

1 THE COMMONWEALTH OF MASSACHUSETTS
2 MASSACHUSETTS GAMING COMMISSION
3 PUBLIC MEETING #166
4
5
6

7 COMMISSIONERS

8 James F. McHugh

9 Bruce W. Stebbins

10 Enrique Zuniga

11 -----
12
13
14
15
16
17
18

19 October 15, 2015 10:30 a.m.- 12:34 p.m.

20 MASSACHUSETTS GAMING COMMISSION
21 101 Federal Street, 12th Floor
22 Boston, Massachusetts
23
24

1 P R O C E E D I N G S :

2

3 COMMISSIONER MCHUGH: Good morning.

4 It's Thursday, October 15, 2015. And I'm
5 calling to order the 166th meeting of the
6 Massachusetts Gaming Commission. Commissioner
7 Crosby and Commissioner Cameron -- Chairman
8 Crosby and Commissioner Cameron are occupied
9 elsewhere today. So, they have left the
10 business of the Commission temporarily to the
11 three of us. And we'll proceed in that
12 fashion.

13 For those at home who did not hear,
14 I call to order the 166th meeting of the
15 Massachusetts Gaming Commission. Chairman
16 Crosby and Commissioner Cameron are elsewhere
17 today. So, the three of us who constitute a
18 quorum will proceed.

19 The first item of business as usual
20 is approval of the minutes. The first set of
21 minutes are those of September 24, 2015. They
22 are in the book. And I'd move their approval
23 as they appear there subject to any
24 typographical and mechanical corrections we

1 need to make hereafter.

2 COMMISSIONER STEBBINS: I would
3 second that.

4 COMMISSIONER MCHUGH: Any
5 discussion? No, then all in favor, aye.

6 COMMISSIONER ZUNIGA: Aye.

7 COMMISSIONER STEBBINS: Aye.

8 COMMISSIONER MCHUGH: The ayes have
9 it unanimously. The second set of minutes is
10 October 1, 2015. They too are in the book. I
11 likewise would move their admission -- their
12 approval with the same reservations.

13 COMMISSIONER STEBBINS: Second.

14 COMMISSIONER MCHUGH: Any
15 discussion? All in favor, aye.

16 COMMISSIONER ZUNIGA: Aye.

17 COMMISSIONER STEBBINS: Aye.

18 COMMISSIONER MCHUGH: The ayes have
19 it unanimously.

20 COMMISSIONER MCHUGH: With that
21 ministerial task completed, let's turn to our
22 Interim Executive Director and the Director of
23 the IEB, Director Wells.

24 MS. WELLS: Good morning,

1 Commissioners. As far as a general update,
2 there are no issues of concern to report to the
3 Commission as far as the matter being handled
4 at the agency level.

5 As far as the first item for your
6 consideration, I'm going to have Joan
7 Matsumoto, our Chief Project Manager update you
8 on the after action project that the Commission
9 is undertaking right now.

10 COMMISSIONER MCHUGH: All right.
11 Good morning.

12 MS. MATSUMOTO: Good morning,
13 Commissioners. I'm reporting on the activities
14 underway to deliver an after action report
15 regarding an internal assessment of the Mass.
16 Gaming Commission's activities undertaken
17 between February 27, 2014 and June 24, 2015.
18 This is a 16-month period in which the
19 Commission issued the sole Category 2 license
20 to Plainridge Park Casino and PPC opened its
21 doors to the public.

22 An after action report is a tool.
23 It's been in use since the time of Julius
24 Caesar as a means of improving performance in

1 battle. Today these kinds of reports are used
2 by police forces, emergency management
3 organizations and even in the competitive video
4 gaming community.

5 The report is authored by those who
6 participated in a specific goal-oriented event.
7 And the goal is to examine what went well, what
8 needs improvement and how to do better in the
9 next event. The results of the publicized
10 report may even be beneficial to other
11 organizations.

12 The main purpose in all cases is to
13 create a culture of continuous improvement.
14 And in this culture plans are developed and
15 executed, but then assessed and adjusted in
16 order to develop an improved plan for the next
17 event. As this cycle is repeated, the culture
18 of continuous improvement is nurtured until
19 it's second nature in the organization.

20 Today, we passed the planning and
21 execution stages and the assessment is
22 underway. We are working with MGC's internal
23 and external partners and have completed frank
24 discussions focused on identifying what worked,

1 what might be improved and what corrective
2 action should be considered.

3 The key activities being reviewed
4 and analyzed by teams made up of relevant
5 participants have been divided into six
6 clusters. And each cluster might contain
7 multiple topics. For example, in community
8 relations, we cover the topics of ombudsman,
9 open meetings, public records,
10 intergovernmental coordination and the press.

11 Each team is following the same
12 assessment process for their key activities and
13 its topics. Everything is linked back to the
14 goals and objectives for opening Plainridge
15 Park Casino in compliance with Massachusetts
16 laws and regulations and the policies of the
17 Commission to capture as much knowledge and
18 feedback as we can about our capabilities,
19 activities and resources. And come to a
20 consensus about major strengths and areas for
21 improvement.

