



MASSACHUSETTS GAMING COMMISSION MEETING

March 6, 2014

9:30 a.m.

Boston Convention and Exhibition Center

415 Summer Street, Room 102

Boston, MA



Massachusetts Gaming Commission



NOTICE OF MEETING and AGENDA

March 6, 2014

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, March 6, 2014

9:30 a.m.

Boston Convention and Exhibition Center

415 Summer Street, Room 102

Boston, MA

PUBLIC MEETING #112

1. Call to order
2. Approval of Minutes
 - a. February 6, 2014
 - b. February 20, 2014
3. Administration – Rick Day, Executive Director
 - a. General Update
 - b. Finance Update
 - c. Master Licensing Schedule
 - i. Category I
 - ii. Region C
 - d. Internet Gaming Forum
 - e. Review of License Evaluation Process
4. Legal Division – Catherine Blue, General Counsel
 - a. Arbitration Regulation
5. Racing Division – Jennifer Durenberger, Director
 - a. Approval of 2012 Unclaimed Wagers – VOTE
 - b. Request for Simulcast Special Events – Raynham Park - VOTE
 - c. Proposed Legislation Update and Options – VOTE
 - d. Emergency Regulations
 - i. Conflict of Interest
 - ii. Access to Records
 - iii. Cost of Fingerprints

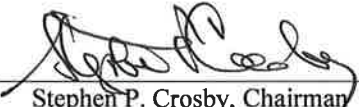


Massachusetts Gaming Commission

6. Research and Responsible Gambling – Mark Vander Linden, Director
 - a. National Problem Gambling Awareness Month – Debi LaPlante, Harvard Division of Addiction
 - b. Self-Exclusion Regulations – VOTE
 - c. Responsible Gaming Report and Strategies
 - d. SEIGMA Update
7. Workforce Development and Diversity – Jill Griffin, Director
 - a. Report on Clean Energy Fair
 - b. Diversity Commitments for Penn National
8. Information Technology – John Glennon, Chief Information Officer
 - a. Slots Standards and Approval Process Regulations – 1st Draft
9. 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 “Gaming Commission Meeting” at www.massgaming.com and emailed to: regs@sec.state.ma.us, melissa.andrade@state.ma.us.

3/3/14
(date)


Stephen P. Crosby, Chairman

Date Posted to Website: March 4, 2014 at 9:30 a.m.



Massachusetts Gaming Commission



Meeting Minutes

Date/Time: January 28, 2014 – 9:00 a.m.

Place: Hynes Convention Center
900 Boylston Street, Room 202
Boston, Massachusetts 02115

Present: Commissioner Stephen P. Crosby, Chairman
Commissioner Gayle Cameron
Commissioner James F. McHugh
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

Absent: None

Clicking on the time posted in the margin will link directly to the appropriate section of the video.

Call to Order

See transcript pages 2-10.

9:03 a.m. Chairman Crosby opened the 104th public meeting.

9:04 a.m. Ombudsman Ziembra introduced the communities and venues petitioning and provided an overview of the process.

9:11 a.m. The Commission took a brief recess.

Northampton Surrounding Community Discussion

See transcript pages 10-62.

9:20 a.m. Jeffrey Fialky, David Narkewicz, and Michael N'dolo presented the City Of Northampton's Petition.

9:55 a.m. Seth Stratton, Michael Mathis, Jed Nosal, Chuck Irving, Kevin Dandrade, Edward Pikula, Marty Nastasia, and Sarah Maggi Morin presented Blue Tarp Redevelopment's response to the petition.

10:15 a.m. Commissioner Stebbins recused himself from the Town of Hampden and the Town of Longmeadow petition discussions.

Hampden Surrounding Community Discussion

See transcript pages 62-78.

10:15 a.m. John Flynn and Vincent Villamaino presented the Town of Hampden's surrounding community petition.

10:20 a.m. Blue Tarp Redevelopment presented its response to the petition.

10:31 a.m. The Town of Hampden provided additional comments.

Longmeadow Surrounding Community Discussion

See transcript pages 78-126.

10:34 a.m. Brandon Moss, Stephen Crane, and Marie Angelides presented the Town of Longmeadow's surrounding community petition.

10:55 a.m. Blue Tarp Redevelopment presented its response to the petition.

11:24 a.m. The Town of Longmeadow provided additional comments.

11:25 a.m. The Commission took a brief recess.

Hanover Theater Impacted Live Entertainment Venue Discussion

See transcript pages 126-128.

11:41 a.m. Director Griffin stated that Hanover Theater has executed a Live Entertainment Cooperation Agreement with Blue Tarp Redevelopment and no longer wishes to be designated as an impacted live entertainment venue.

Majestic Theater Impacted Live Entertainment Venue Discussion

See transcript pages 128-160.

11:44 a.m. Danny Eaton and Todd Kadis presented Majestic Theater's impacted live entertainment venue petition.

11:59 a.m. Blue Tarp Redevelopment presented its response to the petition.

Eastern States Exposition Impacted Live Entertainment Venue Discussion

See transcript pages 160-190.

12:16 p.m. Mark Cress, Gene Cassidy, and John Juliano presented Eastern States Exposition's impacted live entertainment venue petition.

12:33 p.m. Blue Tarp Redevelopment presented its response to the petition.

12:45 p.m. Eastern States Exposition provided additional comments.

12:48 p.m. The Commission took a recess.

Mass Performing Arts Coalition Impacted Live Entertainment Venue Discussion

See transcript pages 190-197.

1:36 p.m. Mohegan Sun Massachusetts and Wynn MA announced that they have reached agreements with the Mass Performing Arts Coalition.

1:41 p.m. The Commission took a brief recess.

Somerville Surrounding Community Petition Discussion

See transcript pages 197-243.

2:04 p.m. Joe Curtatone, Francis Wright, and Hayes Morrison presented the City of Somerville's surrounding community petition.

2:16 p.m. Kevin Conroy, Bruce Barnett, John Kennedy, and David Rome presented Mohegan Sun Massachusetts' response to the petition.

2:37 p.m. The City of Somerville and Mohegan Sun Massachusetts provided additional comments.

2:48 p.m. Meeting adjourned.

List of Documents and Other Items Used

1. Massachusetts Gaming Commission January 28, 2014 Notice of Meeting and Agenda
2. Northampton Surrounding Community Petition and MGM's Response
3. Hampden Surrounding Community Petition and MGM's Response
4. Longmeadow Surrounding Community Petition and MGM's Response
5. Majestic Theater Impacted Live Entertainment Venue Petition and MGM's Response
6. Eastern States Exposition Impacted Live Entertainment Venue Petition and MGM's Response
7. Somerville Surrounding Community Petition and Mohegan Sun Massachusetts' Response

/s/ Catherine Blue
Catherine Blue
Assistant Secretary



Meeting Minutes

Date/Time: January 29, 2014 – 9:00 a.m.

Place: Hynes Convention Center
900 Boylston Street, Room 202
Boston, Massachusetts

Present: Commissioner Stephen P. Crosby, Chairman
Commissioner Gayle Cameron
Commissioner James F. McHugh
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

Absent: None

Clicking on the time posted in the margin will link directly to the appropriate section of the video.

Call to Order

See transcript pages 2-4.

9:01 a.m. Chairman Crosby opened the 105th public meeting.

9:01 a.m. Ombudsman Ziemba introduced the communities and venues petitioning and provided an overview of the process.

Everett Surrounding Community Discussion

See transcript pages 4-61.

9:04 a.m. Jonathan Silverstein, James Fitzgerald, and James Errickson presented the City of Everett's surrounding community petition.

9:38 a.m. Kevin Conroy, Charlie Baker, John Kennedy, and Bruce Barnett presented Mohegan Sun Massachusetts's response to the petition.

10:04 a.m. The City of Everett and Mohegan Sun Massachusetts provided additional comments.

Cambridge Surrounding Community Discussion

See transcript pages 61-103.

- 10:13 a.m. Lee Gianetti, Sue Clippinger, and Robert Haas presented the City of Cambridge's surrounding community petition.
- 10:26 a.m. Kim Sinatra, Chris Gordon, Keri Pyke, Suzanne Lackert, and Jacqui Krum presented Wynn MA's response to the petition.
- 10:45 a.m. The City of Cambridge and Wynn MA provided additional comments.
- 10:53 a.m. The Commission took a brief recess.

Saugus Surrounding Community Discussion

See transcript pages 103-141.

- 11:13 a.m. Ray Ausrotas, Scott Crabtree, Dan Murphy, Robert Luongo, Donald McQuaid, and Domenic DiMella presented the Town of Saugus's surrounding community petition.
- 11:46 a.m. Wynn MA presented its response to the petition.
- 11:53 a.m. The Town of Saugus provided additional comments.

Mohegan Sun Massachusetts Discussion

See transcript pages 141-143.

- 11:55 a.m. The Commission discussed the proposed location for the Mohegan Sun Massachusetts gaming establishment and determined that there were no portions of the proposal that extended into the City of Boston.
- 11:58 a.m. The Commission took a recess for lunch.

Administration

See transcript pages 143-228.

- 1:01 p.m. Executive Director Day introduced the discussion on the Category 2 license award process. General Counsel Blue and Jennifer Pinck provided more information on how the Commission will draft the final report and determine the winning application. The Commission discussed the procedure.
- 1:02 p.m. The Commission discussed its position relative to the withholding tax on winnings over \$600.
- 2:28 p.m. *Commissioner Zuniga moves that the Commission authorize the Chair to present all of the materials and arguments relative to the topic of the \$600 withholding and*

reporting threshold to the legislature and recommend that the legislature adopt the federal standards. Motion seconded by Commissioner Stebbins. The motion passed unanimously

2:29 p.m. The Commission discussed the potential changes to the Expanded Gaming Act and how the possibility of the changes would affect the Commission's current application process.

Other Matters

See transcript pages 229-234.

2:35 p.m. Commissioner McHugh described the discussion from the host community hearing in the City of Leominster and emphasized that several people in Leominster expressed their views that the process was fair and open.

2:37 p.m. Commissioner McHugh expressed his interest in revisiting the arbitration provision in the regulations at a future date in order to discuss the implementation of a safety valve in the case that the arbitrator is left deciding between two equally implausible proposals.

2:40 p.m. Meeting adjourned.

List of Documents and Other Items Used

1. Massachusetts Gaming Commission January 29, 2014 Notice of Meeting and Agenda
2. Everett Surrounding Community Petition and Mohegan Sun's Response
3. Cambridge Surrounding Community Petition and Wynn's Response
4. Saugus Surrounding Community Petition and Wynn's Response
5. DRAFT Final Phase – Issuance of Category 2 License Flow Chart
6. Massachusetts Gaming Commission January 28, 2014 Memorandum Regarding \$600 Withholding and Reporting Requirements and attachment

/s/ Catherine Blue
Catherine Blue
Assistant Secretary



Meeting Minutes

Date/Time: February 6, 2014 – 9:30 a.m.

Place: Boston Convention and Exhibition Center
415 Summer Street, Room 160
Boston, Massachusetts

Present: Commissioner Gayle Cameron
Commissioner James F. McHugh
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

Absent: Commissioner Stephen P. Crosby, Chairman

Clicking on the time posted in the margin will link directly to the appropriate section of the video.

Call to Order

See transcript page 2.

9:31 a.m. Commissioner McHugh opened the 106th public meeting.

Approval of Minutes

See transcript pages 2-3.

9:32 a.m. Commissioner McHugh stated that the minutes for the January 22, and January 23 public meetings are ready for approval.

Motion made by Commissioner Stebbins that the minutes of January 22, 2014 be accepted subject to any mechanical or typographical corrections that may later be made. Motion seconded by Commissioner Cameron. The motion passed unanimously by a 4-0 vote.

Motion made by Commissioner Cameron that the minutes of January 23, 2014 be accepted subject to any mechanical or typographical corrections that may later be made. Motion seconded by Commissioner Stebbins. The motion passed unanimously by a 4-0 vote.

Legal Division

See transcript pages 3-9.

- 9:33 a.m. General Counsel Blue introduced the draft omnibus suitability decision to allow entities and individuals already found suitable by the Commission to apply for licensure without proceeding through duplicative background investigations. Staff will review the document for accuracy.
- 9:35 a.m. *Motion made by Commissioner Cameron that the Commission approve the omnibus suitability decision prepared by the legal staff. Motion seconded by Commissioner Stebbins. The motion passed unanimously by a 4-0 vote.*
- 9:36 a.m. General Counsel Blue discussed the monitoring and pre-opening regulations. The commissioners will review an initial draft at the following public meeting.

Administration

See transcript pages 9-73.

- 9:39 a.m. Executive Director Day provided general administrative updates on the quarterly staff meetings, hiring of the Human Resources Assistant, hiring of the Accounts Receivable Fiscal Specialist, other hires, and the RFR process for project management services during the gaming establishment construction period.
- 9:42 a.m. Executive Director Day discussed the internet gaming forum and presented a draft agenda.
- 9:52 a.m. *Motion made by Commissioner Stebbins that the Commission approve the internet gaming forum final agenda subject to any modifications as presented in the packet. Motion seconded by Commissioner Cameron. The motion passed unanimously by a 4-0 vote.*
- 9:52 a.m. Executive Director Day discussed the changes to the Category 2 license issuance process and how the Commission will handle acceptance of applicant-specific conditions.
- 10:10 a.m. Executive Director Day presented a draft rating template and the Commission discussed how it will conduct the rating process for the Category 2 license award.
- 10:15 a.m. Executive Director Day presented the draft cost assessment regulations and recommended issuing these regulations as emergency regulations while simultaneously proceeding through the normal regulation promulgation process.
- 10:51 a.m. *Motion made by Commissioner Zuniga that the Commission approve, as an emergency regulation, the cost assessment regulation as presented to the Commission with amendments to §§ 121.02(1), (3), and (5) as discussed. Motion*

seconded by Commissioner Cameron. The motion passed unanimously by a 4-0 vote.

10:51 a.m. The Commission briefly discussed the ballot initiative process.

10:54 a.m. Meeting adjourned.

List of Documents and Other Items Used

1. Massachusetts Gaming Commission February 6, 2014 Notice of Meeting and Agenda
2. Massachusetts Gaming Commission January 22, 2014 Meeting Minutes
3. Massachusetts Gaming Commission January 23, 2014 Meeting Minutes
4. DRAFT Omnibus Suitability Decision
5. DRAFT Massachusetts Gaming Commission March 11, 2014 Internet Gaming Forum Agenda
6. DRAFT Massachusetts Gaming Commission Category 2 License RFA-2 Application Review Template and Flow Chart
7. Regulation 205 CMR Section 121.00 amendments

/s/ Catherine Blue
Catherine Blue
Assistant Secretary



Meeting Minutes

Date/Time: February 18, 2014 – 9:30 a.m.

Place: Boston Convention and Exhibition Center
415 Summer Street, Room 160
Boston, Massachusetts

Present: Commissioner Stephen P. Crosby, Chairman
Commissioner Gayle Cameron
Commissioner James F. McHugh
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

Absent: None

Clicking on the time posted in the margin will link directly to the appropriate section of the video.

Call to Order

See transcript page 2.

9:31 a.m. Chairman Crosby opened the 107th public meeting.

Northampton Surrounding Community Discussions

See transcript pages 2-61.

9:35 a.m. Ombudsman Ziembra, Lyle Hall, Lynn D. Sweet, and Director Vander Linden presented to the Commission the surrounding community petition from the City of Northampton, the response from Blue Tarp Redevelopment, and other information pertinent to the discussion.

10:26 a.m. The Commission deliberated on whether to designate the City of Northampton as a surrounding community.

10:35 a.m. *Motion made by Commissioner McHugh that on the basis of the materials presented in writing and presented at the hearings, the Commission conclude that Northampton is not a surrounding community within the meaning of the statute. Motion seconded by Commissioner Cameron. The motion passed unanimously.*

- 10:35 a.m. Ombudsman Ziemba presented the City of Northampton's request for involuntary disbursement.
- 10:39 a.m. *Motion made by Commissioner McHugh that the City of Northampton's request for involuntary disbursement be denied. Motion seconded by Commissioner Cameron. The motion passed unanimously.*
- 10:40 a.m. The Commission took a brief recess.
- 10:52 a.m. Commissioner Stebbins recused himself from the Town of Longmeadow and the Town of Hampden petition discussions.

Hampden Surrounding Community Discussions

See transcript pages 61-73.

- 10:53 a.m. Ombudsman Ziemba and Rick Moore presented to the Commission the surrounding community petition from the Town of Hampden, the response from Blue Tarp Redevelopment, and other information pertinent to the discussion.
- 11:06 a.m. The Commission deliberated on whether to designate the Town of Hampden as a surrounding community.
- 11:06 a.m. *Motion made by Commissioner Zuniga that that based on the information presented in the packets and the analysis of the Commission's consultants as described here today that the community of Hampden not be designated a surrounding community. Motion seconded by Commissioner Cameron. The motion passed unanimously by a 4-0 vote.*

Longmeadow Surrounding Community Discussions

See transcript pages 73-103.

- 11:08 a.m. Ombudsman Ziemba and Rick Moore presented to the Commission the surrounding community petition from the Town of Longmeadow, the response from Blue Tarp Redevelopment, and other information pertinent to the discussion.
- 11:31 a.m. The Commission deliberated on whether to designate the Town of Longmeadow as a surrounding community. Commissioner McHugh emphasized for the record that the reason he is voting for designation was due to the traffic impact on two intersections and for no other reason. The other commissioners agreed with Commissioner McHugh's reason for the designation.
- 11:38 a.m. *Motion made by Commissioner Zuniga that based on the information as presented to this Commission in the packets and as summarized here by the Commission's traffic consultants that this Commission designate the Town of Longmeadow to be a surrounding community in the Blue Tarp Redevelopment application. Motion*

seconded by Commissioner Cameron. The motion passed unanimously by a 4-0 vote.

11:45 a.m. Commissioner Stebbins returned to the public meeting.

Eastern States Exposition Impacted Live Entertainment Venue Petition

See transcript pages 103-127.

11:45 a.m. Director Griffin presented to the Commission the impacted live entertainment venue petition from Eastern States Exposition, the response from Blue Tarp Redevelopment, and other information pertinent to the discussion. The Commission agreed to revisit the decision at the following public meeting.

Hanover Theater Impacted Live Entertainment Venue Designation

See transcript pages 127-131.

12:16 p.m. Deputy General Counsel Grossman presented to the Commission a request by Hanover Theater and PPE Casino Resorts that the Commission remove the Impacted Live Entertainment Venue designation for Hanover Theater.

12:19 p.m. *Motion made by Commissioner Stebbins that the Commission, per the request of PPE Casino Resorts and the Massachusetts Performing Arts Coalition, de-designate the Hanover Theater in Worcester as an impacted live entertainment venue. Motion seconded by Commissioner McHugh. The motion passed unanimously.*

12:19 p.m. Meeting adjourned.

List of Documents and Other Items Used

1. Massachusetts Gaming Commission February 18, 2014 Notice of Meeting and Agenda
2. Majestic Theater January 3, 2014 Memorandum Regarding Request for ILEV Designation
3. Eastern States Exposition January 3, 2014 Memorandum Regarding Request for ILEV Designation
4. HLT Advisory February 11, 2014 Report Regarding Request for ILEV Status by Eastern States Exposition
5. HLT Advisory February 11, 2014 Report Regarding Request for ILEV Status by Majestic Theater
6. Massachusetts Gaming Commission ILEV Petition Analysis Eastern States Exposition
7. Massachusetts Gaming Commission ILEV Petition Analysis The Majestic Theater
8. Massachusetts Gaming Commission Surrounding Community Petition Analysis Town of Hampden

9. Massachusetts Gaming Commission Surrounding Community Petition Analysis Town of Longmeadow
10. Massachusetts Gaming Commission Surrounding Community Petition Analysis City of Northampton

/s/ Catherine Blue
Catherine Blue
Assistant Secretary



Meeting Minutes

Date/Time: February 20, 2014 – 9:30 a.m.

Place: Boston Convention and Exhibition Center
415 Summer Street, Room 102
Boston, Massachusetts

Present: Commissioner Stephen P. Crosby, Chairman
Commissioner Gayle Cameron
Commissioner James F. McHugh
Commissioner Bruce Stebbins
Commissioner Enrique Zuniga

Absent: None

Clicking on the time posted in the margin will link directly to the appropriate section of the video.

Call to Order

See transcript page 2.

9:31 a.m. Chairman Crosby opened the 108th public meeting.

Administration

See transcript pages 2-64.

9:31 a.m. Executive Director Day provided a general update on the licensing process, the upcoming internet gaming forum, the Commission's implementation of the document and licensing management systems, evaluation team reports for the Category 2 licensing process, and hiring.

9:36 a.m. Director Lennon proposed a plan for licensing fee distribution to cover the Commission's budget.

9:56 a.m. *Motion made by Commissioner Zuniga that the Commission endorse and approve the plan as presented by staff relative to a temporary use of the licensing fees to fund the Commission with an understanding of repayment as originally intended and described in this memo as soon as possible.. Motion seconded by Commissioner Cameron. The motion passed unanimously.*

- 9:58 a.m. Executive Director Day presented the proposed cost assessment regulations and requested that the Commission adopt the regulations as emergency regulations while simultaneously starting the normal regulation promulgation process. The Commission discussed several changes.
- 10:09 a.m. *Motion made by Commissioner Zuniga that that the Commission enact, on an emergency basis, the regulations as presented here relative to licensing fees with the amendments discussed. Motion seconded by Commissioner Cameron. The motion passed unanimously.*
- 10:10 a.m. Executive Director Day opened the discussions relative to limitations on gaming credit granted to patrons. The Commission discussed the issue.
- 10:26 a.m. Executive Director Day presented a schedule for the regulation development process.

Legal Division

See transcript pages 64-94.

- 10:42 a.m. General Counsel Blue presented a draft short form license and summarized the public comments received. The Commission discussed the process for awarding and drafting the license.
- 11:03 a.m. General Counsel Blue presented a draft of the monitoring and pre-opening regulations.
- 11:09 a.m. General Counsel Blue presented a draft of the alcoholic beverage licensing regulations.
- 11:13 a.m. Meeting adjourned.

