissible wager in an authorized game;
 - (b) Different maximum wagers at different gaming tables for each permissible wager in an authorized game.

- (3) A gaming licensee shall provide notice of the minimum and maximum wagers in effect at each gaming table and any changes thereto in accordance with 205 CMR 147.03(3) and 205 CMR 147.03(4).
- (4) Notwithstanding 205 CMR 147.07(3), a gaming licensee may, in its discretion, permit a player to wager below the established minimum wager or above the established maximum wager at a gaming table.
- (5) Any wager accepted by a dealer shall be paid or lost in its entirety in accordance with the rules of the game, notwithstanding that the wager exceeded the current table maximum or was lower than the current table minimum.
- (6) Nothing in this section shall preclude a gaming licensee from establishing additional wagering requirements that are consistent with the rules of the game, such as a requirement that wagers be made in specified increments, provided that the gaming licensee satisfies the notice requirements of 205 CMR 147.03(3).

DRAFT

**TABLE GAMES
RULES OF THE GAME**

- Page 2: CRAPS AND MINI CRAPS**
- Page 14: BLACKJACK**
- Page 40: BACCARAT**
- Page 50: BACCARAT – MIDI BACCARAT**
- Page 59: ROULETTE AND BIG SIX WHEEL**
- Page 65: RED DOG**



1: CRAPS AND MINI-CRAPS

1. Definitions

The following words and terms, when used in this section, shall have the following meanings unless the context clearly indicates otherwise.

Come Out Point-- means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the come out roll.

Come Out Roll-- means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Pass Bet and Don't Pass Bet has been effected.

Come Point-- means a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

2. Permissible wagers

The following shall constitute the permissible wagers at the games of craps and mini-craps, except that the fire bet as described in Section 2(nn) shall only be permitted in the game of craps:

- a) "Pass Bet" is a wager placed on the Pass Line of the layout immediately prior to the come out roll.
 - (1) The Pass Bet shall win if, on the come out roll:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (2) The Pass Bet shall lose if, on the come out roll:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- b) "Don't Pass Bet" is a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.
 - (1) The Don't Pass Bet shall win if, on the come out roll:
 - (i) A total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - (2) The Don't Pass Bet shall lose if, on the come out roll:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (3) The Don't Pass Bet shall be barred if, on the come out roll, a total of 12 is thrown.
- c) "Come Bet" is a wager placed on the Come Line of the layout at any time after the come out roll.
 - (1) The Come Bet shall win if, on the roll immediately following placement of such bet:
 - (i) A total of 7 or 11 is thrown; or

- (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (2) The Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- d) "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the come out roll.
 - (1) The Don't Come Bet shall win if, on the roll immediately following placement of such bet:
 - (i) A total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - (2) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:
 - (i) A total of 7 or 11 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - (3) The Don't Come Bet shall be barred if, on the roll immediately following placement of such bet, a total of 12 thrown.
- e) "Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.
- f) A "Place Bet to Lose" is a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.
- g) "Four the Hardway" is a wager, that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
- h) "Six the Hardway" is a wager, that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
- i) "Eight the Hardway" is a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
- j) "Ten the Hardway" is a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.

- k) "Field Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
- l) "Any Seven" is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- m) "Any Craps" is a one roll wager that may be made at any time which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- n) "Craps Two" is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- o) "Craps Three" is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- p) "Craps Twelve" is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- q) "11 in One Roll" is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
- r) "Craps-Eleven or C and E" is a one roll wager that may be made at any time which shall win if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
- s) "Horn Bet" is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
- t) "Horn High Bet" is a wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12. A gaming licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12.
- u) "Whirl Bet" is a one roll wager that may be made at any time, consisting of a Horn Bet and the Any Seven wager. A Whirl Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager. A gaming licensee shall break down a Whirl wager into two separate wagers on the Horn Bet and the Any Seven wager.
- v) "Four The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown the hardway (that is, with 2 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- w) "Six The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown the hardway (that is, with 3 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- x) "Eight The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown the hardway (that is, with 4 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- y) "Ten The Hardway on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with 5 appearing on each die) on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- z) "One-Three (Ace-Trey) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 4 is thrown with a 1 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- aa) "One-Four (Ace-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 1 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- bb) "Two-Three (Deuce-Trey) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 5 is thrown with a 2 appearing on one die and a 3 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- cc) "One-Five (Ace-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 1 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- dd) "Two-Four (Deuce-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 6 is thrown with a 2 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- ee) "One-Six (Ace-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 1 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- ff) "Two-Five (Deuce-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 2 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- gg) "Three-Four (Trey-Four) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 7 is thrown with a 3 appearing on one die and a 4 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- hh) "Two-Six (Deuce-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 2 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- ii) "Three-Five (Trey-Five) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 8 is thrown with a 3 appearing on one die and a 5 appearing

on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.

- jj) "Three-Six (Trey-Six) on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 3 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- kk) "Four-Five on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 9 is thrown with a 4 appearing on one die and a 5 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- ll) "Four-Six on the Hop" is a one roll wager that may be made at any time, which shall win if a total of 10 is thrown with a 4 appearing on one die and a 6 appearing on the other die on the roll immediately following placement of such bet and shall lose if any other combination is thrown.
- mm) "6-7-8" is a one roll wager, offered at the election of a gaming licensee, that may be made at any time, which shall win if any one of the totals 6, 7 or 8 is thrown on the roll immediately following the placement of such bet and shall lose if the total of 2, 3, 4, 5, 9, 10, 11 or 12 is thrown on such roll.
- nn) "Fire bet" is a wager that may only be made prior to the come out roll of a new shooter, which wager shall win if at least four different (unique) point totals (either 4, 5, 6, 8, 9 or 10) are made by the shooter before a loser 7 is thrown, and shall lose if fewer than four different (unique) point totals are made before a loser 7 is thrown.

3. Making and removal of wager

- (a) Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally:
 - (1) In craps, by the dealer and a boxperson; or
 - (2) In mini-craps, by the dealer and floorperson.
- (b) All wagers shall be made by placing gaming chips, match play coupons (only for Pass or Don't Pass wagers) or plaques on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.
- (c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that:
 - (1) A Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet; and
 - (2) A fire bet, once made, shall not be reduced or increased at any time, and shall not be removed prior to the throwing of a loser 7.
- (d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
- (e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement

of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On".

- (f) Only players who are seated at a mini-craps table may place a wager at the game. Once a player has placed a wager, that player must remain seated until the completion of the round of play.

4. Payout odds

- (a) All odds stated on any layout or in any brochure or other publication distributed by a gaming licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".
- (b) No gaming licensee or any employee or agent thereof shall pay off winning wagers at the game of craps or mini-craps at less than the odds listed below. A gaming licensee may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the gaming establishment.

<u>Wager</u>	<u>Payout Odds</u>
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2, 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Four the Hardway on the Hop	30 to 1
Six the Hardway on the Hop	30 to 1

Eight the Hardway on the Hop	30 to 1
Ten the Hardway on the Hop	30 to 1
One-Three (Ace-Trey) on the Hop	15 to 1
One-Four (Ace-Four) on the Hop	15 to 1
One-Five (Ace-Five) on the Hop	15 to 1
One-Six (Ace-Six) on the Hop	15 to 1
Two-Three (Deuce-Trey) on the Hop	15 to 1
Two-Four (Deuce-Four) on the Hop	15 to 1
Two-Five (Deuce-Five) on the Hop	15 to 1
Two-Six (Deuce-Six) on the Hop	15 to 1
Three-Four (Trey-Four) on the Hop	15 to 1
Three-Five (Trey-Five) on the Hop	15 to 1
Three-Six (Trey-Six) on the Hop	15 to 1
Four-Five on the Hop	15 to 1
Four-Six on the Hop	15 to 1
Six-Seven-Eight	1 to 1 on 6 (One-Five or Two-Four), 7, 8 (Two-Six or Three-Five) 2 to 1 on 6 (the Hardway) or 8 (the Hardway)

- (c) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.
- (d) A Craps-Eleven or C and E Bet shall be paid as if one half of the wagered amount had been placed on "Any Craps" and one half on "Eleven," and shall be paid as if two separate wagers were made for the one roll.
- (e) A winning fire bet shall be paid once for the highest number of different (unique) points made and at no less than the odds set forth in one of pay tables below pre-selected by the gaming licensee:

<u>Individual Points Made</u>	<u>Table A</u>	<u>Table B</u>
Four	24 to 1	39 to 1
Five	249 to 1	199 to 1
Six	999 to 1	499 to 1

- (f) No gaming licensee or employee shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by Section 4(b), (c) or (d).

5. True odds on place bets (buy and lay bets); vigorish prohibited

- (a) Buy bets: In addition to the payout odds set forth in Section 4(b) for place bets to win on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the gaming licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a gaming licensee may, for one or more pre-specified place bets at a designated table, collect the percentage of the amount wagered only on winning bets. A gaming licensee that offers a player the option of receiving true odds on any of these place bets shall comply with the notice requirements describe in its rules of games checklist whether, as to each specified place bet, it collects

the percentage when the wager is made or when the wager is won. A gaming licensee that offers a player true odds shall pay winning wagers as follows:

<u>Bet</u>	<u>Odds</u>
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

- (b) Lay bets: In addition to or in lieu of the payout odds set forth in Section 4(b) for place bets to lose on 4, 5, 6, 8, 9 and 10, a gaming licensee may offer a player true odds on these bets in return for the player paying to the gaming licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Notwithstanding the foregoing, a gaming licensee may collect the percentage of the amount wagered only on winning bets. A gaming licensee that offers a player true odds shall pay winning wagers as follows:

<u>Bet</u>	<u>Odds</u>
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

- (c) Except as provided for in Section 5(a) and (b), no gaming licensee shall charge any percentage, fee, or vigorish to a player in making any wager in the game of craps, mini-craps or automated craps.

6. Supplemental wagers made after come out roll in support of pass, don't pass, come and don't come bets (taking and laying odds)

- (a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the gaming licensee to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins, the original Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.
- (b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the gaming licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, the original Don't Pass Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds

of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

- (c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the gaming licensee to an amount that is equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins, the original Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.
- (d) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the gaming licensee to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, the original Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental wager shall be paid at odds of 1 to 2 if the come point was a 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.
- (e) A gaming licensee may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A gaming licensee may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to Section 6(e) shall be paid at the same odds as the original and supplemental wagers are paid under Section (6)(a) through (d).
- (f) Notwithstanding Section 6(e), a gaming licensee may accept a supplemental wager that exceeds an amount that is otherwise authorized by Section 6 or posted as the maximum wager permitted provided that the excess amount of the supplemental wager is necessary to facilitate the payouts.

7. Dice: retention; selection

- (a) A set of at least five dice conforming to the specifications of **205 CMR 146.45** shall be present at the craps or mini-craps table during gaming. Control of the dice at a craps table, or at a mini-craps table with an optional stickperson, shall be the responsibility of the stickperson at the table; control of the dice at a mini-craps table without an optional stickperson shall be the responsibility of the dealer at the table. The stickperson or mini-craps dealer shall retain all dice, except those in active play, in a dice cup at the table.
- (b) At the commencement of play:
 - 1. The craps stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice;
 - 2. The mini-craps dealer or the optional mini-craps stickperson shall offer the set of dice to the player immediately to his or her left at the table. If such a player rejects the dice, the dealer or stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.

- (c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall:
1. In craps, be placed immediately in front of the craps stickperson; and
 2. In mini-craps, be placed immediately in front of the mini-craps dealer or stickperson.

8. Throw of the dice

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he/she shall throw the two selected dice so that they leave his/her hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him/her.

9. Invalid roll of the dice

- (a) A roll of the dice shall be invalid whenever
1. Either or both of the dice go off the table
 2. Whenever one die comes to rest on top of the other.
 3. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 4. Either or both of the dice come to rest in the dice cup in front of the craps stickperson, or in front of the mini-craps dealer or stickperson, or on one of the rails
- (b) The persons listed in Section 9(e) shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:
1. The dice do not leave the shooter's hand simultaneously;
 2. Either or both of the dice fail to strike an end of the table;
 3. The use of a cheating, crooked, or fixed device or technique in the roll of the dice;
- or,
4. For any other reason the craps boxperson or stickperson, or the mini-craps dealer or stickperson considers the throw to be improper.
- (c) The call of "No Roll" under either Section 9 (b) (1), (2) or (6) shall, whenever possible, be made before both dice come to rest.
- (d) A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the Boxperson, shall not be a cause for a call of "No Roll".
- (e) "No Roll" may be called:
1. In craps, by a boxperson or stickperson, as designated by the gaming licensee; and
 2. In mini-craps, by the dealer, stickperson or floorperson, as designated by the gaming licensee.
- (f) A cocked die will be called as the upper most side opposite the obstruction. A cocked die suspended between two objects that does not touch the layout will be called "No Roll."

10. Point throw; settlement of wagers

- (a) When the dice come to rest from a valid throw, the craps stickperson or the mini-craps dealer or stickperson shall at once call out the sum of the numbers on the high or

uppermost sides of the two dice. Only one face on each die shall be considered skyward.

1. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
 2. In the event of a dispute as to which face is uppermost:
 - (i) In craps, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown; and
 - (ii) In mini-craps, the floorperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
- (b) In craps, after calling the throw, the stickperson shall collect the dice and bring them to the center of the table between him and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.
- (c) In mini-craps, after calling the throw, the dealer or stickperson shall collect the dice and bring them to the center of the table. All wagers decided by that throw shall then be settled, following which the dealer or stickperson shall pass the dice to the shooter for the next throw. When collecting the dice and passing them to the shooter, the dealer or stickperson shall use a stick designed for that purpose.

11. Continuation of shooter as such; selection of new shooter

- (a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:
1. The shooter shall pass the dice upon throwing a loser 7; and
 2. The craps boxperson or the mini-craps dealer may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates 205 CMR.
- (b) If a shooter, after making the Come Out Point elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the craps stickperson or the mini-craps dealer or stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in Section 11(c). If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers. The On/Off marker shall be placed on the Don't Pass Line in the "Off" position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed as usual.
- (c) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the craps stickperson or the mini-craps dealer or stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if he or she does not accept, to each of the other players in turn clockwise around the table.

- (d) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the craps stickperson or the mini-craps dealer or stickperson.

12. Additional procedures and rules for the fire bet

- (a) If a gaming licensee elects to offer the fire bet in the game of craps the following additional procedures shall be observed:
1. Each player shall, prior to a new shooter's initial come out roll, place his or her fire bet on the numbered designated area for the placement of fire bets that is closest to his or her position at the craps table.
 2. Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to Section 11 prior to the throwing of a loser 7, any pending fire bet shall be settled upon the successor shooter throwing a loser 7.
 3. Once all fire bets are placed, the dealer shall bring in each fire bet in numerical order and place it on the corresponding number of the designated area in front of the boxperson, where such bets shall remain until they are either lost or paid.
 4. With each individual point made by a shooter, the dealer shall place a fire bet point marker inscribed with the total number of different (unique) points made by the shooter in the area of the table layout containing the number of the point (4, 5, 6, 8, 9 or 10) which was just made. Each fire bet point marker shall be visually distinguishable from and have a diameter larger than any authorized gaming chip. Fire bet point markers shall be maintained by games personnel at the craps table.
 5. Fire bets shall be collected or paid, as applicable, upon a shooter throwing a loser 7.
 6. Once four different (unique) points are made, the surveillance department shall be notified for the purpose of confirming all fire bets and payouts.
- (b) If a gaming licensee elects to offer the fire bet in the game of craps the following additional rules shall apply:
1. The minimum wager shall be \$1.00 and the maximum wager shall be \$5.00 and all wagers shall be made in increments of one dollar.
 2. When a shooter makes the same point total more than once, the total number of different (unique) points made for purposes of settling a fire bet shall not increment.
 3. The four or more different (unique) points required to win a fire bet are not required to be made in any specific order or combination.

2: BLACKJACK

1. Definitions

The following words and terms, when used in this section, shall have the following meanings unless the context clearly indicates otherwise.

Blackjack-- shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer except that this shall not include an ace and a ten point value card dealt to a player who has split pairs.

Card Reader-- Device is defined in **205 CMR 146.13(7)**.

Dealer-- shall mean the person responsible for dealing the cards at a Blackjack table.

Hard Total-- shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.

Soft Total-- shall mean the total point count of a hand containing an ace when the ace is counted as 11 in value.

2. Cards; number of decks; value of cards

- (a) Blackjack shall be played with at least one deck of cards. All decks of cards used to play blackjack shall comply with the requirements of the gaming equipment regulations and, except as otherwise provided in this section, all decks of cards shall be identical in appearance. Blackjack shall also be played with one additional cutting card or, if the 6 to 5 blackjack variation is in use, two additional cutting cards, which shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards in use at the table, as approved by the Commission. Notwithstanding the foregoing, the minimum number of decks used to play blackjack shall be:
1. One or two, if the 6 to 5 blackjack variation is offered;
 2. Two, if the twenty point bonus wager authorized by Section 24 is offered;
 3. Four, if the additional wager authorized by Section 17(a)3 or the progressive blackjack wager authorized by Section 19 is offered; or
 4. Six or eight, if the match-the-dealer wager authorized by Section 23 or the optional bonus wager authorized by Section 25 is offered.
- (b) The value of the cards contained in each deck shall be as follows:
1. Any card from 2 to 10 shall have its face value;
 2. Any Jack, Queen or King shall have a value of ten;
 3. An ace shall have a value of:
 - (i) Eleven, unless that value would give a player or the dealer a score in excess of 21, in which case, it shall have a value of one; or
 - (ii) One, if the ace is one of the initial two cards dealt to a player in determination of the additional wager authorized by Section 17(a)1; provided, however, that the value of such ace for all other purposes under this section shall be governed by (b)3i above.

- (c) If an automated card shuffling device is utilized, blackjack shall be played with at least two decks of cards in accordance with the following requirements:
1. The cards shall be separated into two batches, with an equal number of decks included in each batch;
 2. The cards in each batch shall be identical in appearance, but the backs of the cards in each batch shall be of a different color than the cards included in the other batch;
 3. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;
 4. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and
 5. The cards from only one batch shall be placed in the discard rack at any given time.
- (d) Notwithstanding (c) above, an automated card shuffling device shall be utilized for the 6 to 5 blackjack variation, which shall shuffle and store one deck or a set of two decks of cards while the other deck or set of two decks is being dealt or used to play the game. Each deck or set of two decks of cards shall be alternated for use, with the deck or set of two decks in use to be shuffled upon completion of the round of play after reaching the cutting card.

3. Wagers

- (a) Prior to the first card being dealt for each round of play, each player at the game of blackjack shall make a wager against the dealer which shall win if:
1. The score of the player is 21 or less and the score of the dealer is in excess of 21;
 2. The score of the player exceeds that of the dealer without either exceeding 21; or
 3. The player has achieved a score of 21 in two cards and the dealer has achieved a score of 21 in more than two cards.
- (b) Except as otherwise provided in (a)3 above, a wager made in accordance with this section shall be void when the score of the player is the same as the dealer provided, however, that a player's wager shall be lost when the dealer has a blackjack and the player has a simple 21 which is not a blackjack.
- (c) Except as otherwise provided in these regulations, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.
- (d) All wagers at blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the blackjack layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and casino supervisor and that such cash is expeditiously converted into gaming chips or plaques in accordance with the internal control regulations. All wagers at the 6 to 5 blackjack variation shall be made in multiples of \$5.00.
- (e) After each round of play is complete, the dealer shall collect all losing wagers and pay off all winning wagers. All winning wagers made in accordance with (a) above shall be paid at odds of 1 to 1 with the exception of standard blackjack which shall be paid at odds of 3 to 2, or at odds of 6 to 5 for the 6 to 5 blackjack variation. Notwithstanding any other provision of this subsection and except in the 6 to 5 blackjack variation, a gaming licensee may, in its discretion, offer one or more of the following payout odds for

winning wagers made in accordance with (a) above, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03:

1. Three cards consisting of the 6, 7 and 8 of the same suit shall be paid at odds of 2 to 1;
 2. Three cards consisting of three 7's of any suit shall be paid at odds of 3 to 2; and/or
 3. A single blackjack combination consisting of a specific ace and face card designated by the gaming licensee in accordance with 205 CMR 147.03 shall be paid at odds of 2 to 1;
 4. Five cards totaling 21 shall be paid at odds of 2 to 1.
- (f) Once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these regulations.
- (g) Once a wager on the insurance line, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by these regulations.
- (h) No dealer or other casino employee or casino key employee shall permit any player to engage in conduct that violates subsections (f) or (g) of this section.
- (i) After the cards have been shuffled pursuant to Section 5, a gaming licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the gaming licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.
- (j) If a double shoe is utilized, the term "first card" as used in (a), (c) and (f) above shall mean "determinant card."
- (k) Notwithstanding any other provision of this section to the contrary, a player may, in accordance with Section 19, make a supplemental progressive blackjack wager at any blackjack table where that wager is offered either by depositing a \$1.00 gaming chip into the acceptor device designated for that player or by redeeming a progressive wager coupon in accordance with the provisions of internal control regulations.