22 At this time, we've completed the
23 checked steps you see on the screen and are now
24 in the analyze phase. This is where we look

1 closely at the strengths and areas for
2 improvement to determine which warrant
3 consideration as best practices, which could be
4 continued or even adopted in other aspects of
5 the operation and which require corrective
6 action to ensure better performance next time.

7 We even attempt to predict what
8 changes might be necessary based on different
9 conditions, which will be an important
10 consideration as we move forward to full resort
11 casinos with hotels and table game operations.

12 Finally, we'll prioritize which of
13 the best practices and which of the corrective
14 actions should be implemented and in what
15 sequence to enable improvement.

16 The final report will include all of
17 the components you see here. And we hope to
18 deliver it before the close of the calendar
19 year.

20 I want to thank everyone who is
21 supporting this effort and who has taken the
22 time to provide thoughtful feedback. And I
23 want to thank the Commissioners for their
24 support. If there are any questions, I'm happy

1 to attempt to answer them.

2 COMMISSIONER STEBBINS: Just one,
3 not so much a question as a comment. As you
4 and I met earlier to go through your
5 presentation, I think what was interesting was
6 the participation of Turner Construction.

7 We had a lot of dealings with them
8 in terms of looking at their diversity goals in
9 the construction workforce. But from what you
10 shared with me, I think it was important to
11 highlight the fact that they came to the table.
12 They didn't have to. They have completed the
13 project, handed over the keys and kind of moved
14 on. But the fact that they were willing to
15 give their time and effort and thoughts and
16 opinions and comments into the process I think
17 is rather commendable.

18 MS. MATSUMOTO: Yes. It was really
19 refreshing. We were concerned about how frank
20 and open people would feel. And they came to
21 the table and were very interested in providing
22 comments that would help not only the
23 Commission move forward but the next
24 construction company for the projects. So, it

1 was very frank, open and helpful. So, I hope
2 we continue this process for other projects as
3 well.

4 COMMISSIONER STEBBINS: That's
5 great.

6 COMMISSIONER ZUNIGA: Joan, this is
7 a great summary. And I know there is a lot of
8 work behind this. On the participants, the key
9 people are clearly represented there, the key
10 stakeholders, Penn National and you mentioned
11 Plainridge Park Casino staff.

12 What about input from corporate from
13 Penn, will there be some input from their
14 perspective or much engagement or can we assume
15 that happens de facto when we hear from the
16 general manager at Plainridge Park?

17 MS. MATSUMOTO: So, we heard from
18 the general manager and from the person in
19 control -- internal control and compliance, but
20 we also heard from their VP for development.
21 So, I'm not sure if that's corporate enough,
22 but it was directly --

23 COMMISSIONER ZUNIGA: Jack Rauen?

24 MS. MATSUMOTO: Yes. And we are

1 always open to if there are further suggestions
2 for people you would like to hear from, we
3 could reach out.

4 COMMISSIONER ZUNIGA: Yes. Perhaps
5 at some other iteration or later in the process
6 where there's more findings or high-level
7 action items being put up, corporate people
8 might be also valuable.

9 And I had a similar question with
10 the other licensees. They of course were not
11 active participants in this period, but I
12 wonder whether asking for eventual input from
13 them might be worthwhile in this effort or
14 whether we might have to --

15 MS. MATSUMOTO: I'm sorry. Can you
16 clarify which licensees?

17 COMMISSIONER ZUNIGA: Wynn and MGM
18 as we anticipate or are contemplating refining
19 regulations, for example, when might it be
20 important to engage with them or have a
21 conversation?

22 MS. MATSUMOTO: It's a great point,
23 and I want to make clear that this report does
24 not attempt to solve any issue. It attempts to

1 identify which issues need to be addressed and
2 create a roadmap for addressing them.

3 So, regulations is one of the issues
4 that came up. And what we would focus in on is
5 basically which regulations are on the table
6 either requested by MGC staff or by the
7 licensees themselves.

8 Then when we move into the process
9 by which you would attempt to change
10 regulations, you folks would go through your
11 process of proposing, having comment and
12 hearings. And that I believe would be the time
13 to bring those folks in. Does that answer your
14 question?

15 COMMISSIONER ZUNIGA: Yes, thank
16 you.

17 COMMISSIONER MCHUGH: Along the same
18 vein, I had a question on a slightly different
19 take but in the same direction. One of things
20 that we know we're going to have to do is scale
21 up massively for the next two iterations of the
22 process. So, to what extent does this
23 assessment process do more than say we need to
24 scale up massively.

1 MS. MATSUMOTO: It says is this a
2 priority? On a list of 1 to 10 is it a 10 or
3 is it one or is it somewhere in between? And
4 then how do we gather resources and fit things
5 into the schedule to make sure we are ready to
6 scale.