List of Documents and Other Items Used

1. Massachusetts Gaming Commission February 20, 2014 Notice of Meeting and Agenda
2. Massachusetts Gaming Commission February 20, 2014 Memorandum Regarding Disposition of Licensing Fee
3. 205 CMR 121.00 Licensing Fee
4. Repeal The Casino Deal Committee February 10, 2014 Memorandum
5. Office of the Attorney General February 10, 2014 Memorandum
6. Regulation Development Checklist
7. 2-07-2014 Massachusetts Gaming Commission Regulations Schedule
8. DRAFT Short Form License
9. Responses to Request for Proposed Revisions to the Form of the Gaming License
10. DRAFT 205 CMR 135.00 Compliance With Approved Schedule for Construction of Gaming Establishments and Related Infrastructure

11. DRAFT 205 CMR 136.00 Sale and Distribution of Alcoholic Beverages at Gaming Establishments

/s/ Catherine Blue
Catherine Blue
Assistant Secretary

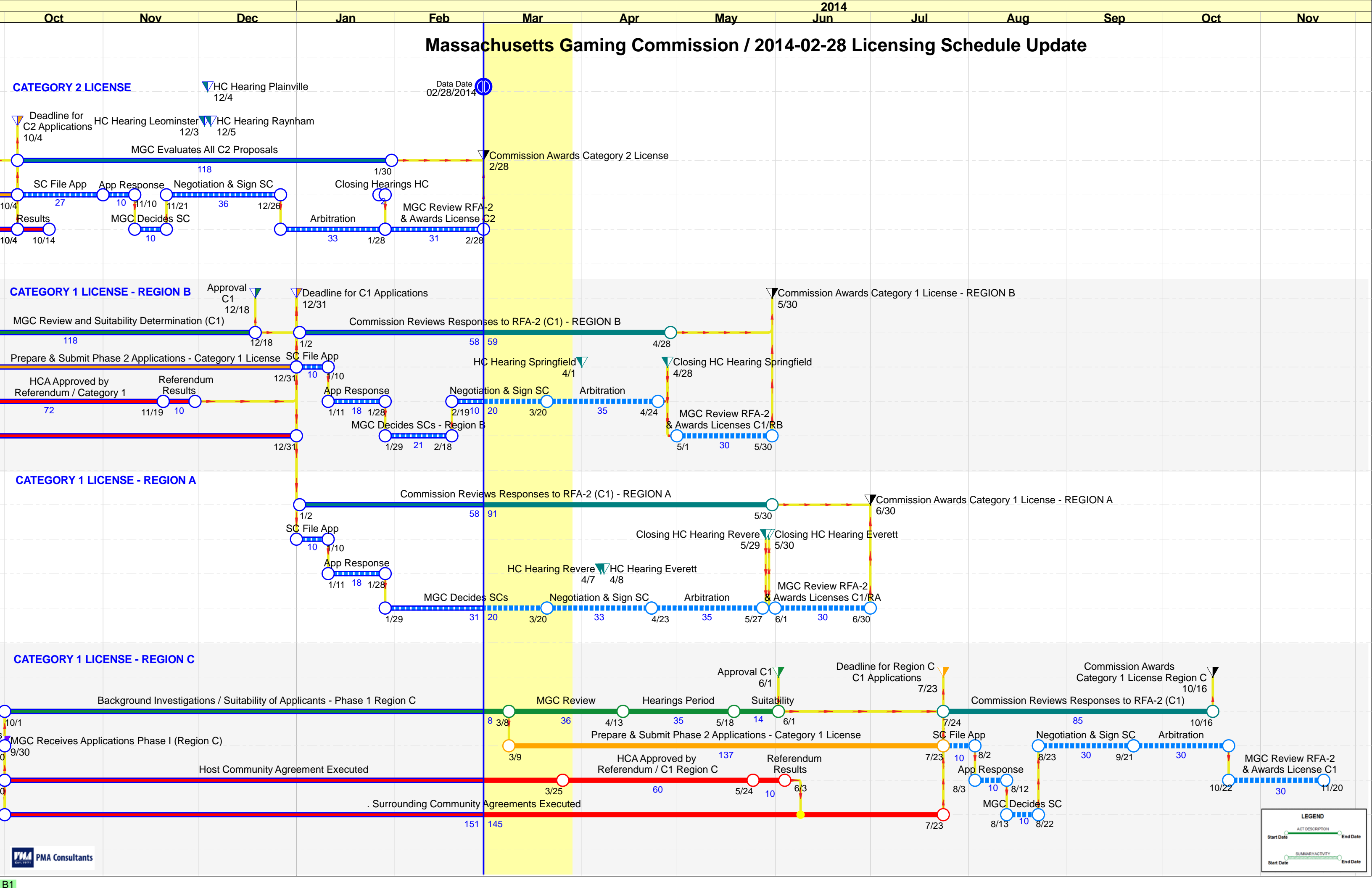
SECTION 3(a):

NO DOCUMENTS

SECTION 3(b):

NO DOCUMENTS

Massachusetts Gaming Commission / 2014-02-28 Licensing Schedule Update



SECTION 3(c)(ii):

**DOCUMENTS LOCATED IN
FRONT POCKET**

CATEGORY 1 APPLICANT TIMELINES

Region A	Announcement	Host Community Agreement ("HCA") Executed	Time between Announcement and HCA Execution*	First Surrounding Community Agmt ("SCA") Signed	Time between Announcement and SCA Execution*	Date of Referendum	ENF Filed	Time between Announcement and ENF Filing*	DEIR Filed**	Time between Announcement and DEIR Filing*
Boston- Sterling Suffolk Racecourse	4/14/2011 ¹	8/27/2013	2 yrs. 4 mos. 14 days (867 days)			11/5/2013	2/6/13	1 yr., 9 mos., 23 days (644 days)	9/11/2013	2 yrs., 4 mos., 21 days (874 days)
									Certificate 10/18/13	2 years, 6 months, 5 days (919 days)
Revere/Mohegan	11/27/2013 ²	12/23/2013	27 days			2/25/2014			2/5/2014 - Notice of Project Change	2 mos. 10 days (71 days)
Everett - Wynn MA, LLC	11/28/2012 ³	4/19/13	4 mos., 23 days (143 days)	11/12/2013 Malden	11 mos., 16 days (350 days)	6/22/13	Filed 6/12/13	6 mos. 16 days (197 days)	Filed: 12/18/13;	1 yr. 21 days (386 days)
							Certificate 7/26/13	7 mos. 29 days (241 days)	Certificate 2/21/14	1 yr. 2 mos. 25 days or (451 days)
Milford - Foxwoods/ Crossroads Massachusetts, LLC	6/15/2010 ⁴	9/11/2013	3 years, 2 months, 28 days (1185 days)			11/19/2013	10/21/13	3 years, 4 months, 7 days (1225 days)		
Region B										
Palmer Mohegan Sun Massachusetts LLC	8/2/2007 ⁵ (land purchase)	8/29/2013	6 yrs., 28 days (2220 days)			11/5/2013	10/9/13	6 yrs., 2 mos. 8 days (2261 days)		
Springfield MGM (Blue Tarp reDevelopment LLC)	8/22/2012 ⁶	HCA Approved by City Council 5/10; signed by Mayor 5/14/13	8 mos., 23 days (266 days)	5 Filed with Application 12/31/2013	1 year, 4 months, 10 days (497 days)	7/16/13	Filed 3/20/13	6 mos. 27 days (211 days)	Filed 12/18/2013	1 yr. 3 mos., 27 days (484 days)
							Certificate 5/24/13	9 mos. 34 days (276 days)	Certificate 2/7/2014	1 yr. 5 mos. 17 days (535 days)
W. Springfield HR Massachusetts LLC	1/10/2013 ⁷	7/11/13	6 mos., 2 days (183 days)			9/10/13				

* Includes end date in calculation (1 day is added)

** ENF & DEIR Filing Date is the date noted in the Environmental Monitor

CATEGORY 2 APPLICANT TIMELINES

	Announcement	Host Community Agreement ("HCA") Executed	Time between Announcement and HCA Execution	First Surrounding Community Agmt ("SCA") Signed	Time between Announcement and SCA Execution	Date of Referendum	ENF Filed	Time between Announcement and ENF Filing*	DEIR Filed**	Time between Announcement and DEIR Filing*
Leominster - Cordish/PPE Casino Resorts	7/8/2013 ⁸	7/18/13	11 days	10/21/2013 Westminster	3 mos., 14 days (106 days)	9/24/13	Filed 8/7/13	1 month (31 days)	2/5/2014	6 mos. 29 days (213 days)
							Certificate 9/6/13	1 month, 30 days (61 days)		
Plainville Plainridge- Penn National	9/3/2013 ⁹	7/8/13		10/24/2013 N. Attleboro	1 mos., 22 days (52 days)	9/10/13	6/6/12 NPC		DEIR Filed 12/19/12 Certificate 1/25/13 FEIR Filed 11/20/13	FEIR: 2 months, 18 days (79 days)
							Certificate 7/6/12		FEIR Certificate 12/27/13	3 mos., 25 days (116 days)
Raynham Raynham Park LLC	12/19/2012 ¹⁰	6/11/13	5 mos., 24 days (175 days)	11/12/2013 Taunton	10 mos., 25 days (329 days)	8/13/13	8/21/13	8 mos., 3 days (246 days)	1/22/2014	1 yrs. 1 mos. 4 days (400 days)
Millbury/MG&E	7/9/2013 ¹¹	7/23/2013	15 days			9/24/2013	8/21/13 Withdrawn	1 mos., 13 days (44 days)		
Tewksbury/ Penn	7/11/2013 ¹²	7/19/2013	9 days			9/21/2013	8/21/2013 Withdrawn			

* Includes end date in calculation (1 day is added)

** ENF & DEIR Filing Date is the date noted in the Environmental Monitor

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- ¹ Suffolk Downs Press Release, “Suffolk Downs Announces Strategic Alliance with Caesars Entertainment” 4/14/2011, <http://www.suffolkdowns.com/pdf/SSR%20Caesars%20Alliance%20rls.pdf>
- ² Salsberg, Bob, “Mohegan Sun Back In The Massachusetts Casino Competition” CBS Boston, 11/27/2013, <http://boston.cbslocal.com/2013/11/27/mohegan-sun-back-in-the-massachusetts-casino-competition/>
- ³ Arsenault, Mark. “Casino developer Steve Wynn tours Everett site, but says no deal made to build there” *Boston Globe*, 11/28/2012 <http://www.boston.com/metrodesk/2012/11/28/casino-developer-steve-wynn-tours-everett-site-but-says-deal-made-build-there/uUnvKeZ2vg9gKv8hRnmLCM/story.html>
- ⁴ Ross, Casey, “Developers seek upper hand in race for casino project” *Boston Globe*, 06/16/2012
Details of resort-style complex for Milford revealed; at least six others pitched around state
http://www.boston.com/business/articles/2010/06/16/developer_seeks_upper_hand_in_race_for_casino_project/
- ⁵ *Wikipedia The Free Encyclopedia* http://en.wikipedia.org/wiki/Mohegan_Sun
- ⁶ MGM Resorts International Press Release 08/22/2012
<http://www.mgmspringfield.com/news/mgm-resorts-announces-plans.aspx>
- ⁷ Treeger, Don, “Big E CEO: Hard Rock casino proposal ‘once-in-lifetime economic opportunity’” *The Republican*, 01/11/2013
http://www.masslive.com/news/index.ssf/2013/01/big_e_ceo_hard_rock_casino_pro.html
- ⁸ Arsenault, Mark, “Slot parlor developer sets sights on Leominster”, *Boston Globe*, 07/08/2013
<http://www.boston.com/news/local/blogs/in-the-cards/2013/07/08/slot-parlor-developer-sets-sights-leominster/gn5fK0I2GikP9IOPNb6MBO/blog.html>
- ⁹ Salsberg, Bob, “Penn National Reaches Option To Buy Plainridge Track”, <http://www.wbur.org>, 9/3/2013
<http://www.wbur.org/2013/09/03/penn-national-plainridge-slots>
- ¹⁰ Elwell, Alice C., “Raynham Park owner submits application with the Massachusetts Gaming Commission for slots” *Taunton Daily Gazette*, 12/20/2012 <http://www.tauntongazette.com/x1781247160/Raynham-Park-owner-submits-application-with-the-Massachusetts-Gaming-Commission-for-slots>
- ¹¹ “Casino developer looking at Millbury slots parlor” *The Eagle-Tribune*, 7/10/2013
<http://www.eagletribune.com/boston/x243089374/Casino-developer-looking-at-Millbury-slots-parlor>
- ¹² Arsenault, Mark, “Penn National Gaming pitching Tewksbury slot parlor”, *Boston Globe*, 7/11/2013
<http://www.boston.com/news/local/blogs/in-the-cards/2013/07/11/penn-national-gaming-pitching-tewksbury-slot-parlor/2CFN4E9mrAn2CGt5WZnhkO/blog.html>



**Massachusetts Gaming Commission
Internet Forum
At the Boston Convention and Exhibition Center
415 Summer Street, Room 102
Boston, MA**

MARCH 11, 2014

The Massachusetts Gaming Commission will strive to ensure that its decision-making and regulatory systems engender the confidence of the public and participants, and that they provide the greatest possible economic development benefits and revenues to the people of the Commonwealth, reduce to the maximum extent possible the potentially negative or unintended consequences of the new legislation, and allow an appropriate return on investment for gaming providers that assures the operation of casino-resorts of the highest quality.

FORUM AGENDA

- | | |
|---------------|---|
| 8:30 - 9:00 | Registration |
| 9:00 – 9:05 | Welcome/Introduction
Chairman Stephen Crosby |
| 9:05 – 9:15 | Introductory remarks
Hon. Stanley C. Rosenberg
Majority Leader, Massachusetts Senate |
| 9:15 – 10:15 | What are Internet and Social Gaming? Demonstration and discussion of internet games and a comparison to social gaming.

Presenter: James Stern, IGT – DoubleDown; IGT table games
Jeff Allen, Bally Technologies - Cross platform approaches |
| 10:15 – 11:00 | Status of Internet Gaming Nationally and Around the World including legal status of internet gambling in Massachusetts |



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Presenters: James Kilsby, Americas Editor,
GamblingCompliance

Assistant Attorney General Patrick Hanley

11:00 – 11:15

BREAK

11:15 – 12:30

Risks to Internet Gaming: Money Laundering, Problem
Gambling and Verification:

Presenters: Tim Richards, General Manager and senior VP,
Global Cash Access (GCA) (money laundering,
age verification);

Mark Vander Linden, Director of Research and
Problem Gambling and Keith Whyte, Executive
Director, National Council on Problem Gambling
(problem gaming);

Lindsay Kininmonth - Operations Manager,
GeoComply USA (location verification)

12:30 – 1:15

LUNCH

1:15 – 2:45

Panel Discussion: Challenges and successes of internet gaming
in Nevada, Delaware, New Jersey and Canadian Provinces:

Panelists: Jim Barbee, Chief, Technology Division, Nevada
Gaming Control Board

Rebecca Goldsmith, Deputy Director, Delaware
Lottery;

George Sweny, Senior Vice-President, Charitable
and iGaming, Ontario Lottery & Gaming
Corporation;

Eric Weiss, Chief of the Technical Services
Bureau, NJ Division of Gaming Enforcement



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2:45 – 3:00 BREAK

3:00 – 4:45 Panel Discussion: Lottery, Internet Gaming and Casinos - Peaceful Coexistence?

Panelists: Hon. Jennifer L. Flanagan, Vice Chair, Committee on Ways and Means, Massachusetts Senate

Hon. Bruce E. Tarr, Minority Leader, Massachusetts Senate

Stephen Martino, Director, Maryland State Lottery & Gaming Control Agency

Vernon Kirk, Director, Delaware Lottery

George Sweny, Senior Vice-President, Charitable and iGaming, Ontario Lottery & Gaming Corporation;

Chuck Bunnell, Chief of Staff External and Government Affairs for the Mohegan Tribe

Kim Sinatra, Senior Vice President, General Counsel & Secretary, Wynn Resorts

Tom Beauchamp, Senior Vice President of IT, Penn National Gaming, Inc.

Marcus Prater, Executive Director, Association of Gaming Equipment Manufacturers (AGEM)

4:45 – 5:00 Wrap Up

Chairman Stephen Crosby



Massachusetts Gaming Commission

SECTION 3(e):

NO DOCUMENTS TO REVIEW

MEMORANDUM

March 4, 2014

To: Chairman Crosby & Commissioners Cameron, Stebbins & Zuniga
From: Commissioner McHugh
Re: Surrounding community arbitration process

As you know, after a community has been designated a "surrounding community," the community and the applicant for a gaming license have a period of time within which to negotiate a surrounding community agreement. If they are unable to reach an agreement by a certain date, however, they are required to commence binding arbitration. After listening to their presentations, the arbitrator makes an award which becomes the surrounding community agreement unless the parties quickly agree on some modification.

Our regulations provide that the arbitration must be based on a "best and final offer" from the surrounding community and the applicant. Those regulations stress that "[i]n reaching [his or her] final decision, the arbitrator(s) shall select the best and final offer of one of the parties and incorporate those terms into the [arbitration award]. The arbitrator(s) may make adjustments to the selected best and final offer only if necessary to ensure that the [award] is consistent with M.G.L. c. 23K." That limitation is repeated in our arbitration handbook, the pertinent portion of which says " [t]he arbitrator(s) may make adjustments to the selected best and final offer only if necessary to ensure that the [award] is consistent with the Gaming Act." The relevant sections of the regulation and the handbook are reprinted below.

Because G.L. c. 23K contains a wide range of provisions, I thought at the time we adopted the regulation that arbitrator had, at the very least, some discretion regarding modifications to the best and final offer provisions he or she incorporated into the award. Commission discussions leading to the quoted portion of our arbitration handbook, however, suggested to me that the Commission as a whole believes that there is virtually no discretion unless a provision of the best and final offer is in direct conflict with a specific statutory provision. Fortunately, no arbitration proceedings were necessary during the Category 2 process, for it would be unfortunate if the arbitration process were constricted in that fashion.

As I mentioned when we discussed the issue previously, I am concerned about a situation in which both a surrounding community and an applicant make unrealistic offers. If only one of the two offers is unrealistic, the arbitrator can, and hopefully will, choose the realistic offer and that will become the binding agreement. If, for whatever reason, both offers are unrealistic, then the arbitrator's pick also will be unrealistic and, by definition,

will not serve the public good. To avoid imposing an unrealistic and undesirable agreement on an applicant or surrounding community, I recommend that we amend our regulations to give us the power to alter the arbitrator's award if, in our judgment, that award is "fundamentally inconsistent with the provisions or purposes of G.L. c. 23K."

Normally, best and final offer arbitration, sometime colloquially known as "baseball" arbitration, forces both sides toward a realistic middle ground. When both sides are wildly unrealistic, however, the result will be wildly unrealistic as well. Such a result may be acceptable when the arbitration involves home run incentives or a player's annual salary. Such a result is not acceptable when it is wholly insufficient to mitigate a casino's negative impact on a surrounding community or imposes on an applicant a prohibitively expensive set of obligations, financial and other, that are well in excess of what is necessary to mitigate any baleful effects the casino is likely to create .

In the end, responsibility for effecting sound public policy through implementation of G.L. c. 23K rests with the Commission, not an arbitrator, not a surrounding community and not an applicant. It is important, therefore, to have a safety valve for the Commission to use if an arbitration process produces a wildly undesirable outcome. Like all safety valves, the one I propose would be rarely used but it would be available to prevent outcomes that are entirely inconsistent with the statute and with the Commission's responsibility for its oversight.

205 CMR 125.01 125.01: Determination of Surrounding Communities and Execution of Mitigation Agreements

....

(c) Binding Arbitration Procedure.

1. The applicant and surrounding community may, by mutual agreement, engage in this binding arbitration procedure at any time after the date the surrounding community determination is made by the commission in accordance with 205 CMR 125.01(1)(a) or 125.01(2). Provided, however, the parties must engage in this binding arbitration procedure if no surrounding community agreement is filed with the commission within 30 days of the date the surrounding community designation is made by the commission in accordance with 205 CMR 125.01(1)(a) or (2).

2. The parties shall file with the commission a notice of intent to commence arbitration prior to selecting an arbitrator.

3. No later than five days after the passage of 30 days since the surrounding community designation is made by the commission in accordance with 205125.01(1)(a) or 125.01(2) the parties shall select a neutral, independent arbitrator and submit their best and final offer for a surrounding community agreement pursuant to M.G.L. c. 23K, § 15(9) to the arbitrator and to the other party. If they cannot mutually select such single arbitrator, each party shall select one neutral, independent arbitrator who shall then mutually choose a third neutral, independent arbitrator. In the event that a third neutral, independent arbitrator is not selected within the five day period, the commission or its designee shall select the third neutral, independent arbitrator. The three arbitrators shall preside over the matter and resolve all issues, including the final decision, by majority vote.

4. In conjunction with the filing of its best and final offer submitted in accordance with 205 CMR 125.01(6)(c)3., the applicant shall submit a copy of the surrounding community agreements it has executed with other surrounding communities concerning the applicant's proposed gaming establishment. Either party may submit executed surrounding community agreements from other proposed gaming establishments in the commonwealth which the party considers relevant.

5. The reasonable fees and expenses of the single arbitrator shall be paid by the applicant. In the event that three arbitrators are engaged, two thirds of the reasonable fees and expenses shall be paid by the applicant and one third shall be paid by the surrounding community.

6. Within 20 days after receipt of the parties' submissions under 205 CMR 125.01(6)(c)3., the arbitrator(s) shall conduct any necessary proceedings and file with the commission, and issue to the parties, a report specifying the terms of the surrounding community agreement between the applicant and the community. In reaching the final decision, the arbitrator(s) shall select the best and final offer of one of the parties and incorporate those terms into the report. The arbitrator(s) may make adjustments to the selected best and final offer only if necessary to ensure that the report is consistent with M.G.L. c. 23K.

7. No later than five days after the issuance of the report of the arbitrator(s) as provided in 205 CMR 125.01(6)(c)6., the parties shall sign a surrounding community agreement and file it with the commission in accordance with M.G.L. c. 23K, § 15(9) and 205 CMR 125.01(3) or the arbitrator's report shall be deemed to be the surrounding community agreement between the parties.

MGC Handbook for Binding Arbitration

Final Decision of the Arbitrator(s)

The purpose of the binding arbitration is to arrive at a fair and reasonable agreement between the applicant and the surrounding community. Based on the respective BAFOs submitted by the parties, the arbitrator(s) must file with the Commission and issue to the parties a report specifying the terms of the surrounding community agreement between the applicant and the community.