4. Opening of table for gaming

(a) After receiving the one or more decks of cards at the table in accordance with the gaming equipment regulations, the dealer shall, as applicable, comply with the requirements of either the gaming equipment regulations.

(b) After the cards are inspected, the cards shall be spread out face upwards on the table for visual inspection by the first player or players to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first player or players is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or a "chemmy shuffle" of the cards and stacked.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the

player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

5. Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations, after any round of play as may be determined by the gaming licensee and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards, with backs facing away from him to the players to be cut.

(c) The player designated by subsection (e) of this section shall cut the cards by placing the cutting card in the stack at least a deck in from either end.

(d) Once the cutting card has been inserted by the player, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by the gaming equipment regulations. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(e) The player to cut the cards shall be:

1. The first player to the table if the game is just beginning;
2. The player on whose box the cutting card appeared during the last round of play;
3. The player at the farthest point to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play.
4. The player at the farthest point to the right of the dealer if the reshuffle was initiated at the discretion of the gaming licensee.

(f) If the player designated in subsection (e) of this section refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (f) above.

(h) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe as provided for in Section 6(k) except that:

1. The gaming licensee may determine after each round of play that the cards should be reshuffled;

(i) For the 6 to 5 blackjack variation, after the cards have been removed from the automated shuffling device and cut, the dealer shall maintain one cutting card to cover the bottom card of the deck or, if two decks are used, the stacked decks. If a gaming licensee elects to deal multiple rounds of play from a single deck or two decks, the dealer shall insert a second cutting card at a position at least one-third of the way in from the back of the deck or decks. If a gaming licensee elects to deal only one round of play from a single deck, the gaming licensee shall rotate decks of cards with each round of play in accordance with the requirements of Section 2(d).

(j) If there is no gaming activity at a blackjack table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table for inspection, either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards the cards shall be turned face downward on the table.

1. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.
2. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:
 - (i) The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Commission; and
 - (ii) The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Commission.

(k) A gaming licensee may submit to the IEB for approval proposed shuffle, cut card placement, number of cut cards (to include shuffle techniques without the use of any cut cards), location of where the shuffle takes place, who is responsible for shuffling, shuffling equipment (dealing shoes or other dealing devices) and burn card procedures.

(l) When the licensee is using a manual shuffle the following steps will be incorporated into their shuffle procedure.

1. The “plug” is a method for inserting unused cards from behind the cut card into the cards in the discard tray. This is usually the first step.
2. The “riffle” is when the cards are divided into two piles and interlaced.
3. The “turn” involves dividing the shoe into two stacks and rotating one stack 180 degrees before riffling the stacks together.
4. The “strip” also known as running cuts. The strip should not occur before at least two riffles have taken place.
5. The “cut” is the final step before the cards are put back into the shoe. This insures that the top card cannot be identified if it was accidentally exposed during the other steps.

6. Procedure for dealing of cards

(a) All cards used to game at blackjack shall be dealt from a dealing shoe specifically designed for such purpose with the exception of the 6 to 5 blackjack variation which shall be dealt from the dealer’s hand in accordance with the procedure set forth at Section 6A.

(b) Each dealer shall remove cards from the shoe with his left hand, turn them face upwards, and then place them on the appropriate area of the layout with his right hand, except that the dealer has the option to deal hit cards to the first two positions with his/her left hand.

(c) After each full set of cards is placed in the shoe, the dealer shall remove the first card there from face downwards and place it in the discard rack. Each new dealer who comes to the table shall also burn one card as described herein before the new dealer deals any cards to the players.

The burn card shall be disclosed if requested by the player

(d) If a double shoe is utilized, the following procedures shall be used in lieu of those set forth in (c) above.

1. Prior to commencement of each round of play, the dealer shall draw a card from either side of the double shoe. The suit of that card shall determine from which side of the shoe that round of play will be dealt. The gaming licensee shall designate that the suits of hearts and diamonds shall correspond to the color of the backs of the cards being dealt from one side of the shoe, and that the suits of spades and clubs shall correspond to the color of the backs of the cards being dealt from the other side of the shoe.
2. A determinant card corresponding to the side of the shoe from which it was drawn shall become the player's first card. A determinant card that does not correspond to the side of the shoe from which it was dealt shall be burned by placing it in a segregated area of the dealing shoe.

(e) At the commencement of each round of play, or immediately after the determinant card has been drawn and either burned or used as the player's first card, the dealer shall, starting on his left and continuing around the table, deal the cards in the following order:

1. One card face upwards to each box on the layout in which a wager is contained;
2. One card face upwards to himself;
3. A second card face upwards to each box in which a wager is contained.

(f) After two cards have been dealt to each player and the appropriate number to the dealer, the dealer shall, beginning from his left, announce the point total of each player. As each player's point total is announced, such player shall indicate whether he wishes to surrender, double down, split pairs, stand or draw, as provided for by this chapter.

(g) As each player indicates his decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these regulations and shall announce the new point total of such player after each additional card is dealt.

(h) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upward to himself provided, however, that such card shall not be removed from the dealing shoe until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12(b) shall be dealt face upwards at this time after which the dealer shall announce his total point count. In lieu of the requirements of this paragraph, the procedures set forth in (j) or (k) below may be implemented.

(i) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his cards against the bottom of the players' cards and place them in the discard rack.

(j) In lieu of the procedures set forth in (h) above, a gaming licensee may permit a blackjack dealer to deal his or her hole card face downward after a second card in a manner as to not disclose the value of the card and before additional cards are dealt to the players provided that said dealer not look at the face of his or her hole card until after all other cards requested by the

players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a gaming licensee elects to utilize a card reader device and the dealer's first card is an ace, king, queen, jack or 10 of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table, in accordance with procedures approved by the Commission. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table.

1. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with Sections 3, 7 and 20.
2. The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the progressive blackjack wager authorized by Section 19.
3. If a gaming licensee offers the additional wager authorized by Section 17(a)3 at a blackjack table that has a card reader device and the dealer has a blackjack, the dealer shall, starting from his or her left, offer any player that has been dealt two sevens as his or her initial two cards an additional card to complete the hand on which the additional wager has been made.

(k) In lieu of the procedures set forth in (h) above, a gaming licensee may permit a blackjack dealer to deal his or her hole card face upward after a second card and before additional cards are dealt to the players, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03. The alternative dealing procedure described in this subsection shall not be used at any blackjack table which offers the progressive blackjack wager authorized by Section 19. Notwithstanding any other provision of this section, the following rules shall apply whenever cards used to game at blackjack are dealt in accordance with this subsection:

1. Winning wagers shall be determined in accordance with Section 3(a) and (b), provided, however, that a player's wager shall be lost if the score of the player is the same as the dealer, except that a player's wager shall win if both the player and dealer have blackjack;
2. Winning wagers shall be paid in accordance with Section 3(e), except that standard blackjack shall be paid at odds of 1 to 1;
3. Surrender, pursuant to Section 8, and insurance wagers, pursuant to Section 9, shall not be available;
4. A player may double down, pursuant to Section 10, only on a point count of 9, 10 or 11;
5. Any player who elects to split cards of identical value, pursuant to Section 11, may not split pairs again if the second card so dealt is identical in value to a card of the split pair; and
6. If the dealer has a blackjack, no additional cards shall be dealt and each player's wager shall be settled in accordance with Sections 3 and 7; provided however, if a casino elects to offer the additional wager authorized by Section 17(a)3 and the dealer has blackjack, the dealer shall, starting from his or her left, offer each player that has been dealt two sevens as his or her initial two cards an additional card to complete the hand on which the additional wager has been made.

(l) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed after which the dealer shall:

1. Collect the cards as provided in (i) above;

2. Prepare to shuffle the cards, as follows:
 - i. Whenever a single dealing shoe is used, the dealer shall remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing

(m) No player or spectator shall handle, remove or alter any cards used to game at blackjack except as explicitly permitted by these regulations and no dealer or other gaming employee shall permit a player or spectator to engage in such activity.

(n) Each player at the table shall be responsible for correctly computing the point count of his hand and no player shall rely on the point counts required to be announced by the dealer under this section without himself checking the accuracy of such announcement.

6a. Procedure for dealing cards in 6 to 5 blackjack variation

(a) If a gaming licensee offers the 6 to 5 blackjack variation, a dealer shall deal the cards from his or her hand in accordance with the subsections below.

(b) Once the applicable procedures required by Section 5 have been completed, the dealer shall remove the shuffled deck or decks from the automated shuffling device and shall place the single deck or two stacked decks of cards in either hand. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.

(c) At the commencement of each round of play, the dealer may, upon the election of the gaming licensee, burn the top card of the deck or stack of two decks and not reveal the card to any player. The dealer shall then, starting on his or her left and continuing around the table, deal the cards in the following order:

1. One card face down to each box on the layout in which a wager is contained;
2. One card face up to the dealer; and
3. A second card face down to each box in which a wager is contained.

(d) After two cards have been dealt face down to each player and one card face upwards to the dealer, each player may, with one hand, pick up and evaluate the two cards dealt to him or her. The dealer shall then, beginning from the dealer's left, ascertain from each player upon each such player's indication whether he or she wishes to double down, split pairs, stand or draw as provided for by this section.

(e) As each player indicates his or her decision(s), the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decision consistent with these rules.

1. If a player indicates that he or she wishes to split a pair, the dealer shall turn over the player's two cards dealt face down and proceed in accordance with Section 11.
2. If a player is dealt a card which causes his or her point total to exceed 21, the player shall immediately discard his or her first two cards face down. A player shall not intentionally draw additional cards after exceeding a point count of 21.
3. The dealer shall immediately collect a player's losing wager and place the player's cards in the discard rack.

(f) After the decisions of each player have been implemented and all additional cards have been dealt, the dealer shall deal a second card face upwards to himself or herself, provided, however, that such card shall not be dealt until the dealer has first announced "Dealer's Card" which shall be stated by the dealer in a tone of voice calculated to be heard by each person at the

table. Any additional cards authorized to be dealt to the hand of the dealer by Section 12(c) shall be dealt face upwards at this time after which the dealer shall announce his or her total point count.

(g) After all additional cards have been dealt in accordance with (e) and (f) above, the dealer shall turn over each player's two cards dealt face down and settle all remaining wagers.

(h) In lieu of the procedures set forth in (d) through (g) above, a gaming licensee may permit a blackjack dealer in the 6 to 5 variation to deal his or her second card face downward and to utilize a card reader device pursuant to Section 13(7) prior to dealing any additional cards to the players.

(i) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. After all the players' cards have been collected the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the automated shuffling device.

(j) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed, after which the dealer shall collect the cards as provided in (i) above, shuffle the cards and alternate the deck or set of two decks pursuant to Section 2(e) for the next round of play.

(k) Each player at the table shall be responsible for correctly computing the point count of his or her hand and no player shall rely on the point count required to be announced by the dealer under this section without checking the accuracy of such announcement.

7. Payment of blackjack; even-money payout option for certain insurance wagers

(a) If the first face up card dealt to the dealer is a 2, 3, 4, 5, 6, 7, 8, or 9 and a player has blackjack, the dealer shall announce and pay the blackjack at odds of 3 to 2 and, unless the player has also made a blackjack bonus wager pursuant to Section 20, shall remove the player's cards before any player receives a third card.

(b) If the first face up card dealt to the dealer is an Ace, King, Queen, Jack or Ten and a player has a blackjack, the dealer shall announce the blackjack but shall make no payment nor remove any cards until all other cards are dealt to the players and the dealer receives his second card. If, in such circumstances, the dealer's second card does not give him blackjack, the player having blackjack shall be paid at odds of 3 to 2. If, however, the dealer's second card gives him blackjack, the wager of the player having blackjack shall be void and constitute a standoff.

(c) If the first face up card dealt to the dealer is an Ace and a player has blackjack, a gaming licensee may, notwithstanding (b) above and before any additional cards are dealt, offer the player the option to be paid at odds of 1 to 1 on the blackjack wager instead of making an insurance wager pursuant to Section 9. If the gaming licensee chooses to offer the even-money payout option authorized by this subsection, notice shall be provided by the gaming licensee in accordance with 205 CMR 147.03.

8. Surrender

(a) After the first two cards are dealt to the player and the player's point total is announced, the player may elect to discontinue play on his hand for that round by surrendering one-half his wager. All decisions to surrender shall be made prior to such player indicating as to whether he wishes to double down, split pairs, stand, and/or draw as provided for in this section.

1. Should the first card dealt to the dealer be other than an ace or ten-value card, the dealer shall immediately collect one-half of the wager and return one-half to the player.
2. Should the first card dealt to the dealer be an ace or ten-value card, the dealer will place the player's wager on top of the player's cards. When the dealer's second card is revealed, the hand will be settled by immediately collecting the entire wager should the dealer have blackjack or collecting one-half of the wager and returning one-half of the wager to the player should the dealer not have blackjack.

(b) If the player has made an insurance wager and then elects to surrender, each wager will be settled separately as provided for above and in accordance with Section 9 and one will have no bearing on the other.

(c) Each gaming licensee may, at its discretion, offer its patrons the surrender option authorized in this section, except that when a gaming licensee offers the rule variation multiple action blackjack pursuant to Section 18, or on any blackjack table which offers the 6 to 5 blackjack variation or the progressive blackjack wager pursuant to Section 19, the surrender option shall not be available. A gaming licensee shall not initiate or terminate the use of the surrender option at a table unless the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03.

9. Insurance wagers

(a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance bet which, except as otherwise provided in Section 7(c), shall win if the dealer's second card is a King, Queen, Jack or 10 and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8, or 9.

(b) An insurance bet may be made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager, except that a player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, half the initial wager cannot be bet. If a card reader device is not in use, all insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table except, at the discretion of the gaming licensee, a player may place an insurance wager immediately prior to such player indicating whether he or she wishes to double down, split pairs, stand, and/or draw as provided for in this section and prior to any additional cards being dealt, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or her hole card into the card reader device.

(c) All winning insurance wagers shall be paid at odds of 2 to 1.

(d) All losing insurance wagers shall be collected by the dealer immediately after he draws his second face up card or discloses his hole card and before he draws any additional cards.

(e) Insurance wagers shall not apply to the progressive blackjack wager permitted pursuant to Section 19.

(f) An insurance wager does not apply to any of the additional wagers permitted pursuant to Section 17(a).

10. Doubling down

(a) Except for Blackjack or a point count of twenty-one in two cards, a player may elect to double down, that is, make an additional wager not in excess of the amount of his original wager, on the first two cards dealt to him or the first two cards of any split pair on the condition that one and only one additional card shall be dealt to the hand on which he has elected to double down.

(b) If a dealer obtains blackjack after a player doubles down, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in doubling down.

(c) Upon a player's election to double down as authorized by this section, the dealer shall deal the one additional card face upwards. Notwithstanding the foregoing or any other provision of this section, a gaming licensee may, at its discretion, require the dealer at one or more blackjack tables to deal the one additional card face down or, alternatively, permit a player to request that his or her one additional card be dealt face down. If the face down dealing procedure is implemented at a particular table upon the request of a player, the procedure shall, commencing with the next round of play, be offered to all players at that table. Regardless of the dealing procedure in effect, the one additional card shall be placed sideways on the layout. The gaming licensee shall post a notice of any optional dealing procedure in effect at a particular table and identify its choice of dealing procedure under this subsection in its approved gaming submission as either: face up at all tables, face down at designated table(s) or face down at the request of a player. If the one additional card is dealt face down, such card shall be turned face upward after the dealer has drawn additional cards to his or her hand in accordance with Section 12(b) and at such time as the player's wagers are to be settled in rotation at the conclusion of the round of play.

(d) In the 6 to 5 blackjack variation, a gaming licensee may prohibit doubling down after splitting pairs upon compliance with the notice requirements set forth at 205 CMR 147.03.

11. Splitting pairs

(a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands provided that he makes a wager on the second hand so formed in an amount equal to his original wager.

(b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.

(c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall indicate his decision to stand, draw or double down with respect thereto except that:

1. A player may not split pairs again if the second card so dealt is identical in value to a card of the split pair; and
2. A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(d) If the dealer obtains blackjack after a player splits pairs, the dealer shall only collect the amount of the original wager of such player and shall not collect the additional amount wagered in splitting pairs.

(e) Notwithstanding the provisions of (c)1 above, a gaming licensee may, at its discretion, permit a player to split pairs up to three times (a total of four hands) at a blackjack table with up to six player boxes or twice (a total of three hands) at a blackjack table with seven player boxes if notice of the option is provided as set forth in 205 CMR 147.03, except that this option shall

not be available in games in which the rule variation multiple action blackjack is available pursuant to Section 18. If a gaming licensee elects to offer the option of splitting pairs more than once, it may, at its discretion, prohibit a player from splitting a pair of aces more than once (a total of two hands) if notice is provided as set forth in 205 CMR 147.03. All other requirements of this section shall apply to each hand which is formed as a result of splitting pairs more than once.

(f) If a player has made the additional wager authorized by Section 17(a)3, is dealt two sevens as his or her initial two cards and elects to split the pair of sevens, the dealer shall announce that the player is splitting sevens and forfeiting any potential payout for three sevens. The player shall be paid for the additional winning wager prior to any additional cards being dealt to either of the split hands.

12. Drawing of additional cards by players and the dealer

(a) A player may elect to draw additional cards whenever his point count total is less than 21 except that:

1. A player having Blackjack or a hard or soft total of 21 may not draw additional cards;
2. A player electing to double down shall draw one and only one additional card;
3. A player splitting aces shall only have one card dealt to each ace and may not elect to receive additional cards.

(b) Except as provided in (c) or (d) below, a dealer shall draw additional cards to his or her hand in accordance with one of the following options:

1. The dealer shall draw additional cards until he or she has a hard or soft total of 17, 18, 19, 20 or 21; or
2. The dealer shall draw additional cards until he or she has:
 - (i) A hard total of 17, 18, 19, 20 or 21; or
 - (ii) A soft total of 18, 19, 20 or 21.

(c) Except as provided in Section 25(d), a dealer shall draw no additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

(d) In the 6 to 5 blackjack variation, a dealer shall draw additional cards to his hand until he has a hard total of 17 or a hard or soft total of 18, 19, 20 or 21, at which point no additional cards shall be drawn.

13. More than one player wagering on a box

(a) Unless otherwise directed by the Commission, a gaming licensee may permit from one to three people to wager on any one box of the Blackjack layout provided that the first person wagering on that box consent to additional players wagering on such box and provided further that the gaming licensee adhere to such procedures and limitations imposed by the Commission as dictated by the particular circumstances. This option may not be used at any blackjack table which offers the progressive blackjack wager authorized by Section 19.

(b) Whenever more than one player wagers on a box, the player who is seated at that box shall have the exclusive right to call the decision with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

(c) The player calling the decisions with respect to any box shall place his wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such

box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.

(d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.

(e) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager as provided for in Section 11 to cover each split pair or designate which of the split pairs they wish their initial wager to apply.

(f) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance bet in accordance with Section 9 regardless of whether the other players on that box make such a bet.

(g) The Commission and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the gaming licensee to establish the ability of its dealers to implement this section.

14. A player wagering on more than one box

A player may only wager on one box at a Blackjack table unless the gaming licensee, in its discretion, permits the player to wager on additional boxes.

15. Irregularities

(a) In any table game when a card is delivered incorrectly the card will not under any circumstances be placed backwards on the game. As stated in the irregularities sections of the specific game the card will move forward or then be used as the dealer's next card or burned. The licensee will have the option to allow one or more players out of the hand when the dealer is found to make this error.

(b) A card found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard rack or in a segregated area of the double shoe.

(c) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(d) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him during such round. If the card is refused by the players and the dealer cannot use the card, the card shall be burned.

(e) If the dealer has seventeen and accidentally draws a card for himself, such card shall be burned.

(f) If the dealer misses dealing his first or second card to himself, the dealer shall continue dealing the first two cards to each player, and then deal the appropriate number of cards to himself.

(g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack or in a segregated area of the double shoe shall be shuffled and cut

according to the procedures outlined in Section 5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play. For the 6 to 5 blackjack variation, if there are insufficient cards remaining in the deck in use to complete a round of play, all the discarded cards from the deck in use shall be shuffled by hand and cut according to the procedures outlined in Section 5, the first card shall be drawn face downwards and burned, and the dealer shall complete the round of play.

(h) If no cards are dealt to the player's hand, the hand is dead and the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.