7 So, the comments throughout the
8 assessment point where we said what are the
9 best things? What are the things that could be
10 improved? What do you recommend for corrective
11 action? And you'll see in the final report
12 littered throughout is scale, scale, scale.
13 People know that this is coming.

14 So, the question then becomes how do
15 we prioritize our existing resources? Do we
16 determine that we need more resources to
17 address this? What kind of timeframe do we
18 have given the projected openings and known
19 processes. So, this report is an attempt to
20 focus people's energy to get that question
21 answered and many others.

22 COMMISSIONER MCHUGH: So, is it a
23 goal of this current process to do something
24 more than say scaling up is a priority --

1 scaling up in the licensing process for example
2 is a priority nine? Or is that the end of this
3 process and the beginning of the next process?

4 MS. MATSUMOTO: I believe that the
5 latter is correct. It's the end of one process
6 and the beginning of another. So, some of the
7 recommendation we may be able to adopt right
8 away, immediately without any further question.

9 But others which are going to take
10 much more thought and resources, technical
11 resources, human resources, etc., those are
12 going to have to come out of a second process.
13 We can't just have an answer off the top of our
14 heads about how do you scale up.

15 COMMISSIONER MCHUGH: No, I know
16 that. But it seems to me that some of the same
17 people who are involved in this process, Penn
18 for example, who has been through large and
19 small things, their input might be invaluable.

20 MS. MATSUMOTO: Absolutely.

21 COMMISSIONER MCHUGH: Turner's input
22 which they've built big facilities and this
23 facility. And they're an excellent company.
24 Their input on how to deal with some of the

1 problems that we'll encounter in the larger
2 construction projects may be of value.

3 MS. MATSUMOTO: Absolutely.

4 COMMISSIONER MCHUGH: So, the idea
5 would be to finish this. And then get those
6 people together again for a second process?

7 MS. MATSUMOTO: Yes. So, if you
8 recall the slide that had all the cycles on it,
9 once we finished our assessment and made
10 adjustments, we then went into another planning
11 phase. That's what you gentlemen are speaking
12 of. We have to have in-depth planning so that
13 the next time we go to execute, we're better
14 prepared.

15 COMMISSIONER STEBBINS: Joan,
16 certainly the folks you identified as the
17 participants were people closest to the action.
18 We had some kind of tangential players, the
19 town of Plainville itself, MassDOT, some of the
20 other permitting agencies, those all play a
21 bigger role in the projects coming up.

22 It's not necessarily based on how we
23 function, but is there a role for those
24 agencies to come in and give their own

1 assessment of the process of their
2 participation in it as well?

3 MS. MATSUMOTO: Yes. If you would
4 like to suggest that they be included in this
5 report, then we would look at inviting them and
6 adjusting, etc. But you could do it as a
7 separate process as well.

8 COMMISSIONER STEBBINS: Just
9 something to think about. There's some
10 critical pieces there as well. Again, we're
11 talking about scale or magnified.

12 MS. MATSUMOTO: Yes. I think what
13 this process does is it attempts to focus folks
14 and begin an intensive engagement with those
15 folks. So, that as we approach the next
16 execution phase, we're more informed and aware.
17 At least we're making choices based on known
18 facts and probabilities.

19 COMMISSIONER ZUNIGA: So, do we have
20 a timeframe for the report?

21 MS. MATSUMOTO: Yes. We hope to
22 deliver this before the close of the calendar
23 year. Next week as the Chairman returns, we
24 will begin to dive deep on the analysis.

1 So, we've gotten feedback I think,
2 from my group. This is what worked best. I
3 think this was an area we need to improve. Now
4 what we do is we attempt to gather the metrics
5 to confirm or disabuse people of those
6 impressions and senses.

7 After we gather the metrics, which
8 is an intensive process and some metrics may
9 not be available. So, we have to use proxy
10 metrics or and estimation, then we begin to
11 review the prioritization. How do we decide
12 which is the most important effort?

13 And that is not merely just the one
14 that has the greatest impact. As I said, the
15 number one priority may be just this is the
16 simplest thing to take care of, check it. It's
17 done. Now it's part of our new operation.

18 COMMISSIONER ZUNIGA: Great.
19 Something you mentioned I want to really
20 emphasize, creating the culture of continuous
21 improvement I think is really important. And
22 that needs to happen continuously. And it's an
23 iterative process, and having that in mind and
24 having people like you leading that effort and

1 engaging everybody that needs to be engaged is
2 really important.

3 MS. MATSUMOTO: Thank you. And
4 we'll know we succeed if we go through any kind
5 of an event, whether that's an internal
6 practice or it's got external participants, and
7 the folks who participated are looking around
8 saying when are we going to sit down and give
9 our feedback and decide what went well and what
10 we need to improve. That's when you know
11 you've got this culture growing.