In reaching the final decision, the arbitrator(s) shall select the best and final offer of one of the parties and incorporate those terms into the report.

The arbitrator(s) may make adjustments to the selected best and final offer only if necessary to ensure that the report is consistent with the Gaming Act.



Division of Racing

To: Stephen Crosby, Chairman
Gayle Cameron, Commissioner
Jim McHugh, Commissioner
Bruce Stebbins, Commissioner
Enrique Zuniga, Commissioner

From: Jennifer Durenberger, Director of Racing

JD

Date: 6 March, 2014

Re: Outstanding Tickets ("Outs") for 2012

Commissioners –

Not all pari-mutuel tickets are redeemed. Tickets may be lost or mutilated or, more frequently in the simulcast era, the holders of the tickets may be unaware that there is value on them and discard them.

The timeline for making claims for payment against lost tickets in Massachusetts is as follows:

- At the end of each year the tote company provides a summary, including transaction detail and unique ticket identification number, of all outstanding tickets remaining for that calendar year. We call this the "Outs" book.
- The claimant has until the end of the calendar year *following* the calendar year in which the ticket was issued to redeem a ticket of value. Those redemptions are subtracted from the aggregate of all outstanding tickets.
- Claims for lost or mutilated tickets are made in a manner consistent with 205 CMR 6.06, and the sum of those claims is then subtracted from the remaining balance. Such claims against 2012 outstanding tickets were approved at the Commission meeting on January 23rd, 2014.



Massachusetts Gaming Commission

- The remaining balance (total outstanding tickets, less redemptions, less approved claims) once approved, becomes payable to the Commission by March 31. The Commission then disperses the monies to the appropriate funds.
 - In the case of tickets generated at the running horse and harness horse licensees, the monies are payable to the association's purse account. [c.128A §5A and c.128C §3A]
 - In the case of tickets generated on simulcast wagering at the greyhound licensees, the monies are payable to the Racing Stabilization Fund. [section 86 of c.194 of the Acts of 2011]

In accordance with c.128A §5A and c.128C §3A, the following monies from outstanding tickets are due to the Commission by March 31, 2014:

Plainridge Racecourse:	\$ 140,922.39
Raynham Park:	\$ 177,184.21
Suffolk Downs:	\$ 285,130.35
Wonderland:	\$ 22,833.14



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Division of Racing

To: Stephen Crosby, Chairman
Gayle Cameron, Commissioner
James McHugh, Commissioner
Bruce Stebbins, Commissioner
Enrique Zuniga, Commissioner

cc: Rick Day, Executive Director

From: Jennifer Durenberger, Director of Racing *JD*

Date: 6 March, 2014

Approval of 2014 “Special Events” to be simulcast at Raynham Park

Raynham Park recently submitted its request to offer 15 “Special Events” to its simulcast wagering patrons. Ordinarily, Raynham Park must pay a 3% premium to the running horse racing licensee (Sterling Suffolk Racecourse, LLC) on all interstate running horse races Raynham offers to its customers. [M.G.L. c.128C §2(2)]

M.G.L. c.128C §2(3) permits the offering of simulcast wagering on 15 “running horse special events... without paying the premiums” otherwise required.

The submitted list of “Special Events” is as follows:

The Kentucky Derby (May 3rd), the Preakness Stakes (May 17th), the Belmont Stakes (June 7th), and 12 Breeder’s Cup races offered over the course of two days (October 31st – November 1st).

It is my recommendation that these Special Events be approved.



Massachusetts Gaming Commission



RAYNHAM PARK
Gaming & Entertainment Complex

1938 Broadway, P. O. Box 172, Raynham, MA 02767
Phone: (508) 824 4071 Fax: (508) 821 3239

February 22, 2014

Massachusetts Gaming Commission

Division of Racing

84 State Street, 10th Floor

Boston, MA 02109

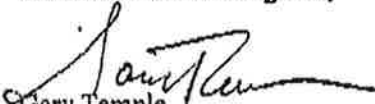
Dear Carol Malcolm,

Raynham Park respectfully requests the following fifteen (15) special events for year 2014.

Twelve (12) premium races for Breeders Cup October 31, 2014 and November 1, 2014, with races to be determined when conditions are posted. The three remaining events will be The Kentucky Derby, May 3, 2014, The Preakness, May 17, 2014, and The Belmont, June 7, 2014.

Thank you in advance for your cooperation relative to this matter.

Warmest Personal Regards,


Gary Temple



Division of Racing

To: Stephen Crosby, Chairman
Gayle Cameron, Commissioner
Jim McHugh, Commissioner
Bruce Stebbins, Commissioner
Enrique Zuniga, Commissioner

From: Jennifer Durenberger, Director of Racing

Date: 6 March, 2014

Re: Proposed extension of existing chapters c.128A and c.128C

Commissioners –

On January 23rd of this year, the Racing Division brought before you a piece of draft legislation designed to extend the existing pari-mutuel and simulcasting law for a period of two years.

The draft contained three provisions which we thought would serve to protect and stabilize the industry during the upcoming transition period: one extending the scheduled repeal date of c.128A and c.128C found in section 112 of c.194 of the Acts of 2011 by two years, one extending section 92 of c.194 of the Acts of 2011 for two years, thereby sustaining the ability of the greyhound licensee located in Bristol county to continue simulcast operation, and one which would vest the authority to determine the number of live race days required to be run by a licensee in order to conduct simulcasting with the Commission for calendar years 2014 and 2015.

A potential inconsistency between that third provision and section 24 of c.23K was flagged by the Commission, and the legal department has reviewed the matter. The number of live racing days requirement found in section 2 of c.128C affects the ability of a *racing* licensee to conduct simulcasting. The number of live racing days requirement found in section 24 of c.23K affects the ability of the *gaming* licensee to maintain its gaming license. Although the two provisions do not conflict on paper, we have been advised that in the case of Springfield Gaming and Redevelopment LLC (“SGR,” which is both a racing licensee and a gaming



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licensee), the c.23K requirement would require the entity – as a gaming licensee - to conduct 105 days of live racing in its “first calendar year of operation.” We are advised further that the Sterling Suffolk Racecourse LLC (“SSR”) racing licensee, which is not an applicant for a gaming license, would not be subject to section 24 of c.23K should Mohegan Sun be awarded a gaming license.

Four “go-forward” options to address the issue have been presented to the Racing Division. In a nutshell, they are as follows:

1. Submit the proposed draft language minus sections 3, 4, and 5;
2. Submit the proposed draft language in the form presented to the Commission on January 23rd;
3. Submit the proposed draft language with an additional provision which would delay the operation of c.23K §24 by two years; or
4. Propose an additional amendment to c.23K.

The first option is the “cleanest” option. It proposes a simple extension of two provisions of c.194 of the Acts of 2011 and leaves the determination of the number of live racing days to be run in order to conduct simulcasting with the legislature. I would strongly recommend that if the Commission chose this approach, the proposed legislation be accompanied by clear signals that it is our expectation that the industry will approach the legislature seeking further amendment to c.128C §2 both in the immediate future and again next year. The remaining options propose proactive solutions to what could be perceived as the “kick-the-can” approach of option one.

Option two proposes a solution which addresses the simulcasting requirement for the SSR racing licensee only, as any reduction to the number of days requirement imposed by c.128C §2 on the SGR licensee would in effect be trumped by the requirement found in c.23K §24.

Option three proposes a solution which addresses the number of days requirement for both licensees *as racing licensees*. The Racing Division is mindful that this option takes us further and further away from the desired “simple fix” that the first option appears to provide. Upon closer analysis, however, it actually ensures that the pari-mutuel legislative strategy of the Commission as a whole is internally consistent with its stated purpose: to protect and stabilize the industry over this and next year or until such time as gaming licenses are awarded, construction scenarios are developed, and the Racehorse Development Fund is fully funded.



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The following additional language has been suggested:

SECTION 3

(b) The purpose of this section is to place a sustainable requirement of a minimum number of racing days upon the racing licensee in the following two years. In keeping with this purpose, this section hereby postpones the effectiveness of section 24 of chapter 23K of the General Laws of Massachusetts until 2016.

Option four, while designed to achieve the same outcome as option three, would necessarily be saddled with all of the attendant vagaries to be expected with suggested amendments to c.23K. The Racing Division is of the opinion that changes affecting racing licensees in their role as racing licensees are best addressed, to whatever extent possible, in chapters 128A and 128C.

Recommendation: That the Commission approve the attached draft legislation and authorize Director Day and the Racing Division to move ahead with seeking a sponsor for introduction.



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SECTION 1. Section 112 of chapter 194 of the Acts of 2011 is hereby amended by striking out the words "July 31, 2014", and inserting in place thereof the following words:- July 31, 2016.

SECTION 2. Section 92 of chapter 194 of the Acts of 2011 is hereby amended by striking out the words "July 31, 2014", and inserting in place thereof the following words:- July 31, 2016.

SECTION 3. Notwithstanding section 2 of chapter 128C of the General Laws or any other general or special law to the contrary, in calendar years 2014 and 2015, no racing meeting licensee shall simulcast live races in any racing season unless the racing meeting licensee is licensed to and actually conducts live racing over the course of a number of calendar days and in a number determined by the commission to be consistent with the best interests of the industry.

- (a) When considering the best interests of the industry, the commission shall take into consideration, in addition to any other pertinent and appropriate factors, the following: the need for a minimum number of days to protect the financial investment of racing's participants; the effect on potential revenue for statutory disbursements pursuant to c.128A and c.128C; the effect of purse money available to each racing licensee on their competitive position with regard to neighboring racing states; the likely availability of race-worthy horses during the course of the racemeet; and the importance of providing and maintaining appropriate training and racing facilities.

- (b) The purpose of this section is to place a sustainable requirement of a minimum number of racing days upon the racing licensee in the following two years. In keeping with this purpose, this section hereby postpones the effectiveness of section 24 of chapter 23K of the General Laws of Massachusetts until 2016.

SECTION 4. Section 3 is hereby repealed.

SECTION 5. Section 4 shall take effect on July 31, 2016.



Division of Racing

To: Commissioners

From: Jennifer Durenberger, Director of Racing JD

Date: 6 March, 2014

Re: Emergency regulation changes affecting 205 CMR 3.00 and 4.00

In 2013, the Commission adopted a lengthy set of regulations primarily affecting medication and veterinary practice. Still ahead of us are major revisions to all of our regulations affecting licensing, duties of licensees and pari-mutuel and simulcasting operations. For a number of reasons, the Racing Division is not in a position to make recommendations regarding those changes at this time.

We have assembled, however, a relatively small set of amendments we recommend for adoption on an emergency basis in order for them to be in effect prior to commencement of the live racing season in the commonwealth.

Unique to the harness rules (205 CMR 3.00), we add two provisions to rule 3.09: Drivers. These two provisions incorporate existing house rules into our regulations, enabling our judges to write rulings which will appear on the licensee's administrative ruling record as well as capture any revenue associated with fines for violations. These additions were recommended by majority of our working judges. In rule 3.11(5), we note that the requirement to wear a safety vest had been inadvertently overlooked in the previous edition of the regulations.

The remaining changes appear in both the harness and running horse (205 CMR 4.00) rules. They include:

- A provision in the licensing rule requiring the applicant to bear the cost of fingerprinting. We understand that the State Police may have the capability of fingerprinting applicants within the next few months, so this provision will enable the Commission to recover the associated cost from the licensee.



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- Significant changes to the racing officials rule designed to 1) enumerate certain key operating positions that previously fell in an organizational gap between officers of the entity and racing officials and were therefore never subject to periodic background checks with the Commission as well as 2) address actual or perceived conflicts of interest. While we recognize that these proposed changes create a stricter environment than that prescribed by the ARCI Model Rules of Racing, the Racing Division is of the belief that these changes fairly balance the enhanced integrity the Commission desires to achieve in this industry with the associated increased burden on licensees.
- A list of reporting requirements. Existing regulations permit the Commission or its designees access at all reasonable times to records regarding wagering/pari-mutuel activity and certain financial information, but do not enumerate any records relating to racing operations. We believe this is because of the age of the existing scheme, which likely dates back to a time when racing office and other official activities took place manually and not electronically. The Racing Division notes that none of our licensees has pushed back on any requests for information of this type, but we believe having an enumerated list coupled with a specified time period provides a brighter line for all parties.

We believe each of these proposed changes would enhance the integrity of the racing product in the commonwealth, and are happy to answer any questions regarding specific language.



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3.09: Drivers

(1) Every driver shall, at the request of the Judges, undergo a physical examination to determine his or her fitness to drive. The report of such examination duly signed by the examining physician shall be filed with the Judges.

(2) All drivers shall, at the request of the Judges, be required to take an eye test. The report of such examination duly signed by the examining physician or optometrist shall be filed with the Judges.

(3) Drivers must keep a rein in each hand from the time they are called to the gate by the Starter through finish of each race. One handed whipping is prohibited at all times.

(4) During the running of the race, drivers are required to maintain an upright position. Leaning or lying back in the sulky is prohibited.

3.11: General Rules

(1) The definitions and interpretations of racing terms, heretofore set forth as well as 205 CMR 3.01: Foreword, are to be considered in connection with 205 CMR 3.00 and as part of them.

(2) All owners and trainers of horses and their stable employees are subject to M.G.L. c.128A and 205 CMR 3.00 immediately upon acceptance and occupancy of stabling accommodations from or approved by an Association or upon making entry to run on its track.

(3) Owners, trainers and stable employees shall abide by M.G.L. c.128A and 205 CMR 3.00 and accept the decision of the Judges on any and all questions to which their authority extends, subject to their right of appeal to the Commission.

(4) Every person participating in and every patron of a licensed Race Meeting shall abide by M.G.L. c.128A and 205 CMR 3.00, and accept the Judges' decisions on any and all questions to which their authority extends, subject to the right of appeal to the Commission.

(5) Every person who drives a horse on a track licensed by the Commission, whether exercising, warming up or driving in a race shall wear a protective helmet and safety vest of a type approved by the Judges.

(6) For the period of two hours before post time of the first race of the day and until the racing program of the day has been completed, every person who drives a horse on a track licensed by the Commission, whether warming up for a race or driving in a race shall wear his or her registered colors, which must be distinguishable at all times.

(7) No person shall use improper, profane or indecent language to a racing official.

(8) No person shall in any manner, or at any time, disturb the peace or make himself or herself obnoxious on the grounds of the Association.

(9) Any person, who participates in an unrecognized meeting anywhere, either as a racing official or as an owner, trainer or driver, may be adjudged guilty of conduct detrimental to racing.

(10) No person or horse ruled off, or under full suspension by the United States Trotting Association shall be admitted to the grounds of any Association.

(11) No person, other than an official of the Commission, shall be allowed in the Judges' Stand; the space occupied by the Clerk of Course; the Timers Stand; and the space occupied by the Program Director and his or her assistants for the period from ½ hour before post time of the first race of the day until the last race has been declared "official" unless permission is obtained from the Judges for each entry. Associations shall take such steps as are necessary to assist the Judges in carrying out the provisions of 205 CMR 3.11(11).

(12) Any person who has been convicted by any court anywhere for illegal possession, sale or giving away of narcotics may be ruled off.

(13) If any owner, trainer, driver, stable employee, or other person solicit bets from the public by correspondence or other methods, to be made on any horse which is to run on a track in Massachusetts, such person or persons shall be ruled off.

(14) When a person is ruled off a course or suspended, every horse owned in whole or part by him or her shall be ineligible to be entered or to start in any race until said horse has been reinstated either by the rescinding of his or her owner's penalty or his or her transfer through bona fide sale to an ownership acceptable to the Judges.

(15) When a person is suspended by the Judges of the meeting "from driving only" the ruling of the Judges shall state whether or not the person suspended shall have the privilege of the paddock during the period of his or her suspension.

(16) When a person is ruled off a course or suspended, any horse which is under his or her care, management, training or superintendence shall not be qualified to be entered or to start in any race until said horse has been reinstated by the rescinding of said person's penalty or by the placement of the horse in the hand of a licensed trainer and the approval of the transfer by the Judges.

(17) When a person is ruled off a course or suspended, he or she shall not be qualified, whether acting as agent or otherwise to subscribe for or to enter or run any horse in any race either in his or her own name or in that of any other person until the rescinding of that person's penalty.

(18) Any horse that has been the subject of fraudulent practice may be disqualified.

(19) When a person is ruled off for any fraudulent practice in relation to a particular horse, wholly or partly belonging to him or her, he or she shall return all money or prizes that such horse has fraudulently won.

(20) Violators of any rule will be subject to ejection from the grounds, and/or to forfeiture, suspension or ruling off.

(21) Complaints against a racing official other than a judge or his or her assistant shall be made to the judges in writing and be signed by the complainant. Complaints against a judge shall be made in writing to the Commission and be signed by the complainant.

(22) Printed for each racing day shall be a program compiled by the Program Director which shall contain the names of the horses that are to run in the races for that day, these names to appear in the order of their post positions, the said position to be designated by numerals placed at the left and in line with the name of the horses in each race, which shall also be prominently displayed on each horse. The program shall also contain, in addition to the horse's name, its sex, color, age, sire and dam; the owner's name and address; the name of the trainer; the driver's name, date of birth, and colors; class and/or sub group of race; as many performance lines of the current or preceding year as the USTA deems appropriate; an indication if the driver is racing with a provisional license, and any other useful information approved by the judges.

(23) Before a horse may go an official time workout before the Judges, he or she must first be posted in the entry room of the Association as being classified in the preferred or invitational category at the current meeting in progress.

(24) Every Racing Association, the Commission or Judges investigating for violations of the law or rules and regulations of racing adopted by the Commission shall have the right to permit persons authorized by any of them to search the person, or enter and search the building, stables, room, vehicles or other places within the grounds of the Association or at other places where horses which are eligible to race are kept together with the personal property and effects contained therein. Every licensed person or person permitted to pursue his/her occupation or employment within the grounds or any Association by accepting his/her license or such permission does thereby irrevocably consent to such search as aforesaid and waive and release all claims or possible actions for damages that he/she may have by virtue of any action taken under 205 CMR 3.00.

(25) No licensee or other person under the jurisdiction of the Commission shall subject or permit any animal under his/her control, custody or supervision to be subjected to or to incur any form of cruelty, mistreatment, neglect or abuse or abandon, injure, maim or kill or administer any noxious substance to or deprive any animal of necessary care or sustenance, shelter or veterinary care.

3.14: Licenses, Registrations and Fees for Participants in Racing

(1) The following persons shall be required to take out a license from the Commission, and pay the current applicable annual fee: Driver, Trainer, Owner, Authorized Agent, Stable Employees, Veterinarian, Blacksmith, Vendors and Racing Officials.

(2) ~~The fee shall accompany each application for license or registration.~~ All persons required to be licensed shall be required to be photographed and fingerprinted at the discretion of the Commission. The applicant is responsible for the cost of fingerprinting. The Commission will direct the fee, which will be consistent with the charge set by the reviewing agency for the type of inquiry requested. ~~They expire December 31st of the year of issue.~~

(3) All applications for license and registrations to participate in racing shall be made to the Commission on forms supplied by the Commission. Any person making any false or misleading statements on an application for license or registration may be denied such a license or registration or may be assessed a fine, suspension or both. If already in possession of a license, said license may be revoked.

(4) Such application shall be submitted first to the Judges. In considering each application for a license the Judges may require the applicant, as well as his or her endorsers, to appear before them and show that said applicant is qualified in every respect to receive the license requested. Ability as well as integrity must be clearly shown by the applicant in order to receive the Judges' recommendation for the granting of the license.

(5) Before recommending any application for a license it shall be the duty of the Judges, individually and collectively, to ascertain if the applicant is qualified as to ability, integrity and right to the license applied for. And further, no application for a license shall be recommended by the Judges if the applicant's previous conduct in Massachusetts or elsewhere is considered to have been objectionable, obnoxious or detrimental to the best interest of racing.

(6) No application for a license or registration shall be recommended by the Judges and no license or registration will be issued by the Commission unless satisfactory evidence first is presented to the Judges that the person so applying will participate in the meeting over which the Judges have supervision.

(7) The Commission may refuse to license any applicant who has been refused a license by any other State Gaming or Racing Commission, the United States Trotting Association or turf governing body.

(8) The Commission may refuse to license any applicant whose previous conduct in Massachusetts or elsewhere in connection with horse racing is considered by the Commission to have been objectionable, obnoxious or detrimental to the best interest of racing.

(9) The Commission may also revoke any license if the holder of the same has violated any rule or regulation of the Commission governing his or her conduct in connection with horse racing, or where such conduct is objectionable, obnoxious or detrimental to the best interest of racing.

(10) All licenses granted shall be subject to the conditions set forth in the application therefor and the Commission shall have full discretion to suspend or revoke the same for any infraction of the conditions of the application of license and 205 CMR 3.00.

(11) No owner, trainer or agent shall start a horse unless all licenses and registrations required by 205 CMR 3.14(1) have been filed. Violators of 205 CMR 3.14(1) may be subject to suspension or a forfeiture.

(12) No application, except a license for ownership, will be considered for or granted to a person under 16 years of age. If younger than 18 years of age, an applicant for an owner's license shall submit a notarized affidavit from his or her parent or legal guardian stating that the parent or legal guardian assumes responsibility for the applicant's financial, contractual and other obligations relating to the applicant's participation in racing within the Commonwealth of Massachusetts.

(13) When an ownership is in the name of both husband and wife, both shall be licensed.

(14) Temporary Owner Licenses may be issued to Trainers acting as agents for their owners or to authorized agents representing their owners. Temporary licenses will be valid for a period of 30 days from date of approval. Every Temporary Owner's License must be followed by an application from the owner received by the Gaming Commission prior to the expiration of the 30-day Temporary Owner's License. Failure to do so will result in an imposition by the Judges of a fine against the trainer or authorized agent. No horse will be allowed to race after the expiration of the Temporary Owner's License until a permanent owner's license is granted.