(i) Any round of play drawn from the inappropriate side of a double shoe shall be treated as if it were drawn from the appropriate side of the shoe and concluded.

(j) If after receiving the first two cards and the dealer fails to deal an additional card(s) to a player who has requested such a card, then, at the player's option, the dealer shall either deal the additional card(s) after all other players have received their additional cards but prior to the dealer revealing his or her hole card, or call the player's hand dead and return the player's original wager.

(k) If the dealer inserts his or her hole card into a card reader device when the value of his or her first card is not an ace, king, queen, jack or 10, the dealer, after notification to a casino supervisor, shall:

1. If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
2. If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.

(l) If a card reader device malfunctions the dealer may only continue dealing the game of blackjack at that table using the dealing procedures applicable when a card reader device is not in use.

(m) If the dealer fails to move his or her original face up card to the area of the layout designated for the second or third hand of the round in accordance with Section 18, the round shall continue as if the original face up card was moved to the appropriate area of the layout.

(n) If the dealer inadvertently picks up his or her original face up card and places it in the discard rack prior to the completion of the second or third hand of multiple action blackjack, the dealer shall immediately notify a casino supervisor assigned to that table. The casino supervisor shall remove the appropriate cards from the discard rack and reconstruct the last hand of play so as to determine the dealer's original face up card. The original face up card shall be placed in the appropriate area on the layout, and the remaining cards shall be returned to the discard rack. Play shall resume in accordance with the rules of this chapter.

(o) If the light at a player's betting area on a blackjack table which offers the progressive blackjack wager is not operating properly, no progressive wager shall be permitted in that betting area.

(p) If the bonus blackjack system fails to select or display a payout amount when the bonus blackjack button is pressed, and the amount of the payout cannot be ascertained by a casino supervisor from the table controller or otherwise, the patron's wager shall be paid at 21-to-1.

(q) If a gaming licensee implements the procedure by which one additional card is dealt face down to a hand on which a player has elected to double down pursuant to Section 10(c) and the dealer inadvertently deals such card face upwards, play shall continue and the player's wagers

shall be resolved in completion of the round of play.

16. Five cards totaling 21 rule

(a) Whenever a player has achieved a score of 21 in five cards and the dealer has not achieved a blackjack or a score of 21, the winning hand shall be paid at odds of 2 to 1.

(b) If the player has achieved a score of 21 in five cards and the dealer has blackjack, the player's wager shall be settled in accordance with Section 3(b). If the player has achieved a score of 21 in five cards and the dealer has achieved a score of 21 in three or more cards, the player's wager shall be considered void and said wager shall be returned to the player.

(c) A gaming licensee may, in its discretion, offer to all patrons at a blackjack table the five cards totaling 21 option authorized in this section, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the offer of this option.

17. Permissible additional wagers

(a) A gaming licensee may, in its discretion, offer to all players at a blackjack table that does not offer the progressive blackjack wager authorized by Section 19 the option to make one of the following additional wagers provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the offer of this option:

1. A wager on whether the player's initial two cards shall have a point total either greater than or less than 13;
2. A wager on whether the player's initial two cards shall be of the same suit; or
3. A wager on whether one or more of the player's initial three cards shall be a seven.

(i) The additional wager shall be \$1.00.

(b) Prior to the first card being dealt for each round of play, each player shall make a wager against the dealer as required by Section 3(a) and (d) and, if given an option to make an additional wager, shall also indicate whether he or she wishes to wager, as applicable, that:

1. The point total of the player's initial two cards shall exceed 13, which wager shall win if the point total does exceed 13;
2. The point total of the player's initial two cards shall be less than 13, which wager shall win if the point total is less than 13;
3. The player's initial two cards shall be of the same suit, which wager shall win if the initial two cards are of the same suit; or
4. One or more of the player's initial three cards shall be a seven, which wager shall win if one or more of the initial three cards dealt to the player is a seven.

(c) An additional wager made pursuant to (a) 1 above shall be lost when the point total of the player's initial two cards equals 13.

(d) All losing additional wagers shall be collected by the dealer immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.

(e) All winning additional wagers shall be paid immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table.

Notwithstanding the foregoing, if a wager authorized by (a) 3 above is a winning wager because the player has received two sevens as the initial two cards dealt to his or her hand, the winning wager shall be paid immediately after the player elects to draw an additional card, surrender, stand, double down or split pairs. All winning additional wagers shall be paid at the following

odds:

1. For wagers made pursuant to (a)1 above, one to one; or
2. For wagers made pursuant to (a)2 above, depending on the number of decks in use at the table and the cards received by the player, in accordance with one of the following options as selected by the gaming licensee; provided, however, that notice of the payout option selected by the gaming licensee or any change thereto shall be provided in accordance with the requirements of 205 CMR 147.03; and provided further, however, that the same payout option shall be used by a gaming licensee at all blackjack tables which use the same number of decks of cards:

i. Single Deck Blackjack Tables:

<u>Initial Two Cards</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 3</u>	<u>Option 4</u>
King and queen	50 to 1	10 to 1	5 to 1	25 to 1
Any two cards	2.5 to 1	3 to 1	3 to 1	2.5 to 1

ii. Two Deck Blackjack Tables:

<u>Initial Two Cards</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 3</u>	<u>Option 4</u>
King and queen	10 to 1	5 to 1	25 to 1	20 to 1
Any two cards	3 to 1	3 to 1	2.5 to 1	2.5 to 1

iii. Four Deck Blackjack Tables:

<u>Initial Two Cards</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 3</u>	<u>Option 4</u>
King and queen	5 to 1	25 to 1	20 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2 to 1

iv. Six Deck Blackjack Tables:

<u>Initial Two Cards</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 3</u>	<u>Option 4</u>
King and queen	5 to 1	25 to 1	20 to 1	15 to 1
Any two cards	3 to 1	2.5 to 1	2.5 to 1	2.5 to 1

v. Eight Deck Blackjack Tables:

<u>Initial Two Cards</u>	<u>Option 1</u>	<u>Option 2</u>	<u>Option 3</u>
King and queen	5 to 1	25 to 1	50 to 1
Any two cards	3 to 1	2.5 to 1	2 to 1

3. For wagers made pursuant to (a)3 above, the player shall be paid only for the highest winning payout below:

<u>Hand</u>	<u>Payout Odds</u>
Three sevens of the same suit	5000 to 1
Three sevens of any suit	500 to 1
Two sevens of the same suit	100 to 1

(initial two cards)	
Two sevens of any suit	50 to 1
(initial two cards)	
One seven	3 to 1
(initial card)	

(f) An additional wager shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(g) Any additional wager made pursuant to this section shall not exceed the lesser of:

1. The amount of the blackjack wager made by the player pursuant to Section 3(a) and (d); or
2. A maximum limit established by the gaming licensee.

(h) A gaming licensee shall post the maximum limit of the additional wager, as established in (g) above, in accordance with 205 CMR 147.03.

(i) An additional wager shall have no bearing on any other wager made by the player at the game of blackjack.

18. Multiple action blackjack rule

(a) A gaming licensee may, in its discretion, offer to every player at a blackjack table the option to make either two or three separate wagers on the outcome of the players hand against either two or three separate hands of the dealer which shall be formed with the dealer's original face up card, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to withdrawing the offer of this option. This option may not be used at any blackjack table which offers the progressive blackjack wager authorized by Section 19, the blackjack bonus wager authorized by Section 20, the streak wager authorized by Section 22, the match-the-dealer wager authorized by Section 23, the twenty point bonus wager authorized by Section 24, or the optional bonus wager authorized by Section 25.

(b) Prior to the first card being dealt for the first of the three rounds of play, each player shall be required to make two or three wagers against the dealer as required by Section 3(a) and (d) by placing the wagers in the designated betting areas on the layout. A gaming licensee may, in its discretion, require every player to place a wager against all three of the dealer's hands. The minimum number of wagers required and the minimum and maximum limits for each wager shall be posted at the table in accordance with 205 CMR 147.03.

(c) After all wagers have been placed, the dealer shall deal the cards in accordance with Section 6(e). As each player's point total is announced, the player shall indicate whether he wishes to double down, split pairs, stand or draw as provided for by this section, except that, a decision to double down or split pairs shall require an additional wager for each wager placed by the player in accordance with (b) above.

(d) Any player may elect to make an insurance wager pursuant to Section 9 on any or all of his or her wagers made in accordance with (b) above. Such wager or wagers shall be decided individually based on the second card dealt to each of the dealer's hands.

(e) After the decisions of all players have been implemented and all additional cards have been dealt, the dealer shall deal a second card to his or her original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b).

(f) Once all wagers on the dealer's first hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the first spot of each player's betting area, except that all of a player's wagers shall be collected along with his or her cards when that player's hand exceeds a hard total of 21. The dealer shall collect all of his or her cards and place them face down in the discard rack in accordance with one of the following:

1. If the hand of each player at the table has exceeded a hard total of 21, the dealer shall draw no additional cards pursuant to Section 12 and the dealer shall collect all of his or her cards including his or her original face up card; or
2. If a wager remains on the second or third spot of a player's betting area, the dealer shall then collect all of his or her cards except his or her original face up card.

(g) If the dealer's cards have been collected and discarded in accordance with (f) 2 above, the dealer shall move his or her original face up card to the area of the layout designated for the dealer's second hand and shall deal a second card to his or her original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b).

(h) Once all wagers on the dealer's second hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the second spot of each player's betting area. The dealer shall then collect all of his or her cards except his or her original face up card and place them face down in the discard rack. The dealer shall then move his or her original face up card to the area of the layout designated for the dealer's third hand and shall deal a second card to his or her original face up card in accordance with Section 6(h) and any additional cards required by Section 12(b), except that if no player has made a third wager the round shall be concluded in accordance with (j) below.

(i) Once all wagers on the dealer's third hand have been decided, the dealer shall collect all losing wagers and pay off all winning wagers based on wagers placed in the third spot of each player's betting area.

(j) At the conclusion of the third hand, all cards still remaining on the layout shall be picked up in accordance with Section 6(i).

19. Progressive blackjack wager payouts; rules

(a) If a blackjack table includes the equipment that is required by internal control submission and the gaming equipment regulations to offer a progressive blackjack wager, a gaming licensee may give each player at that blackjack table the option to make an additional one dollar wager on whether the player will be dealt any of the designated series of cards set forth in (c) below. This wager shall be known as a progressive blackjack wager.

(b) Prior to the first card being dealt for each round of play, each player may make a progressive blackjack wager by placing a one dollar gaming chip in the designated chip acceptor device at his or her betting position. Once such wagers have been placed, a light shall then illuminate at each betting position at which a progressive blackjack wager has been made. In accordance with the gaming equipment regulations the dealer shall ensure that only one progressive blackjack wager has been made for each light that is illuminated and shall verify that the number of gaming chips wagered equals the number of lights illuminated. The dealer shall then announce "no more bets" and register the progressive wagers on the progressive meter and reset meter, if applicable. The dealer shall then deal the hand to all players in accordance with

Section 6.

(c) A player who has placed a progressive blackjack wager shall win the specified payout if he or she receives any of the following combinations of cards:

<u>Winning Hand</u>	<u>Payout</u>
Four black or four red aces in the first four cards	100% of the progressive meter amount
Three aces of the same suit in the first three cards	\$2,500
Any three aces in the first three cards	\$250.00
Two aces of the same suit in the first two cards	\$100.00
Any two aces in the first two cards	\$25.00

(d) A progressive blackjack wager shall have no bearing on any other wager made by a player at the game of blackjack and shall be paid irrespective of the point total of the hand of the dealer.

(e) A winning player shall receive the payout for only the highest possible progressive blackjack hand.

(f) A player shall only be permitted to make a progressive blackjack wager if he or she has placed a blackjack wager in compliance with Section 3(a) and (d).

(g) Prior to making a payout for a winning progressive blackjack wager, the dealer shall:

1. Verify that the player has received a winning combination of cards;
2. Verify that the appropriate light on the acceptor device has been illuminated; and
3. Have a casino supervisor validate the progressive blackjack payout pursuant to approved internal control procedures.

(h) All winning progressive blackjack wagers shall be paid in accordance with the amount on the primary meter when the player's regular blackjack wager is settled pursuant to Section 3(e), provided, however, if more than one player at a table has four black or four red aces on the first four cards, each player shall share equally in the amount on the progressive meter when the first player with four aces is to be paid. If a player has won a progressive payout which is not being paid from the table inventory container, the cards of that player shall not be collected until the necessary documentation has been completed pursuant to internal control regulations.

(i) The rate of progression for the progressive meter or, if applicable, the reset meter and progressive meter combined, shall be no less than 70 percent. The initial amount placed on the progressive meter by the gaming licensee and the portion of the reset amount funded by the gaming licensee shall be established by each gaming licensee and approved pursuant to internal control regulations. In no instance shall the initial amount on the progressive meter or the reset amount funded by the gaming licensee be less than \$5,000.

20. Blackjack bonus wager

(a) If a blackjack table includes the equipment required by the gaming equipment regulations to offer a blackjack bonus wager, a gaming licensee may offer each player at that blackjack table the option to make an additional wager of \$1.00 or \$5.00, as to whether the player will be dealt a blackjack in the first two cards. This wager shall be known as a blackjack bonus wager.

(b) Prior to the first card being dealt for each round of play, each player may make a blackjack bonus wager by placing gaming chips in the designated betting area on the layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips in accordance with internal control regulations. The dealer shall then announce “No more bets” and deal the hand to all players in accordance with Section 6.

(c) A player shall be permitted to make a blackjack bonus wager only if he or she has first placed a blackjack wager in compliance with Section 3(a) and (d).

(d) A player who has placed a blackjack bonus wager shall win if the player receives a blackjack in the first two cards.

(e) After the second card is dealt to all players at the table, and prior to any additional cards being dealt to any player or the dealer:

1. All losing blackjack bonus wagers shall be collected by the dealer; and
2. The cards of any player with a winning blackjack bonus wager shall be placed underneath that player’s blackjack bonus wager by the dealer.

(f) The dealer shall then proceed to complete the round of play, collecting any other losing wagers and paying off any other winning wagers in accordance with Section 6. After all such wagers have been settled, the dealer, starting on his or her left and continuing around the table, shall place the blackjack bonus button in front of each player with a winning blackjack bonus wager. Each winning blackjack bonus player shall press the blackjack bonus button once, causing the bonus amount payable to that player to be displayed on the blackjack bonus display.

(g) Prior to making a payout for a winning blackjack bonus wager, the dealer shall:

1. Verify that the player has received a winning combination of cards;
2. Verify the amount of the blackjack bonus payout shown on the blackjack bonus display at the table;
3. In a tone of voice calculated to be heard by the patron who won it and the casino supervisor assigned to the table, verbally announce the amount of the blackjack bonus payout, if it is less than \$100.00; and
4. Have a casino supervisor confirm and verify the amount of the blackjack bonus payout, if it is \$100.00 or more.

(h) After all winning blackjack bonus wagers have been paid, the dealer shall remove all cards and wagers remaining on the layout, in accordance with Section 6(i).

(i) A blackjack bonus wager shall have no bearing upon any other wager made by a player at the game of blackjack, and shall be paid regardless of the point total of the dealer’s hand.

(j) A gaming licensee shall pay winning blackjack bonus wagers at no less than the amounts listed below:

<u>Blackjack bonus wager</u>	<u>Blackjack bonus payout</u>
\$1.00	\$5.00 minimum to \$1,000 maximum
\$5.00	\$50.00 minimum to \$5,000 maximum

(k) Notwithstanding any minimum or maximum payoff amounts in (i) above, the house advantage for blackjack bonus wagers shall not exceed 30 percent or be less than zero. Additionally, although the house advantage may vary for different denominations of the wager, the house advantage for a blackjack bonus wager of any given denomination shall be the same in all blackjack games offered by that gaming licensee at any given time.

(l) The blackjack bonus wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a streak wager pursuant to Section 22, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25.

21. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Sections 5 and 6, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Commission or its authorized designee.

22. Streak wager

(a) If a blackjack table includes the information and equipment required by the gaming equipment regulations, a gaming licensee may, in its discretion, offer each player at that blackjack table the option to make an additional wager that the player will win either two, three, four or five consecutive hands of blackjack. This wager shall be known as a streak wager.

(b) Prior to the first card being dealt for each round of play, any player who has placed a blackjack wager in compliance with Section 3(a) and (d), may make a streak wager by placing gaming chips in the appropriate designated betting area of the layout.

(c) Once the round of play has been dealt, the dealer shall, starting with the player farthest to his or her right and continuing counter-clockwise around the table, collect all losing blackjack and streak wagers and place them in the table inventory container, pay off all winning blackjack and streak wagers, place any necessary streak lammer in accordance with (d) below, and then collect the cards and place them in the discard rack in accordance with Section 6.

(d) When any player making an optional streak wager has won an initial blackjack hand, the dealer shall place a lammer button or other marker device approved by the Commission in the player's streak betting area labeled "2," to indicate that the player has one winning blackjack hand and is attempting to obtain a second consecutive winning hand.

1. If a player had placed a streak wager on the designated betting area labeled "2" and the player wins the next consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
2. If a player had placed a streak wager on the designated betting area labeled "3," the player must win the next two consecutive blackjack hands. If the player wins the second consecutive blackjack hand, the dealer shall move the lammer button onto the designated betting area labeled "3" to indicate that the player has won two consecutive hands and is attempting to obtain a third consecutive winning hand. If the player wins the third consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
3. If a player had placed a streak wager on the designated betting area labeled "4" the player must win the next three consecutive blackjack hands. With each consecutive win, the dealer shall move the lammer button onto the designated betting area labeled "3," and then onto "4". If the player wins the fourth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.
4. If a player had placed a streak wager on the designated betting area labeled "5" the player must win the next four consecutive blackjack hands. With each

consecutive win, the dealer shall move the lammer button onto the designated betting area labeled “3,” then onto “4,” and then onto “5”. If the player wins the fifth consecutive blackjack hand, the player shall win the streak wager in addition to the basic blackjack wager.

(e) If a player loses a blackjack hand during the pendency of a streak wager, the streak wager shall lose and the dealer shall collect the losing streak wager and the losing blackjack wager from that player.

(f) If a player makes a streak wager in conjunction with a blackjack hand, and thereafter fails or refuses to complete the underlying blackjack hand or any successive blackjack hands required to satisfy the streak wager, the streak wager shall be deemed abandoned and lost.

(g) A push shall not advance or lose a streak wager.

(h) A player who elects to split pairs on any hand during the pendency of a streak wager must win a majority of the split hands to advance the consecutive winning streak; otherwise the streak wager is lost. If a player wins and loses the same number of split hands, the streak wager is not advanced or lost. A push on a split hand shall not advance or lose a streak wager.

(i) A streak wager shall have no bearing upon any other wager made by a player at the game of blackjack.

(j) A gaming licensee shall pay winning streak wagers at no less than the amounts listed below:

<u>Streak wager</u>	<u>Streak payout</u>
Two consecutive winning hands	3 to 1
Three consecutive winning hands	7 to 1
Four consecutive winning hands	17 to 1
Five consecutive winning hands	37 to 1

(k) A player may make more than one streak wager at a time on a blackjack hand, provided that:

1. All such streak wagers are placed simultaneously (that is, placing streak wagers on designated betting areas “3” and “4” at the same time) and prior to any cards being dealt for that hand;
2. A player who makes a multiple streak wager may not place any additional streak wagers until all prior streak wagers made by that player have been determined; and
3. When multiple streak wagers are in play, the dealer shall move the lammer to the next applicable streak betting area, if any, prior to paying any winning streak wager.

(l) The streak wager may not be offered at a blackjack table which offers multiple action blackjack wagers pursuant to Section 18, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a twenty point bonus wager pursuant to Section 24, or an optional bonus wager pursuant to Section 25.

23. Match-the-dealer wagers

(a) A gaming licensee may, at its discretion, offer players at a blackjack table the option to make an additional match-the-dealer wager. The match-the-dealer wager of a player shall win if either of the player’s initial two cards matches the dealer’s initial card. For purposes of the

match-the-dealer wager, any card with a face value of 10 or a point value of 10 (jack, queen, king) shall only match a card of identical ascription without regard to value.

1. A winning match-the-dealer wager shall be paid in accordance with (f) below.
2. If both of the initial cards dealt to a player match the dealer's initial card, the player shall be paid for each card.

(b) A match-the-dealer wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, a player who has placed the basic wager required by Section 3(a) may make a match-the-dealer wager. The minimum and maximum match-the-dealer wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) A match-the-dealer wager shall be made by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(e) Immediately after the second card is dealt to each player, and prior to any additional cards being dealt to any player at the table or the dealer and before any card reader device is utilized, all losing match-the-dealer wagers shall be collected by the dealer, and then all winning match the dealer wagers shall be paid in accordance with (f) below.