12 COMMISSIONER ZUNIGA: Yes. That's a
13 good point.

14 COMMISSIONER MCHUGH: Sounds great.
15 It worked for Caesar and it's going to work for
16 us.

17 MS. MATSUMOTO: Yes. Thank you,
18 Sir.

19 COMMISSIONER STEBBINS: I don't know
20 how well it panned out for Caesar. I don't
21 mind refining battle plans.

22 MS. WELLS: The next item on the
23 agenda, Commissioners, is a key gaming
24 executive license approval for your

1 consideration. This is for Stephanie Shockley.
2 She currently has a temporary license.

3 In January 2015, she was promoted to
4 surveillance manager for Plainridge Park Casino
5 in Plainridge (SIC), Massachusetts. Prior to
6 that promotion she was a surveillance
7 supervisor at the Hollywood Casino in Columbus,
8 Ohio.

9 She submitted all of the required
10 forms, supplemental document requests to the
11 licensing division and the IEB. And
12 investigators conducted the standard rigorous
13 background check in areas I've identified
14 numerous times at a couple of the meetings.
15 So, I won't go through the specific details on
16 the areas that were covered.

17 She was interviewed in person by the
18 IEB state police and financial investigators as
19 part of the investigation protocol for key
20 gaming employees. Investigators also conducted
21 a financial responsibility evaluation and that
22 netted positive results.

23 She attended Glenville State College
24 in Glenville, West Virginia where she graduated

1 with a BS in criminal justice in sociology
2 graduating in 2008. Prior to her current
3 position, she held several positions including,
4 as I stated before, surveillance supervisor at
5 the Hollywood Casino in Columbus, Ohio. And
6 she was also a surveillance supervisor at the
7 Hollywood Casino at Charlestown Races and a
8 surveillance agent at the Wheeling Island Hotel
9 Casino and Racetrack in West Virginia.

10 She what awarded gaming licenses by
11 both the Ohio Casino Control Commission and the
12 West Virginia Lottery. Both of her licenses
13 were confirmed to be in good standing and the
14 jurisdictions reported no derogatory
15 information relating to her licensure.

16 During the course of the
17 investigation, there were no significant
18 investigative issues uncovered related to Ms.
19 Shockley's application for licensure. Overall,
20 she has demonstrated by clear and convincing
21 evidence that she is suitable for licensure in
22 Massachusetts.

23 Therefore, the IEB is recommending
24 the Commission find her suitable for a key

1 gaming executive license. I'm happy to answer
2 any questions.

3 COMMISSIONER MCHUGH: Any questions,
4 comments? All right, as usual a thorough and
5 comprehensive report. Do I hear a motion?

6 COMMISSIONER STEBBINS: Mr. Chair, I
7 move that the Commission approve the key gaming
8 license for Ms. Shockley as director of
9 surveillance. Is that the --

10 MS. WELLS: Yes.

11 COMMISSIONER MCHUGH: Second?

12 COMMISSIONER ZUNIGA: I second that.

13 COMMISSIONER MCHUGH: Further
14 discussion? I hear none. All in favor, aye.

15 COMMISSIONER ZUNIGA: Aye.

16 COMMISSIONER STEBBINS: Aye.

17 COMMISSIONER MCHUGH: The ayes have
18 it unanimously. Thank you Director Wells.

19 MS. WELLS: That's all I have under
20 my agenda items. I'll turn it over to Mark
21 Vander Linden for the Research and Responsible
22 Gaming section.

23 COMMISSIONER MCHUGH: Our Director
24 of Responsible Gaming and Research, Director

1 Vander Linden.

2 MR. VANDER LINDEN: Good morning.
3 I'm joined here with Trina Cramer from
4 SciGames.

5 COMMISSIONER MCHUGH: Good morning.

6 MS. CRAMER: Hello. Just a little
7 introduction. I'm actually the product manager
8 for the precommitment system, which is actually
9 what you have renamed to play management. So,
10 that's going to assist responsible gaming at
11 Plainridge Park.

12 COMMISSIONER MCHUGH: Great.

13 COMMISSIONER ZUNIGA: Great to have
14 you.

15 MR. VANDER LINDEN: Before we get
16 started, just to ground this topic and the
17 update on play management, I want to draw your
18 attention back to the responsible gaming
19 framework that almost a year ago December 2014
20 the Commission had adopted.

21 The framework, specifically strategy
22 two promotes that or recommends that we support
23 informed player choice and identifies and
24 describes specific measures that would support

1 players' efforts to responsibly manage their
2 gambling choices.

3 One of the issues that was
4 contemplated in that piece were specifically
5 tools that included the ability for players to
6 set limit or budgets of the amount that they
7 spend gambling. Based on that then in 2015,
8 January 2015, the Commission voted to adopt a
9 play management system that included budget
10 setting tools on a test basis at Plainridge
11 Park Casino.

12 We've engaged numerous stakeholders
13 in the development of play management,
14 including with me today Trina from SciGames,
15 Plainridge Park Casino. We have worked very
16 closely with the Division on Addiction at
17 Cambridge Health Alliance both in terms of
18 developing the evaluation components and the
19 content piece of that.