3.18: Racing and Operating Officials

~~(1) Officials of a race meeting are as follows: Three Judges; Judge at the Start; Starter; Patrol Judges; Timer; Paddock Judge; Clerk of Course; Racing Secretary; Assistant Racing Secretary; Veterinarian; Mutuel Manager; Program Director; Placing Judges; Identifier; Marshall; and such other persons as the Commission may designate from time to time because of their importance in the actual conduct of racing.~~

(1) Racing Officials at a race meeting include the following:

- (a) board of judges;**
- (b) racing secretary;**
- (c) horsemen's bookkeeper;**
- (d) paddock judge;**
- (e) horse identifier;**
- (f) clerk of the course;**
- (g) starter;**
- (h) charter;**
- (i) timer/clocker;**
- (j) placing/patrol judge;**
- (k) official veterinarian;**
- (l) racing veterinarian;**
- (m) program director;**
- (n) marshall or outrider; and**
- (o) any other person designated by the Commission.**

~~(2) The Commission shall appoint two of the Judges.~~

(2) Operating Officials at a race meeting include the following:

- (a) Director of Racing;**
- (b) Director of Security or Surveillance;**
- (c) Director of Pari-Mutuels;**
- (d) Director of Simulcast Operations;**
- (e) Director of Money Room Operations;**
- (f) Track Superintendent; or**
- (g) any other person so designated by the Commission who has the ability to direct, manage, or control racing operations or who supervises racing officials in the course of their official duties.**

~~(3) All other officials designated in 205 CMR 3.18(1) shall be appointed by the Association holding the meeting and licensed by the Commission, all appointments being subject to the approval of the Commission, which reserves the right to demand a change of personnel for what~~

~~it deems good and sufficient reasons, the successor to official so replaced to be subject to the approval of the Commission.~~

(3) Eligibility of Racing Officials

The Commission may determine the eligibility of a racing official and, in its sole discretion, may approve or disapprove any such official for licensing.

To qualify as a racing official the appointee must be licensed by the Commission after a determination that the person:

- (a) is of good moral character and reputation;
- (b) is experienced in and/or knowledgeable of harness racing;
- (c) is familiar with the duties to which the person is appointed and with the Commission's rules of harness racing; and
- (d) is not under suspension or ejection by the USTA or any other racing or gaming commission.

~~(4) No one interested in the result of a race, either because of ownership of any horse entered or of his or her sire or dam, or because of bets or otherwise, shall act as a racing official in respect to that race.~~

~~(5) No racing official or his or her assistants shall wager money or any other chattel of value on the result of any race at the meeting.~~

~~(6) No racing official or his or her assistants shall accept directly or indirectly, any gratuity, reward or favor in connection with racing at the meeting.~~

~~(7) Racing officials, as designated in 205 CMR 3.18(1) and their Assistants, shall not directly or indirectly, for a commission or gratuity or otherwise, sell or buy at private sale for himself or herself or another any Standardbred horse, for the duration of the meeting; nor shall he or she solicit or have any interest in any business or endeavor which is peculiarly incidental to harness racing at the meeting at which he or she officiates; nor shall he or she write or solicit horse insurance for the duration of the meeting.~~

(4) Conduct of Officials

Racing and operating officials and their assistants shall not engage in any of the following activities while serving in an official capacity at a race meeting:

- (a) accept directly or indirectly, any gratuity, reward or favor in connection with racing at the meeting;
- (b) wager on the outcome of any live or simulcast race, regardless of place of origin;
- (c) participate in the sale or purchase, or own any horse at the race meeting, regardless of percentage or terms;

- (d) sell or solicit horses, horse insurance, equipment, feed, products and/or any services or materials intended for use or used on any horse racing at the race meeting;
- (e) perform their official duties on any day in which any horse is entered to be drawn into a race or on any day a horse races in any live race at the Association grounds that is owned, trained, driven, groomed, stabled or shipped by that official or a person who is associated with that official whose relationship, whether financial or otherwise, would give the appearance that such other person would care for or train a racing animal or perform veterinarian service on a racing animal for the benefit, credit, reputation, or satisfaction of that official. If repeated such conflicts interfere with the official's performance of his or her official duties, the Commission shall consider whether to approve another person to replace the official with the conflict.

~~(8) Each racing official and his or her assistants shall report to the Judges all observed violations of 205 CMR 3.00.~~

(5) Report of Observed Violations, Other Notifications

- (a) Racing officials and their assistants shall report immediately to the judges every observed perceived violation of these rules and of the laws of this jurisdiction governing racing.
- (b) Any racing official shall report to the judges as soon as possible any perceived issues with a horse based on its condition prior to the race which may significantly affect the running of the race.
- (c) Upon such notification, the judges shall conduct a timely investigation. All such complaints shall be reported to the Commission by the judges, together with a report of the action taken or the recommendation of the judges.

(6) Complaints Against Officials

Any complaint against a racing official other than a judge shall be made to the judges in writing and signed by the complainant. All such complaints shall be reported to the Commission by the judges, together with a report of the action taken or the recommendation of the judges. Complaints against any judge shall be made in writing to the Commission and signed by the complainant.

(7) Appointment of Substitute Officials

Where a vacancy exists among racing officials, the judges shall appoint a person to fill the vacancy immediately. Such appointment shall be effective until the vacancy is filled in accordance with these rules. In addition, the judges have the authority to approve temporary, emergency appointments.

(8) Appointment of Substitute Judge

Should any judge be absent at race time, the remaining judge(s) shall appoint a deputy for the absent judge(s). If a deputy judge is appointed, the Commission shall be notified immediately.

(9)The Commission, may, at its discretion, require an eye test of any Judge or Patrol Judge, said test to be given by an agreed licensed optometrist. The test shall include particularly distance and color.

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3.34: Reporting Requirements – Racing Licensee

(1) The commission, or its duly authorized representatives, shall at reasonable times have access to the records and books of any licensee for the purpose of examining and checking the same, including, but not limited to reports relative to: pari-mutuel wagering activity, racing office activities, the activities of racing officials during the course of their official duties, third-party pari-mutuel service providers/vendors, purse accounts, and horsemen's bookkeeper reports.

(2) Each day, the chief of security for an association shall deliver a written report to the judges regarding occurrences on association grounds on the previous day. Not later than 24 hours after an incident occurs requiring the attention of security personnel, the chief of security shall deliver to the judges a written report describing the incident. The report must include the name of each individual involved in the incident, the circumstances of the incident and any recommended charges against each individual involved.

(3) Wagering Anomalies.

- (a) Each racing licensee shall notify the Massachusetts Gaming Commission of any documents filed with, or any communication, report or investigation conducted by, the Thoroughbred Racing Protective Bureau (TRPB) or any state or federal regulatory agency that relates to the safety, integrity or security of the racing licensee, and its participants, or that would reasonably be deemed to affect public confidence in the racing licensee. Each racing licensee shall further send a copy of any TRPB or governmental communications, correspondence or reports relating to any such report or investigation to the Commission.
- (b) Each racing licensee shall promptly conduct an investigation of any and all suspected wagering anomalies related to racing conducted at its facility or related to a race imported to its facility for simulcast wagering, even if the licensee has not filed a report with an outside agency. If, after conducting its investigation, the racing licensee reasonably suspects that a wagering anomaly may have occurred, it shall notify the Massachusetts Gaming Commission, and shall promptly provide transactional data and video of the race to the Commission where reasonably requested.
- (c) Wagering anomalies include, but are not limited to, incidents such as:
 - (i) Alleged past posting, cancel delay and other instances when wagering occurs after the horses have left the gate;
 - (ii) Off-shore or account wagering fraud;
 - (iii) Odds manipulation;
 - (iv) Manual merges;

(v) Removal of an outlet from a wagering pool; or

(vi) Any other incident that might reasonably affect the public's confidence in the racing licensee's wagering pools including totalisator and data communications malfunctions.

(d) All notices required to be given to the Massachusetts Gaming Commission under 205 CMR 3.34(3) shall be emailed or faxed to the Director of Racing, Chief Commission Judge, and Chief Pari-Mutuel Officer promptly and in no event later than 48 hours of the event triggering the notice requirement.

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4.21: Licenses, Registrations and Fees for Participants in Racing

- (1) The following persons shall be required to take out a license from the Commission and pay the applicable annual fee: Authorized Agent, Jockey, Jockey Apprentice, Jockey Agent, Owner and Colors, Trainer, Stable Employee, Veterinarian, Blacksmith, Racing Officials, Valet, Vendor, Outriders, Stable Name, Partnership.
- (2) ~~The fee shall accompany each application for license or registration.~~ All persons required to be licensed shall be required to be photographed and fingerprinted at the discretion of the Commission. The applicant is responsible for the cost of fingerprinting. The Commission will direct the fee, which will be consistent with the charge set by the reviewing agency for the type of inquiry requested. ~~They expire December 31st of the year of issue.~~
- (3) All applications for licenses and registrations to participate in racing shall be made to the Commission on forms supplied by the Commission. Any person making any false, untrue or misleading statements on an application for license or registration may be denied such a license or registration or may be assessed a forfeiture, suspended or both.
- (4) The Commission may designate categories of licenses which shall require stewards' prior approval or recommendation. Such applications shall be submitted first to the Stewards. In considering each application for a license the Stewards may require the applicant, as well as the endorsers to appear before them and show that said applicant is qualified in every respect to receive the license requested. Ability as well as integrity must be clearly shown by the applicant in order to receive the Stewards' recommendation for the granting of the license.
- (5) Before recommending any application for a license it shall be the duty of the Stewards, individually and collectively, to ascertain if the applicant is qualified as to the ability, integrity and right to the license applied for.
- (6) Financial Responsibility. Applicants for a license may be required to submit evidence of financial responsibility and shall maintain financial responsibility during the period for which the license is issued.
- (7) License Refusal. The Commission or its designee may refuse to issue a license and give the applicant the option of withdrawal of an application without prejudice. If an applicant is refused, the applicant may reapply for a license.
- (8) License Denial. The Commission may formally deny an application in accordance with 205 CMR 4.00. An application denied shall be reported in writing to the applicant stating the reasons for denial, the date when a reapplication may be submitted, and shall be reported to or the Association of Racing Commissioners International, whereby other member racing jurisdictions shall be advised.

(9) Grounds for Refusal, Denial, Suspension or Revocation of License

(a) The Commission or its designee may refuse to issue or may deny a license to an applicant, or may suspend or revoke a license issued, or may order disciplinary measures, if the applicant:

1. has been convicted of a felony;
2. has been convicted of violating any law regarding gambling or a controlled dangerous substance;
3. has pending criminal charges; ~~or~~
4. is unqualified to perform the duties required of the applicant;
5. has failed to disclose or states falsely any information required in the application;
6. has been found in violation of statutes or rules governing racing in this state or other jurisdictions;
7. has racing disciplinary charges pending in this state or other jurisdictions;
8. has been or is currently excluded from association grounds by a recognized racing jurisdiction;
9. has had a license denied, suspended or revoked by any racing jurisdiction;
10. is a person whose conduct or reputation may adversely reflect on the honesty and integrity of horse racing or interfere with the orderly conduct of a race meeting; **or**
11. demonstrates financial irresponsibility by accumulating unpaid obligations, defaulting in obligations or issuing drafts or checks that are dishonored or payment refused;.

(b) A license suspension or revocation shall be reported in writing to the applicant and the Association of Racing Commissioners International, whereby other member racing jurisdictions shall be advised.

(10) No application for a license or registration shall be recommended by the Stewards and no license or registration will be issued by the Commission unless satisfactory evidence first is presented to the Stewards that the person so applying will participate in the meeting over which the Stewards have supervision.

(11) All persons licensed and registered by the Massachusetts Gaming Commission and all others whose occupation requires access to secured stable areas or participating in horse racing in the Commonwealth of Massachusetts may be photographed and finger-printed under the supervision of the Massachusetts Gaming Commission Police Unit and in accordance with the Massachusetts State Police Identification System.

(12) The Stewards may issue temporary licenses, to jockeys or apprentice jockeys. If during the term of the temporary license, the Stewards make the determination that said jockey or apprentice jockey is not qualified as to the ability to receive a permanent license then the temporary license shall be revoked.

(13) Temporary Owner Licenses may be issued to Trainers acting as agents for their owners or to authorized agents representing their owners. Temporary licenses will be valid for a period of 30 days from date of approval. Every Temporary Owner's License must be followed by an application from the owner received by the Gaming Commission prior to the expiration of the 30-day Temporary Owner's License. Failure to do so will result in an imposition by the Stewards of a fine against the trainer or authorized agent. No horse will be allowed to race after the expiration of the Temporary Owner's License until a permanent owner's license is granted.

(14) No application, except a license for ownership, will be considered for or granted to a person under 16 years of age. If younger than 18 years of age, an applicant for an owner's license shall submit a notarized affidavit from his or her parent or legal guardian stating that the parent or legal guardian assumes responsibility for the applicant's financial, contractual and other obligations relating to the applicant's participation in racing within the Commonwealth of Massachusetts.

(15) When an ownership is in the name of both husband and wife, both shall be licensed and no partnership shall be required.

(16) Every Commission licensee exercising a horse shall upon request of an official timer, correctly identify the horse he or she is exercising and shall state the distance over which such horse is to be worked and the point on the race track where it is intended to start the workout.

(17) Every person following the vocation of exercise person, hot walker, groom or stable foreman shall be licensed by the Commission.

(18) Any applicant for licensing as a pony or exercise person, who is not registered as an employee of an existing licensee, may apply for such licensing provided that such applicant shall be approved by the Stewards and shall be required to be registered on a separate "Badge List" to be maintained by track security.

(19) Before a Trainer's License is issued by the Commission, said trainer shall submit evidence, satisfactory to the Stewards, that he or she has fully complied with the provisions of Worker's Compensation Laws of the Commonwealth of Massachusetts and that he has secured compensation to employees in accordance with in accordance with M.G.L. c.152.

4.30: Racing and Operating Officials

(1) **Racing** Officials at a race meeting include the following:

- (a) stewards;
- (b) racing secretary;
- (c) horsemen's bookkeeper;
- (d) paddock judge;
- (e) horse identifier;
- (f) clerk of scales;
- (g) outrider;
- (h) starter;
- (i) timer/clocker;
- (j) patrol judge, absent video replay equipment;
- (k) placing judge
- (l) official veterinarian;
- (m) racing veterinarian;
- (n) any other person so designated by the Commission.

~~(2) The Commission shall appoint two of the Stewards. All other officials designated in 205 CMR 4.30(1) shall be appointed by the Association holding the meeting, all appointments being subject to the approval of the Commission, which reserves the right to demand a change of personnel for what it deems good and sufficient reasons. The successor to official so replaced to be subject to the approval of the Commission.~~

(2) **Operating Officials** at a race meeting include the following:

- (a) Director of Racing;
- (b) Director of Security;
- (c) Director of Pari-Mutuels;
- (d) Director of Simulcast Operations;
- (e) Director of Money Room Operations;
- (f) Track Superintendent; or
- (g) any other person so designated by the Commission who has the ability to direct, manage, or control racing operations or who supervises racing officials in the course of their official duties.

(3) **Eligibility of Racing Officials**

The Commission may determine the eligibility of a racing official and, in its sole discretion, may approve or disapprove any such official for licensing.

To qualify as a racing official the appointee must be licensed by the Commission after a determination that the person:

- (a) is of good moral character and reputation;
- (b) is experienced in and/or knowledgeable of running horse racing;
- (c) is familiar with the duties to which the person is appointed and with the Commission's rules of running horse racing; and
- (d) is not under suspension or ejection any other racing or gaming commission.

~~(3) No one interested in the result of a race, either because of ownership of any horse entered, or of his or her sire or dam, or because of bets or otherwise, shall act as a racing official in respect to that race.~~

~~(4) No such racing official or his or her assistants shall wager money or any other chattel of value on the result of any race at the meeting.~~

~~(5) No such racing official or his or her assistants shall accept, directly or indirectly, any gratuity reward or favor in connection with racing at the meeting.~~

~~(6) No such racing official or his or her assistants shall, at the meeting, directly or indirectly, buy or sell any contract upon any jockey or apprentice jockey for himself or herself or another.~~

~~(7) No such racing official or his or her assistants shall write or solicit horse insurance at the meeting.~~

(4) Conduct of Officials

Racing and operating officials and their assistants shall not engage in any of the following activities while serving in an official capacity at a race meeting:

- (a) accept directly or indirectly, any gratuity, reward or favor in connection with racing at the meeting;
- (b) wager on the outcome of any live or simulcast race, regardless of place of origin;
- (c) participate in the sale or purchase, or own any horse at the race meeting, regardless of percentage or terms;
- (d) sell or solicit horses, horse insurance, equipment, feed, products and/or any services or materials intended for use or used on any horse racing at the race meeting;
- (e) perform their official duties on any day in which any horse is entered to be drawn into a race or on any day a horse races in any live race at the Association grounds that is owned, trained, ridden, groomed, stabled or shipped by that official or a person who is associated with that official whose relationship, whether financial or otherwise, would give the appearance that such other person would care for or train a racing animal or perform veterinarian service on a racing animal for the benefit, credit, reputation, or satisfaction of that official. If repeated such conflicts interfere with the

official's performance of his or her official duties, the Commission shall consider whether to approve another person to replace the official with the conflict.

(f) buy or sell any contract upon any jockey or apprentice jockey.

~~(8) Each racing official and his or her assistants shall report to the Stewards all observed violations of 205 CMR 4.00.~~

(5) Report of Observed Violations, Other Notifications

(a) Racing officials and their assistants shall report immediately to the stewards every observed perceived violation of these rules and of the laws of this jurisdiction governing racing.

(b) Any racing official shall report to the stewards as soon as possible any perceived issues with a horse based on its condition prior to the race which may significantly affect the running of the race.

(c) Upon such notification, the stewards shall conduct a timely investigation. All such complaints shall be reported to the Commission by the stewards, together with a report of the action taken or the recommendation of the stewards.

(6) Complaints Against Officials

Any complaint against a racing official other than a steward shall be made to the stewards in writing and signed by the complainant. All such complaints shall be reported to the Commission by the stewards, together with a report of the action taken or the recommendation of the stewards. Complaints against any steward shall be made in writing to the Commission and signed by the complainant.

(7) Appointment of Substitute Officials

Where an emergency vacancy exists among racing officials, the stewards or the association, with the stewards' approval, shall fill the vacancy immediately. Such appointment shall be reported to the Commission and shall be effective until the vacancy is filled in accordance with these rules.

(8) Appointment of Substitute Steward

Should any steward be absent at race time, and no approved alternate steward be available, the remaining stewards shall appoint a substitute for the absent steward. If a substitute steward is appointed, the Commission and the association shall be notified by the stewards.

(9) The Commission may, at its discretion, require an eye test of any Steward, Placing Judge or Patrol Judge, said test to be given by a licensed optometrist. The test to include particularly distance and color.

4.35: Stewards

- (1) The Stewards shall have the power to interpret 205 CMR 4.00 and to decide all questions not specifically covered by them.
- (2) In matters pertaining to racing, the orders of the Stewards supersede the orders of the Officers and Directors of the Association.
- (3) The Stewards shall have general supervision over owners, trainers, jockeys, grooms and other persons attendant on horses, and also over all the other officials at the meeting.
- (4) The Stewards shall have the authority to declare a race void and to order all wagers made thereon refunded if they shall determine that any occurrence before or during the running of such race calls for such action by them.
- (5) The Stewards shall have control over and free access to all stands, weighing rooms, enclosures, and other places in use for the purpose of racing.
- (6) All entries and declarations shall be under the supervision of the Stewards.
- (7) The Stewards shall have the power to determine all questions arising with reference to entries and racing.
- (8) All questions pertaining to which their authority extends shall be determined by a majority of the Stewards.
- (9) The Stewards shall have the power to punish for violation of 205 CMR 4.00 any person subject to their control and in their discretion to impose forfeitures or suspensions or both for infractions.
- (10) The Stewards may not impose a forfeiture in excess of \$3,000.00. If it is deemed necessary that a larger forfeiture should be imposed, the Stewards shall so recommend to the Commission.
- (11) The Stewards may suspend a person or disqualify a horse. The Stewards shall maintain a list of such disqualified horses and other horses that in the opinion of the Stewards are not competitive at that meeting or are dangerous to themselves, riders or other horses. Horses on said list may not enter until permission to do so is given by the Stewards in order to remove a horse from said list. No horse may be placed on said list unless prior thereto the Stewards state, in writing, the reason for placement of the horse thereon.
- (12) The Stewards shall have the powers to exclude or eject from the premises and enclosures of the Association:
 - (a) any person who is disqualified for corrupt practices on the turf in any country;

(b) any person who is under suspension by the Stewards of a recognized meeting or ruled off by any other Commission; or

(c) any person who is under their supervision.

(13) The Stewards may demand proof that a horse neither is disqualified in any particular; nor entered or owned, in whole or in part, by a disqualified person, or trained in whole or in part, by a disqualified person. In default of proof, satisfactorily to them, the Stewards may declare the horse disqualified.

(14) The Stewards may postpone a race from race-day to race-day.

(15) The Stewards shall have the power to examine or cause to be examined at any time any horse stabled on the Association grounds, or in stabling approved by the Association.

(16) The three Stewards must be on duty during race time, which shall mean from one hour before post time for the first race of the day until the last race of the day has been made official.

(17) At least one of the Stewards, or his or her deputy, must be on duty within call of the Racing Secretary from the time of opening of overnight entries each morning until after the drawing of postpositions.

~~(18) The Steward may appoint his or her own deputy at any time.~~

~~(19) If there is only one Steward present at race time, said Steward shall appoint two other qualified persons to act with him or her as Stewards pro tem.~~

~~(20) If only two Stewards are present at race time, they shall by agreement appoint a deputy for the absent Steward; but if unable to reach an agreement, shall call upon the Racing Secretary to appoint said deputy.~~

~~(21) If none of the Stewards are present at race time, the Racing Secretary shall appoint three qualified persons, one of whom may be himself or herself, to act as Stewards pro tem.~~

~~(22) When a vacancy occurs among the racing officials, other than the Stewards, prior to post time of the first race of the day, or when a vacancy occurs after the racing of the day has started, the Stewards shall immediately fill the vacancy. The appointment shall be effective only for the day, unless the Association fails to fill the vacancy on the following day and notifies the Stewards of its action not less than one hour before the post time of the first race of the day. Such appointment shall be reported immediately to the Commission.~~

~~(18)~~(23) The Stewards shall take notice of any questionable conduct with or without complaint thereof.

~~(19)~~(24) The Stewards may substitute a jockey of their selection on any horse.

~~(20)~~(25) The Stewards may place any horse in the temporary charge of a trainer of their selection.

~~(21)~~(26) In case of accident or casualty to a horse before a start, the Stewards may excuse said horse.