(f) All winning match-the-dealer wagers shall be paid at no less than the following odds for each card that matches the dealer's initial card:

Six-deck blackjack

Non-matching suit	4 to 1
Matching suit	11 to 1

Eight-deck blackjack

Non-matching suit	3 to 1
Matching suit	14 to 1

(g) The match-the-dealer wager may not be offered at a blackjack table that offers an optional bonus wager pursuant to Section 25.

24. Twenty point bonus wager

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the player will be dealt a point count of twenty in the first two cards. For the purposes of these rules, this wager shall be known as the twenty point bonus wager.

(b) A twenty point bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

(c) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make a twenty point bonus wager by placing gaming chips, plaques or, if applicable, a match play coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided

that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations. The minimum and maximum twenty point bonus wagers permitted by a gaming licensee shall be posted in accordance with 205 CMR 147.03.

(d) The dealer shall then announce “No more bets” and deal the initial two cards to all players and the dealer in accordance with Section 6(e) and (j). Prior to any additional cards being dealt to any player at the table, the dealer shall, starting with the player farthest to his or her right and continuing counterclockwise around the table, settle in succession, except as provided in (e) below, all twenty point bonus wagers by collecting all losing wagers and paying all winning wagers in accordance with (f) below.

(e) If the up card of the dealer is a ten, jack, queen, king or ace and a player who has placed a twenty point bonus wager has two queens of hearts, that player’s twenty point bonus wager shall be settled after all other twenty point bonus wagers. Upon notification to and in the presence of a floorperson, the dealer shall settle all such twenty point bonus wagers as follows:

1. If the gaming licensee utilizes a card reader device pursuant to Section 6(j) and the dealer:
 - (i) Has a blackjack, the player shall be paid in accordance with (f) below when the player’s blackjack wager is settled; or
 - (ii) Does not have a blackjack, the player shall be paid in accordance with (f) below before any other cards are dealt; or
2. If the gaming licensee does not utilize a card reader device, the player shall be paid in accordance with (f) below when the player’s blackjack wager is settled.

(f) All winning twenty point bonus wagers shall be paid once for the highest qualifying hand and at no less than the odds in the following pay table selected by the gaming licensee and posted at the table pursuant to 205 CMR 147.03:

<u>Winning Hand</u>	<u>Pay table A</u>	<u>Pay table B</u>
Queen of hearts pair and dealer blackjack	1000 to 1	1000 to 1
Queen of hearts pair	125 to 1	200 to 1
Matched 20	19 to 1	25 to 1
Suited 20	9 to 1	10 to 1
Any 20	4 to 1	4 to 1

(g) For purposes of (f) above, the following definitions shall apply:

1. “Matched 20” – Two identical cards with a total value of 20, except for a queen of hearts pair (for example, two kings of diamonds).
2. “Suited 20” – Two cards of the same suit with total value of 20 (for example, one king of diamonds and one jack of diamonds).
3. “Any 20” – Two cards of different suits with a total value of 20 (for example, one king of diamonds and one king of hearts, or one king of diamonds and one jack of hearts).

(h) Notwithstanding the minimum payout odds required in (f) above for a winning hand of queen of hearts pair and dealer blackjack, a gaming licensee may establish a maximum amount as approved by the Commission that is payable to all such winning hands in the aggregate on a single round of play, which amount shall be at least \$25,000 or the maximum amount that one

patron could win per round when betting the minimum permissible wager, whichever is greater. Pursuant to any such established maximum payout limit, if more than one player at a table has a winning hand of queen of hearts pair and dealer blackjack, each player shall share the maximum payout amount proportionately to the amount of their respective wagers. The payout limit and the proportionate allocation between two or more players with such winning hands shall either be included on the layout or posted at the table pursuant to the gaming equipment regulations). If the payout limit is not included on the layout, each gaming licensee shall provide notice of any decrease in the payout limit in accordance with 205 CMR 147.03.

(i) The twenty point bonus wager may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, or an optional bonus wager pursuant to Section 25.

25. Optional bonus wagers

(a) A gaming licensee may, in its discretion, offer each player at a blackjack table the option to make an additional wager that the dealer shall be required to draw a third card and that the third card will result in the dealer’s hand having a point total greater than 21.

(b) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with Section 3(a) may make the bonus wager authorized by this section by placing his or her wager on the appropriate area of the blackjack layout. A verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(c) The amount of an optional bonus wager shall be at least \$1.00 but shall not exceed the lesser of the player’s wager pursuant to Section 3(a) or any maximum amount established by the gaming licensee and posted in accordance with 205 CMR 147.03.

(d) The optional bonus wager of a player shall lose if the dealer’s first two cards have a point count of 17 or higher or, if the dealer is required to draw a third card, the dealer’s first three cards have a point count of 21 or less. The optional bonus wager of a player shall win if the dealer is required to draw a third card and the third card results in the dealer’s hand having a point total of greater than 21. If the dealer’s first two cards have a point total of less than 17 and any player has placed an optional bonus wager under this section, the dealer shall be required to draw a third card regardless of whether all players have been dealt blackjack.

(e) Immediately after the dealer either determines his or her first two cards have a point count of 17 or higher or deals a third card to his or her hand, the dealer shall, before any other wagers are settled, settle all optional bonus wagers. Starting with the player farthest to the dealer’s right who has placed an optional bonus wager and proceeding around the table in a counterclockwise direction, the dealer shall collect all losing optional bonus wagers and pay all winning optional bonus wagers based upon the value of the third card drawn by the dealer as set forth in the following pay table:

<u>Dealer’s Third Card Value</u>	<u>Payout Odds</u>
Ten	3 to 1
Nine	5 to 1
Eight	7 to 1

Seven	9 to 1
Six	15 to 1

(f) Notwithstanding (e) above, if the dealer is required to draw three cards during a round of play and all three cards have a value of eight and are of the same color or suit, a gaming licensee shall pay each player who has placed an optional bonus wager as follows:

Three eights of the same color	50 to 1
Three eights of the same suit	200 to 1

(g) The optional bonus wager shall have no bearing on any other wager made by a player at the game of blackjack.

(h) The optional bonus wager authorized by this section may not be offered at a blackjack table that offers multiple action blackjack wagers pursuant to the gaming equipment regulations, a progressive blackjack wager pursuant to Section 19, a blackjack bonus wager pursuant to Section 20, a streak wager pursuant to Section 22, a match-the-dealer wager pursuant to Section 23, or a twenty point bonus wager pursuant to Section 24.

DRAFT

3: BACCARAT

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Curator-- The player who accepts the dealing shoe and who is responsible for dealing the cards in accordance with this chapter and the instructions of the dealer calling the game.

Dragon 7-- A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

EZ Baccarat-- A variation of Baccarat in which vigorish is not collected.

Natural-- A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Panda-- A Player's Hand which has a Point Count of 8 with a total of three cards dealt and the Banker's Hand which has a Point Count of less than 8.

2. Baccarat table physical characteristics

- (a) Baccarat shall be played on a table having numbered positions for 10 to 14 seated players.
- (b) The layout for a Baccarat table shall be submitted to the I.E.B. and approved in accordance with **CMR 205 CMR 146.18** (relating to approval of table game layouts, signage and equipment)
 1. If a licensee offers the Dragon Bonus Wager, authorized under Section 8(a)(4) (relating to wagers), separate areas designated for the placement of the Dragon Bonus Wager for each player.
 2. If a licensee offers EZ Baccarat:
 - (i) Separate areas designated for the placement of the Dragon 7 Insurance Wager, authorized under Section 8(a)(5), for each player.
 - (ii) Inscriptions that advise patrons that a wager on the Banker's Hand that results in a Dragon 7 shall push and be returned to the player. If the information is not inscribed on the layout, a sign containing the information must be posted at each Baccarat table.
 - (iii) Separate areas designated for the placement of the Panda 8 Insurance Wager, authorized under Section 8(a)(6), for each player.
 3. If a licensee offers the House Money Wager, authorized under Section 8(a)(7), separate areas designated for the placement of the House Money Wager for each player.
 4. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the licensee's Rules Submission (relating to table games Rules Submissions), collects the vigorish from a player at the time the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.
- (c) Each Baccarat table must have a discard bucket capable of handling 8 decks of cards.

3. Cards; number of decks

- (a) Baccarat shall be played with six to eight decks of cards that are identical in appearance and two cover cards.
- (b) The decks of cards opened for use at a Baccarat table shall be changed after the play of each dealing shoe.

4. Opening of the table for gaming

- (a) After receiving the six or more decks of cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of either 205 CMR 146.49 and (b) through (d) below or the requirements of 205 CMR 146.50.
- (b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.
- (c) After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.
- (d) If the licensee uses pre-inspected and pre-shuffled cards, addressed under 205 CMR 146.50 on their baccarat games they must follow in accordance with their procedure submitted in the licensee's Rules Submission.
- (e) If the licensee uses a batch type shuffle machine, addressed under 205 CMR 146.50 on their baccarat games they must follow in accordance with their procedure submitted in the licensee's Rules Submission.

5. Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations), and after each shoe of cards is completed, the gaming licensee shall require its dealers to perform, at its option, either of the following procedures.
 - 1. One or more of the dealers shall shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, a dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.
 - (i) After lacing the cards, the gaming licensee may, as an additional option, require the dealer calling the game to shuffle some or all of the cards again.
 - (ii) A gaming licensee shall not initiate or terminate the use of this reshuffling option unless the gaming licensee provides its surveillance department and the Commission with at least 30 minutes prior written notice.
 - 2. One or more of the dealers shall "wash" and stack the cards, after which each of the three dealers shall shuffle the stack of cards independently.
- (b) Any shuffling or lacing option chosen for use by a gaming licensee pursuant to (a) above shall be implemented at all tables within a pit.
- (c) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. The dealer shall begin with the participant seated in the highest number

position at the table or, in the case of reshuffle the last curator and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d) The cards shall be cut by placing the cutting card in the stack at least a deck in from either end.

(e) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the players. Face cards and tens count as tens. Aces count as one.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (c) above.

6. Value of cards; Point Count of hand

(a) The value of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value.
2. Any 10, jack, queen or king shall have a value of zero.
3. Any ace shall have a value of one.

(b) The Point Count of a hand shall be a single digit number from 0 to 9 and determined by totaling the value of the cards in the hand. If the total value of the cards in a hand is a two-digit number, the left digit of the number shall be discarded and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an ace, 2 and 4 has a Point Count of 7.
2. A hand composed of an ace, 2 and 9 has a total value of 12 but a Point Count of only 2 since the left digit in the number 12 is discarded.

7. Dealing shoe; selection of the player to deal cards

(a) Cards used to play Baccarat shall be dealt from a manual dealing shoe specifically designed for that purpose.

(b) After the cards have been shuffled and placed in the dealing shoe, the dealer calling the game shall offer the dealing shoe to the player in seat number one at the table. If that player rejects the dealing shoe or if there is no one in seat number one, the dealer shall offer the dealing shoe to each of the other players in turn, moving counterclockwise around the table, until one of the players accepts the dealing shoe.

(c) The player that accepts the dealing shoe shall be designated as the curator.

(d) Notwithstanding subsections (b) and (c), the dealer may act as the curator if either:

1. A player who accepts the dealing shoe and any other player to whom the dealing shoe is relinquished under Section 14 (relating to continuation of curator as dealer; selection of a new curator) designates the dealer calling the game as the curator.

2. No player to whom the dealing shoe is offered accepts the dealing shoe.

8. Wagers

(a) The following are permissible wagers in the game of Baccarat:

1. A wager on the Banker's Hand which shall:
 - (i) Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand result in a Dragon 7.
 - (ii) Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.
 - (iii) Tie and be returned to the player if the Banker's Hand and the Player's Hand have the same Point Count or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
2. A wager on the Player's Hand which shall:
 - (i) Win if the Player's Hand has a Point Count higher than that of the Banker's Hand and if EZ Baccarat is being played and the Point Counts of the Player's Hand and the Dealer's Hand result in a Panda 8.
 - (ii) Lose if the Player's Hand has a Point Count lower than that of the Banker's Hand or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
 - (iii) Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.
3. A Tie Wager which shall:
 - (i) Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.
 - (ii) Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.
4. If offered by a licensee, a Dragon Bonus Wager on the Player's Hand or Banker's Hand, or both, which shall:
 - (i) Win if the selected hand is:
 - (A) A Natural and the other hand is not a Natural.
 - (B) A Natural 9 and the other hand is a Natural 8.
 - (C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.
 - (ii) Lose if the selected hand is:
 - (A) A Natural 8 and the other hand is a Natural 9.
 - (B) Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.
 - (C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.
 - (iii) Tie and be returned to the player if the selected hand is a Natural and the other hand is a Natural of equal Point Count.
5. A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:
 - (i) Win if the Banker's Hand has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

- (ii) Lose if the Point Counts of the Banker's Hand do not result in a Dragon 7.
- 6. A Panda 8 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:
 - (i) Win if the Point Counts of the Player's Hand has a Point Count of 8 with a total of three cards dealt and the Banker's Hand which has a Point Count of less than 8.
 - (ii) Lose if the Point Counts of the Player's Hand do not result in a Panda 8.
- 7. If offered by a licensee, a House Money Wager which shall:
 - (i) Win if the first two cards of either the Player's Hand or Banker's Hand, or both, are a pair. For purposes of the House Money Wager, a pair must be of the same rank (two queens, for example), regardless of suit.
 - (ii) Lose if in the first two cards dealt to the player's hand and the banker's hand, neither the player's hand nor the banker's hand contains a pair.
- (b) Wagers at Baccarat shall be made by placing value chips, plaques, or match play coupon on the appropriate areas of the Baccarat layout. Verbal wagers accompanied by cash may be accepted provided that the verbal wagers are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.
- (c) A wager may not be made, increased or withdrawn after the dealer has announced "no more bets."

9. Hands of player and banker; procedure for dealing initial two cards to each hand

- (a) There shall be two hands dealt in the game of Baccarat, one of which shall be designated the Player's Hand and the other designated the Banker's Hand.
- (b) After the dealer calling the game announces "no more bets," the dealer calling the game shall instruct the curator to commence dealing the cards by announcing "cards."
- (c) The curator shall deal an initial four cards from the dealing shoe face down to the areas designated for the placement of the Player's Hand and the Banker's Hand. The first and third cards dealt shall constitute the first and second cards of the Player's Hand. The second and fourth cards dealt shall constitute the first and second cards of the Banker's Hand. Except as provided in subsection (d), after the cards are dealt to each hand, the dealer calling the game shall place the cards face up in front of himself. Any third cards that are required to be dealt shall first be dealt face up to the Player's Hand and then to the Banker's Hand by the curator.
- (d) A licensee may, if specified in its Rules Submission (relating to table games Rules Submissions), elect to use the following procedures in lieu of the procedures in subsection (c) and Section 10(a) (relating to procedure for dealing a third card), after all four cards have been dealt:
 1. The curator shall place the Banker's Hand underneath the right corner of the dealing shoe.
 2. The dealer calling the game shall then hand the two cards of the Player's Hand, face down, to the player with the highest wager on the Player's Hand. After viewing the Player's Hand, the player shall return the two cards, face up, to the dealer calling the game, who shall place the cards face up on the area designated for the Player's Hand and announce the Point Count of the Player's Hand.
 3. The dealer calling the game shall then hand the two cards of the Banker's Hand, face down, to the player with the highest wager on the Banker's Hand. After viewing the Banker's Hand, the player shall return the two cards, face up, to the

dealer calling the game, who shall place the cards face up on the area designated for the Banker's Hand and announce the Point Count of the Banker's Hand.

4. Any third card required to be dealt to the Player's Hand shall be placed face down on the area designated for the Player's Hand. The dealer calling the game shall then hand the card, face down, to the player who was handed and returned the Player's Hand. After viewing the card, the player shall return the card, face up, to the dealer calling the game, who shall place the card face up on the area designated for the Player's Hand.
 5. Any third card required to be dealt to the Banker's Hand shall be placed face down on the area designated for the Banker's Hand. The dealer calling the game shall then hand the card, face down, to the player who was handed and returned the Banker's Hand. After viewing the card, the player shall return the card, face up, to the dealer calling the game, who shall place the card face up on the area designated for the Banker's Hand.
 6. If two or more players wager an equally high amount on the Player's Hand, the player making the wager who is closest to the dealer calling the game, moving counterclockwise around the table, shall be handed the Player's Hand and any third card required to be dealt. If two or more players wager an equally high amount on the Banker's Hand, the player making the wager who is closest to the dealer calling the game, moving counterclockwise around the table, shall be handed the Banker's Hand and any third card required to be dealt.
 7. In the event there are no wagers on the Player's Hand, the dealer calling the game shall turn the Player's Hand face up and any additional card required to be dealt. In the event there are no wagers on the Banker's Hand, the dealer calling the game shall turn the Banker's Hand face up and any additional card required to be dealt.
- (e) After the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout but prior to dealing a third card in accordance with subsections (c) and (d), the dealer shall settle all House Money Wagers as follows:
1. If a player placed a House Money Wager, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with Section 13(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's original wager on the Player's or Banker's Hand in accordance with the following:
 - (i) All of the winning House Money payout or, if specified in the licensee's Rules Submission filed, only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the player's wager on the Player's or Banker's Hand.
 - (ii) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, as authorized by the licensee, on the area designated for the placement of the player's wager on the Player's or Banker's Hand.

2. After settling the House Money Wagers, the game shall resume by dealing any third cards that are required to be dealt in accordance with subsection (c) or (d)(4).

(f) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (d) if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

10. Procedure for dealing a third card

(a) Except as provided in Section 9(d) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), after the initial four cards have been dealt and the dealer calling the game places the cards face up in front of himself, the dealer calling the game shall announce the Point Count of the Player's Hand and the Banker's Hand.

(b) Following the announcement of the Point Counts of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to either or both hands in accordance with Section 11 (relating to rules for determining whether a third card shall be dealt). Any third cards required shall be dealt as provided in Section 9(c) or (d).

(c) In no event may more than one additional card be dealt to either hand.

(d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand." At the completion of one more hand, the cards shall be replaced with new decks of cards.

11. Rules for determining whether a third card shall be dealt

(a) If either the Player's Hand or the Banker's Hand is a Natural, no more cards may be dealt to either hand.

(b) If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two cards, the Player's Hand shall:

1. Draw (take a third card) if the Player's Hand has a Point Count of less than 6.
2. Stay (not take a third card) if the Player's Hand has a Point Count of 6 or more.

(c) If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two cards, the Banker's Hand shall draw or stay in accordance with the following requirements:

1. If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.
2. If the Player's Hand is dealt a third card and:
 - (i) The Banker's Hand has a Point Count of less than 3, the Banker's Hand shall be dealt a third card.
 - (ii) The Banker's Hand has a Point Count of 7, the Banker's Hand may not be dealt a third card.
 - (iii) The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt or not dealt a third card in accordance with Table 1 as follows:

Table 1

When the Banker's first two cards total:	Banker draws when Player's third card is:
0,1,2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2 – 7
5	4 – 7
6	6 – 7
7	Banker hand stands
8-9	Natural – Neither hand draws

12. Announcement of result of round; payment and collection of wagers

(a) After each hand has received all the cards to which it is entitled under Sections 9, 10 and 11 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer calling the game shall announce the final Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce “tie hand.” If the table is designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7 or a Panda 8, the dealer shall announce “Dragon 7” or “Panda 8.”

(b) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall first collect each losing wager. After the losing wagers are collected, the dealer or dealers responsible for the wagers on the table shall, starting at the highest numbered player position at which a winning wager is located, pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. The dealer shall then proceed in descending order to the next highest numbered player position at which a winning wager is located and repeat this procedure until each winning wager is paid and the vigorish owed by each player, if any, is either marked or collected.

(c) At the conclusion of a round of play, the dealer shall remove all cards from the table and place the cards in the discard bucket.

13. Payout odds; vigorish

(a) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

(b) A winning Tie Wager shall be paid at odds of at least 8 to 1.

(c) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except that the licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won, unless the licensee is offering EZ Baccarat in which vigorish is not collected. When collecting the vigorish, the licensee may round off the vigorish to 25¢ or the next highest multiple of 25¢.

(d) A dealer shall collect the vigorish from a player in accordance with one of the following procedures selected by the licensee in its Rules Submission (relating to table games Rules Submissions):

1. At the time the winning payout is made.

2. At a later time, provided that:
- (i) The outstanding vigorish shall be collected prior to beginning play with a new dealing shoe of cards or when the player leaves the gaming table, whichever occurs first.
 - (ii) The amount of the vigorish shall be tracked by placing a coin or marker button, which contains the amount of the vigorish owed, in the rectangular space on the layout that is imprinted with the number of the player owing the vigorish.
 - (iii) The coin or marker button may not be removed from the layout until the vigorish owed is collected.