20 COMMISSIONER MCHUGH: You mean the
21 content on the screens that the user will see?

22 MR. VANDER LINDEN: That's correct.
23 SciGames had a sort of an off-the-shelf
24 precommitment option. As we reviewed that

1 option, we decided that there were a number of
2 changes that based on the Commission's
3 recommendations that we would want to change
4 that off-the-shelf model to be specific for
5 Massachusetts.

6 And that included really making sure
7 that it aligned and was fully integrated under
8 the GameSense brand.

9 Also within the framework, we talk
10 about we want to wherever possible adopt an
11 evidence-based approach. And where there is
12 not strong evidence to support a strategy that
13 we use a precautionary approach.

14 And that precautionary approach is
15 where there is risk and there is not evidence
16 to support a best practice, we want to begin
17 investigating what alternatives we have here.
18 And I think play management fits that very
19 well.

20 Play management if you recall was
21 debated extensively earlier this year, at the
22 end of last year as we began looking at what
23 the evidence was. How effective is it? How
24 much would it cost? What would it look like on

1 gaming machines?

2 And quite honestly, the evidence was
3 inconclusive. And it was based largely because
4 it had not been consistently implemented in
5 other jurisdictions. And the evidence that
6 existed, there were numerous methodological
7 flaws that overshadowed any of the findings.

8 We are using a precautionary
9 approach here, as I said. We've engaged the
10 Cambridge Health Alliance Division on Addiction
11 to build the evaluation component of this into
12 the development of it. They are not able to
13 join us here day, but I assure you they have
14 been fully engaged with us in this process.

15 What we want to present to you today
16 is kind of the latest -- give you the latest in
17 terms of what the development is, what the
18 screenshots look like as they will appear on
19 the electronic gaming machine, EGM or slot
20 machine, as well as what it will look like on the
21 GameSense kiosk, one of which is on the floor
22 now at Plainridge Park Casino. Another is in
23 the wings and we're ready to deploy once we
24 have this set and ready to go.

1 It is not operational now at
2 Plainridge Park Casino. We'll describe the
3 timeline, but we're looking at December as the
4 earliest that we would be able to implement
5 it at this point.

6 COMMISSIONER MCHUGH: Let me just
7 ask you before we turn to the detail, which I
8 know we all are eagerly looking forward to
9 hearing about.

10 By the precautionary approach, you
11 mean we're going to roll this out. We are
12 going to put it in under a controlled system
13 with an investigatory protocol, if you will, in
14 back of it and see what we learn.

15 MR. VANDER LINDEN: Thank you. Yes.
16 The Commission decided that we would not adopt
17 this into regulation that would be without
18 evaluation deployed across all of our
19 licensees. We said that we want to test this
20 tool out. Given the fact that there is
21 insufficient evidence to make that
22 determination, we want to evaluate the
23 effectiveness and the uptake of this tool to
24 determine whether or not that we should move

1 forward with it with other licensees.

2 To do that we need to make sure that
3 evaluation is a central component to the tool.
4 And hence the Cambridge Health Alliance
5 Division on Addiction being a very active
6 partner so far in the development of the
7 product as well as building the evaluation of
8 it.

9 COMMISSIONER MCHUGH: Thank you.

10 MR. VANDER LINDEN: This is actually
11 a really exciting point of the development
12 where we can start showing you the actual
13 product as it stands.

14 We had a meeting of the Public
15 Health Trust Fund executive committee two days
16 ago. Commissioner Zuniga was chairing that
17 meeting in the absence of Chairman Crosby.
18 There is some great feedback from the Public
19 Health Trust Fund executive committee in the
20 content.

21 So, what you will see today does not
22 reflect any changes to the content that we'll
23 try to roll in from the Public Health Trust
24 Fund. And that said, we continue to be open

1 and look for your advice and direction on the
2 content of this. So, as we move through it,
3 please understand that this is still -- while
4 we're getting close to that finish line,
5 there's still room for feedback on it.

6 I think I will turn it over to Trina
7 to kind of walk us through or introduce the
8 slides. I will add my commentary as I've been
9 very involved in this as well and worked
10 closely with the Division on Addiction as to
11 why we position or use different content the
12 way we do.

13 MS. CRAMER: The first icon that
14 you're seeing right there is the play
15 management icon. What we've designed is
16 actually our content team has created two icons
17 that will display at the EGM or the electronic
18 gaming machine.

19 One of which is the play management
20 icon that brings us into the piece about
21 explaining how to set your budgets and rolls
22 through how to enroll, modify your limits and
23 ultimately unenroll. So, kind of the lifecycle
24 of somebody setting their budgets through play

1 management.

2 If we move to the next screen, we
3 have the initial screen. So, just kind of
4 explaining the way the screen is. What we call
5 this is our display manager. So, any games
6 that have the ability to touch screen, you'll
7 be able to utilize this display manager. It's
8 in essence a picture-in-picture.