~~(22)~~(27) The Stewards must investigate promptly, and render a decision in every objection and in every complaint properly made to them.

~~(23)~~(28) The Stewards shall report all objections and complaints to the Commission as soon as received by them, and shall make prompt report to said Commission of their decision.

~~(24)~~(29) The Stewards shall, not later than seven days after the end of each meeting, make a report to the Chairman of the Commission of all infractions of 205 CMR 4.00 and of all rulings of the Stewards upon matters coming before them during such meeting.

~~(25)~~(30) Except in emergencies, no Steward shall grant permission for a change of horses' equipment after the close of entries for the race in which the changed equipment is to be carried.

~~(26)~~(31) There shall be one or more timers. They shall determine the official time of each race.

~~(27)~~(32) The time recorded for the first horse to cross the finish line shall be the official time of the race.

~~(28)~~(33) In the event that a horse establishes a track record in a race and if it later develops that the chemical analysis of any sample taken indicates the presence of a narcotic, stimulant, depressant or local anesthetic, then such track record shall be null and void.

~~(29)~~(34) When electric timing is used, the races shall also be timed otherwise.

~~(30)~~(35) The time shall be announced and displayed.

~~(31)~~(36) A written report of the time of each race shall be made to the Clerk of the Scales for the reports to the Racing Secretary.

~~(32)~~(37) No person may refuse to testify before the Stewards at any formal hearing on any relevant matter within the authority of the Stewards, except in the proper exercise of a legal privilege or unless representation is requested by an attorney or their association.

4.58: Reporting Requirements – Racing Licensee

(1) The commission, or its duly authorized representatives, shall at reasonable times have access to the records and books of any licensee for the purpose of examining and checking the same, including, but not limited to reports relative to: pari-mutuel wagering activity, racing office activities, the activities of racing officials during the course of their official duties, third-party pari-mutuel service providers/vendors, purse accounts, and horsemen's bookkeeper reports.

(2) Each day, the chief of security for an association shall deliver a written report to the stewards regarding occurrences on association grounds on the previous day. Not later than 24 hours after an incident occurs requiring the attention of security personnel, the chief of security shall deliver to the stewards a written report describing the incident. The report must include the name of each individual involved in the incident, the circumstances of the incident and any recommended charges against each individual involved.

(3) Wagering Anomalies.

- (a) Each racing licensee shall notify the Massachusetts Gaming Commission of any documents filed with, or any communication, report or investigation conducted by, the Thoroughbred Racing Protective Bureau (TRPB) or any state or federal regulatory agency that relates to the safety, integrity or security of the racing licensee, and its participants, or that would reasonably be deemed to affect public confidence in the racing licensee. Each racing licensee shall further send a copy of any TRPB or governmental communications, correspondence or reports relating to any such report or investigation to the Commission.
- (b) Each racing licensee shall promptly conduct an investigation of any and all suspected wagering anomalies related to racing conducted at its facility or related to a race imported to its facility for simulcast wagering, even if the licensee has not filed a report with an outside agency. If, after conducting its investigation, the racing licensee reasonably suspects that a wagering anomaly may have occurred, it shall notify the Massachusetts Gaming Commission, and shall promptly provide transactional data and video of the race to the Commission where reasonably requested.
- (c) Wagering anomalies include, but are not limited to, incidents such as:
 - (i) Alleged past posting, cancel delay and other instances when wagering occurs after the horses have left the gate;
 - (ii) Off-shore or account wagering fraud;
 - (iii) Odds manipulation;
 - (iv) Manual merges;

(v) Removal of an outlet from a wagering pool; or

(vi) Any other incident that might reasonably affect the public's confidence in the racing licensee's wagering pools including totalisator and data communications malfunctions.

(c) All notices required to be given to the Massachusetts Gaming Commission under 205 CMR 4.58(3) shall be emailed or faxed to the Director of Racing, Chief Commission Steward, and Chief Pari-Mutuel Officer promptly and in no event later than 48 hours of the event triggering the notice requirement.

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What is Gambling Disorder?

Gambling is betting something valuable on an event that is determined by chance. The gambler hopes that he or she will 'win,' and gain something of value. Once placed, a bet cannot be taken back.

Mental health professionals have developed criteria that help to identify when someone has a problem. For example, many professionals use the DSM criteria. The DSM is a handbook published by the American Psychiatric Association. Professionals use the DSM to diagnose psychological problems. The newest version of the DSM lists Gambling Disorder alongside other addictive behaviors. The DSM-5 provides a series of symptoms commonly found among people with gambling problems. The symptoms include:

- A. Persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress, as indicated by the individual exhibiting four (or more) of the following in a 12-month period:
 1. Needs to gamble with increasing amounts of money in order to achieve the desired excitement.
 2. Is restless or irritable when attempting to cut down or stop gambling.
 3. Has made repeated unsuccessful efforts to control, cut back, or stop gambling.
 4. Is often preoccupied with gambling (e.g., having persistent thoughts of reliving past gambling experiences, handicapping or planning the next venture, thinking of ways to get money with which to gamble).
 5. Often gambles when feeling distressed (e.g., helpless, guilty, anxious, depressed).
 6. After losing money gambling, often returns another day to get even ("chasing" one's losses).
 7. Lies to conceal the extent of involvement with gambling.
 8. Has jeopardized or lost a significant relationship, job, or educational or career opportunity because of gambling.
 9. Relies on others to provide money to relieve desperate financial situations caused by gambling.
- B. The gambling behavior is not better explained by a manic episode.

People meet the DSM standard for gambling disorder when they satisfy 4 of these criteria. Gambling problems exist with every form of gambling activity. It's not just associated with casinos or Internet gambling. Bingo players, lottery players, casino players, and friends playing poker all can develop gambling disorders.

People with Gambling Disorder continue gambling despite bad consequences. For example, they might not fulfill work or home duties, or have legal problems. They also might have repeated social problems, like getting into fights and conflicts with other people. People with Gambling Disorder are preoccupied with gambling. They may try to quit unsuccessfully or hide their behavior. They might also commit crimes to pay for their gambling.



Why Screen for Gambling Disorder?

- Gambling Disorder leads to financial, emotional, social, occupational, and physical harms.
- Gambling Disorder affects about 1% of the general population, and subclinical past year gambling-related problems affect 2-3% of the general population.
- As much as 10% of primary care patients report lifetime gambling disorder, and an additional 5% report lifetime subclinical problems.
- People with gambling-related problems are more likely to smoke, consume excessive amounts of caffeine, have more emergency department visits, and be obese.
- Although nearly 50% of people who have gambling problems are in treatment for "something," national studies have failed to identify anyone who currently reports being in treatment specifically for gambling-related problems.
- Many cases of gambling disorder go undetected, due to limited assessment for this problem.

Who Should Screen for Gambling Disorder?

- Addiction service providers
- Mental health service providers
- Physicians (e.g., primary care and emergency medicine)
- Gerontologists
- Pediatricians
- Educators
- Youth community leaders
- Employee Assistance Plan service providers
- Veterans groups

What Should Happen at a Gambling Disorder Screening?

- Complete a brief Gambling Disorder screen
- Discuss the results of a positive screen with a health provider
- Learn where to go for additional help and to access other resources, if necessary.
- Receive educational materials on Gambling Disorder



Brief Biosocial Gambling Screen (BBGS) Description

Overview

Brief screens can help people decide whether to seek formal evaluation of their gambling behavior. The 3-item BBGS¹ is based on the American Psychiatric Association's Diagnostic and Statistical Manual of Mental Disorders (DSM-IV) criteria for gambling disorder.

Scoring

A “yes” response to any single item indicates potential gambling-related problems and the need for additional evaluation.

Psychometric Properties

For identifying individuals with gambling disorder, Gebauer et al. (2010), report that the BBGS has good psychometric characteristics: high sensitivity (0.96) and high specificity (0.99). The Positive Predictive Value of the BBGS is 0.37. This suggests that one of three individuals who screen positive on the BBGS will be identified as having gambling disorder after full follow-up.

¹ Gebauer, L., LaBrie, R. A., Shaffer, H. J. (2010). Optimizing DSM IV classification accuracy: A brief bio-social screen for detecting current gambling disorders among gamblers in the general household population. *Canadian Journal of Psychiatry*, 55(2), 82-90.



Brief Biosocial Gambling Screen (BBS) Questionnaire

Name _____ Date _____

To screen for potential gambling-related problems, please complete the following questions.²

1. During the past 12 months, have you become restless irritable or anxious when trying to stop/cut down on gambling?

Yes

No

2. During the past 12 months, have you tried to keep your family or friends from knowing how much you gambled?

Yes

No

3. During the past 12 months did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends or welfare?

Yes

No

² An online version of the BBS is available at www.divisiononaddiction.org/bbgs_new/.



Cambridge Health Alliance Gambling Disorder Resources & Referral

1. e-Brief Biosocial Gambling Screen (available in 22 languages)
 - a. What is it? The Division on Addiction's brief (3-item) gambling disorder screener and intervention system derived from analyses of the National Epidemiology Survey on Alcohol & Related Conditions (Gebauer, LaBrie, & Shaffer, 2010).
 - b. http://www.divisiononaddiction.org/bbgs_new/
2. Your First Step to Change: Gambling (available in 22 languages)
 - a. What is it? The Division's gambling self-help toolkit, developed in collaboration with the Massachusetts Council on Compulsive Gambling, with support from the Massachusetts Department of Public Health and the National Center for Responsible Gaming.
 - b. <http://www.gamblingselfchange.org/?step=welcome>
3. The Worldwide Addiction Gambling Education Report (*WAGER*)
 - a. What is it? The Division's free monthly online research review of the latest gambling science.
 - b. http://www.basionline.org/the_wager/
4. Expressions of Addiction
 - a. What is it? Dr. Howard Shaffer's photographic essay of case studies of gambling and other expressions of addiction.
 - b. <http://expressionsofaddiction.com>
5. Change Your Gambling, Change Your Life
 - a. What is it? Dr. Howard Shaffer's book about self-guided recovery from gambling and related disorders.
 - b. <http://www.health.harvard.edu/books/change-your-gambling-change-your-life>
6. Mount Auburn Hospital Prevention and Recovery Center
 - a. 330 Mount Auburn Street Cambridge, MA 02138
 - b. Phone: 617-499-5051 Fax: 617-499-5562



Local (Massachusetts) & National Gambling Disorder Resources

1. Massachusetts Council on Compulsive Gambling (<http://www.masscompulsivegambling.org/>)
helplines:
 - a. English: 1-800-426-1234
 - b. Chinese: 1-857-383-3557
 - c. Vietnamese: 1-857-383-3567
 - d. Khmer: 1-857-383-3577
 - e. Spanish: 1-857-383-3558
2. Massachusetts Gaming Commission (<http://massgaming.com/>)
3. Massachusetts Psychological Association (<http://www.masspsych.org/>)
4. Massachusetts Psychiatric Society (<http://www.psychiatry-mps.org/>)
5. National Council on Problem Gambling (<http://www.ncpgambling.org/>) helpline:
 - a. 1-800-522-4700
6. National Center for Responsible Gaming (<http://ncrg.org>)
7. American Academy of Health Care Providers in the Addictive Disorders (<http://www.americanacademy.org/>)
8. Other Key Hotlines

Suicide

Samaritans Statewide Hotline: 1-877-870-HOPE (4673)

National Suicide Prevention Lifeline: 1-800-273-TALK (8255)

The Trevor Helpline: 866-4-U-TREVOR (488-7386)

Substance Abuse

Alcohol and Drug Hotline: 1-(800) 327-5050

Smokers Quit Line: 1-(800) TRY TO STOP



Cambridge Health Alliance



HARVARD
MEDICAL SCHOOL
TEACHING HOSPITAL

Domestic Violence

Safelink: 1-877-785-2020

Families and Children

Parental Stress Hotline: 1-(800) 632-8188

Child Abuse and Neglect Hotline (DSS): 1-(800) 792-5200

Massachusetts Society for the Prevention of Cruelty to Children: 1-(800) 442-3035

National Runaway Switchboard: 1-(800) 621-4000

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 133.00: VOLUNTARY SELF-EXCLUSION

Section

- 133.01: Scope and purpose
- 133.02: Placement on the self-exclusion list
- 133.03: Contents of the application
- 133.04: Duration of exclusion and reinstatement from the list
- 133.05: Transmittal of information
- 133.06: Responsibilities of the gaming licensee
- 133.07: Sanctions against a gaming licensee
- 133.08: Collection of debts

133.01: Scope and purpose

In accordance with M.G.L. c.23K, §45(f), 205 CMR 133.00 shall govern the procedures and protocols relative to the list of self-excluded persons from entering the gaming area of a gaming establishment. The voluntary self-exclusion list shall consist of the names and information relative to those individuals who have complied with the requirement of 205 CMR 133.00 and have been placed on the list by the commission. Placement of one's name on the voluntary self-exclusion list is intended to offer individuals one means to help address problem gambling behavior or deter an individual with family, religious, or other personal concerns from entering the gaming area of a gaming establishment

For purposes of 205 CMR 133.00, the term 'problem gambler' shall mean an individual who believes their gambling behavior is currently, or may in the future without intervention, cause problems in their life or on the lives of the their family, friends, and/or co-workers.

For purposes of 205 CMR 133.00, the term 'gaming area' shall mean the portion of the premises of a gaming establishment in which or on which gaming is conducted.

133.02: Placement on the self-exclusion list

(1) An individual whose name is placed on the voluntary self-exclusion list shall be prohibited from entering the gaming area of a gaming establishment for the duration of the exclusion period, and shall not collect any winnings or recover any losses resulting from any gaming activity at a gaming establishment. Provided, however, that an employee of a gaming licensee or vendor who is licensed or registered as a key gaming employee, gaming employee, or gaming service employee in accordance with 205 CMR 134.00 and who is on the voluntary self-exclusion list may be in the gaming area of a gaming establishment solely for purposes of performing their job functions.

(2) An individual may request to have their name placed on the voluntary self-exclusion list by completing the application and procedure outlined in 205 CMR 133.02. Applications shall be submitted on a form approved by the commission and shall be available on the commission's website and at designated locations on and off the premises of the gaming establishments as determined by the commission.

(3) Designated agents An application for placement on the voluntary self-exclusion list may only be accepted, and an intake performed, by a designated agent. An individual may only become a designated agent by successfully completing a course of training approved and administered by the commission or its designee. The course of training shall include, at a minimum, instruction on completion of the application, information relative to problem gambling and available resources, and an understanding of 205 CMR 133.00. A designated agent must be a licensed, certified, or registered health or mental health professional or employee thereof, or an employee of a gaming licensee, the commission, a gaming licensee, or other government entity. The commission may refuse to offer training to any individual whose service as a designated agent it determines would be contrary to the aims of 205 CMR 133.00.

(4) Upon submission of an application, a designated agent shall review with the applicant the contents and statements contained in the application, as provided by 205 CMR 133.03. If the application is complete, the designated agent shall sign the application indicating that the review has been performed and the application has been accepted.

(5) A designated agent may not sign an application if (a) any required information is not provided or (b) they are of the belief that the applicant is not capable of understanding the responsibilities and consequences of being placed on the self-exclusion list.

(6) The designated agent shall forward the signed application for voluntary self-exclusion to the commission within 48 hours of completion in a manner directed by the commission.

(7) Upon receipt of an application, the commission, or its designee, shall review it for completeness. If the application meets all requirements of 205 CMR 133.02 the application shall be approved, the gaming licensees shall be notified in accordance with 205 CMR 133.05(1) and the individual's name shall be added to the voluntary self-exclusion list no less than 24 hours from the time the gaming licensees were sent such notice. If the application is incomplete, the commission, or its designee, may deny the application and make efforts to contact the applicant advising them of such.

(8) Reciprocity The commission, or its designee, shall add to the list of voluntarily self-excluded persons the name of any individual provided from a gaming jurisdiction outside of Massachusetts upon a determination that the individual voluntarily requested that their name be added to the list of the referring jurisdiction and that they were notified, either directly or by operation of law, that their name may be placed on similar lists in other jurisdictions.

(9) If the individual has elected the services identified in 205 CMR 133.03(7) the commission, or its designee, shall contact the designated coordinating organization for the provision of requested services.

(10) The commission shall disclose information from the self-exclusion list to one or more research entities selected by the commission to evaluate the effectiveness and ensure the proper administration of the self-exclusion process.

133.03: Contents of the application

The application for voluntary self-exclusion shall require provision of, at a minimum, the following content:

- (1) Name, home address, email address, telephone number, date of birth, and social security number of the applicant;
- (2) A passport style photo of the applicant without headwear;
- (3) A statement from the applicant that one or more of the following apply:
 - (a) they identify as a problem gambler as defined in 133.01;
 - (b) they feel that their gambling behavior is currently causing problems in their life or may, without intervention, cause problems in their life; or
 - (c) there is some other reason why they wish to add their name to the list.
- (4) Election of the duration of the exclusion in accordance with 205 CMR 133.04;
- (5) An acknowledgement by the applicant that the individual will not enter the gaming area of a gaming establishment for the duration of the exclusion period (except as provided by 205 CMR 133.02(1)) and that it is their sole responsibility to refrain from doing so;
- (6) An acknowledgement by the applicant that the individual shall not collect any winnings or recover any losses resulting from any gaming activity at a gaming establishment for the duration of the exclusion period;
- (7) An offer by the commission or the designated agent completing the self-exclusion application to assist the applicant to access information about gambling disorders, self-guided help or counseling services with a clinician approved by the Massachusetts Department of Public Health ;
- (8) An acknowledgment of understanding by the applicant that by placing their name on the voluntary self-exclusion list the prohibitions identified in 205 CMR 133.02(1) apply to all gaming establishments licensed by the commission in Massachusetts, any affiliates of the gaming licensee, whether within Massachusetts or another jurisdiction, and that the commission may share the list with other domestic or international gaming jurisdictions resulting in placement on those lists.
- (9) An acknowledgment by the applicant that the application is being submitted by the individual freely, knowingly, and voluntarily,

- (10) A statement that the individual is not under the influence of a substance or suffering from a mental condition that would impair their ability to make an informed decision; and
- (11) An acknowledgement by the applicant that if they violate their agreement to refrain from entering a gaming area during the exclusion period, the applicant shall notify the commission of such violation within 24 hours of their presence within the gaming area of the gaming establishment; and releasing the Commonwealth of Massachusetts, the commission, the licensee, and all affiliated employees from any claims associated with their breach of the agreement.
- (12) An acknowledgement that once their name is placed on the self-exclusion list they may be refused entry and/or ejected from the gaming area of a gaming establishment by the gaming licensee, an agent of the commission, or law enforcement personnel;

133.04: Duration of exclusion and removal from the list

(1) As part of the request for voluntary self-exclusion, the individual must select the duration for which they wish to be voluntarily excluded. An individual may select any of the following time periods as a minimum length of exclusion:

- a. Six months;
- b. One year;
- c. Three years;
- d. Five years; or
- e. Lifetime (An individual may only select the lifetime duration if their name has previously appeared on the voluntary self-exclusion list for at least six months.)

(2) An individual on the voluntary self-exclusion list may not apply to decrease the duration of exclusion. An individual who is on the list may submit a request to increase the minimum length of exclusion.

(3) Expiration of exclusion period Upon expiration of the selected duration of exclusion, individuals may request that their name be removed from the list or petition for exclusion for a new duration. Individuals shall remain on the list after the expiration of the selected duration of exclusion until such time as they submit a petition for removal in accordance with 205 CMR 133.04(4) and it is approved by the commission or its designee.

(4) Petition for removal At any time after the expiration of the selected duration of exclusion, an individual may request that their name be removed from the voluntary self-exclusion list by submitting a petition for removal on a form approved by the commission. The petition shall include confirmation from a designated agent that the individual completed an exit session in accordance with 205 CMR 133.04(5). Any petition for removal received by the commission prior to the expiration of the duration of the selected exclusion period shall be denied.

The commission shall approve a completed petition for removal. An individual who has selected a lifetime duration in accordance with 205 CMR 133.04(1)e may not submit a petition for removal of their name from the list. An incomplete application, including one that fails to demonstrate completion of an exit session in accordance with 205 CMR 133.04(5) shall be denied until such time as the application is completed.

(5) Exit session To be eligible for removal from the voluntary self-exclusion list an individual shall participate in an exit session with a designated agent. The exit session shall include a review of the risks and responsibilities of gambling, budget setting and a review of problem gambling resources should the individual wish to seek them. Upon completion of the exit session the designated agent shall sign the individual's petition for removal from the list attesting to the fact that the exit session was conducted.

(6) Upon approval of a petition for removal from the voluntary self-exclusion list, a written notice of removal from the list shall be forwarded by the commission, or its designee, to each gaming licensee and to the petitioner. Notice may be forwarded to the petitioner by email or first class mail to the email address or home address provided by the petitioner in the petition. The petitioner shall be deemed to be removed from the voluntary self-exclusion list when the notice is sent by the commission or its designee.

(7) If a petitioner does not meet the eligibility requirements for removal from the list provided in 205 CMR 133.04(4), the petition shall be denied. The petitioner shall be notified of the denial by email or first class mail to the email address or home address provided by the petitioner in the petition. In the event of a denial of a petition, the individual shall remain on the voluntary self-exclusion list until such time as the eligibility requirements have been satisfied.

(8) An individual whose name has been removed from the voluntary self-exclusion list may reapply for placement on the list at any time by submitting an application in accordance with 205 CMR 133.02.

(9) An individual whose name was added to the voluntary self-exclusion list in Massachusetts in accordance with 205 CMR 133.02(7) shall be removed from the list notwithstanding 205 CMR 133.04(4)-(6) upon receipt of written notice from the referring jurisdiction that the individual's name has been removed from that jurisdiction's list.

133.05: Transmittal of information

(1) The commission shall notify each gaming licensee of the placement of the name of any individual on the voluntary self-exclusion list. Each gaming licensee shall provide the commission with the contact information for an individual who shall be responsible for the receipt and processing of information received in accordance with 205 CMR 133.00. All information contained in approved applications for voluntary exclusion may be disclosed to a gaming licensee.

(2) The list of voluntary self-exclusion is exempt from disclosure under M.G.L. c. 66 and shall not be publicly disclosed by a gaming licensee. However, a gaming licensee may share the list with other gaming licensees in Massachusetts or its affiliates in other jurisdictions for the purpose of assisting in the proper administration of responsible gaming programs operated by affiliated gaming establishments.