(e) If a licensee offers the Dragon Bonus Wager, in accordance with Section 8(a) (4) (relating to wagers), a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following pay tables selected by the licensee in its Rules Submission:

Hand	Pay table A	Pay table B	Pay table C
Win by 9 points	30 to 1	20 to 1	30 to 1
Win by 8 points	10 to 1	8 to 1	10 to 1
Win by 7 points	6 to 1	7 to 1	4 to 1
Win by 6 points	4 to 1	4 to 1	4 to 1
Win by 5 points	2 to 1	3 to 1	2 to 1
Win by 4 points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural tie	Push	Push	Push

(f) A winning Dragon 7 Insurance Wager, as described in Section 8(a) (5), shall be paid out at odds of 40 to 1.

(g) A winning Panda 8 Insurance Wager, as described in Section 8(a) (6), shall be paid at odds of 25 to 1.

(h) If a licensee offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following pay table:

<u>Hand</u>	<u>Odds</u>
Player and Banker Pair	15 to 1
Player or Banker Pair	3 to 1

14. Continuation of curator as dealer; selection of a new curator

(a) The curator, after any round of play, may either pass the dealing shoe or remain as curator except that:

1. The curator shall pass the dealing shoe whenever the Banker's Hand loses.
2. The dealer calling the game or a floorperson or above may order the curator to pass the dealing shoe if the curator unreasonably delays the game or repeatedly makes invalid deals.

(b) When a voluntary or compulsory relinquishment of the dealing shoe occurs, the dealer shall offer the dealing shoe to the player immediately to the right of the previous curator and, if that player does not accept the dealing shoe or there is no player in that position, the dealer shall offer

the dealing shoe to each of the other players in turn, moving counterclockwise around the table. The first player to accept the dealing shoe when offered shall become the new curator.

15. Irregularities

(a) Except as provided in subsection (b), a card drawn in error from the dealing shoe that is not disclosed shall be used as the first card of the next hand of play.

(b) A third card dealt to the Player's Hand that is not disclosed, when a third card is not authorized under Section 11 (relating to rules for determining whether a third card shall be dealt), shall become the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 11(c). If the Banker's Hand is required to stay, the card dealt in error shall become the first card of the next hand of play.

(c) If a third card dealt to the Player's Hand, when a third card is not authorized under Section 11, is disclosed at the time it is dealt or is found face up in the dealing shoe, the dealer calling the game shall use the disclosed card as the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 11(c). If the Banker's Hand is required to stay, the dealer calling the game shall, in accordance with one of the following procedures designated in the licensee's Rules Submission (relating to table games Rules Submissions):

1. Place the disclosed card and one additional card, drawn face down from the dealing shoe, into the discard bucket without disclosing the additional card.
2. Use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with the rules of this chapter and placed in the discard bucket upon completion of the dealing procedures.

(d) Except as provided in subsection (c), if a card is disclosed at the time it is dealt or a card is found face up in the dealing shoe, the dealer shall use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the discard bucket upon completion of the dealing procedures.

(e) If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards has been replaced and the new set of cards have been placed in the dealing shoe.

4: BACCARAT – MIDI BACCARAT

1. Definitions

The following words and terms, when used in this chapter, have the following meanings, unless the context clearly indicates otherwise:

Dragon 7-- A Banker's Hand which has a Point Count of 7 with a total of three cards dealt and the Player's Hand which has a Point Count of less than 7.

EZ Baccarat-- A variation of Midibaccarat in which vigorish is not collected.

Natural-- A hand which has a Point Count of 8 or 9 on the first two cards dealt.

Panda 8-- A Player's Hand which has a Point Count of 8 with a total of three cards dealt and the Banker's Hand which has a Point Count of less than 8.

2. Midibaccarat table physical characteristics

(a) Midibaccarat shall be played on a table having numbered positions for no more than nine seated players on one side of the table and a place for the dealer on the opposite side of the table.
(b) The layout for a Midibaccarat table shall be submitted to the I.E.B. and approved in accordance with **205 CMR 146.18** (relating to approval of table game layouts, signage and equipment)

1. If a licensee offers the Dragon Bonus Wager, authorized under Section 7(a)(4) (relating to wagers), separate areas designated for the placement of the Dragon Bonus Wager for each player.
 2. If a licensee offers EZ Baccarat in which vigorish is not collected:
 - (i) Separate areas designated for the placement of the Dragon 7 Insurance Wager, authorized under Section 7(a)(5), for each player.
 - (ii) Inscriptions that advise patrons that a wager on the Banker's Hand that results in a Dragon 7 shall push and be returned to the player. If the information is not inscribed on the layout, a sign containing the information shall be posted at each Midibaccarat table.
 - (iii) Separate areas designated for the placement of the Panda 8 Insurance Wager, authorized under Section 7(a)(6), for each player.
 3. If a licensee offers the House Money Wager, authorized under Section 7(a)(7), separate areas designated for the placement of the House Money Wager for each player.
 4. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the dealer, in accordance with the option selected in the licensee's Rules Submission (relating to table games Rules Submissions), collects the vigorish from a player at the time the winning payout is made or the table is designated for play as an EZ Baccarat table in which vigorish is not collected.
- (c) Each Baccarat table must have a discard bucket or rack capable of handling 8 decks of cards.

3. Cards; number of decks

(a) Midibaccarat shall be played with at least six decks of cards having backs of the same color and design and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

4. Opening of the table for gaming

(a) After receiving the six or more decks of cards at the table in accordance with **205 CMR 146.49**, the dealer calling the game shall, as applicable, comply with the requirements of either the gaming equipment regulations and (b) through (c) below or the requirements of the gaming equipment regulations

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

(d) If the licensee uses pre-inspected and pre-shuffled cards, addressed under **205 CMR 146.50** on their baccarat games they must follow in accordance with their procedure submitted in the licensee's Rules Submission.

(e) If the licensee uses a batch type shuffle machine, addressed under **205 CMR 146.51** on their baccarat games they must follow in accordance with their procedure submitted in the licensee's Rules Submission.

5. Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled (pursuant to the gaming equipment regulations), and after each shoe of cards is completed, the gaming licensee shall require the dealer to shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, the dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.

1. After lacing the cards, the gaming licensee may, as an additional option, require the dealer to shuffle some or all of the cards again.

2. A gaming licensee shall not initiate or terminate the use of this reshuffling option unless the gaming licensee provides its surveillance department and the Commission with at least 30 minutes prior written notice.

(b) Any shuffling or lacing option chosen for use by a gaming licensee pursuant to (a) above shall be implemented at all tables within a pit.

(c) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. The dealer shall begin with the participant seated in the highest number position at the table and working counterclockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d) The cards shall be cut by placing the cutting card in the stack at least a deck in from either end.

(e) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket/rack after all cards have been shown to the players. Face cards and tens count as tens. Aces count as one.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (c) above.

6. Value of cards; Point Count of hand

(a) The value of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value.
2. Any 10, jack, queen or king shall have a value of zero.
3. Any ace shall have a value of one.

(b) The Point Count of a hand shall be a single digit number from 0 to 9 and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of the number shall be discarded and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an ace, 2 and 4 has a Point Count of 7.
2. A hand composed of an ace, 2 and 9 has a total of 12 but a Point Count of only 2 since the left digit of the number 12 is discarded.

7. Wagers

(a) The following are permissible wagers in the game of Midibaccarat:

1. A wager on the Banker's Hand which shall:
 - (i) Win if the Banker's Hand has a Point Count higher than that of the Player's Hand unless EZ Baccarat is being played and the Point Counts of the Banker's Hand result in a Dragon 7.
 - (ii) Lose if the Banker's Hand has a Point Count lower than that of the Player's Hand.
 - (iii) Tie and be returned to the player if the Banker's Hand and the Player's Hand have the same Point Count or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
2. A wager on the Player's Hand which shall:
 - (i) Win if the Player's Hand has a Point Count higher than that of the Banker's Hand and if EZ Baccarat is being played and the Point Counts of the Player's Hand and the Banker's Hand result in a Panda 8.
 - (ii) Lose if the Player's Hand has a Point Count lower than that of the Banker's Hand or if EZ Baccarat is being played and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.

- (iii) Tie and be returned to the player if the Point Counts of the Banker's Hand and the Player's Hand are equal.
3. A Tie Wager which shall:
 - (i) Win if the Point Counts of the Banker's Hand and the Player's Hand are equal.
 - (ii) Lose if Point Counts of the Banker's Hand and the Player's Hand are not equal.
 4. If offered by a licensee, a Dragon Bonus Wager on the Player's Hand or Banker's Hand, or both, which shall:
 - (i) Win if the selected hand is:
 - (A) A Natural and the other hand is not a Natural.
 - (B) A Natural 9 and the other hand is a Natural 8.
 - (C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by four or more points.
 - (ii) Lose if the selected hand is:
 - (A) A Natural 8 and the other hand is a Natural 9.
 - (B) Not a Natural and has a Point Count less than or equal to the Point Count of the other hand.
 - (C) Not a Natural and has a Point Count that exceeds the Point Count of the other hand by less than four points.
 - (iii) Tie and be returned to the player if the selected hand is a Natural and the other hand is a Natural of equal Point Count.
 5. A Dragon 7 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:
 - (i) Win if the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7.
 - (ii) Lose if the Point Counts of the Banker's Hand and the Player's Hand do not result in a Dragon 7.
 6. A Panda 8 Insurance Wager, if the table is designated for play as an EZ Baccarat table, which shall:
 - (i) Win if the Point Counts of the Player's Hand and the Dealer's Hand result in a Panda 8.
 - (ii) Lose if the Point Counts of the Player's Hand and the Dealer's Hand do not result in a Panda 8.
 7. If offered by a licensee, a House Money Wager which shall:
 - (i) Win if the first two cards of either the Player's Hand or Banker's Hand, or both, are a pair. For purposes of the House Money Wager, a pair must be of same rank (two queens, for example), regardless of suit.
 - (ii) Lose if in the first two cards dealt to the player's hand and the banker's hand, neither the player's hand nor the banker's hand contains a pair.
- (b) Wagers at Midibaccarat shall be made by placing value chips, plaques, or match play coupon on the appropriate areas of the Midibaccarat layout. Verbal wagers accompanied by cash may be accepted provided that the verbal wagers are confirmed by the dealer and the cash is expeditiously converted into value chips or plaques.

(c) A wager may not be made, increased or withdrawn after the dealer has announced “no more bets.”

8. Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of Midibaccarat, one of which shall be designated the Player's Hand and the other designated the Banker's Hand.

(b) Prior to dealing any cards, the dealer shall announce “no more bets.”

(c) The dealer shall then deal an initial four cards from the dealing shoe. The first and third cards dealt shall be placed face down on the area designated for the Player's Hand and the second and fourth cards dealt shall be placed face down on the area designated for the Banker's Hand.

1. After all four cards have been dealt, the dealer shall place the Banker's Hand underneath the right corner of the dealing shoe. The dealer shall then hand the two cards of the Player's Hand, face down, to the player with the highest wager on the Player's Hand. After viewing the Player's Hand, the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the Player's Hand and announce the Point Count of the Player's Hand.
2. The dealer shall then hand the two cards of the Banker's Hand, face down, to the player with the highest wager on the Banker's Hand. After viewing the Banker's Hand, the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the Banker's Hand and announce the Point Count of the Banker's Hand.
3. Prior to dealing a third card to the Player's or Banker's Hand, the dealer shall settle all House Money Wagers as follows:
 - (i) If a player placed a House Money Wager, after the initial two cards of the Player's Hand and Banker's Hand have been turned face up on the layout, beginning from the dealer's right and moving counterclockwise around the table, the dealer shall collect all losing House Money wagers and pay all winning wagers in accordance with Section 12(h) (relating to payout odds; vigorish) provided that, at a player's discretion, the player may add the winning House Money payout to the player's original wager on the Player's or Banker's Hand in accordance with the following:
 - (A) All of the winning House Money payout or, if specified in the licensee's Rules Submission filed (relating to table games Rules Submissions), only a specified portion of the winning House Money payout shall be added to the area designated for the placement of the player's original wager on the Player's or Banker's Hand. The player's original wager and the House Money payout which was added to the player's original wager shall then be settled based on the outcome of the player's wager on the Player's or Banker's Hand.
 - (B) A player may not touch the winning House Money payout. The dealer shall either hand the entire winning House Money payout to the player or place all or a portion thereof, as authorized by the licensee, on the area designated for the placement of the player's wager on the Player's or Banker's Hand.

- (ii) After settling the House Money Wagers, the game shall resume by dealing any third cards that are required to be dealt.
4. Any third card required to be dealt to the Player's Hand shall be placed face down on the area designated for the Player's Hand. The dealer shall then hand the card, face down, to the player who was handed and returned the Player's Hand. After viewing the card, the player shall return the card, face up, to the dealer, who shall place the card face up on the area designated for the Player's Hand.
 5. Any third card required to be dealt to the Banker's Hand shall be placed face down on the area designated for the Banker's Hand. The dealer shall then hand the card, face down, to the player who was handed and returned the Banker's Hand. After viewing the card, the player shall return the card, face up, to the dealer, who shall place the card face up on the area designated for the Banker's Hand.
 6. If two or more players wager an equally high amount on the Player's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Player's Hand and any third card required to be dealt. If two or more players wager an equally high amount on the Banker's Hand, the player making the wager who is closest to the dealer, moving counterclockwise around the table, shall be handed the Banker's Hand and any third card required to be dealt.

(d) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards in accordance with subsection (c) if the player unreasonably delays the game. If the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player. If the player does not accept it or there is not a player in that position, the dealer shall offer it to each of the other players in turn, moving counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

9. Procedure for dealing a third card

- (a) After the dealer positions the cards in accordance with Section 8(c) (relating to hands of player and banker; procedure for dealing initial two cards to each hand), the dealer shall announce the Point Count of the Player's Hand and the Banker's Hand.
- (b) Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand in accordance with Section 10 (relating to rules for determining whether a third card shall be dealt). Any third cards required shall be dealt as provided in Section 8(c).
- (c) In no event may more than one additional card be dealt to either hand.
- (d) If the cover card appears as the first card in the dealing shoe at the beginning of a round of play or appears during play, the cover card shall be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer shall announce "last hand." At the completion of one more hand, the cards shall be replaced with new decks of cards.

10. Rules for determining whether a third card shall be dealt

- (a) If either the Player's Hand or the Banker's Hand is a Natural, no more cards may be dealt to either hand.

(b) If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two cards, the Player's Hand shall:

1. Draw (take a third card) if the Player's Hand has a Point Count of less than 6.
2. Stay (not take a third card) if the Player's Hand has a Point Count of 6 or more.

(c) If the Point Count of the Player's Hand and the Banker's Hand is 0 to 7 on the first two cards, the Banker's Hand shall draw or stay in accordance with the following requirements:

1. If the Player's Hand does not receive a third card, the Banker's Hand shall be dealt a third card if the Point Count of the Banker's Hand is 5 or less.
2. If the Player's Hand is dealt a third card and:
 - (i) The Banker's Hand has a Point Count of less than 3, the Banker's Hand shall be dealt a third card.
 - (ii) The Banker's Hand has a Point Count of 7, the Banker's Hand may not be dealt a third card.
 - (iii) The Banker's Hand has a Point Count of 3, 4, 5 or 6, the Banker's Hand shall be dealt or not dealt a third card in accordance with Table 1 as follows:

Table 1

When the Banker's first two cards total:	Banker draws when Player's third card is:
0,1,2	Banker hand always draws
3	Banker hand draws unless Player's third card is 8
4	2 – 7
5	4 – 7
6	6 – 7
7	Banker hand stands
8-9	Natural – Neither hand draws

11. Announcement of result of round; payment and collection of wagers

(a) After each hand has received all the cards to which it is entitled under Section 8, Section 9 and Section 10 (relating to hands of player and banker; procedure for dealing initial two cards to each hand; procedure for dealing a third card; and rules for determining whether a third card shall be dealt), the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "tie hand." If the table is designated for play as an EZ Baccarat table and the Point Counts of the Banker's Hand and the Player's Hand result in a Dragon 7 or a Panda 8, the dealer shall announce "Dragon 7" or "Panda 8."

(b) After the result of the round is announced, the dealer shall first collect each losing wager. After the losing wagers are collected, the dealer shall, starting at the highest numbered player position at which a winning wager is located, mark or collect the vigorish owed by that player, unless the table is designated for play as an EZ Baccarat table in which vigorish is not collected. Immediately thereafter, the dealer shall pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) At the conclusion of a round of play, the dealer shall remove all cards from the table and place the cards in the discard rack.

12. Payout odds; vigorish

(a) A winning wager made on the Player's Hand shall be paid at odds of 1 to 1.

(b) A winning Tie Wager shall be paid at odds of at least 8 to 1.

(c) A winning wager made on the Banker's Hand shall be paid at odds of 1 to 1, except that the licensee shall extract a vigorish from the winning players in an amount equal to 5% of the amount won unless the licensee is offering EZ Baccarat in which vigorish is not collected. When collecting the vigorish, the licensee may round off the vigorish to 25¢ or the next highest multiple of 25¢.

(d) A dealer shall collect the vigorish from a player in accordance with one of the following procedures selected by the licensee in its Rules Submission (relating to table games Rules Submissions):

1. At the time the winning payout is made.
2. At a later time, provided that:

(i) The outstanding vigorish shall be collected prior to beginning play with a new dealing shoe of cards or when the player leaves the gaming table, whichever occurs first.

(ii) The amount of the vigorish shall be tracked by placing a coin or marker button, which contains the amount of the vigorish owed, in the rectangular space on the layout that is imprinted with the number of the player owing the vigorish.

(iii) The coin or marker button may not be removed from the layout until the vigorish owed is collected.

(e) If a licensee offers the Dragon Bonus Wager, in accordance with Section 7(a)(4) (relating to wagers), a vigorish may not be extracted on a winning Dragon Bonus Wager. Winning Dragon Bonus Wagers shall be paid out at the odds in one of the following pay tables selected by the licensee in its Rules Submission filed:

Hand	Pay table A	Pay table B	Pay table C
Win by 9 points	30 to 1	20 to 1	30 to 1
Win by 8 points	10 to 1	8 to 1	10 to 1
Win by 7 points	6 to 1	7 to 1	4 to 1
Win by 6 points	4 to 1	4 to 1	4 to 1
Win by 5 points	2 to 1	3 to 1	2 to 1
Win by 4 points	1 to 1	1 to 1	2 to 1
Natural winner	1 to 1	1 to 1	1 to 1
Natural tie	Push	Push	Push

(f) A winning Dragon 7 Insurance Wager, as described in Section 7(a)(5), shall be paid at odds of 40 to 1.

(g) A winning Panda 8 Insurance Wager, as described in Section 7(a)(6), shall be paid at odds of 25 to 1.

(h) If a licensee offers the House Money Wager and the player elects to take the payout, the player shall be paid in accordance with the following pay table:

<u>Hand</u>	<u>Odds</u>
Player and Banker Pair	15 to 1
Player or Banker Pair	3 to 1

13. Irregularities

(a) Except as provided in subsection (b), a card drawn in error from the dealing shoe that is not disclosed shall be used as the first card of the next hand of play.

(b) A third card dealt to the Player's Hand that is not disclosed, when a third card is not authorized under Section 10 (relating to rules for determining whether a third card shall be dealt), shall become the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the card dealt in error shall become the first card of the next hand of play.

(c) If a third card dealt to the Player's Hand, when a third card is not authorized under Section 10, is disclosed at the time it is dealt or is found face up in the dealing shoe, the dealer shall use the disclosed card as the third card of the Banker's Hand if the Banker's Hand is required to draw under Section 10(c). If the Banker's Hand is required to stay, the dealer shall, in accordance with one of the following procedures designated in the licensee's Rules Submission (relating to table games Rules Submissions):

1. Place the disclosed card and one additional card, drawn face down from the dealing shoe, into the discard bucket without disclosing the additional card.
2. Use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and placed in the discard bucket upon completion of the dealing procedures.

(d) Except as provided in subsection (c), if a card is disclosed at the time it is dealt or a card is found face up in the dealing shoe, the dealer shall use the disclosed card as the first card of a simulated round of play in which wagers may not be accepted. The cards shall be dealt in accordance with this chapter and shall be placed in the discard bucket upon completion of the dealing procedures.

(e) If there are insufficient cards remaining in the dealing shoe to complete a round of play, that round shall be void and all wagers shall be returned. A new round shall commence after the entire set of cards has been replaced and the new set of cards have been placed in the dealing shoe.

5: ROULETTE AND BIG SIX WHEEL

1. Roulette: placement of wagers; permissible and optional wagers

(a) All wagers at roulette shall be made by placing gaming chips or plaques and if applicable, a match play coupon, on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(b) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are being accepted.