9 So, to the left you'll see we have a
10 play management information. And then to the
11 right is actually the game. Although we are
12 putting or displaying this information to the
13 patrons, they still do have the ability to play
14 the game or do anything that they have so they
15 don't have to pull their credits out of the
16 system to be able to set their budgets and
17 create that information within our system.

18 MR. VANDER LINDEN: If I could add,
19 you'll notice that there is a play management
20 icon on there as well as a GameSense icon. The
21 GameSense icon we'll show you in a little bit
22 has a specific feature as well and provides
23 very specific information.

24 It's consistent obviously in color

1 and font as play management. We position play
2 management under the overarching GameSense
3 strategy to promote responsible gaming.

4 COMMISSIONER ZUNIGA: Can I ask a
5 question. The machine is first with a full
6 game, right -- let's say when nobody is playing
7 it. If the player comes in and inserts their
8 player card, would it take automatically to
9 this split screen or do they have to first
10 touch the play management icon to come to this
11 -- what is it you call this?

12 MR. VANDER LINDEN: To this screen.

13 COMMISSIONER ZUNIGA: -- this
14 screen, yes.

15 MS. CRAMER: That's actually a very
16 good question. So, walking through the player
17 experience is actually what we call it.

18 The card will go in. And as soon as
19 we that receive the card in message, if they
20 have never enrolled in play management before,
21 a message does come down to the machine and
22 they are prompted with an enrollment.

23 One thing that we've actually
24 developed on the request of the MGC for our

1 software was to actually say if you get the
2 enrollment message but you determine you don't
3 want to enroll at this time, we set a 30-day
4 limit. So, you won't receive any additional
5 enrollment questions for that 30 days. Once
6 that expires then you'll receive another
7 question and then it'll continue for the next
8 30 days.

9 But that is one key piece -- Thank
10 you for bringing it up. -- is that to be able
11 to set your budgets and become part of play
12 management, you do need a loyalty card. So,
13 you must be part of Penn's Marquee Rewards
14 program to be able to set your budget.

15 COMMISSIONER MCHUGH: I know this is
16 still somewhat plastic, so I don't want to get
17 too far down in the weeds, but what is the role
18 of this screen? This is not then the first
19 screen that the unenrolled user will see. This
20 is a different screen, right?

21 MS. CRAMER: Correct. This was
22 actually part of what our team was doing was
23 showing different screens when we were building
24 the content. So, this is actually what would

1 pop up if you were to select the play
2 management icon. So, you'd receive the
3 welcome.

4 COMMISSIONER MCHUGH: Okay.

5 MS. CRAMER: This is actually what
6 you were asking about in regards to the
7 enrollment. So, what we've determined is --
8 And actually this is input from all of the
9 groups involved. -- but to explain about play
10 management before immediately popping them into
11 the process of setting budgets.

12 So, this screen will actually
13 explain about what is going on, why you should
14 think about setting your budgets. And then
15 also explains in there the different avenues in
16 which you can enroll, whether it is there at
17 the game, through the kiosk or through the
18 GameSense Info. Centers.

19 MR. VANDER LINDEN: And the content
20 here was carefully crafted, not saying that we
21 wouldn't look for any revisions, but the tone
22 of it needs to be carefully considered. That
23 there is a specific tone that we're trying to
24 adopt through the GameSense strategy. And we

1 try to carry that tone through the development
2 of this project. That it's clear. That it's
3 concise. That it's friendly. That it's easy
4 to understand. That's really the overall tone
5 that we're trying to capture.

6 COMMISSIONER MCHUGH: And it's not
7 nudging or advocating. It's laying out
8 information for people to choose. That's
9 something else that I gathered from looking at
10 these. I gather that's part of the theory too.

11 MR. VANDER LINDEN: Yes, correct.

12 COMMISSIONER ZUNIGA: Some of the
13 feedback from some in the Public Health Trust
14 Fund executive committee is exploring even more
15 concise than what that looks like in bullet
16 points perhaps, given the nature of the current
17 speed by which people gloss over paragraphs.
18 But that has to be balanced with providing a
19 good explanation, which is also something that
20 the people at the DOA are helping us with
21 obviously.

22 MR. VANDER LINDEN: One of the
23 features that I like is that it's very easy to
24 change the actual content and the wording on

1 the tool or on the program. That will enable
2 us to kind of play around with some of the
3 messaging through the evaluation process to
4 hopefully settle on messaging that provides the
5 greatest impact.

6 COMMISSIONER MCHUGH: That's
7 interesting. Can you had different messages on
8 different machines or is this a one everybody
9 gets the same thing?