(3) The commission shall disclose de-identified information from the self-exclusion list to one or more research entities selected by the commission for the purpose of evaluating the effectiveness and ensuring the proper administration of the self-exclusion process.

133.06: Responsibilities of gaming licensees

A gaming licensee shall have the following responsibilities relative to the administration of the voluntary self-exclusion list:

- (1) A gaming licensee shall eject from or refuse entry into the gaming area of a gaming establishment any individual whose name appears on the voluntary self-exclusion list;
- (2) A gaming licensee shall promptly notify the commission, or its designee, if an individual on the voluntary self-exclusion list is found in the gaming area of a gaming establishment;
- (3) A gaming licensee shall not market to individuals on the voluntary self-exclusion list and shall deny access to complimentary, check cashing privileges, club programs and other similar benefits to persons on the list;
- (4) Individuals on the voluntary self-exclusion list shall not be permitted to participate in a cashless wagering system. A gaming licensee shall take steps to ensure that it denies entry into and terminates all access and privileges associated with its cashless wagering program to individuals on the voluntary list of self-excluded persons;
- (5) A gaming licensee shall not extend credit to an individual on the voluntary self-exclusion list;
- (6) A gaming licensee shall not pay any winnings derived from gaming to an individual who is prohibited from gaming in a gaming establishment under 205 CMR 133.00. Where possible, the gaming licensee shall confiscate from the individual in a lawful manner, notify a commission agent who shall confiscate, or refuse to pay any such winnings including jackpot winnings, chips, tokens, machine credits, ticket vouchers, or any other form of winnings whether in the individual's possession or control while on the premises of a gaming establishment or presented for payment. The monetary value of the confiscated winnings shall be paid to the commission for deposit into the Gaming Revenue Fund within 45 days.
- (7) A gaming licensee shall not keep losses derived from gaming to an individual who is prohibited from gaming in a gaming establishment under 205 CMR 133.00. Where possible, the gaming licensee shall determine the amount wagered and lost by an

individual who is prohibited from gaming. The monetary value of the losses shall be paid to the commission for deposit into the Gaming Revenue Fund within 45 days.

- (8) A gaming licensee shall submit a written policy for compliance with the voluntary self-exclusion program for commission approval at least 60 days before the gaming establishment opening. The commission shall review the plan for compliance with 205 CMR 133.00. If approved, the plan shall be implemented and followed by the gaming licensee. The plan for compliance with the voluntary self-exclusion program, shall include at a minimum procedures to:
- a. Prevent employees from permitting an individual on the voluntary exclusion list from engaging in gambling activities at the gaming establishment;
 - b. Identify and remove self-excluded individuals from the gaming area of a gaming establishment;
 - c. Remove individuals on the self-exclusion list from marketing lists and refrain from sending or transmitting to them any advertisement, promotion, or other direct marketing mailing from the gaming establishment more than fifteen days after receiving notice from commission that the individual has been placed on the voluntary self-exclusion list;
 - d. Prevent an individual on the voluntary self-exclusion list from having access to credit, cashless wagering program access, or from receiving complimentary services, check-cashing services, junket participation and other benefits from the gaming establishment;
 - e. Ensure the confidentiality of the identity and personal information of the voluntarily self-excluded individual.
 - f. Training of employees relative to the voluntary self-exclusion program to be provided in conjunction with its problem gambling training program.
- (9) A gaming licensee shall notify the commission within ten days if an employee or agent fails to exclude or eject from its premises any individual on the list of self-excluded persons, or otherwise fails to perform a responsibility of the gaming establishment identified in 205 CMR 133.06 including any provision of its approved written policy for compliance with the voluntary self-exclusion program.

133.07: Sanctions against a gaming licensee

The commission may revoke, limit, condition, suspend or fine a gaming licensee in accordance with 205 CMR if the establishment knowingly or recklessly fails to exclude or eject from its premises any individual placed on the list of self-excluded persons. It shall not be deemed a knowing or reckless failure if an individual on the voluntary self-exclusion list shielded their identity or otherwise attempted to avoid identification while present at a gaming establishment. Further, a gaming licensee shall be deemed to have marketed to an individual on the self-exclusion list only if marketing materials are sent directly to an address, email address, telephone number, or other contact identified by the individual on their application.

133.08: Collection of debts

- (1) An individual who is prohibited from gaming in a gaming establishment under 205 CMR 133.00 shall not be entitled to recover losses as a result of prohibited gaming based solely on their inclusion on the list.
- (2) Nothing in 205 CMR 133.0 shall be construed so as to prohibit a gaming licensee from seeking payment of a debt from an individual whose name is on the voluntary self-exclusion list if the debt was accrued by the individual before their name was placed on the list.

DRAFT



Responsible Gaming Framework

Massachusetts Gaming Commission

The Responsible Gaming Framework is designed to provide structure for responsible gaming practices of Massachusetts Gaming Commission licensees and is based on the commitment by the Massachusetts Gaming Commission and their licensees to the guiding value of ethical and responsible behavior.

March 3, 2014

Version 1

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Responsible Gaming Framework

Massachusetts Gaming Commission

Introduction

The Responsible Gaming Framework provides an approach through which Massachusetts Gaming Commission (MGC) licensees can ensure their general gaming practices are consistent with the Commission’s expectations that the licensed business will be conducted in a responsible manner to minimize harm caused by gambling to individuals, families and communities. The Responsible Gaming Framework draws upon a shared commitment to best practice in the provision of responsible gaming.

The MGC Responsible Gaming Framework supports the implementation of the expanded gaming law (chapter 194 of the Acts of 2011, M.G.L. chapter 23K, or “the Gaming Act”) of the Commonwealth of Massachusetts. The legislation includes a number of key principles to ensure the successful implementation of expanded gaming including, protection for host and surrounding communities and mitigation for social impacts and costs. See more at:

<http://massgaming.com/about/expanded-gaming-act/#sthash.SzzqvJqm.dpuf>

Rationale

The Responsible Gaming Framework is designed to provide structure for responsible gaming practices of Massachusetts Gaming Commission licensees and is based on the commitment by the Massachusetts Gaming Commission and their licensees to the guiding value of ethical and responsible behavior.

Key Terms:

Responsible gaming



Responsible gaming is the provision of gambling services in a way that seeks to minimize the harm to customers and the community associated with gambling.

Problem gambling



Problem gambling is characterized by difficulties in limiting money and/or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community.

Guiding Values & Principles

The Responsible Gaming Framework is guided by the values expressed in the mission statement of the Massachusetts Gaming Commission:

The Massachusetts Gaming Commission will strive to ensure that its decision-making and regulatory systems engender the confidence of the public and participants, and that they provide the greatest possible economic development benefits and revenues to the people of the Commonwealth, reduce to the maximum extent possible the potentially negative or unintended consequences of the new legislation, and allow an appropriate return on investment for gaming providers that assures the operation of casino-resorts of the highest quality.

To this end, the MGC Responsible Gaming Framework's aim is to create a sustainable, socially responsible, and accountable approach to gaming. The responsible gaming regulatory framework reflects the Commission's values and evidence-based information while striving for efficiency and retaining flexibility to respond to the evolving technological and cultural environment.

The MGC believes licensees have an important, but not isolated, role in minimizing the potential harm of gambling. Government, science, industry, and gaming consumers must all take part to most effectively minimize harm caused or exacerbated by gambling.

Goal & Objectives

Goal: To create a sustainable, socially responsible, and accountable approach to gaming.

Regulatory Objectives:

- Minimize harm from gambling to individuals and communities commensurate with the good of the Commonwealth and gaming licensees.
- Promote best and promising responsible gaming practices among licensees.
- Promote responsible gaming practices in all aspects of licensee activities.
- Utilize principles of responsible gaming to all new and emerging technologies

Research Objectives¹:

- Inform best practice in responsible gaming strategies and methods, problem gambling treatment and prevention, and responsible gaming messaging.
- Create and translate knowledge to support evidence-informed decision making about gambling policy and regulation.

Education Objectives:

- Provide accurate and balanced information to enable informed choices to be made about gaming activities.
- Provide gaming patrons with a comprehensive understanding and awareness about treatment options and assistance available to them.
- Patrons adversely affected by gambling have access to timely and appropriate assistance and information.
- Individuals, communities, the gambling industry and the Government have a shared understanding of responsible gambling practices.

¹ Gaming licensees will be participants in meeting research objectives; they will not be solely responsible. The Gaming Act requires that the Commission establish an “annual research agenda” in order to understand the social and economic impacts of expanded gaming in the Commonwealth. Research grantees are envisioned to collaborate with gaming operators, governmental agencies, and others to meet research objectives.

Strategies

The Responsible Gaming Framework commits the MGC licensees to implement and adhere to responsible gambling strategies, with a particular focus on prevention and customer protection practices.

The Responsible Gaming Framework is organized into the following broad strategies:

1. Commit to corporate social responsibility
2. Encourage personal responsibility
3. Protect vulnerable groups
4. Ensure responsible marketing
5. Contain high-risk financial transactions
6. Engage the community

Each strategy contains a number of related responsible gaming practices. MGC licensees are responsible for ensuring their commitment with the relevant practices. Each licensee will maintain records relating to the practices in the Responsible Gaming Framework.

The Responsible Gaming Framework, strategies and practices, will be monitored and evaluated regularly for effectiveness and fidelity by MGC licensees. Where appropriate, minimum standards may be developed and codified into regulation.

It is anticipated that responsible gaming strategies and practices will continue to evolve in response to innovation and new evidence related to problem gambling and responsible gambling. Correspondingly, the MGC Responsible Gaming Framework strategies and practices will be periodically reviewed and revised.

Strategy 1: Commit to Corporate Social Responsibility

Each casino and slot parlor licensee will develop a Responsible Gaming Policy and a Responsible Gaming Plan (see Supporting Documents). These documents will be specific to licensee operations in order to:

- Assist in creating an environment that meets the needs of all customers, while maintaining a particular focus on those customers and their family members who are adversely affected by problem gambling behavior. Educate all employees on problem gambling and responsible gaming practices to help prevent gambling-related problems and to enhance early recognition of gambling-related problems in their customers, and to address and support them. (See Appendix A).
- Ensure that an appropriate level of awareness relating to responsible gaming is maintained throughout the licensed organization and key contractors, so that Responsible Gaming is made an integral part of daily operations.
- Provide all employees with information on the Responsible Gaming Plan through appropriate communication channels.
- Provide employees with clear statements of expectations and responsibilities including the requirement that each employee sign a Code of Conduct that fosters fair and ethical business practices.
- Designate responsible gaming duties for senior management and other leadership positions.
- Assure effective implementation property-wide, conducting internal audits, surveying employees, and reviewing relevant data, on a regular basis, with a responsible gaming committee.
- Detail a systematic approach to measuring and reporting on the licensee's commitments, actions and progress on responsible gaming practices and report progress to relevant internal and external stakeholders.

Strategy 2: Enhance Personal Responsibility

- **Informed Decision Making**

Licensees have a responsibility to ensure that patrons have the information they need to make decisions and to minimize the risk that their patrons will lose control of their gambling. Gaming providers will execute programs and practices guided by the most current *Informed Decision Making Framework* as developed and published by the Responsible Gambling Council's Centre for the Advancement of Best Practices.

The Informed Decision Making framework proposes three separate information programs aimed at three different types of gamblers: Casual, Frequent, and Intensive. Information received by the players includes: Information about the dangers of excessive gambling and how to avoid them; resources for help-seeking; information about how games really work; education regarding common misconceptions that encourage false beliefs about the probabilities of winning; and expenditure information through cost-of-play calculator tools and actual expenditures as captured on player cards.

Information guided by the Informed Decision Making Framework will be made available through a variety of practices and methods including utilization of gaming platforms and Responsible Gaming Information Centers (RGIC).

- Gaming platforms will enable players with readily accessible information, which may include statistical odds of winning, average cost-of-play calculations, actual statements of expenditure/play history, self-assessments, real time limits and clocks.
- Each gaming establishment is required by statute to provide complimentary on-site space for an independent substance abuse and mental health counseling service. The **Responsible Gaming Information Center (RGIC)** will be centrally located in relation to the gaming area of a gaming establishment. The RGIC will provide patrons with an opportunity to gather information about the risks and responsibilities of gambling and speak directly with a qualified individual about specific questions and concerns about their or someone else's gambling behavior. RGIC's may include the following:
 - An interactive kiosk with information and resources to assist patrons in making informed gambling decisions.
 - Information and brochures that supports personal responsibility and informed decision making.
 - On-site staff during peak hours to address specific concerns and questions and provide direct linkage to self-help resources, counseling services, and other ancillary services.
 - Assistance patrons with the self-exclusion application process.
- **Pre-Commitment Tools**

Limit-setting or pre-commitment allows players to decide what they intend to spend in advance and thereby reduce the chance that they will overspend their pre-set limits. Licensees will make pre-commitment tools available to patrons and set programs and practices in place to reinforce patron use of pre-commitment tools.

- **Self-Exclusion**

Licensees will facilitate a process that allows a person to be banned from gaming establishments and to be prohibited from collecting any winnings, recovering any losses, or accepting complimentary gifts or services or any other thing of value from the banned establishments. Gaming losses by a banned individual and winnings forfeited by a banned individual will be placed in the Gaming Revenue Fund.

Licensees will facilitate the exclusion of individuals from identified gambling venues by patrons that self-exclude. The licensee will ensure that every inquiry by a customer about self-exclusion is responded to in a respectful, timely and discreet manner. The patron will receive a consultation upon request. The practice will include:

- Provision of translation service during the application process, if requested;
- Provision for timely referral to, or liaison with, a problem gambling treatment specialist;
- Removal of self-excluded individuals from marketing lists;
- Procedures to ensure, to the extent reasonably possible, that excluded customers are not allowed to enter, or remain in, properties from which they have been excluded.

Strategy 3: Protect Vulnerable Groups ²

- **Restrict Access to Gambling by Underage Persons**

- Licensees must have and put into effect policies and procedures designed to prevent persons under the age of 21 from gambling;
- Persons under the age of 21 are prohibited from designated gambling areas.;
- Licensees must monitor the effectiveness of policies to prevent underage gambling;
- Licensees must take all reasonable steps to ensure that all staff understands their responsibilities for preventing underage gambling.

- **Monitor Premises for Unattended Children**

Licensees will establish protocols and practices to safeguard children from neglect or abandonment when a child is brought to the licensee's property by a casino patron. Practices will include monitoring premises and motor vehicles parked within licensee's grounds.

- **Disallow Tobacco Use in Gaming Establishments**

In order to reduce the well-known health risks associated with smoking and second-hand smoke, licensees will disallow the smoking of tobacco products in gaming establishments.

- **Minimize Alcohol Abuse**

Alcohol has a disinhibiting effect on gambling behavior. Licensees will incorporate policies and practices to prevent intoxicated persons from gambling, including:

- Remove visibly intoxicated persons from the gaming floor;
- Train of beverage servers, security, valet attendants and other personnel to minimize the hazards of potentially intoxicated patrons the following restrictions on alcohol serving:
- Restrict the sale of alcohol to visibly intoxicated persons;
- Prohibit the distribution of alcoholic beverages between the hours of 2:00a.m. and 8:00a.m.;
- Disallow the distribution of free alcohol outside of the gaming area.

- **Reinforce Responsible Play with Play Tracking and Behavior Analytics**

Player Cards, also referred to as Reward Cards, have significant potential to promote responsible gaming if used to reward responsible play. Licensees will incorporate the following practices into their player card program:

- Player Cards shall be required of all persons gambling in a licensed gaming establishment.
- Players may receive points up to a \$400 daily level of spending, beyond which they receive no points.
- Players may receive points for opting to utilizing pre-commitment tools.
- Players do not receive points for play that exceeds their pre-commitment levels.

² The term 'vulnerable' groups can relate to different aspects of society, but in these standards means those who are below the age of legal play, those who already have a gambling problem, and/or those who are not aware of the risks associated with gambling.

- Players receive bonus points for playing within their pre-commitment levels.
- Players receive points for opting to view educational resources.
- Players receive a statement of expenditure outlining amount wagered, amount won and lost and net win or lose.
- Players receive alerts when behavioral data suggests “at-risk” play.

- **Third Party Exclusions**

In an effort to protect individuals who manifest a severe gambling disorder and are unable or unwilling to ban themselves from a Licensee’s property, the MGC will establish a process that enables third party exclusions. Licensees will facilitate the exclusion of individuals who are banned from gaming properties by an entity other than the banned individual.³

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³ The MGC will establish detailed regulations and processes for third party exclusion at a later date.

Strategy 4: Ensure Responsible Marketing

Licensees shall adopt the MGC 'advertising and marketing code' which is a set of guidelines for marketing and communication practices designed to promote responsible gaming and problem gambling awareness signage requirements (see Appendix B). Elements of the advertising and marketing campaign shall include:

- Responsible gaming materials and information provided by MGC
- Encouragement to 'know your limits' or 'gamble responsibly'.
- Warnings about the potential addictive nature of gambling.
- Identification of the signs/symptoms of problem gambling.
- Information about where people can go for help including the on-site services.
- Provision of the true mathematical odds of various gambling activities.
- Efforts to dispel common gambling fallacies and erroneous beliefs.
- Provision of guidelines and suggestions for problem-free gambling.
- Information about the voluntary self-exclusion and credit restriction programs.

Responsible gaming signage and information must be available at each location where gambling is taking place, must prominently publicize the Massachusetts Problem Gambling Helpline and promote the state subsidized problem gambling treatment and services. The display of responsible gambling material at places where gambling takes place in MGC licensee venues is detailed in Appendix B.

Strategy 5: Contain High-Risk Financial Transactions

- **Financial Transactions**

Licensees shall develop a policy that ensures all legislative requirements relating to check cashing, payment of winnings and financial transactions are implemented.

- **House Credit**

The banning of house credit is considered a responsible gaming best practice. Those licensees choosing to offer house credit shall utilize the following guidelines:

- House credit will only be extended to qualified patrons as determined by a FICO score above 700 or other MGC approved method;
- The granting of house credit is limited to \$500 per day, with a \$1,500 maximum balance, for qualified patrons at MA licensed gaming facilities;
- Procedures must be in place that inform and allow patrons to place themselves on a voluntary credit suspension list which will be maintained by MGC

- **Automatic Teller Machines (ATM)**

The banning of ATMs from gaming venues is considered a responsible gaming best practice. Those licensees choosing to offer ATM services shall not locate them within 100 feet of the gaming area of a licensee's gaming establishment.

- **Personal Check Cashing**

- Licensees must verify a sufficient account balance exists or obtain an authorization from a check verification and warranty service before cashing any check;
- Checks must be currently dated, and not postdated;
- Must be drawn from a personal account which the patron has authority to draw from;
- Third party check cashing is prohibited.
- Any check cashed must be deposited within 24-hours.

- **Credit Cards**

- Gambling with borrowed money is considered a high-risk gambling behavior. Credit card cash advances are limited to \$500 per day;
- Credit cards may not be used to fund cash gaming reserves housed by licensees.

- **Payment Acceptors on Electronic Gaming Machines**

Credit card and debit card acceptors may not be placed on the gaming machine platform.

Strategy 6: Engage the Community

Licensees shall actively engage with the community, which includes local problem gambling service organizations, treatment centers and/ or health professionals in order to understand how to better help individuals experiencing gambling problems access treatment and sustain recovery. Licensees shall:

- Establish a customer complaint resolution process.
- Develop links between the licensee and relevant community organizations that will provide support and information for individuals experiencing problems and their families.
- Regularly engage with problem gambling and responsible gaming stakeholders formally and informally and include engagement activities in reporting mechanisms to the MGC.
- Provide opportunities for stakeholders to voice relevant concerns or questions. Licensees shall integrate the results of stakeholder engagement into their strategic-decision making processes and shall offer feedback to relevant stakeholders.
- Designate space within casino property to serve as office for private meetings between patrons with concerns related to their gambling and counselors or other staff trained in crisis intervention, mental health triage, and/or the facilitation of a self-exclusion process.

Designate space within the casino property for a Responsible Gaming Information Center (RGIC).

Supporting documents

Responsible Gambling Plan

Each gaming licensee will develop a Responsible Gambling Plan. This document will be specific to their operations to:

- Assist in creating a responsible gambling environment that meets the needs of customers, with a particular focus on the customers and their families who are adversely affected by problem gambling behavior.
- Provide clear statements of responsibilities for their staff.
- Give consideration to the needs of their local communities with a particular focus on any geographic and cultural issues.

Responsible Gambling Policy

Each licensee will develop a Responsible Gambling Policy or augment their existing Responsible Gambling Policy to reflect the following principles. The licensee will:

- Respect the customers' rights to privacy.
- Support the continued maintenance of the MGC Responsible Gaming Framework.
- Take reasonable and balanced measures to meet revenue objectives while protecting the interests of customers and vulnerable groups.
- Ensure practices and procedures reflect a combination of government regulations, operator self-regulation and individual responsibility.
- Develop practices concerning responsible gaming-related issues on the fullest possible understanding of relevant information and analysis of documented research.
- Work with stakeholders – including governments, non-governmental organizations, regulators, researchers, public health professionals, and the general public – to share information, develop research and promote responsible gaming as broadly as possible, and encourage a better understanding of the social impact of gaming.
- Promote only legal and responsible gaming in all aspects of their activities, including the development, sale and marketing of their products and activities; and will make reasonable efforts to ensure their agents do the same.
- Provide the public with information in an accurate and balanced manner to enable individuals to make informed choices about gaming activities within their properties.
- Make a reasonable effort to monitor, test, and revise as appropriate, those activities and practices related to responsible gaming. Publicly report findings.

Glossary of terms

Responsible gaming

The provision of gambling services in a way that seeks to minimize the harm to customers and the community associated with gambling.⁴

Gambling

Gambling involves staking money on uncertain events driven by chance or a combination of chance and skill. The major forms of gambling are wagering and gaming.

Problem gambling

Problem gambling is characterized by difficulties in limiting money and/or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community.

Gambling disorder

Medical term for an individual exhibiting persistent and recurrent maladaptive gambling behavior that disrupts personal, family, and/ or vocational pursuits.

Credit

“Credit” means allowing any person any length of time in which to make payment or otherwise honor a financial obligation, whether express or implied in any particular and includes lending of cash or cash equivalent. Checks, markers, promissory notes, IOWs or similar transactions or instruments constituting a memorandum of debt accepted for purposes of participating in limited gaming are credit instruments. “Credit” does not apply to pre-paid magnetized strip cards used in lieu of cash, chips, or tokens.