(c) Each player shall be responsible for the correct positioning of his or her wager on the roulette layout regardless of whether he or she is assisted by the dealer. Each player must ensure that any instructions he or she gives to the dealer regarding the placement of a wager are correctly carried out.

(d) Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

(e) The permissible wagers in the game of roulette shall be:

1. "Straight" is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.
 - (i) A gaming licensee may, in its discretion, offer to every player at a roulette table the option to make five simultaneous straight wagers by selecting five adjacent numbers on the roulette wheel.
 - A. Any gaming licensee offering this "five adjacent number" option shall use an approved roulette table layout that includes a replica of the roulette wheel on the layout.
 - B. A player shall make a "five adjacent number" wager by placing five gaming chips or plaques, or a multiple thereof, on the number indicated on the roulette wheel replica that is the center number of the five adjacent numbers being selected. A player making a "five adjacent number" wager shall be deemed to have made a separate "straight" wager of equal value on each of the five numbers selected.
2. "Split" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on "0" and "00" may also be placed on the line between the "2nd 12" box and the "3rd 12" box.
3. "Three numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first number in the selected row.

- (i) "Three numbers" shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of the following groups of numbers: "0", "1" and "2"; "0", "2" and "00"; or "00", "2" and "3".
 - (ii) The player shall select one of the "three numbers" wagers identified in (e) 3(i) above by placing a wager on the common corner of the three boxes containing the selected numbers.
4. "Four numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers.
5. "First five numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3". The player shall bet on the "first five numbers" by placing a wager on the common corner of the boxes on the roulette layout that contains the label "1st 12" and the numbers "0" and "1".
6. "Six numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to:
 - (i) Any one of six consecutive numbers contained in two contiguous rows of numbers on the roulette layout selected by the player, who shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected; or
 - (ii) If the gaming licensee, in its discretion, offers the six numbers color wager, the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the color wager being selected.
7. "Seven numbers color wager" is a wager on a single-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the seven numbers color wager being selected.
8. "Eight numbers color wager" is a wager on a double-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment, the double-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the eight numbers color wager being selected.
9. "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers

by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.

10. "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24" or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").
11. "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "red" by placing a wager within the red box on the roulette layout used for such wagers.
12. "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout used for such wagers.
13. "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by placing a wager within the box on the roulette layout that is labeled "Odd".
14. "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by placing a wager within the box on the roulette layout that is labeled "Even".
15. "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".
16. "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".

(f) Notwithstanding (e) above, a gaming licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33". The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated for such wager and approved by the Commission.

(g) A gaming licensee that offers the six numbers color wager in (e)6ii above, the seven numbers color wager in (e)7 above, or the eight numbers color wager in (e)8 above shall not offer the red and black wagers in (e)11 and 12 above, respectively, at the same roulette table. A gaming licensee that offers the seven numbers color wager in (e) 7 above or the eight numbers color wager in (e) 8 above shall not offer the dozen wager in (e) 10 above at the same roulette table. A gaming licensee that offers the six numbers color wager in (e)6ii above may offer the dozen wager in (e)10 above at the same roulette table provided that neither the seven numbers color wager in (e)7 above nor the eight numbers color wager in (e)8 above are offered at that roulette table.

2. Roulette: payout odds

(a) No gaming licensee, its employees or agents shall pay off winning wagers at the game or roulette at less than the odds listed below:

<u>Bets</u>	<u>Payout Odds</u>
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Eight Numbers	3 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), a player shall lose, at the gaming licensee's option, either one-half of each wager on red, black, odd, even, 1 to 18, and 19 to 36 or the entire wager. If the former option is chosen by a gaming licensee, the remaining half of each such wager shall be returned to the player by the dealer. Each gaming licensee offering double zero roulette shall provide notice of the option in effect at the table in accordance with the provisions of 205 CMR 147.03.

(c) When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

(d) When roulette is played on a double zero wheel being used as a single zero roulette wheel, as provided in the gaming equipment regulations

1. Notice shall be provided, in accordance with 205 CMR 147.03;
2. The dealer shall announce "no spin," declare the spin void and respin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and
3. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

3. Roulette: rotation of wheel and ball

(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call "No More Bets."

(c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of

such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.

(d) If a gaming licensee offers the "five adjacent numbers" wagering option authorized by Section 1, the dealer shall then move one-fifth of each winning "five adjacent numbers" wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball came to rest.

(e) After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

4. Roulette: irregularities

(a) If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

5. Big Six wheel; payout odds

(a) No gaming licensee, his employees or agents shall pay off winning wagers made at Big Six at less than the odds listed below:

<u>Bet On</u>	<u>Payout Odds</u>
\$1 Insignia	1 to 1
\$2 Insignia	2 to 1
\$5 Insignia	5 to 1
\$10 Insignia	10 to 1
\$20 Insignia	20 to 1
Joker	45 to 1
Flag	45 to 1

(b) The payout odds for winning Big Six wagers printed on any Big Six Wheel or layout, or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

6. Big Six wheel; wagers and rotation of the wheel

(a) Prior to the spin of the wheel, the dealer shall call "No More Bets".

(b) The Big Six wheel shall be spun by the dealer in either direction and shall complete at least three revolutions to constitute a valid spin.

(c) If the clapper comes to rest between two numbers upon completion of the spin of the Big Six Wheel, the gaming licensee has the option to do one of the following:

1. Declare the winning number to be that number previously passed; or
2. Declare the spin void and re-spin the wheel.

(d) Upon a gaming licensee choosing one of the options as outlined in subsection (d) above, it

shall conspicuously post a sign at each table stating which option is in effect.

(e) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers.

DRAFT

6: RED DOG

1. Cards; number of decks; value of cards; dealing shoe

(a) Red dog shall be played with at least one deck of cards with backs of the same color and design and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) The "value" (from lowest to highest) of the cards in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;
2. Any jack shall have a value of 11;
3. Any queen shall have a value of 12;
4. Any king shall have a value of 13; and
5. Any ace shall have a value of 14.

(c) All cards used to game at red dog shall be dealt from a dealing shoe specifically designed for such purpose.

2. Opening of table for gaming

(a) After receiving the one or more decks of cards at the table in accordance with the gaming equipment regulations, the dealer shall, as applicable, comply with the requirements of either the gaming equipment regulations and (b) through (c) below or the requirements of the gaming equipment regulations and (r).

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

3. Shuffle and cut of the cards

(a) Immediately prior to commencement of play, unless the cards were pre-shuffled pursuant to the gaming equipment regulations and after each shoe of cards is dealt, the dealer shall shuffle the cards so that they are randomly intermixed. A gaming licensee may also shuffle the cards at the completion of any round of play.

(b) After the cards have been shuffled, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player at the farthest point to the right of the dealer; provided, however, if the game is just beginning, the cards shall be offered to the first player at the table. If the first player offered the cards refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut. If no player accepts the cut, the dealer shall cut the cards.

(c) The person making the cut shall place the cutting card in the stack at least a deck from either end. Once the cutting card has been inserted, the dealer shall take all the cards in front of the cutting card and place them on the back of the stack. The dealer shall then insert the cutting card in a position approximately one-quarter of the way from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

(d) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the gaming licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by section (b) above.

4. Procedures for dealing cards

(a) After each full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face down and place it in the discard rack. Each new dealer who comes to the table shall also discard ("burn") one card as described herein before the new dealer deals any card in a round of play. The burn card shall be disclosed if requested by a player.

(b) The dealer shall remove a card from the shoe with his or her left hand, turn it face up, and then place it on the appropriate area of the layout with his or her right hand.

5. Procedures for each round of play; wagers; payouts

(a) Except as otherwise provided in this section, all wagers shall be made prior to the first card being dealt for each round of play.

(b) All wagers at red dog shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the red dog layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with internal control regulations.

(c) To begin each round of play, the dealer shall place the first card, face up, on the box farthest to the dealer's left. The dealer shall then place the second card, face up, on the box farthest to the dealer's right.

(d) Once the first card of each round has been removed from the shoe by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager.

(e) If the initial two cards dealt have values that are consecutive, the dealer shall announce "The cards are

Consecutive - tie hand," all wagers shall be void and the round of play shall be concluded.

(f) If the initial two cards dealt are of identical value, the dealer shall announce "We have a pair" and shall immediately draw a third card and place it face up in the middle box.

1. If the third card dealt is identical in value to the initial two cards, the dealer shall announce "Three of a kind," the players shall win and all wagers shall be paid at odds of 11 to one.
2. If the third card dealt is not identical in value to the initial two cards, the dealer shall announce "No three of a kind - tie hand," all wagers shall be void and the round of play shall be concluded.

(g) If the initial two cards dealt are neither consecutive nor a pair, the dealer shall announce the "spread" and place a marker on the corresponding spread on the layout. The spread for each round of play shall be a number from one to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt. Examples of this rule are as follows:

1. If the initial two cards dealt are a 4 and a 7, then the spread shall be two (that is, two cards, the 5 and 6, have a value that falls between 4 and 7);

2. If the initial two cards dealt are a 9 and a king, then the spread shall be three (that is, three cards, the ten, jack and queen, have a value that falls between the 9 and king).

(h) If there is a spread after the initial two cards are dealt, a player shall have the option to make a raise wager in support of the player's original wager by placing on the designated raise area of the layout an amount not in excess of the player's original wager. All raise wagers shall be made immediately after the initial two cards have been dealt and prior to the third card being dealt.

(i) After all raise wagers have been made and prior to dealing the third card, the dealer shall announce "Raises closed." The dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. Thereafter, the dealer shall collect all losing wagers or pay all winning wagers as follows:

1. The player shall win if the value of the third card dealt is between the values of the initial two cards dealt and shall lose if the value of the third card dealt is not between the values of the initial two cards dealt;
2. All winning wagers and raise wagers shall be paid at payout odds determined by the spread for that round of play, as listed below:

<u>Spread</u>	<u>Payout Odds</u>
1	5 to 1
2	4 to 1
3	2 to 1
4 through 11	1 to 1

3. A gaming licensee may, in its discretion, offer to all patrons at a red dog table higher payout odds than those listed in paragraph (i)2 above, provided that the gaming licensee complies with the notice requirements set forth in 205 CMR 147.03 prior to any decrease in the payout odds. In no event may a gaming licensee decrease the payout odds below those required by paragraph (i) 2 above.

(j) At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way they can be readily arranged to reconstruct the hand in case of a question or dispute.

(k) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed. The dealer shall then reshuffle the cards in accordance with Section 3.

6. Irregularities

(a) A card found turned face up in the shoe shall not be used in the game and shall be placed in the discard rack.

(b) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe.

(c) If a third card is drawn and exposed to the players prior to the dealer announcing "Raises closed," the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play.

7. A player wagering on more than one betting area

A player may only wager on one betting area at a red dog table unless the gaming licensee, in its discretion, permits the player to wager on additional betting areas.

8. Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in Sections 3 and 4, a gaming licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards, provided that such shoe or device and the procedures for dealing and shuffling the cards through the use of this device are approved by the Commission.

DRAFT



Mr. Chairman, Members of the Commission, I am here today with Senior Supervising Gaming Agent Burke Cain. Our task here today is to try and guide you through answering the questions posed by the legal department. Between Mr. Cain and myself we have 72 years of gaming regulatory experience to draw on for our recommendations:

- a. What will be the Commission's design specifications for value chips? **MGC will require certain design specifications for value chips. Design specifications will be submitted to and approved by IEB.** For example: Each value chip will have a primary color and a secondary color. Standard denomination colors (\$1= white, \$5= red). Each value chip shall have identifying features: 1) denomination express in numbers 2) name, logo of licensee 3) anti-counterfeiting measures for \$25 or more value chips 4) the word "Massachusetts" 5) primary color 6) anti-counterfeiting measure or design that is unique to the chip manufacturer. 7) edge spots: clearly visible on the edge, permanent, using primary/ secondary colors, or design, pattern, feature seen by CCTV. 8) approved secondary set of value chips
- b. How will the Commission distinguish among value chips and various types of non-value chips? **There may be Promotional chips, roulette chips, tournament chips and poker rake chips. All of these chips have prescribed regulatory requirements that will be reviewed with the licensee prior to use. IEB will approve these chips prior to use.**
- c. Will the Commission regulate gaming plaques? If so, what will be the Commission's design specifications and approval process? **Yes. Each plaque shall meet certain physical characteristics that are spelled out. The design specifications of the proposed gaming plaques shall be submitted to and approved by the IEB.**
- d. Will the Commission promulgate specific regulations for gaming instrumentalities other than chips (e.g., cards, dice, tiles, wheels)? **Yes. Cards, Dice, Tiles and Roulette wheels, Big Six Wheels, dealing shoes, roulette balls, among other things, will be subject to regulatory requirements regarding size, texture, weight, spot requirements, order of spots on dice, order of the numbers on the roulette wheel the or order of the dollar symbols on the Big Six wheel, for example.**



Massachusetts Gaming Commission

**GAMING VENDOR LICENSE
ABBREVIATED RENEWAL FORM**



Applicant: _____

Gaming Vendor – Abbreviated Renewal Form Instructions

1. PLEASE NOTE

- A. This application must be filed with the Massachusetts Gaming Commission (Commission) as part of the renewal application for a Gaming Vendor that has entered into a reciprocal agreement with the Commission to allow for an abbreviated licensing process.
- B. This form is to be completed and submitted by the applicant entity.
- C. Failure to answer any question on this renewal form completely and truthfully may result in the applicant's inability to be deemed suitable for licensure.

2. COMPLETING A GAMING VENDOR APPLICATION:

- A. Please **read each question** carefully prior to answering.
- B. **Answer every question** completely and be sure not to leave any question blank.
- C. If a question **does not apply** to the applicant, indicate "Does Not Apply" or "N/A" in response to that question.
- D. If there is **nothing to disclose** in response to a particular question, state "None" in response to that question. *(Note: The Commission will not accept your application unless you provide a response to every question.)*
- E. Ensure that **all attachments required for this application are labeled** with the correct title and attachment numbers and are attached to the application filed with the Commission.
- F. **Initial and date** each page where indicated.
- G. All entries on this form, except signatures, must be **typed or printed in block lettering** using dark ink. If the application is not legible, it will not be accepted.

(Note: the Commission will not accept your application if it is illegible or if you have modified any of the questions or pre-printed information on this application.)

- H. Sign and notarize the **Release Authorization** form included with this application.
- I. All authorizations and releases must be signed by the applicant or its designated representative or signatory.
- J. **Retain a completed copy** of this application for your own records.

3. FILING THE APPLICATION WITH THE COMMISSION:

- A. A complete renewal application for a Gaming Vendor license consists of this application, all exhibits, and the application fee. Once your application is accepted, it becomes the property of the Commission and may not be withdrawn without the permission of the Commission.
- B. The fee for a Gaming Vendor - Primary is \$15,000, which shall be credited to the total fee. In the event that the costs incurred by the Commission in the course of investigating an applicant's background exceed the upfront application fees set forth above, the Commission may, upon written notice, charge an additional fee to cover the actual costs of investigation at hourly rates as established by the Commission.
- C. The total fee for a Gaming Vendor – Secondary is \$5,000.
- D. **Application fees are nonrefundable.**

If you have any questions regarding this application or process, please contact the Commission's Division of Licensing at 617.979.8400 or VendorLicensing.MGC@state.ma.us.

Initials/Date: _____

If you have questions regarding this form, please contact the MGC Division of Licensing at:

617.979.8400 or

Email: VendorLicensing.MGC@state.ma.us

Subject: "Gaming Vendor Renewal"

LICENSEE INFORMATION

Please check one:

Gaming Vendor - Primary

Gaming Vendor - Secondary

License No: _____

License No: _____

NAME OF APPLICANT (as it appears on the certificate of incorporation, charter, by-laws, partnership agreement, operating agreement, or other official documents):

D/B/A OR TRADE NAME(S):

BUSINESS ADDRESS

(Number/Street) (City) (State) (Zip Code)

(Country) (Province – if applicable) (Business Telephone Number)

(Federal Identification Number) (Massachusetts Taxpayer Number)

(Social Security Number-Sole Proprietorship) (URL Address)

LIAISON INFORMATION

This person will also accept official notices from the Commission and Bureau on behalf of the applicant

Check one:

Mr. Ms.

(Last Name)

(First Name)

(Middle Initial)

(Business Title) (Business Name) (Telephone Number)

(Business Address – Number/Street) (City) (State) (Zip Code)

(Country) (Province-if applicable) (Email Address)

Initials/Date _____

DESCRIPTION OF BUSINESS

1. Does your company have any institutional investors owning up to 15% of the stock of the gaming vendor or holding, intermediary or subsidiary companies? Yes No

If you answered **yes**, complete the following chart.

Name and address of Institutional Investor	Percentage of Ownership	Number of Shares Held

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment 1**.

2. Since the submission of your initial application, have there been any changes or amendments to the articles of incorporation, charter, by-laws, partnership agreement, trust agreement, operating agreement, articles of organization or other basic document of the gaming vendor that have not been reported to the Commission. If **yes**, submit a detailed statement labeled as **Attachment 2**. Yes No

3. Since the filing of your initial gaming vendor application have there been mergers, acquisitions, or consolidations? If so, submit copies of term sheets or a written summary of all such transactions (including pending) and label as **Attachment 3**. Not Applicable

GOVERNMENT REGULATION

4. Is the licensee subject to regulation by a public agency in Massachusetts or any other jurisdictions? Yes No
If you answered **yes**, complete the following chart.

Name, address and telephone number of Public Agency	Type of Regulation	License No or Other Identifying No.

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment 4**.

5. Since submission of your initial gaming vendor application:

- a. Has the licensee had a complaint or other notice of disciplinary action from any jurisdiction or regulatory agency that has not been reported to the Commission? Yes No

If **yes**, submit and label as **Attachment 5a**, the following information: *Name, address and telephone number of the licensing authority, date of action, and status or disposition.*

- b. Has the licensee ever had any license or certificate issued by any jurisdiction denied, restricted, suspended, revoked or not allowed to be renewed that has not been reported to the Commission? If **yes**, submit and label as **Attachment 5b**, the following information: *Name, address and telephone number of the licensing authority and the date of action.* Yes No

- c. Has the licensee withdrawn its application, license, or certificate in any jurisdiction that has not been reported to the Commission? Yes No

If **yes**, submit and label as **Attachment 5c**, the following information: *Name, address and telephone number of the licensing authority and the date of action.*

Initials/Date _____

d. Has the licensee applied for or received any new licenses, registrations, or certifications that have not been reported to the Commission? Yes No
If **yes**, submit and label as **Attachment 5d**, the following information: *Name, address and telephone number of the licensing authority and the date of action.*

6. Since the filing of your initial gaming vendor application, has the licensee been assessed and/or paid any fines or penalty fees to any Federal, State, Local or City jurisdiction that has not been reported to the Commission? Yes No
If **yes**, submit and label as **Attachment 6**, the following information: *Name, address and telephone number of jurisdiction; date of action; amount paid; disposition (contested/non-contested); and reason for penalty.*

7. Since the filing of your initial gaming vendor application, has the licensee applied in any jurisdiction for a license, permit, or other authorization to participate in a lawful gaming operation (including the manufacturing or distribution of gaming supplies, casino gaming, horse racing, dog racing, pari-mutuel operation, lottery, sports betting, etc.) that has not been reported to the Commission? Yes No
If **yes**, submit and label as **Attachment 7**, the following information: *Name, address and telephone number of licensing agency; type of gaming operation; position sought or held; disposition (granted, pending or denied); and If issued (license/permit number).*

DEBT, INSOLVENCY or BANKRUPTCY ACTIONS

8. Since the filing of your initial gaming vendor application, has the licensee filed, or had filed against it, a proceeding for bankruptcy or been involved in any formal process to adjust, defer, suspend or otherwise work out a payment of a debt that has not been reported to the Commission? Yes No
If **yes**, submit and label as **Attachment 8**, the following information: *Date of filing; name and address of court; case number; and disposition.* If **no**, proceed to question 10.

9. For each bankruptcy, submit as **Attachment 8** the following information:

- a. A copy of the approved reorganization;
- b. The final order of the court;
- c. The final statements of assets and liability;
- d. List of equity security holders;
- e. Details of the licensee's involvement in the bankruptcy.

TAX INFORMATION

10. Provide copies of your Federal tax returns for the years that are referenced in your company's Scope of Licensing letter and label as **Attachment 10**.

If you have not submitted all requested years, please submit a letter of explanation why the Federal tax returns for those years were not submitted and label as **Attachment 10b**.