10 MR. VANDER LINDEN: Everybody would
11 get the same message, but you would be able to
12 switch it out over time.

13 COMMISSIONER MCHUGH: You couldn't
14 compare the effectiveness of message (A)
15 against message (B) on the floor.

16 MS. CRAMER: This has actually come
17 up before. Because you're looking at an entire
18 gaming floor, and we actually have to place
19 this content on each of the games. So, rolling
20 something out like that can be potentially
21 labor-intensive. That's one thing that we had
22 cautioned in regards to rolling out different
23 messages.

24 Because we want to be consistent in

1 regards to our communication, if I were to sit
2 down at a game and then Mark sat down and we
3 were having different messages, it could be
4 rather confusing. That's why we were talking
5 about one consistent message across the board.

6 COMMISSIONER ZUNIGA: But the very
7 people who brought that up are the researchers,
8 the Division on Addiction, because they want to
9 measure uptick and effectiveness, the two key
10 components here. And easy -- not so easy but a
11 straightforward way to do it is to have control
12 groups, if you will.

13 COMMISSIONER MCHUGH: You could do
14 it over time.

15 MR. VANDER LINDEN: You could do it
16 over time.

17 COMMISSIONER ZUNIGA: Yes.

18 MS. CRAMER: Absolutely. And that
19 is something we discussed. Maybe after 60 or
20 90 days of evaluation on messaging then go
21 ahead and roll out another message. And
22 continue to do that comparison of enrollments.

23 COMMISSIONER MCHUGH: Right.

24 COMMISSIONER STEBBINS: Quick

1 question. Kind of taking a step back, is this
2 going to appear the same when somebody sits
3 down at one of the multiplayer station games?
4 As long as they're still inserting their
5 rewards card, it's still going to -- If I'm at
6 the video blackjack game, it's still going to
7 look the same as if I were sitting at a single
8 slot machine?

9 MS. CRAMER: May I take that?

10 MR. VANDER LINDEN: Please.

11 MS. CRAMER: So, what we run into is
12 the way to handle different games. So, as I
13 was mentioning, this directed message or this
14 display manager that we have where we've got a
15 picture-in-picture that is only for those
16 systems where we have a touchscreen and we have
17 the ability to take it over.

18 When you're talking about -- it
19 sounded like one of those electronic table
20 games where you may have five or six players
21 next to each other, we actually have a smaller
22 screen. And it's called an LVDS. But it's a
23 smaller screen that allows us, because we can't
24 take over the pictures that are going on, this

1 small screen will have all of the same detail
2 or content as the larger screen does.

3 MR. VANDER LINDEN: That actually
4 would be a different slide deck. It looks
5 slightly different, but the content is
6 essentially the same. We decided not to show
7 you that because it would end up just being
8 largely redundant.

9 MS. CRAMER: The next piece is just
10 the terms and conditions. Just information
11 about keeping your pin safe, information that
12 we are going to be using -- researchers will be
13 using this information but identity won't be
14 shared with anyone. That's really what the
15 terms and conditions are and obviously was
16 created based on input from the DOA.

17 Moving onto the next screen is where
18 we would just enter the PIN. Now this PIN is
19 part of your Marquee Rewards PIN. So, it's not
20 a secondary PIN that anybody needs to create to
21 be part of play management.

22 MR. VANDER LINDEN: That is an
23 important point. That we wanted to make this as
24 simple as possible, and it needs to be

1 integrated with the player reward card. That
2 was actually directed by the Commission earlier
3 in the year.

4 We want to make it as simple as
5 possible so that it would just be entered under
6 the same PIN as they would have for the Marquee
7 Reward card.

8 MS. CRAMER: And then welcome. So,
9 this is where you would set up you play
10 management choices. So, it explains a little
11 bit about setting up the budget, what the
12 selection process would be. As if I were to
13 create a daily budget, I would select that
14 budget. And then it would move me into the
15 next.

16 One thing to note, again we didn't
17 want to push anything onto the patrons, so
18 everything is free form. Our system does have
19 the capability to send preset budgets.
20 However, we had determined or MGC had
21 determined that we'd like to have them all
22 blank and allow the patrons to select.

23 So, there is no mandatory amounts to
24 select. There's no mandatory day, weekly,

1 monthly. All of this up to the patron to set
2 their budgets.

3 MR. VANDER LINDEN: And they can set
4 all three. They can set a daily, weekly,
5 monthly or they can just set one of the three
6 or two of the three.

7 COMMISSIONER STEBBINS: Still along
8 the way, you're allowing them to opt out and
9 get back to the game.

10 MR. VANDER LINDEN: Yes. We wanted
11 to make sure, and in fact this was a
12 development discussion early on, is allowing
13 people to create an easy out. It's very likely
14 that somebody will see it. They'll want to
15 explore it and see what is and then decide that
16 it's not for them that they don't want to do
17 it.

18 So, we wanted to make sure that
19 there is always an easy out. That they can
20 cancel and return to the game. So, I think
21 almost every screen, every screen if not almost
22 every screen has a button to return to the
23 game. We want to make it as clear as possible,
24 as simple to use as possible.