Advertising and marketing

Advertising and marketing are defined to include, but are not limited to, radio and television broadcast off the premises, print, direct mail, billboard, and Internet promotions.

⁴ Australian Institute for Gambling Research

Acknowledgements

The MGC sought input to this responsible gaming framework from a number of experts during a Responsible Gaming Forum held on October 28, 2013 and in subsequent consultation. This advisory group was composed of the following professionals:

Dr. Robert Ladouceur
Dr. Debi LaPlante
Dr. Jeff Marotta
Dr. Lia Nower

Dr. Natasha Dow Schull
Dr. Howard Shaffer
Mr. David O. Stewart

Dr. Rachel Volberg
Ms. Marlene Warner
Mr. Keith Whyte

The MGC recognizes the Massachusetts Council on Compulsive Gambling for playing a key role in the development of the MGC Responsible Gaming Framework.

The following documents informed the development of the MGC Responsible Gaming Framework.

- Williams, R.J., West, B.L., & Simpson, R.I. (2012). Prevention of Problem Gambling: A Comprehensive Review of the Evidence, and Identified Best Practices. Report prepared for the Ontario Problem Gambling Research Centre and the Ontario Ministry of Health and Long Term Care. October 1, 2012.
- Queensland Responsible Gambling Code of Practice. Queensland Government Office of Liquor and Gaming Regulation
- National Gambling Impact Commission Report
- Australian Government Productivity Commission. Australia's Gambling Industries Inquiry Report
- Adelaide Casino Responsible Gambling Code of Practice (South Australia)
- European Responsible Gambling Standards
- The World Lottery Association Responsible Gaming Framework
- United Kingdom Gambling Commission, Gambling Codes of Practice
- Western Cape Industry Code of Conduct to Promote Responsible Gambling
- Nova Scotia Responsible Gambling Strategy, 2011
- Wellington Ministry of Health. 2010. Preventing and Minimising Gambling Harm: Six-year strategic plan 2010/11–2015/16.
- The American Gaming Association, Responsible Gaming Statues and Regulations, 2008
- Game Sense: Changing the Channel on Responsible Gaming, January, 2014
- Responsible Gaming Council, Centre for the Advancement of Best Practices, INSIGHT, Informed Decision Making, 2010

Appendix A: Staff Training⁵

- (1) The Licensee will provide training for employees about responsible gaming with focus on promoting a responsible gaming environment for patrons and education for employees about problem gambling and resources for employees in need of assistance. Licensee will:
- (a) ensure that all staff receive problem gambling training, provided at four distinct levels –
 - (i) for all staff at induction—training which provides basic information on responsible gaming, problem gambling, regulations, and resources (1.5 hours); and
 - (ii) for staff whose evaluation responses to the one hour training indicated further training was needed, enhanced responsible gambling training (2 hours); and
 - (iii) for all supervisors within the Gaming, Food and Beverage, Security, Surveillance, and Human Resource departments— training identifying initial procedures for first level identification, and referral, of customers and supervised staff requiring assistance (4 hours); and
 - (iv) for appropriate senior employees— advanced training on the identification of, and intervention techniques for, problem gambling, including facilitation of the self-exclusion process (8 hours);
 - (b) provide refresher courses for all staff at least each year;
 - (c) include responsible gambling information in employee newsletters and magazines; and
 - (d) display responsible gambling material in back of house areas to remind staff of policies and their responsibilities.
- (2) If the Licensee is to use an external provider for training, that training provider must be appropriately accredited in a manner acceptable to the Massachusetts Gaming Commission.
- (3) Responsible gaming training programs will be designed to –
- (a) provide information about the potential effect of gambling on customers; and
 - (b) include information on the recognition and identification of problem gambling traits; and
 - (c) ensure that the processes for approach, intervention, referral and follow-up are clear and well understood.
- (4) The Licensee will ensure that problem gambling training programs are regularly reviewed and revised.
- (5) The Licensee will:
- (a) make arrangements to ensure that training programs provided to its staff are the subject of an annual audit of their compliance with the requirements of this code; and
 - (b) provide a report of the outcome of each audit to the MGC within 28 days after completion.
- (6) The Licensee will take reasonable steps to ensure that staff with a potential or actual gambling problem are identified and referred for treatment.
- (7) If the Licensee provides training through an appropriately accredited external provider, the Licensee may comply with sub-clauses (3), (4), and (5) through the activities of that external provider.

⁵ Adapted from the Adelaide Casino Responsible Gambling Code of Practice (South Australia)

Appendix B:

Advertising and Marketing Code

The purpose of these guidelines are three-fold:

- 1) To ensure responsible and appropriate advertising and marketing of casinos to adults that reflects generally accepted contemporary standards; and
- 2) To avoid casino advertising and marketing materials that specifically appeals to children and minors.
- 3) To provide guidance on the display of responsible gambling material at places.

GENERAL GUIDELINES

- All advertising and marketing will contain a responsible gambling slogan and the toll-free telephone number for those individuals in need of assistance.
- Advertising and marketing materials are intended for adults who are of legal age to gamble in gaming establishments casinos.
- Advertising and marketing materials should reflect generally accepted contemporary standards of good taste.
- Advertising and marketing materials should not imply or suggest any illegal activity of any kind.
- Advertising and marketing materials shall strictly comply with all state and federal standards to not make false or misleading claims or exaggerated representations about gambling activity.
- Advertising and marketing materials should not contain claims or representations that individuals are guaranteed social, financial, or personal success.
- Advertising and marketing materials should not feature current collegiate athletes.

UNDERAGE GUIDELINES

- Advertising and marketing materials directed to or intended to appeal to persons below the legal age are prohibited.
- Advertising and marketing materials should not contain cartoon figures, symbols, celebrity/entertainer endorsements, and/or language designed to appeal specifically to children and minors.
- Gambling activities should not be advertised or promoted by anyone who is or appears to be below the legal age to participate in gambling activity. Models or actors should appear to be 25 years of age or older.
- Gambling should not be advertised or promoted in media specifically oriented to children and/or minors.
- Advertising and marketing should not be placed in media where most of the audience is reasonably expected to be below the legal age to participate in gambling activity.

- Where reasonably possible, advertising and marketing materials should not appear adjacent to or in close proximity to comics or other youth features.
- Gambling activities should not be advertised to or promoted at any U.S. venue where most of the audience is normally expected to be below the legal age to participate in gambling activity.
- Unless in response to a charitable request, clothing, toys, games, or other materials that appeal primarily to children or minors should not be given away at events where most of the audience is reasonably expected to be below the legal age to participate in gambling activity.
- Participation in gambling activities should not be promoted on college or university campuses or in college or university publications. Gambling activities should not be advertised or promoted on billboards or other outdoor displays that are adjacent to schools or other primarily youth-oriented locales.

DISPLAY OF RESPONSIBLE GAMING MATERIAL GUIDELINES

Responsible gaming signage and information must be available at each location where gambling is taking place, must prominently publicize the Massachusetts Problem Gambling Helpline and promote the use of responsible gaming and state subsidized problem gambling treatment and counselling services. Consideration in messaging should be given to ensure people from linguistically diverse backgrounds have access to messaging.

Method:

- Responsible gaming posters must be displayed in full view of gambling customers, as well as in staff areas as applicable.
- Video systems, where applicable, must periodically display the relevant information with regard to the helpline.
- Responsible gaming and problem gambling treatment messaging must be available in guestrooms, lounges, and other public areas.
- Responsible gaming and problem gambling treatment messaging must be available at the gambling point of sale, being casino tables, racing cashier desks, and so on.
- Problem gambling helpline details must appear on all gaming machines, including slot machines, either on a sticker or displayed on the machine screen.
- Responsible gaming and problem gambling treatment messaging must be available at all cash desks, information desks, and club desks, and anywhere else at a gambling establishment where guests and customers are to be found.
- ATM machines in or adjacent to places where gambling is conducted should have problem gambling helpline stickers, and periodic on-screen responsible gaming messages.

Clean Energy Expo

Entertainment Facilities

February 3, 2014

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Agenda

Introduction

- **Amanda King**, Bentley University Director of Sustainability

Remarks

- **Alicia Barton**, Chief Executive Officer of the Massachusetts Clean Energy Center
- **Bruce Stebbins**, Massachusetts Gaming Commissioner

For more information on clean energy opportunities,
email **innovate@masscec.com** or
visit us at **www.masscec.com**

SECTION 7(b):

NO DOCUMENTS

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 138.00: GAMING DEVICES AND ELECTRONIC GAMING EQUIPMENT

Section

- 138.01: Standards for Gaming Devices
- 138.02: Progressive Gaming Devices
- 138.03: On-Line Monitoring and Control Systems (MCS) and Validation System
- 138.04: Cashless Systems
- 138.05: Bonusing Systems
- 138.06: Promotional Systems
- 138.07: Kiosks
- 138.08: Client-Server Systems
- 138.09: Electronic Table Game Systems
- 138.10: Dealer Controlled Electronic Table Games [RESERVED]
- 138.11: Wireless Gaming Systems [RESERVED]
- 138.12: Network Security
- 138.13: Player User Interface Systems
- 138.14: Card Shufflers and Dealer Shoes [RESERVED]
- 138.15: Electronic Raffle Systems [RESERVED]
- 138.16: Communications Protocols

138.01: Standards for gaming devices

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-11: Gaming Devices in Casinos, version 2.1, released Aug 25, 2011, subject to the following amendments:

- (a) Delete section 1.1.1.
- (b) Delete section 1.1.2.
- (c) Delete section 1.2.
- (d) Add the following after the first sentence of the introductory paragraph in section 3.2.4: “Each game cycle time must be at least 2.5 seconds.”
- (e) Replace in section 3.4.1 “seventy-five percent (75%)” with “eighty-five percent (85%)”.
- (f) Add the following after the first paragraph of section 3.4.1: The calculation of minimum payout percentage excludes the cash equivalent value of any merchandise or other thing of value that cannot be converted into cash by the gaming establishment.

- (g) Replace in section 3.4.1(b) “75%” with “85%”.
- (h) Replace in section 3.4.3 “50,000,000 to 1” with “50,000,000 to 1”.
- (i) Replace in section 3.10.1(f) “seventy-five percent (75%)” with “eighty-five percent (85%)”
- (j) Insert as 3.2.2(i) the following text: The current time and player session duration.

(2) For purposes of M.G.L. c.23K and 205 CMR the term slot machine as defined by M.G.L. c.23K, §2 shall not include automatic amusement devices as defined by G.L. c 140, § 177A(2).

(3) For purposes of M.G.L. c.23K and 205 CMR each gaming position, as defined by M.G.L. c.23K, §2, at a slot machine shall be considered a separate slot machine.

(4) The rules of the game and operating instructions for any gaming device offered for use by patrons of the licensee’s gaming establishment shall be conspicuously displayed. The rules of the game must contain at a minimum a clear and not unnecessarily complicated description of the mechanics of the game as well as pay tables sufficient to calculate the minimum return to player. The rules of the game must include all information related to bonusing, progressive, and persistent state systems implemented in the game. The operating instructions must contain clear and concise guidance on how to use the gaming device. All rules of the game and operating instructions must unambiguously identify the game or gaming device to which they relate.

(5) A gaming licensee shall provide the commission with a real-time stream of data in the communication format specified by the commission directly from each slot machine. If communications between the slot machine and the commission’s system fails, the slot machine shall continue to record all required data for the most recent seven days of operation and send the data directly to the commission as soon as the connection is reestablished. If the connection is not reestablished within 24 hours due to a problem stemming from the gaming establishment’s systems, then any slot machine affected shall cease operation until the connection is reestablished.

138.02: Progressive Gaming Devices

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-12: Progressive Gaming Devices in Casinos, version 2.1, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.1.
- (b) Delete section 1.2.

138.03: On-Line Monitoring and Control Systems (MCS) and Validation System

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-13: On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos, version 2.1, released Sept 6, 2011, subject to the following amendments:

(a) Delete section 1.1.

(b) Delete section 1.3.

138.04: Cashless Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-16: Cashless Systems in Casinos, version 2.1, released Sept 6, 2011, subject to the following amendments:

(a) Delete section 1.2.

(2) No slot machine at a gaming establishment shall accept coins, tokens, bills, debit cards, or credit cards as a form of payment.

(3) A gaming device shall allow individuals to monitor and impose betting limits on their cashless wagering. The gaming establishment shall allow individuals to set betting limits on their cashless wagering including, but not limited to, per bet limits, hourly limits, daily limits, weekly limits and monthly limits. An individual may lower limits and increase limits; provided, however, that the individual shall not increase betting limits more than once in a 24-hour period. The gaming establishment shall issue to each patron who has been issued a rewards card or who participates in a cashless wagering system by the gaming establishment a monthly statement, mailed to the patron at the patron's physical mailing address, which shall include the patron's total bets, wins and losses; provided, however, that a patron shall be given the opportunity to decline receiving a monthly statement at the time the rewards card is issued or during initial participation in a cashless wagering system; provided further, that a patron may later opt out of receiving monthly statements by providing a written request to cease monthly statements to the gaming establishment. A gaming licensee who has implemented such a program or system shall annually report to the commission the amount of money spent and lost by patrons who have been issued a rewards card or who participated in a cashless wagering system, aggregated by zip code. Individuals on the list of excluded persons shall not be permitted to participate in a cashless wagering system.

138.05: Bonusing Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-17:

Bonusing Systems in Casinos, version 1.3, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.2.

138.06: Promotional Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-18: Promotional Systems in Casinos, version 2.1, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.2.

138.07: Kiosks

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-20: Kiosks, version 1.5, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.1.3.

138.08: Client-Server Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-21: Client-Server Systems, version 2.2, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.1.
- (b) Delete section 1.2.

138.09: Electronic Table Game Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-24: Electronic Table Game Systems, version 1.3, released Sept 6, 2011, subject to the following amendments:

- (a) Delete section 1.1.

(2) An electronic table game shall be considered a slot machine in accordance with M.G.L. c. 23K, § 2 unless the simulation requires the intervention of a gaming employee prior to the final determination of winnings.

138.10: Dealer Controlled Electronic Table Games [RESERVED]

138.11: Wireless Gaming Systems [RESERVED]

138.12: Network Security

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-27: Network Security Best Practices, version 1.1, released Jan 21, 2013, subject to the following amendments:

(a) Delete section 1.1.

(b) Delete section 1.2.

138.13: Player User Interface Systems

(1) A gaming licensee and gaming device vendor shall comply with and the commission adopts and incorporates by reference Gaming Laboratories International, LLC Standard GLI-28: Player User Interface Systems, version 1.0, released Feb 14, 2011, subject to the following amendments:

(a) Delete section 1.1.

138.14: Card Shufflers and Dealer Shoes [RESERVED]

138.15: Electronic Raffle Systems [RESERVED]

138.16: Communications Protocols

(1) A gaming licensee shall not operate any slot machine after January 1, 2017 unless that slot machine is compatible with the Gaming Standards Association Standard G2S v2.1 Certification Requirements: EGM Release 1, released April 20, 2012.

REGULATORY AUTHORITY

205 CMR 138: M.G.L. c. 23K, §§x

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 139.00: APPROVAL OF SLOT MACHINES AND ELECTRONIC GAMING
EQUIPMENT AND TESTING LABORATORIES

Section

139.01: Required Permits

139.02: Gaming Device Permitting

139.03: Gaming Device Registration

139.04: Required Testing by Independent Testing Laboratories

139.05: Fees for Testing, Permitting, and Registration of Gaming Devices

139.06: Duration of Gaming Device Permitting and Registration

139.07: Independent Testing Laboratory Certification and Auditing

139.01: Required Permits

(1) Each new or modified gaming device shall require a permit from the commission and each subsequent copy of a permitted gaming device shall be registered with the commission prior to use in a gaming establishment.

(2) No gaming device shall be used in a gaming establishment unless:

(a) a prototype of the gaming device has received a permit from the commission,

(b) the gaming device used in the gaming establishment is registered with the commission, and

(c) the gaming device is identical in all mechanical, electrical, electronic or other aspects to the permitted prototype.

(3) The following gaming devices require permitting by the commission prior to initial use or following any modification:

(a) Slot machines;

(b) Electronic table games;

(c) Kiosks;

(d) Wireless wagering devices;

(e) Money counters;

(f) Chip sorters;

(g) Devices used in conjunction with table games such as gaming chips, dice, cards, Pai Gow tiles, card readers, dealer shoes, automated shuffling machines, dice shakers, and roulette wheels; and

(h) Tables for conducting table games such as roulette, blackjack, poker, craps, baccarat, big six, and Pai Gow.

(4) The following gaming device components require permitting by the commission prior to their use in connection with a gaming device or within a gaming establishment:

(a) Slot machine games;

(b) Multiplayer systems;

(c) Server supported slot systems;

(d) Slot machine bonus systems;

(e) Table game bonus systems;

(f) Progressive systems;

(g) Account based wagering systems;

(h) Slot monitoring systems;

(i) Gaming voucher systems;

(j) Devices used in conjunction with a slot monitoring system;

(k) Devices used in conjunction with gaming devices such as bill acceptors, printers, and coin acceptors;

139.02: Gaming Device Permitting

(1) A gaming vendor shall not provide a new or modified gaming device or gaming device component for use in a gaming establishment unless it has received a gaming device permit for the gaming device or component.

(2) The applicant, at its own expense, must submit the gaming device or gaming device component for scientific testing and technical evaluation by a commission certified independent testing laboratory licensed pursuant to 205 CMR 139.07 to determine compliance with M.G.L. c. 23K and 205 CMR 141. The applicant must provide the testing laboratory with all documentation necessary to conduct testing and evaluate compliance.

(3) Upon completion of testing by a certified independent testing laboratory, an applicant may submit an application for permitting of the gaming device or component to the commission's gaming technology laboratory. The application for a gaming device permit shall be in the form prescribed by the commission and contain:

- (a) the applicant's name;
- (b) the applicant's gaming vendor license number or gaming vendor applicant number;
- (c) a unique name and version number for the gaming device or component for which the registration is sought;
- (d) a copy of the commission certified independent testing laboratory report for the gaming device or component;
- (e) a list of all jurisdictions in which the gaming device or component is currently being used, including the duration of use; and
- (f) the application fee.

(4) Upon receipt of the gaming device permit application, the commission may require that the applicant provide to the commission, at the applicant's expense, a functioning prototype of the gaming device or gaming device component as well as all documentation necessary to conduct testing and evaluate compliance.

(5) The applicant shall immediately notify the commission if it becomes aware of an issue that may negatively impact the reporting of revenue, game outcome, or the integrity of a product that has been submitted to the commission for permitting.

(6) Each gaming vendor that has a commission issued permit for a gaming device or gaming device component is required to immediately notify the commission of any issue that may impact the integrity of the permitted gaming device or gaming device component.

(7) Prior to issuing a permit and after completing a review of a proposed gaming device or gaming device component that has not been available for public use in other jurisdictions for at least one year, the commission may require a trial period of up to 180 days to test the gaming device or gaming device component in a gaming facility. During the trial period, minor changes in the operation or design of the gaming device or gaming device component may be made with prior approval of the commission. During the trial period, any gaming revenue generated by the gaming device or gaming device component shall be remitted to the commission. At the conclusion of the trial period, the commission shall issue a permit, deny a permit, or extend the duration of the trial period.

(8) Upon completion of gaming device or component testing by the independent testing laboratory and any additional testing that the commission may conduct, the commission shall

issue a letter describing whether or not the gaming device or gaming device component is approved, including any conditions for its use. Nothing shall prohibit the commission from adding, modifying or removing conditions following the initial approval as necessary to ensure the integrity of the gaming device or gaming device component.

(9) The commission may disapprove a gaming device permit application if the gaming device does not meet the requirements in G.L. c. 23K and 205 CMR, or if the gaming device threatens the credibility or integrity of gaming from the point of view of the player, the public, or the gaming establishment. If the commission does not approve the gaming device or component, the commission shall provide written notification containing the reason for the denial.

(10) All initial determinations of gaming device or component permitting will be made by the commission's gaming technology laboratory. An applicant may appeal any determination made by the gaming technology laboratory in accordance with 205 CMR 134.04(3) to the commission by filing a petition on a form prescribed by the commission. The commission shall decide the appeal at a public hearing on the matter at which it may allow representatives of the petitioner and gaming technology laboratory to testify.

139.03: Gaming Device Registration

(1) Any gaming licensee proposing to utilize a new or modified gaming device or gaming device component in its gaming establishment shall submit a gaming device registration application with the commission's gaming technology laboratory. The application for a gaming device registration shall be in the form prescribed by the commission and contain:

- (a) the applicant's name;
- (b) the gaming device number issued by the commission of the permitted prototype on which the gaming device or component is based;
- (c) in the case of a physical gaming device or component, the unique serial number and the date of manufacture for each copy of the gaming device or component that the applicant intends to use in the gaming establishment;
- (d) in the case of a software gaming device component, the total number of copies of the software that the gaming establishment intends to use at any one time;

(2) Upon completion of review of compliance with the conditions of the permit, the commission shall either grant or deny the gaming device or component registration.

(3) The gaming establishment must ensure that the registered gaming device or component is and remains identical in all mechanical, electrical, electronic or other material aspects to the permitted prototype on which the gaming device or component is based. The commission may

inspect any registered gaming device or component to ensure that it is materially identical to the permitted device.

(4) All initial determinations of gaming device or component registration will be made by the commission's gaming technology laboratory. An applicant may appeal any determination made by the gaming technology laboratory in accordance with 205 CMR 134.04(3) to the commission by filing a petition on a form prescribed by the commission. The commission shall decide the appeal at a public hearing on the matter at which it may allow representatives of the petitioner and gaming technology laboratory to testify.

(5) A gaming licensee that is no longer in possession of a registered gaming device or component shall inform the commission's gaming technology laboratory within 31 days.

139.04: Required Testing by Independent Testing Laboratories

(1) A commission certified independent testing laboratory shall test all gaming devices submitted to it by an applicant for a gaming device permitting to ensure compliance with M.G.L. c. 23K and 205 CMR 141.