11. Since the filing of your initial gaming vendor application, has the licensee filed all required International, Federal, State and Local tax returns with the appropriate agencies. Yes No

12. Since the filing of your initial gaming vendor application, has there been filed against the licensee or has the licensee been served with a complaint, lien, judgment, or other notice filed with any public body regarding the payment of any tax required under Federal, State, local or international law that has not been reported to the Commission? Yes No

Initials/Date _____

13. Since the filing of your initial gaming vendor application, has the licensee been subject to a tax audit by any government agency that has not been reported to the Commission? Yes No

If you have answered **yes** to either question 12 or 13, include as an attachment to that question the following information: *taxing agency; type of tax; date of taxing period (mm/yyyy); and amount*, and label as **Attachment 12 or Attachment 13**.

FINANCIAL DOCUMENTS

If Audited Statements:

14. Since the filing of your initial application, submit and label as **Attachment 14**, copies of the applicant's audited financial statements for the last 3 fiscal years. At a minimum, audited financial statement(s) shall include but not be limited to, an audit opinion, internal control opinion, balance sheet, income statement, statement of cash-flows, equity/retained earnings statement, unaudited supplemental financial statements for any subsidiaries/affiliates/business segments, and all notes to such statements and related financial schedules, for the last 3 fiscal years. The financial statements can also be in the form of consolidated financial statements that include other legal entities, subsidiaries and/or affiliates of the entity qualifier.

If Unaudited Statements:

15. Since the filing of your initial application, if the business does not normally have its financial statement(s) audited, submit and label as **Attachment 15**, copies of the entity qualifier's unaudited financial statement(s) which are defined as: **Reviewed Externally by a Licensed Independent CPA Firm, Compiled by a Licensed Independent CPA Firm, Prepared by an External Third Party or Prepared by Internal Staff**. Unaudited financial statement(s) shall include, but not be limited, to a balance sheet, income statement, statement of cash-flows, equity/retained earnings statement, and all notes to such statements, for the last 3 fiscal years with respect to the business. The financial statements can also be in the form of consolidated financial statements that include other legal entities, subsidiaries and/or affiliates of the entity qualifier.

LITIGATION

16. Please provide an update of the status of all litigation previously reported to the Commission.

Since the filing of your initial gaming vendor application, has the applicant been named as a party to any litigation? If yes, submit as **Attachment 16** a description of all new civil litigation in Massachusetts or any jurisdiction. Yes No

Attachment 15 must include the following:

- Official caption of the case
- Docket number
- Name and address of the court where the case is pending
- General nature of the claims being made
- Status of the case

Please identify which of the cases noted, if any, involve allegations of fraudulent conduct on the part of the applicant.

Please identify which of the cases noted, if any, have the potential to pose a threat to the economic viability of the applicant's business.

Initials/Date _____

CRIMINAL HISTORY

The following question relates to any alleged criminal offense, arrest, misdemeanor or felony charges or conviction involving the business or agents named on its behalf. Prior to answering this question, carefully review the definitions and instructions which follow:

Definitions: For purposes of this question:

1. **Arrest** means being taken into custody by any police or other law enforcement authority.
2. **Charge** includes any indictment, complaint, information or other notice of the alleged commission of any "offense."
3. **Conviction** includes the finding of guilty of any "offense" upon a trial or a plea of guilty. An adjudication of delinquency shall not be considered a conviction. Such a finding may, however, be considered for purposes of determining the suitability of an applicant.
4. **Crime or Offense** includes all felonies and misdemeanors.
5. **Disposition** the way the case was resolved: guilty, not guilty, continued without a finding, dismissed, pending, etc.

Instructions: Please note, this is not an application for employment. Accordingly, you must answer all questions completely and may not omit information. Answer "**YES**" and provide all information to the best of your ability **EVEN IF:**

1. The business did not commit the offense charged;
2. The charges were dismissed or subsequently downgraded to a lesser charge;
3. The business completed a diversionary program or the equivalent thereof;
4. The business was not convicted;
5. The charges or offenses happened a long time ago.

17. Has the "Licensee" or any of its subsidiaries ever been charged with or convicted of a criminal offense or been a party to or named as an unindicted co-conspirator in any criminal proceeding in Massachusetts or any other jurisdiction? Yes No

If you checked **yes**, complete the following chart:

NATURE OF CHARGE OR OFFENSE	DATE OF CHARGE OR OFFENSE	NAME AND ADDRESS OF LAW ENFORCEMENT OR COURT INVOLVED	DISPOSITION

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment 16**.

18. Has the company ever, to the knowledge of its officers and/or agents and if not previously disclosed to the Commission, been the subject of a criminal investigation by a local, state, or federal law enforcement agency? If yes, please explain in **Attachment 18**. Yes No

19. Has the company ever, to the knowledge of its officers and/or agents and if not previously disclosed to the Commission, been served with a subpoena for documents and/or a search warrant by a local, state, or federal law enforcement agency? If yes, please explain in **Attachment 19**. Yes No

Initials/Date _____

UPDATES SINCE LAST DISCLOSURE / INITIAL FILING

20. Since the filing of your initial gaming vendor application, has the licensee obtained any direct, indirect or attributed legal or beneficial interest in any business entity outside the United States that has not been reported to the Commission? Yes No
If **yes**, submit as **Attachment 20**, a detailed statement describing *each business entity, including its location and the licensee's interest and/or affiliation with the business entity.*
21. Since the filing of your initial gaming vendor application, has the licensee obtained any assets or liabilities outside the United States that has not been reported to the Commission? Yes No
If **yes**, submit as **Attachment 21**, a detailed statement describing *each asset and/or liability, including its type, value or amount and location.*
22. Since the filing of your initial gaming vendor application, has any director, officer, partner, or employee or any third party acting for or on behalf of the licensee, offered any bribes or kickbacks to any individual, company or organization to obtain favorable treatment that has not been reported to the Commission? Yes No
If **yes**, submit as **Attachment 22**, a detailed statement.
23. Since the filing of your initial gaming vendor application, has the licensee maintained any assets including bank account(s), domestic or foreign, not reflected on your books or records that has not been reported to the Commission? Yes No
If **yes**, submit as **Attachment 23**, a detailed statement.
24. Since the filing of your initial gaming vendor application, has the licensee maintained any assets i.e. numbered accounts(s) or any account(s) in the name of a nominee for the corporation that has not been reported to the Commission? Yes No
If **yes**, submit as **Attachment 23**, a detailed statement.

Initials/Date _____

STATEMENT OF TRUTH

I, _____, hereby state under the pains and penalties of perjury that:

1. The information contained herein and accompanies this application is true and accurate to the best of my knowledge and understanding.
2. I personally supplied and/or reviewed the information contained in this form.
3. I understand and read the English language or I have had an interpreter read, explain and record the answer to each and every question on this application form.
4. Any document accompanying this application that is not an original document is a true copy of the original document.
5. I am aware that if any of the foregoing statements made by me are false or misleading this application may be denied.

(Signature)

(Print Name)

(Date)

RELEASE AUTHORIZATION

To: Law Enforcement Agencies, Courts, Probation Departments, Military Organizations, Selective Service Boards, Employers, Educational Institutions, Banks, Financial and Other Such Institutions, All Gaming Regulatory Agencies, and All Governmental Agencies – federal, state and local, without exception, both foreign and domestic (the "issuing entity").

On behalf of _____,
(Name of Vendor)

I, _____ authorize the Massachusetts Gaming Commission
(Name of President, Officer, Partner, or Sole Proprietor)
(Commission) and Investigations and Enforcement Bureau (Bureau) to conduct a full investigation into the background and activities of said business entity.

I acknowledge that the Commission and/or Bureau may contract or may have contracted with third parties for the purpose of conducting due diligence suitability investigations on behalf of the Commission and/or Bureau in connection with my application of said entity filed with the Commission.

I authorize the release of any and all information pertaining to said entity, documentary or otherwise, as requested by any employee or agent of the Commission or Bureau, provided that he or she certifies to you that the said entity has an application pending before the Commission.

I release any issuing entity, the Commission, the Bureau and their agents, representatives and employees, both individually and collectively, from any and all liability for damages of whatever kind, which may at any time result because of compliance with this authorization for release of information.

I acknowledge that this authorization shall supersede and replace any prior release authorization executed by me on behalf of said entity for the Commission and/or Bureau.

This release shall be valid from the date of signature and, once issued, for the duration of the 3 year license.

A photocopy of this authorization will be considered as effective and valid as the original.

(Signature)

(Print Name)

(Date)

On this _____ day of _____, 20____, before me, the undersigned notary public, personally appeared _____ (name of document signer), proved to me through satisfactory evidence of identification, which was _____, to be the person whose name is signed on the preceding or attached document, and acknowledged to me that (he) (she) signed it voluntarily for its stated purpose.

(Signature of Notary)

(Notary Stamp)

**GAMING VENDOR QUALIFIER (ENTITY)
ABBREVIATED RENEWAL FORM**



Applicant: _____

Gaming Vendor Qualifier (Entity) – Abbreviated Renewal Form Instructions

1. PLEASE NOTE

- A. This application must be filed with the Massachusetts Gaming Commission (Commission) as part of the renewal application for a Gaming Vendor that has entered into a reciprocal agreement with the Commission to allow for an abbreviated licensing process.
- B. Only entity qualifiers identified in the Scope of Licensing process should complete and submit this form.
- C. Failure to answer any question on this renewal form completely and truthfully may result in your inability to be deemed suitable for qualification.

2. COMPLETING A GAMING VENDOR QUALIFIER (ENTITY) APPLICATION:

- A. Please **read each question** carefully prior to answering.
- B. **Answer every question** completely and be sure not to leave any question blank.
- C. If a question **does not apply** to the qualifier, indicate “Does Not Apply” or “N/A” in response to that question.
- D. If there is **nothing to disclose** in response to a particular question, state “None” in response to that question. *(Note: The Commission will not accept your application unless you provide a response to every question.)*
- E. Ensure that **all attachments required for this application are labeled** with the correct title and attachment numbers and are attached to the application filed with the Commission.
- F. **Initial and date** each page where indicated.
- G. All entries on this form, except signatures, must be **typed or printed in block lettering** using dark ink. If the application is not legible, it will not be accepted.

(Note: the Commission will not accept your application if it is illegible or if you have modified any of the questions or pre-printed information on this application.)

- H. Sign and notarize the **Release Authorization** form included with this application.
- I. **Retain a completed copy** of this application for your own records.

If you have any questions regarding this form or process, please contact the Commission’s Division of Licensing at 617.979.8400 or VendorLicensing.MGC@state.ma.us.

Initials/Date _____

If you have questions regarding this form, please contact the MGC Division of Licensing at:

617.979.8400 or

Email: VendorLicensing.MGC@state.ma.us

Subject: "Entity Qualifier Renewal"

ENTITY INFORMATION

Name of Licensee for which you are an entity qualifier:

NAME OF ENTITY QUALIFIER (as it appears on the certificate of incorporation, charter, by-laws, partnership agreement, operating agreement, or other official documents):

D/B/A (if applicable): _____

BUSINESS ADDRESS:

(Number/Street) (City) (State) (Zip Code)

(Country) (Province – if applicable) (Business Telephone Number)

(Federal Identification Number) (URL Address)

LIAISON INFORMATION

This person will accept official notices from the Commission and Bureau on behalf of the applicant

Check one:

Mr. Ms. _____
(Last Name) (First Name) (Middle Initial)

(Business Title) (Business Name) (Telephone Number)

(Business Address – Number/Street) (City) (State) (Zip Code)

(Country) (Province-if applicable) (Email Address)

Initials/Date _____

UPDATES SINCE LAST DISCLOSURE / INITIAL FILING

1. To the extent not previously reported to the Commission, since the entity qualifier's initial filing of a vendor gaming application, answer the following:

1.	Has the entity qualifier's address changed? If yes , please submit this information and label as Attachment 1-1 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
2.	Has the entity qualifier obtained equity interest of more than 5% in any business? If yes , please submit this information and label as Attachment 1-2 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
3.	Has the entity qualifier obtained any new licenses? If yes , please submit this information and label as Attachment 1-3 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
4.	Has the entity qualifier had any permit, certificate, or any license, denied, suspended, restricted, withdrawn, revoked or not allowed to be renewed by any governmental entity? If yes , please submit this information and label as Attachment 1-4 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
5.	Has the entity qualifier filed for bankruptcy or been involved in any process to adjust, deter, suspend or otherwise work out payment of any debt? If yes , please submit this information and label as Attachment 1-5 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
6.	Has the entity qualifier had any tax problems? If yes , please submit this information and label as Attachment 1-6 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
7.	Has the entity qualifier obtained a financial, ownership, right to ownership, or employment interest with any casino or supplier? If yes , please submit this information and label as Attachment 1-7 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
8.	Has the entity qualifier been party to any litigation? If yes , please submit this information and label as Attachment 1-8 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
9.	Has the entity qualifier had a complaint or other notice of pending disciplinary action from any jurisdiction or regulatory agency? If yes , please submit this information and label as Attachment 1-9 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
10.	Since the submission of your initial application to the Commission, has the entity qualifier filed all required Federal, State, local and international tax returns with the appropriate agencies. If no , please submit a detailed summary statement and label as Attachment 1-10 .	Yes <input type="checkbox"/> No <input type="checkbox"/>

TAX INFORMATION

2. Submit and label as **Attachment 2**, copies of your Federal Tax filings as indicated on the Scope of Licensing letter issued to company liaison. If you should have questions regarding the required years, please contact the Division of Licensing as noted on page 3.

If the entity qualifier's taxes are filed as part of another entity's tax filing, please explain: _____

Initials/Date _____

FINANCIAL DOCUMENTS

If Audited Statements:

3. Since the filing of your initial application, submit and label as **Attachment 3**, copies of the entity qualifier's audited financial statements for the last 3 fiscal years. At a minimum, audited financial statement(s) shall include but not be limited to, an audit opinion, internal control opinion, balance sheet, income statement, statement of cash-flows, equity/retained earnings statement, unaudited supplemental financial statements for any subsidiaries/affiliates/business segments, and all notes to such statements and related financial schedules, for the last 3 fiscal years. The financial statements can also be in the form of consolidated financial statements that include other legal entities, subsidiaries and/or affiliates of the entity qualifier.

If Unaudited Statements:

4. Since the filing of your initial application, if the business does not normally have its financial statement(s) audited, submit and label as **Attachment 4**, copies of the entity qualifier's unaudited financial statement(s) which are defined as: **Reviewed Externally by a Licensed Independent CPA Firm, Compiled by a Licensed Independent CPA Firm, Prepared by an External Third Party or Prepared by Internal Staff**. Unaudited financial statement(s) shall include, but not be limited to, a balance sheet, income statement, statement of cash-flows, equity/retained earnings statement, and all notes to such statements, for the last 3 fiscal years with respect to the business. The financial statements can also be in the form of consolidated financial statements that include other legal entities, subsidiaries and/or affiliates of the entity qualifier.

ORGANIZATION DOCUMENTATION

5. **Organization Chart:** Submit and label as **Attachment 5**, a copy of the entity qualifier's most recent organization chart showing the corporate structure of the affiliated company or entity, and an organizational chart identifying all officers of the licensee company or entity and all members of the board of directors. Include position descriptions and the names of persons holding such positions.
6. **Ownership:** Submit and label as **Attachment 6**, a copy of the entity qualifier's most recent flowchart illustrating the fully diluted ownership of the licensee company or entity. List all parent, holding or intermediary companies until the flowchart reflects the stock, partnership or ownership interest as being held by a natural person(s) and not another company. If the ultimate parent company is publicly traded and no natural person controls more than 5% of the publicly traded stock, indicate that in a footnote to the flowchart.

LITIGATION

7. Please provide an update of the status of all litigation previously reported to the Commission.

Since the filing of your initial gaming vendor application, has the entity qualifier been named as a party to any litigation? If yes, submit as **Attachment 7** a description of all new civil litigation in Massachusetts or any jurisdiction. Yes No

Attachment 7 must include the following:

- Official caption of the case
- Docket number
- Name and address of the court where the case is pending
- General nature of the claims being made
- Status of the case

Please identify which of the cases noted, if any, involve allegations of fraudulent conduct on the part of the qualifier.

Please identify which of the cases noted, if any, have the potential to pose a threat to the economic viability of the entity or applicant's business.

Initials/Date _____

CRIMINAL HISTORY

The following question relates to any alleged criminal offense, arrest, misdemeanor or felony charges or conviction involving the business or agents named on its behalf. Prior to answering this question, carefully review the definitions and instructions which follow:

Definitions: For purposes of this question:

- A. **Arrest** means being taken into custody by any police or other law enforcement authority.
- B. **Charge** includes any indictment, complaint, information or other notice of the alleged commission of any "offense."
- C. **Conviction** includes the finding of guilty of any "offense" upon a trial or a plea of guilty. An adjudication of delinquency shall not be considered a conviction. Such a finding may, however, be considered for purposes of determining the suitability of an applicant.
- D. **Crime or Offense** includes all felonies and misdemeanors.
- E. **Disposition** the way the case was resolved: guilty, not guilty, continued without a finding, dismissed, pending, etc.

Instructions: Please note, this is not an application for employment. Accordingly, you must answer all questions completely and may not omit information. Answer "**YES**" and provide all information to the best of your ability **EVEN IF:**

1. The business did not commit the offense charged;
2. The charges were dismissed or subsequently downgraded to a lesser charge;
3. The business completed a diversionary program or the equivalent thereof;
4. The business was not convicted;
5. The charges or offenses happened a long time ago.

8. Has the "Entity Qualifier" or any of its subsidiaries ever been charged with or convicted of a criminal offense or been a party to or named as an unindicted co-conspirator in any criminal proceeding in Massachusetts or any other jurisdiction? Yes No

If you checked **yes**, complete the following chart:

NATURE OF CHARGE OR OFFENSE	DATE OF CHARGE OR OFFENSE	NAME AND ADDRESS OF LAW ENFORCEMENT OR COURT INVOLVED	DISPOSITION

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment 6**.

9. Has the company ever, to the knowledge of its officers and/or agents and if not previously disclosed to the Commission, been the subject of a criminal investigation by a local, state, or federal law enforcement agency? If yes, please explain in **Attachment 9**. Yes No

10. Has the company ever, to the knowledge of its officers and/or agents and if not previously disclosed to the Commission, been served with a subpoena for documents and/or a search warrant by a local, state, or federal law enforcement agency? If yes, please explain in **Attachment 10**. Yes No

Initials/Date _____

STATEMENT OF TRUTH

I, _____, hereby state under the pains and penalties of perjury that:

1. The information contained herein and accompanies this application is true and accurate to the best of my knowledge and understanding.
2. I personally supplied and/or reviewed the information contained in this form.
3. I understand and read the English language or I have had an interpreter read, explain and record the answer to each and every question on this application form.
4. Any document accompanying this application that is not an original document is a true copy of the original document.
5. I am aware that if any of the foregoing statements made by me are false or misleading this application may be denied.

(Signature)

(Print Name)

(Date)

RELEASE AUTHORIZATION

To: Law Enforcement Agencies, Courts, Probation Departments, Military Organizations, Selective Service Boards, Employers, Educational Institutions, Banks, Financial and Other Such Institutions, All Gaming Regulatory Agencies, and All Governmental Agencies – federal, state and local, without exception, both foreign and domestic (the "issuing entity").

On behalf of _____,
(Name of Vendor)

I, _____ authorize the Massachusetts Gaming Commission
(Name of President, Officer, Partner, or Sole Proprietor)
(Commission) and Investigations and Enforcement Bureau (Bureau) to conduct a full investigation into the background and activities of said business entity.

I acknowledge that the Commission and/or Bureau may contract or may have contracted with third parties for the purpose of conducting due diligence suitability investigations on behalf of the Commission and/or Bureau in connection with my application of said entity filed with the Commission.

I authorize the release of any and all information pertaining to said entity, documentary or otherwise, as requested by any employee or agent of the Commission or Bureau, provided that he or she certifies to you that the said entity has an application pending before the Commission.

I release any issuing entity, the Commission, the Bureau and their agents, representatives and employees, both individually and collectively, from any and all liability for damages of whatever kind, which may at any time result because of compliance with this authorization for release of information.

I acknowledge that this authorization shall supersede and replace any prior release authorization executed by me on behalf of said entity for the Commission and/or Bureau.

This release shall be valid from the date of signature and, once issued, for the duration of the 3 year license.

A photocopy of this authorization will be considered as effective and valid as the original.

(Signature)

(Print Name)

(Date)

On this _____ day of _____ 20____, before me, the undersigned notary public, personally appeared _____ (name of document signer), proved to me through satisfactory evidence of identification, which was _____, to be the person whose name is signed on the preceding or attached document, and acknowledged to me that (he) (she) signed it voluntarily for its stated purpose.