(2) The independent testing laboratory shall issue a report of the findings to the applicant and a duplicate report to the commission. Such report shall contain:

- (a) the part and version numbers of the gaming device or components tested;
- (b) attachments containing documents sufficient to describe the functionality and operation of all material components of the gaming device;
- (c) attachments containing all documents relied on in conducting the testing;
- (d) a description of all tests conducted and the results of such tests;
- (e) a statement as to whether each of the components within the gaming device and each interaction between components is, with respect to M.G.L. c. 23K and 205 CMR 139:
 - (i) fully compliant,
 - (ii) partially compliant and partially not compliant,
 - (iii) compliant but may be noncompliant subject to interpretation of the laws or regulations,
 - (iv) compliant but nevertheless makes the device unfair, deceptive, or improper for use in a gaming establishment, or
 - (v) not compliant;

- (f) a list and description of all issues encountered in testing the gaming device or component;
- (g) a list and description of all amounts invoiced by the independent testing laboratory to the applicant for costs of the testing; and
- (h) an attachment listing all known methods of breaching the security of the gaming device;
- (i) the date the gaming device or component was submitted for testing;
- (j) the start and end dates of the gaming device or component testing;
- (k) the location of the facility used to perform the testing;
- (l) the names of all individuals participating in the testing;
- (m) a statement, signed under penalty of perjury, that all information provided in the report is accurate and complete.

(3) The independent testing laboratory's report shall not contain an overall determination of suitability of the gaming device. The report shall not contain any information in its body that if publically released may harm the integrity of the gaming device, but such information may be disclosed in an attachment.

(4) The independent testing laboratory may communicate with the applicant to request additional documentation or to discuss potentially non-compliant components. The independent testing laboratory shall log any communication between itself and the applicant and be able to provide to the commission copies of all documents transmitted to or from the applicant for at least seven years following the issuance of the report.

(5) The independent testing laboratory may only rely on testing conducted and data collected from a third party or from its own testing for another jurisdiction if the testing was performed during the past six years by an independent party with no apparent interest in the result. An independent testing laboratory relying on such external testing or data must clearly identify in its report all such reliance and independently verify the validity of such data or testing by:

(a) finding that the methods described in the earlier test are reliable and there is no indication that the data are incorrect; or

(b) showing that the gaming device or component has been implemented for public use for at least two years in other jurisdictions and has performed in conformance with the data;

(6) An independent testing laboratory may rely on any data or results of testing conducted by a commission certified independent testing laboratory during the past six years when such testing was conducted for purposes of permitting a gaming device in the Commonwealth. Any such reliance must be clearly identified in its report.

139.05: Fees for Testing, Permitting, and Registration of Gaming Devices

(1) An applicant seeking a gaming device permit shall remit appropriate fees to the commission along with the gaming device permit application. The application fee for submitting a new gaming device for permitting or for modification of a currently permitted gaming device is \$500.

(2) An applicant seeking a gaming device permit or update to a gaming device permit shall, in addition to the application fee, pay to the commission all costs incurred by the commission in the testing process.

(3) An applicant requesting that a commission certified independent testing laboratory conduct testing shall pay all costs of the testing directly to the independent testing laboratory.

(4) There is no fee for registering a gaming device based on a permitted prototype of the same device.

139.06: Duration of Gaming Device Permit and Registration

(1) A gaming device permit shall expire 6 years from the initial issuance of the permit. An update or modification to a permitted gaming device or component does not extend the duration of the permit.

(2) A gaming device registration shall expire at the same time as the gaming device permit on which the registration is based.

(3) Upon the expiration of a gaming device permit, all gaming establishments with a gaming device or component registered pursuant to the expired permit shall immediately cease operation of those gaming devices or components.

139.07: Independent Testing Laboratory Certification and Auditing

(1) In order to provide testing services of gaming devices and components in Massachusetts, a person must be certified as an independent testing laboratory in accordance with 205 CMR 139.07. The certification process will take place as follows:

(a) The commission shall issue yearly a request for applications from applicants interested in being certified as independent testing laboratories.

(b) Upon receipt of an application in the form prescribed in 205 CMR 139.07(5) the commission shall conduct any investigation it deems reasonable, including any visit,

review or inspection of each independent testing laboratory seeking certification to evaluate its qualifications and capabilities pursuant to 205 CMR 139.07(3).

(c) The applicant is required to pay any and all costs associated with the investigation, including site visits and inspections, of the applicant during the certification evaluation period.

(d) Upon the conclusion of a favorable evaluation and upon full payment of any costs associated with the certification, the commission shall hold a public hearing in accordance with to consider the certification as an independent testing laboratory. The commission shall issue a final decision granting or denying the certification within 30 days of the hearing.

(e) Certification as an independent testing lab shall be valid for three years and shall automatically renew upon expiration. The commission may audit the compliance of the certified independent testing laboratory with its requirements annually or more often if needed. The commission may revoke the registration of a certified independent testing laboratory if the testing laboratory it no longer meets the requirements of G.L. c. 23K and 205 CMR.

(f) The commission shall maintain a list of certified independent testing laboratories along with the categories of gaming device it may test.

(2) Each independent testing laboratory must be certified for each category of testing for which the laboratory seeks to provide results. The categories of testing include:

- (a) Games and game variations;
- (b) Gaming devices and gaming device modifications;
- (c) Gaming associated equipment and gaming associated equipment modifications;
- (d) Cashless wagering systems and cashless wagering system modifications;
- (e) Inter-casino linked systems and inter-casino linked system modifications;
- (f) Mobile gaming systems and mobile gaming system modifications;
- (g) Interactive gaming systems and interactive gaming system modifications; and
- (h) Any other category of testing that the commission may deem appropriate.

(3) To qualify for certification, the independent testing laboratory, must:

- (a) Submit an application for certification as an independent testing laboratory;

(b) Be independent pursuant to 205 CMR 139.07(4)

(c) Be accredited in accordance with ISO/IEC 17025 by an accreditation body that is a signatory to the International Laboratory Accreditation Cooperation Mutual Recognition Agreement, unless the independent testing laboratory is only seeking certification for the testing of games and game variations;

(d) Demonstrate suitability in accordance with G.L. c. 23K, §§ 12 and 16 by clear and convincing evidence after considering reciprocity from other jurisdictions;

to the same extent as required of a gaming vendor primary pursuant to 205 CMR 134;

(e) Demonstrate that it is technically competent in testing the category of game, device, or system in which it is seeking registration; and

(f) Demonstrate that it is technically competent to test compliance with the applicable Massachusetts statutes, regulations, standards and policies.

(4) An independent testing laboratory must be independent at all times while certified by the commission.

(a) To be considered independent from a manufacturer, distributor, or operator pursuant to 205 CMR 139.07(3)(b), the independent testing laboratory, including its employees, management, directors, owners, compliance committee members and gaming regulatory advisors, with the exception of the independent testing laboratory's external accountants and attorneys:

1. Must not have a financial or other interest, direct or otherwise, in a manufacturer, distributor, or operator of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, regardless of whether or not the person or entity is licensed, registered, or otherwise does business in Massachusetts;

2. Must not participate, consult, or otherwise be involved in the design, development, programming, or manufacture of any game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto;

3. Must not have any other interest in or involvement with a manufacturer, distributor, or operator that could cause the independent testing laboratory to act in a manner that is not impartial; and

4. Such individuals shall not serve in any capacity with a manufacturer, distributor, or operator beyond the scope of the independent testing laboratory's engagement pursuant to these regulations.

(b) The restrictions in 139.07(4)(a) shall not be interpreted to limit an independent testing laboratory, or the above listed individuals, from providing consulting services to a manufacturer, distributor, or operator, provided that such services do not directly or indirectly indicate, suggest, or imply how to design, develop, program or manufacture a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any components thereof or modification thereto.

(c) The restrictions in 139.07(4)(a) shall not be interpreted to limit its ability to accept fees from a gaming device vendor in accordance with 205 CMR 139.05.

(5) An application for certification as an independent testing laboratory shall be in the form prescribed by the commission and contain:

(a) A completed business entity disclosure form as set forth in 205 CMR 134.07(6) for the applicant entity;

(b) Completed multi-jurisdictional personal history disclosure forms as set forth in 205 CMR 134.07(1) for each person who would be a gaming vendor qualifier pursuant to 205 CMR 134.04(4) if the applicant were a gaming vendor;

(c) Copies of all ISO/IEC 17025 certification and accreditation materials except if the independent testing laboratory is only seeking registration for the testing of games and game variations;

(d) All ISO required internal controls, policies and procedures, except if the independent laboratory is only seeking registration for the testing of games and game variations;

(e) Detailed description of the testing facilities;

(f) Detailed description of available testing staff and staff qualifications, including education, training, experience and skill levels;

(g) Detailed description of available testing equipment;

(h) Copies of documented policies, systems, programs, procedures and instructions to assure the quality of test results;

(i) Copies of all test scripts to be used for testing against the applicable Massachusetts statutes, regulations, standards, and policies.

(j) A statement subscribed by the applicant that:

1. The information being provided to the commission is accurate and complete;
2. The applicant agrees to cooperate with all requests, inquiries, or investigations of the commission;
3. The applicant acknowledges that the commission shall retain jurisdiction over the independent testing laboratory in any matter involving a gaming device or gaming device component;
4. The applicant agrees to indemnify and hold harmless the Commonwealth of Massachusetts and the commission, and each of their members, agents, and employees in their individual and representative capacities against any and all claims, suits and actions, brought against the persons named in this section by reason of any inspections or certifications performed by the applicant as a certified independent testing laboratory, and all other matters relating thereto, and against any and all expenses, damages, charges and costs, including court costs and attorney fees, which may be sustained by the persons and entities named in this subsection as a result of said claims, suits and actions; and

(k) any additional information that the commission may require.

(6) Certified independent testing laboratories shall:

- (a) notify the commission of any change in ownership of the certified independent testing laboratory, any change in directors, executives, or key management or employees of the independent testing laboratory, and any other material changes to the information included in its application for registration or the information submitted in conjunction with or subsequent to its application within 30 days of such change;
- (b) no later than by the 15th day of each January, inform the commission in writing of any changes to the information that was contained on the registered independent testing laboratory's application for registration or submitted in conjunction with or subsequent to its application, or that no changes have occurred since the last reporting date;
- (c) maintain copies of the results of any ISO/IEC 17025 audits or reviews and notify the commission in writing of the availability of the results within 15 days of when they become available to the registered independent testing laboratory and provide copies to the commission upon request.
- (d) notify the commission immediately of any material issues concerning any gaming device or component that it tested for use in Massachusetts;

(e) notify the commission immediately of any attempts by a manufacturer, distributor, or operator to improperly influence the certified independent testing laboratory, or any of its employees, managers, or owners, in or in connection with any testing of gaming devices or components for use in Massachusetts; and

(f) timely provide the commission with such other information as the commission may request or require.

(7) Certified independent testing laboratories shall abide by the following requirements while certified:

(a) In the interest of preserving a competitive gaming industry, a certified independent testing laboratory shall not implement or maintain any procedure or policy or take any action that would inhibit or prevent a manufacturer, distributor or operator that has otherwise been deemed suitable for doing business in Massachusetts by the commission from submitting a game, gaming device, associated equipment, cashless wagering system, inter-casino linked system, mobile gaming system or interactive gaming system, or any component thereof or modification thereto, for testing for use in Massachusetts, or that would call into question or tend to erode the independence of the certified independent laboratory from any clients that utilize its services.

(b) All testing shall be performed by a person directly employed by the certified independent testing laboratory. The certified independent testing laboratory shall not assign, delegate, subcontract, or otherwise engage any person not directly employed by the certified independent testing laboratory for any testing for which the laboratory has been certified.

(c) A certified independent testing laboratory shall implement and maintain a hiring and background check process that ensures, at a minimum, that no person is hired in a position involving testing relating to Massachusetts, or in a position overseeing or managing an employee in such a position, who has:

1. failed to disclose or misstated information or otherwise attempted to mislead the commission with respect to any information the person has provided to the commission;
2. been convicted of a felony or other crime involving embezzlement, theft, fraud or perjury;
3. committed prior acts which have not been prosecuted or in which the person was not convicted but form a pattern of misconduct that makes the person unsuitable;

4. Been identified in the published reports of any federal or state legislative or executive body as being a member or associate of organized crime, or as being of notorious and unsavory reputation;
5. Been placed and remains in the constructive custody of any federal, state or municipal law enforcement authority; or
6. Had any gaming license, registration or other like credential revoked or committed any act which is a ground for the revocation of a gaming license, registration or other professional credential held by the person or would have been a ground for the revocation of a gaming license, registration or other professional credential had the person held such license, registration, or credential.

(d) A certified independent testing laboratory shall handle all information and data prepared or obtained as part of the testing process as confidential.

(e) A certified independent testing laboratory shall implement and maintain security and access control systems designed to secure and protect the confidentiality of all equipment, software, and other information entrusted to it as part of the testing process.

(f) The commission may, as appropriate, periodically provide further guidance as to what is required of a certified independent testing laboratory through industry notices or other written communications.

(g) If a certified independent testing laboratory hires an individual who was previously employed by, or performed any work for, a manufacturer, distributor or operator within one year prior to the individual's date of employment with the independent testing laboratory, the certified independent testing laboratory shall not permit that person to test any gaming device or component for use in Massachusetts, for which the person had any involvement with, whatsoever, while he or she was employed by the manufacturer, distributor or operator for a period of one year from the individual's date of employment with the independent testing laboratory.

REGULATORY AUTHORITY

205 CMR 139: M.G.L. c. 23K, §§x

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 140.00: POSSESSION OF SLOT MACHINES

Section

140.01: Possession of Slot Machines

140.02: Transportation of Slot Machines

140.01: Possession of Slot Machines

(1) The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the commission, possess slot machines in the commonwealth for the purposes provided herein, and such possession is not restricted by G.L. c. 271, § 5A, provided that the machines are kept only in such locations as may be specifically approved in writing by the commission and that any machines located outside of a gaming establishment not be used for gaming activity:

(a) A holder of:

1. A gaming license at the gaming establishment;
2. A gaming vendor license, for the purpose of distributing, repairing or servicing slot machines;

(b) An employee or agent of the commission, for the purpose of fulfilling official duties or responsibilities;

(c) A common carrier, for the purpose of transporting such slot machines;

(d) A trade school approved by the commission to possess slot machines for educational purposes; or

(e) Any other person the commission may approve after finding that possession of slot machines by such person in this state is necessary and appropriate to fulfill the goals and objectives of M.G.L. c. 23K and 205 CMR.

(2) Each gaming licensee shall file, prior to the commencement of gaming and every thirty days thereafter with the commission a comprehensive lists of:

(a) The slot machines and bill validators and/or bill changers on its gaming floor (the "Slot Machine Master List");

(b) The slot machines possessed by the licensee in restricted areas off the gaming floor but on the premises of its gaming establishment;

(c) The slot machines possessed by the licensee at locations in this state but off the premises of its gaming establishment.

(3) At a minimum, each list of slot machines required by paragraph (2) of this rule shall contain the following information, as applicable, for each slot machine and any accompanying bill validator and/or bill changer on the "Slot Machine Master List," in consecutive order by location number:

(a) The date on which the list was prepared;

(b) A description of each slot machine by:

1. Slot machine model and serial number;

2. Computer program number;

3. Denomination;

4. Manufacturer and machine type; and

5. Whether the slot machine has an electronic funds transfer (EFT) feature, voucher feature, or progressive system.

(c) A cross reference for each slot machine by zone and serial number;

(d) The restricted area within the gaming establishment where the slot machine is located for each slot machine included on the list required by paragraph (2)(b) of this rule;

(e) The address of the slot machine storage facility where the slot machine is located for each slot machine included on the list required by paragraph (2)(c) of this rule; and

(f) Such other information as the commission may require.

(4) Any building located outside of a casino facility where slot machines will be kept shall meet, at a minimum, the following requirements:

(a) All access doors and windows must be locked and alarmed;

(b) Access is restricted to those individuals permitted to maintain slot machines pursuant to this regulation; and

(c) Any other requirements as deemed appropriate by the commission.

140.02: Transportation of Slot Machines

(1) Prior to the transport or movement of any slot machine into the Commonwealth; from one authorized location to another authorized location within the Commonwealth; or out of the

Commonwealth, the person causing such slot machine to be transported or moved shall first notify the commission in writing giving the following information:

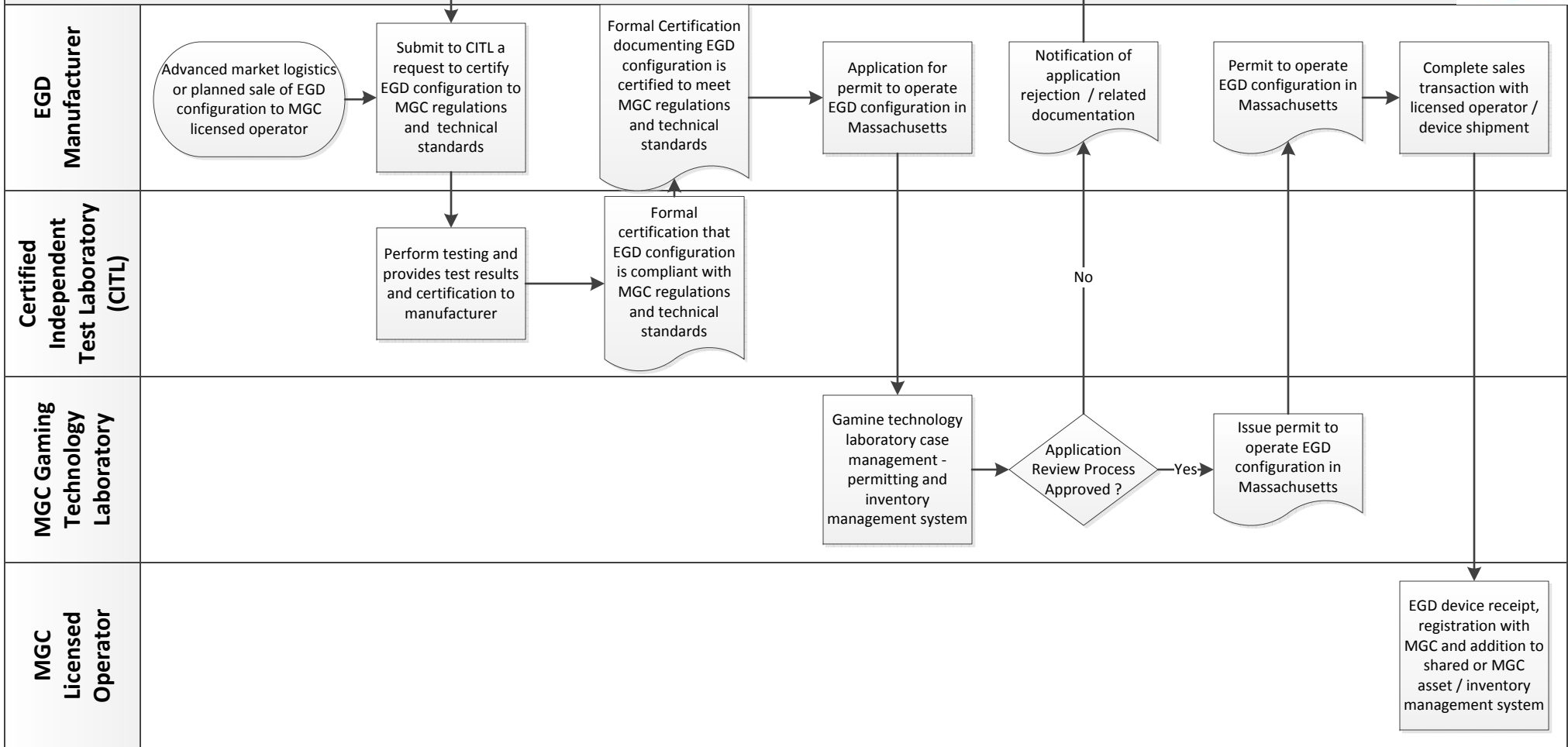
- (a) The full name and address of the person shipping or moving the machine;
 - (b) The full name and address of the person who owns the machine, including the name of any new owner in the event ownership is being changed in conjunction with the shipment or movement;
 - (c) The method of shipment or movement and the name of the carrier or carriers;
 - (d) The full name and address of the person to whom the machine is being sent and the destination of the machine if different from such address;
 - (e) The quantity of machines being shipped or moved and the manufacturer's serial number of each machine;
 - (f) The expected date and time of delivery to or removal from any authorized location in the Commonwealth;
 - (g) The port of entry, or exit, if any, of the machine if the origin or destination of the machine is outside the continental United States; and
 - (h) The reason for transporting the machine.
- (2) The person shipping or moving any slot machine shall provide to the shipper a document, at least one copy of which shall be kept with the slot machine at all times during the shipping process, that contains the following information, at a minimum:
- (a) The manufacturer's serial number of the slot machine being transported;
 - (b) The full name and address of the person from whom the machine was obtained;
 - (c) The full name and address of the person to whom the machine is being sent; and
 - (d) The dates of shipment.
- (3) Any person, company, or school receiving a slot machine shipment from outside of the Commonwealth shall, within three business days of receipt, provide the commission with the information enumerated in (b) above.
- (4) All movements of slot machines shall be recorded in a log that shall be maintained in accordance with the record retention requirements contained in and include the following:

- (a) The manufacturer's serial number;
- (b) The casino operator's equipment number, if applicable;
- (c) An indication as to whether the equipment is equipped for tokenization, and if so, the denomination;
- (d) The date and time of movement of the equipment;
- (e) The location from which the equipment was moved;
- (f) The location to which the equipment was moved; and
- (g) The printed name(s) and signature(s) of the person(s) involved in moving the equipment.

REGULATORY AUTHORITY

205 CMR 140: M.G.L. c. 23K, §§x

Business Process for Certification and Permitting of Electronic Gaming Devices (EGD)



Advanced market logistics or planned sale of EGD configuration to MGC licensed operator

Submit to CITL a request to certify EGD configuration to MGC regulations and technical standards

Perform testing and provides test results and certification to manufacturer

Formal Certification documenting EGD configuration is certified to meet MGC regulations and technical standards

Formal certification that EGD configuration is compliant with MGC regulations and technical standards

Application for permit to operate EGD configuration in Massachusetts

Game technology laboratory case management - permitting and inventory management system

Application Review Process Approved?

Notification of application rejection / related documentation

Issue permit to operate EGD configuration in Massachusetts

Permit to operate EGD configuration in Massachusetts

EGD device receipt, registration with MGC and addition to shared or MGC asset / inventory management system

Complete sales transaction with licensed operator / device shipment