(Signature of Notary)

(Notary Stamp)

**GAMING VENDOR QUALIFIER (INDIVIDUAL)
ABBREVIATED RENEWAL FORM**



Applicant: _____

Gaming Vendor Qualifier (Individual) – Abbreviated Renewal Form Instructions

1. PLEASE NOTE

- A. This application must be filed with the Massachusetts Gaming Commission (Commission) as part of the renewal application for a Gaming Vendor that has entered into a reciprocal agreement with the Commission to allow for an abbreviated licensing process.
- B. Only individual qualifiers identified in the Scope of Licensing process should complete and submit this form.
- C. Failure to answer any question on this renewal form completely and truthfully may result in your inability to be deemed suitable for qualification.

2. COMPLETING A GAMING VENDOR QUALIFIER (INDIVIDUAL) APPLICATION:

- A. Please **read each question** carefully prior to answering.
- B. **Answer every question** completely and be sure not to leave any question blank.
- C. If a question **does not apply** to you, indicate "Does Not Apply" or "N/A" in response to that question.
- D. If there is **nothing to disclose** in response to a particular question, state "None" in response to that question.
(Note: The Commission will not accept your application unless you provide a response to every question.)
- E. Ensure that **all attachments required for this application are labeled** with the correct title and attachment numbers and are attached to the application filed with the Commission.
- F. **Initial and date** each page where indicated.
- G. All entries on this form, except signatures, must be **typed or printed in block lettering** using dark ink. If the application is not legible, it will not be accepted.
(Note: the Commission will not accept your application if it is illegible or if you have modified any of the questions or pre-printed information on this application.)
- H. Sign and notarize the **Release Authorization** form included with this application.
- I. **Retain a completed copy** of this application for your own records.

3. FINGERPRINTING & BACKGROUND INVESTIGATION:

- A. Along with a completed application, you will be **required to submit fingerprints** so the Commission may initiate a criminal record check to determine your suitability as a Gaming Vendor Qualifier.
- B. Upon request, the Commission will provide **fingerprint packets** containing instructions, fingerprint cards and an Identity Confirmation form.
- C. You will be required to provide **proof of identification** when you are being fingerprinted.

If you would like to request fingerprint packets, or if you have any questions regarding proper identification documents, please contact the Commission's Division of Licensing at 617.979.8400 or VendorLicensing.MGC@state.ma.us.

Initials/Date: _____

If you have questions regarding this form, please contact the MGC Division of Licensing at:

617.979.8400 or

Email: VendorLicensing.MGC@state.ma.us

Subject: "Individual Qualifier Renewal"

LICENSEE INFORMATION

1. Name of Licensee with which you are associated: _____

2. Title/Position and Company: _____

3. Percentage of ownership interest (if any) in Licensee: _____

Note: If interest is held by a trust, then the trustee must file this renewal and a copy of the trust must be submitted if not already submitted/filed.

CONTACT AND IDENTIFYING INFORMATION

NAME: LAST (INCLUDE SR., JR., ETC., IF APPLICABLE) FIRST MIDDLE

HAVE YOU EVER BEEN KNOWN BY ANY OTHER NAME OR NAMES? YES NO

IF YES, LIST ADDITIONAL NAMES BELOW AND SPECIFY DATES OF USE FOR EACH. (INCLUDE MAIDEN NAME, ALIASES, NICKNAMES, OR ANY OTHER NAME)

MAILING ADDRESS: NUMBER AND STREET APT# CITY STATE ZIP CODE

HOME ADDRESS: IF DIFFERENT THAN MAILING ADDRESS APT# CITY STATE ZIP CODE

HOME TELEPHONE NUMBER CELL TELEPHONE NUMBER EMAIL ADDRESS

SOCIAL SECURITY NUMBER _____ - _____ - _____ DATE OF BIRTH: _____ (MM/DD/YYYY)

DRIVER'S LICENSE INFORMATION: _____ DATE ISSUED LICENSE NUMBER ISSUING JURISDICTION

DESCRIPTIVE INFORMATION

HAIR COLOR

- BLACK BROWN
 BLONDE RED
 GRAY WHITE
 BALD

EYE COLOR

- BLACK BROWN
 HAZEL BLUE
 GRAY GREEN

SEX

- MALE
 FEMALE

RACE

- AMERICAN INDIAN / ALASKAN NATIVE HISPANIC
 BLACK / AFRICAN AMERICAN WHITE
 ASIAN / PACIFIC ISLANDER
 OTHER _____

HEIGHT: _____ FT _____ IN

WEIGHT: _____ LBS

Initials/Date: _____

UPDATES SINCE LAST DISCLOSURE / INITIAL FILING

4. To the extent not previously reported to the Commission, since the qualifier's last disclosure or initial filing statement, answer the following questions:

1.	Has your address changed? If yes , please submit this information and label as Attachment 4-1 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
2.	Have you or your spouse obtained equity interest of more than 5% in any business? If yes , please submit this information and label as Attachment 4-2 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
3.	Has your marital status changed? If yes , please submit this information and label as Attachment 4-3 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
4.	Have you obtained any new gaming licenses or certifications from other jurisdictions? If yes , please submit the most up to date list of licenses/qualifications and label as Attachment 4-4 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
5.	Have you obtained a new driver's license? If yes , please submit this information and label as Attachment 4-5 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
6.	Have you had any permit, certification, or any license (including driver's license), denied, suspended, restricted, withdrawn, revoked or not allowed to be renewed by any governmental entity? If yes , please submit this information and label as Attachment 4-6 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
7.	Have you filed for bankruptcy or been involved in any process to adjust, deter, suspend or otherwise work out a payment of any debt? If yes , please submit this information and label as Attachment 4-7 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
8.	Have you had any tax issues? If yes , please submit this information and label as Attachment 4-8 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
9.	Have you or any family member obtained a financial, ownership, right to ownership, or employment interest with any casino or supplier? If yes , please submit this information and label as Attachment 4-9 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
10.	Have you been party to any litigation? If yes , please submit this information and label as Attachment 4-10 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
11.	Have you had a complaint or other notice of pending disciplinary action from any jurisdiction or regulatory agency? If yes , please submit this information and label as Attachment 4-11 .	Yes <input type="checkbox"/> No <input type="checkbox"/>
12.	Since the submission of your disclosure to the Commission, have you filed all required Federal, State, local and international tax returns with the appropriate agencies? If no , please submit a detailed summary statement and label as Attachment 4-12 .	Yes <input type="checkbox"/> No <input type="checkbox"/>

5. Please submit and label as **Attachment 5**, copies of your Federal Tax filings as indicated on the Scope of Licensing letter issued to company liaison. If you should have questions regarding the required years, please contact the Division of Licensing as noted on page 3.

Initials/Date: _____

CIVIL, CRIMINAL AND INVESTIGATORY PROCEEDINGS

The next question asks about any arrests, charges or offenses you may have committed. Prior to answering this question, carefully review the definitions and instructions which follow:

Definitions: For purposes of this question:

- A. **Arrest** means being taken into custody by any police or other law enforcement authority.
- B. **Charge** includes any indictment, complaint, information or other notice of the alleged commission of any "offense."
- C. **Conviction** includes the finding of guilty of any "offense" upon a trial or a plea of guilty. An adjudication of delinquency shall not be considered a conviction. Such a finding may, however, be considered for purposes of determining the suitability of an applicant.
- D. **Crime or Offense** includes all felonies and misdemeanors.
- E. **Disposition** the way the case was resolved: guilty, not guilty, continued without a finding, dismissed, pending, etc.

Instructions:

- A. Please note, this is not an application for employment. Accordingly, you must answer all questions completely and may not omit information. Answer "**YES**" and provide all information to the best of your ability **EVEN IF**:
 - 1. You did not commit the offense charged;
 - 2. The charges were dismissed or subsequently downgraded to a lesser charge;
 - 3. You completed a diversionary program or the equivalent thereof;
 - 4. You were not convicted;
 - 5. You did not serve any time in prison or jail;
 - 6. The charges or offenses happened a long time ago.
- B. Answer "no" **IF**:
 - 1. You have never been arrested or charged with any crime or offense.
 - 2. Records of criminal appearances, criminal dispositions, and/or any information concerning acts of delinquency that have been sealed.

6. Have you ever been arrested, charged and/or convicted of **any crime or offense in any jurisdiction (including Massachusetts)**? Yes No

If you checked **yes**, complete the following chart:

NATURE OF CHARGE OR OFFENSE	DATE OF CHARGE OR OFFENSE	NAME AND ADDRESS OF LAW ENFORCEMENT OR COURT INVOLVED	DISPOSITION

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment 6**.

7. Have you ever been called to testify before or been the subject of an investigation, subpoena or search warrant by any governmental agency, court, committee, grand jury or investigatory body (municipal, state, county, provincial, federal, national, etc.) other than in response to a traffic summons? Yes No
If yes, please explain in **Attachment 7**.

If you checked **yes**, complete the following chart:

NAME AND ADDRESS OF COURT OR OTHER AGENCY	NATURE OF PROCEEDING OR INVESTIGATION	WAS TESTIMONY GIVEN?	DATE WHICH TESTIMONY WAS GIVEN

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment to question 7**.

Initials/Date: _____

8. Have you ever been granted immunity that was not previously disclosed to the Commission? Yes No

If you checked **yes**, complete the following chart:

DATE OF CHARGE	NATURE OF CHARGE	NAME AND ADDRESS OF COURT OF GOVERNMENTAL AGENCY	FINAL DISPOSITION

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment to question 8.**

9. Have you been named an unindicted co-conspirator not previously disclosed to the Commission

Yes No

If you checked **yes**, complete the following chart:

DATE OF CHARGE	NATURE OF CHARGE	NAME AND ADDRESS OF COURT OF GOVERNMENTAL AGENCY	FINAL DISPOSITION

Note: Should you require additional space, attach a separate sheet of paper in the same format and label it **attachment to question 9.**

Initials/Date: _____

FINANCIAL INFORMATION

10. This net worth Statement **must** be completed. The Federal tax returns that you submitted are not considered a substitute to this form. All information that is reported must be an aggregate of your and your spouse's information.

Net Worth Statement As of December 31st of the most recent year	
ASSETS	AMOUNT
Cash (on hand and in bank)	
Notes, Loans and Other Receivable	
Securities	
Real Estate Interests	
Cash Value Life Insurance	
Cash Value Pension/Retirement Funds	
Vehicles	
Furniture and Clothing	
Other Assets	
Total Assets	\$
LIABILITIES	
Notes Payable	
Loans and Other Payables	
Taxes Payable	
Mortgages or Liens on Real Estate	
Loans Against insurance/Pensions	
Other Indebtedness	
Total Liabilities	\$
Net Worth: (Total Assets minus Total Liabilities)	\$
Contingent Liabilities	\$

Date of Statement _____

Please provide the name, address, email address and phone number of the person completing this statement if it is completed by someone other than you.

Name _____

Address _____

Telephone _____

Email address _____

Initials/Date: _____

STATEMENT OF TRUTH AND CONSENT

Statement of Truth

I, _____, hereby state under the pains and penalties of perjury that:
(Print Name)

1. The information contained herein and accompanies this renewal form is true and accurate to the best of my knowledge and understanding.
2. I personally supplied and/or reviewed the information contained in this form.
3. I understand and read the English language or I have had an interpreter read, explain and record the answer to each and every question on this application form.
4. Any document accompanying this application that is not an original document is a true copy of the original document.
5. I am aware that if any of the foregoing statements made by me are false or misleading this application may be denied.

Consent

I, _____, hereby consent to fingerprinting as authorized by 205 CMR 134.07.

I understand if I have questions regarding this form, I should ask an employee of the MGC Division of Licensing.

(Signature)

(Print Name)

(Date)

RELEASE AUTHORIZATION

To Law Enforcement Agencies, Courts, Probation Departments, Military Organizations, Selective Service Boards, Employers, Educational Institutions, Banks, Financial and Other Such Institutions, All Gaming Regulatory Agencies, and All Governmental Agencies – federal, state and local, without exception, both foreign and domestic (the "issuing entity").

I, _____ authorize the
(Print Name)

Massachusetts Gaming Commission (Commission) and Investigations and Enforcement Bureau (Bureau) to conduct a full investigation into my background and activities.

I acknowledge that the Commission and/or Bureau may contract or may have contracted with third parties for the purpose of conducting due diligence suitability investigations on behalf of the Commission and/or Bureau in connection with my application filed with the Commission.

I authorize the release of any and all information pertaining to me, documentary or otherwise, as requested by any employee or agent of the Commission or Bureau, provided that he or she certifies to you that I have an application pending before the Commission or that I am presently a licensee or person required to be qualified.

I release any issuing entity, the Commission, the Bureau and their agents, representatives and employees, both individually and collectively, from any and all liability for damages of whatever kind, which may at any time result because of compliance with this authorization for release of information.

I acknowledge that this authorization shall supersede and replace any prior release authorization executed by me for the Commission and/or Bureau.

This release shall be valid from the date of signature and, once issued, for the term of the license (3 years).

A photocopy of this authorization will be considered as effective and valid as the original.

(Signature of Applicant)

(Print Name)

(Date)

On this ____ day of _____, 20____, before me, the undersigned notary public, personally appeared _____ (name of document signer), proved to me through satisfactory evidence of identification, which was _____, to be the person whose name is signed on the preceding or attached document, and acknowledged to me that (he) (she) signed it voluntarily for its stated purpose.

(Signature of Notary)

(Notary Stamp)

Authorization to Obtain Tax Information from the Department of Revenue

To Whom it May Concern: *I hereby authorize any investigator of the Massachusetts State Police or the Massachusetts Gaming Commission or their designee(s) to receive information from the Massachusetts Department of Revenue regarding any non-compliance with the tax laws for the years 2011 - 2015; and to ascertain whether any outstanding liability to the Commonwealth or other taxing authorities exists; and to ascertain whether a child support obligation exists. The attorneys-in-fact are authorized, subject to revocation, to receive this information on behalf of the taxpayer. Said confidential information may be released by the attorney-in-fact to the state office, board or other authority to which I am seeking appointment. The authorization is good for one hundred and eighty days from signing and shall thereupon automatically be terminated. I acknowledge that, if the Department of Revenue determines that I am in non-compliance with the tax and/or child support laws of the Commonwealth, I shall be subject to appropriate enforcement action to facilitate the assessment and/or collection of tax liabilities or child support obligations prior to appointment.*

Have you filed a Massachusetts income tax return for the following tax years?

Answer Yes or No for each year:

2011 ____; 2012 ____; 2013 ____; 2014 ____; 2015 ____;

Important: If you answered No for any of the years listed above, complete A, B, or C below and specify for which year(s) the relevant statement applies.

- A. I was a legal resident of Massachusetts, but my Massachusetts gross income was less than \$8,000.00 for the tax year(s): _____
- B. I was a nonresident of Massachusetts and I did not receive sufficient Massachusetts-source income to require filing a Massachusetts income tax return for the above tax year(s). List other states and years of filing:

- C. Other Reason: _____

Have you filed a joint tax return in any of the years 2011 - 2015?

Yes **No**

If **Yes**, please list name, Social Security number, and years filed jointly:

I understand that by signing my name, address, and Social Security Number, under penalty of perjury, I am authorizing the Massachusetts Department of Revenue to release the information listed above to the persons listed above.

Signature: _____ Date: ____ / ____ / ____

Social Security Number: ____ - ____ - ____

Current Address:

Spouse's Signature (if applicable): _____ Date: ____ / ____ / ____

**QUALIFIER (TRUST)
ABBREVIATED RENEWAL FORM**



Applicant: _____

Gaming Vendor Qualifier (Trust) – Abbreviated Renewal Form Instructions

1. PLEASE NOTE

- A. This application must be filed with the Massachusetts Gaming Commission (Commission) as part of the renewal application for a Gaming Vendor that has entered into a reciprocal agreement with the Commission to allow for an abbreviated licensing process.
- B. Only trusts identified in the Scope of Licensing process should complete and submit this form.
- C. Failure to answer any question on this renewal form completely and truthfully may result in your inability to be deemed suitable for qualification.

2. COMPLETING A GAMING VENDOR QUALIFIER (ENTITY) APPLICATION:

- A. Please **read each question** carefully prior to answering.
- B. **Answer every question** completely and be sure not to leave any question blank.
- C. If a question **does not apply** to the trust, indicate “Does Not Apply” or “N/A” in response to that question.
- D. If there is **nothing to disclose** in response to a particular question, state “None” in response to that question.
(Note: The Commission will not accept your application unless you provide a response to every question.)
- E. Ensure that **all attachments required for this application are labeled** with the correct title and attachment numbers and are attached to the application filed with the Commission.
- F. **Initial and date** each page where indicated.
- G. All entries on this form, except signatures, must be **typed or printed in block lettering** using dark ink. If the application is not legible, it will not be accepted.

(Note: the Commission will not accept your application if it is illegible or if you have modified any of the questions or pre-printed information on this application.)

- H. Sign and notarize the **Release Authorization** form included with this application.
- I. **Retain a completed copy** of this application for your own records.

If you have any questions regarding this form or process, please contact the Commission’s Division of Licensing at 617.979.8400 or VendorLicensing.MGC@state.ma.us.

Initials/Date _____

If you have questions regarding this form, please contact the MGC Division of Licensing at:

617.979.8400 or

Email: VendorLicensing.MGC@state.ma.us

Subject: "Trust Qualifier Renewal"

TRUST INFORMATION

Name of Licensee for which trust is a qualifier: _____

Ownership interest in Licensee: _____

Full Name of Trust: _____

Name of Trustee: _____

Business Address: _____
(Number/Street) (City) (State) (Zip Code)

(Country) (Province – if applicable)

(Business Telephone Number) (Federal Identification Number)

LIAISON INFORMATION

This person will accept official notices from the Commission and Bureau on behalf of the applicant

Check one:

Mr. Ms. _____
(Last Name) (First Name) (Middle Initial)

(Business Title) (Business Name) (Telephone Number)

(Business Address – Number/Street) (City) (State) (Zip Code)

(Country) (Province-if applicable) (Email Address)

UPDATES SINCE LAST DISCLOSURE / INITIAL FILING

A. Since the submission of your initial application has there been a change in the trust's beneficiary, settlor, trustee, grantor, or transferor? Yes No

If **yes**, submit as **attachment A** documents supporting the changes.

B. Since the submission of your initial application, have there been any amendments made to the trust? Yes No

If **yes**, submit as **attachment B** the amendments.

C. Is the trust required to file Federal tax returns? Yes No

If **yes**, submit as **attachment C** the past three years' Federal returns.

D. Does the trust prepare an annual financial statement? Yes No

If **yes**, submit as **attachment D** the past three years' financial statements.

Initials/Date _____

STATEMENT OF TRUTH

I, _____, hereby state under the pains and penalties of perjury that:

1. The information contained herein and accompanies this application is true and accurate to the best of my knowledge and understanding.
2. I personally supplied and/or reviewed the information contained in this form.
3. I understand and read the English language or I have had an interpreter read, explain and record the answer to each and every question on this application form.
4. Any document accompanying this application that is not an original document is a true copy of the original document.
5. I am aware that if any of the foregoing statements made by me are false or misleading this application may be denied.

(Signature)

(Print Name)

(Date)

RELEASE AUTHORIZATION

To: Law Enforcement Agencies, Courts, Probation Departments, Military Organizations, Selective Service Boards, Employers, Educational Institutions, Banks, Financial and Other Such Institutions, All Gaming Regulatory Agencies, and All Governmental Agencies – federal, state and local, without exception, both foreign and domestic (the "issuing entity").

On behalf of _____,
(Name of Vendor)

I, _____ authorize the Massachusetts Gaming Commission
(Name of President, Officer, Partner, or Sole Proprietor)
(Commission) and Investigations and Enforcement Bureau (Bureau) to conduct a full investigation into the background and activities of said business entity.

I acknowledge that the Commission and/or Bureau may contract or may have contracted with third parties for the purpose of conducting due diligence suitability investigations on behalf of the Commission and/or Bureau in connection with my application of said entity filed with the Commission.

I authorize the release of any and all information pertaining to said entity, documentary or otherwise, as requested by any employee or agent of the Commission or Bureau, provided that he or she certifies to you that the said entity has an application pending before the Commission.

I release any issuing entity, the Commission, the Bureau and their agents, representatives and employees, both individually and collectively, from any and all liability for damages of whatever kind, which may at any time result because of compliance with this authorization for release of information.

I acknowledge that this authorization shall supersede and replace any prior release authorization executed by me on behalf of said entity for the Commission and/or Bureau.

This release shall be valid from the date of signature and, once issued, for the duration of the 3 year license.

A photocopy of this authorization will be considered as effective and valid as the original.

(Signature)

(Print Name)

(Date)

On this _____ day of _____ 20____, before me, the undersigned notary public, personally appeared _____ (name of document signer), proved to me through satisfactory evidence of identification, which was _____, to be the person whose name is signed on the preceding or attached document, and acknowledged to me that (he) (she) signed it voluntarily for its stated purpose.

(Signature of Notary)

(Notary Stamp)

No Documents