1 MS. CRAMER: Just for clarification,
2 because again, they cancel out of actually the
3 play management screens. But again if you
4 wanted to, the game is still live on the right-
5 hand side. So, they could actually still be
6 playing when they're setting their budgets. I
7 don't know, but it's an option. So, moving
8 onto the next one --

9 COMMISSIONER MCHUGH: You can be
10 playing on the right side as you're putting
11 information in on the left.

12 MS. CRAMER: Yes. That was actually
13 key to -- It's actually very important to our
14 technology from Scientific Games is that we
15 don't inhibit the game at all when we have our
16 display manager popping up. But it was also
17 key to Penn. They were very concerned about
18 taking away from play. So, if you wanted to
19 both screens up and go ahead and hit it over
20 here and play and then go ahead and set my
21 budget, I can certainly do that.

22 COMMISSIONER MCHUGH: Right.

23 COMMISSIONER ZUNIGA: It's very much
24 like the TVs these days, right? You can go to

1 the split screen and the program continues as
2 you're browsing elsewhere.

3 MS. CRAMER: Exactly that.

4 COMMISSIONER MCHUGH: Interesting.
5 Okay.

6 MS. CRAMER: So, the budgets have
7 been set. And this is just showing you what
8 each one would be. So, I can select the daily
9 and then enter the amount in. Then I can get
10 into weekly and monthly, all up to me.

11 We do have one enforcement in that
12 they do need to select some kind of a budget
13 for one of those, whether it was day, week or
14 month. If they were to leave everything blank
15 and then try to submit it, we do have an
16 incomplete message to tell them they must at
17 least select one. But they can still cancel
18 out and proceed to the game.

19 Then once they've enrolled
20 successfully, they do receive this message.
21 One thing to note is we have a mention of a \$5
22 food credit will be placed on their reward
23 card. We're actually rewarding that based on
24 how Penn will be presenting the \$5 food credit.

1 So, there will be a bit of a modification
2 later.

3 MR. VANDER LINDEN: That is working
4 with Penn and how they are able to reward that
5 credit and at what timeframe they're able to
6 reward that credit.

7 It was initially anticipated that
8 the \$5 food credit would be awarded as soon as
9 somebody signs up. In talking about some of
10 the technical difficulties of making that
11 reward available immediately, while we still
12 look to work towards that, at this point it
13 looks like the \$5 food credit will be available
14 within a 24-hour time.

15 MS. CRAMER: This shows them what --
16 This is actually displaying a budget that has
17 been set and somebody who has actually been
18 playing. So, you can see what your actual
19 spend is versus what my budget choices were.

20 COMMISSIONER MCHUGH: Does that come
21 up every time you log on again?

22 MS. CRAMER: No. What it does is we
23 actually have it set so that you will need to
24 go into the play management icon to see the

1 status. However, if I were within one of the
2 approaching notification messages, which we
3 have selected -- Do you remember was it 25 or
4 30?

5 MR. VANDER LINDEN: 50, 75, 100.

6 MS. CRAMER: I apologize. So, at
7 those approaching limits, if I were to have
8 played and reached that 50 and receive my
9 message and then I move to another game, I will
10 get that you've reached 50 percent message
11 again automatically. So, it does remind them.

12 COMMISSIONER MCHUGH: When they log
13 into the new machine.

14 MS. CRAMER: Correct.

15 MR. VANDER LINDEN: I like this the
16 actual spend. It gives patrons or players
17 information about their actual gambling
18 behavior in real-time. And that's another
19 piece and another important component to
20 informed player choice about how to move
21 forward.

22 MS. CRAMER: One thing to note on
23 this screen, we have an unenroll button on the
24 bottom right-hand side. This is actually an

1 enhancement the MGC asked us to put in our
2 software so that we can allow the patron to do
3 all of this at the game level without needing
4 to go to a kiosk or go to the GameSense Info.
5 Center.

6 We actually added in two new pieces
7 to our product. The first piece is to modify
8 your budgets at the game and then the second
9 piece is to unenroll.

10 So, if we move onto the next screen.
11 After the status, these are the approaching
12 notification messages that I had mentioned
13 earlier. So, it tells you that you are
14 approaching the budget limit. You've spent 50
15 percent of your budget. And then it has a
16 little play for fun not to make money.

17 Now I read that to you purely
18 because as we are going through these
19 percentage notification screens, we are
20 changing some of the verbiage.

21 MR. VANDER LINDEN: That is actually
22 very important. There was extensive discussion
23 about what should the messages be. As you're
24 approaching, when you reach and when you exceed

1 the budget that you had set. This is where
2 we're starting off. I think that this is a
3 prime area where we will be looking to switch
4 it up a little bit and see what impact that has
5 through the evaluation process.

6 MS. CRAMER: So, the next one is
7 your reached notification. So, when you've
8 reached that 100 percent, we send another
9 message out telling you where you are. And
10 then we have at the bottom a new informational
11 message.

12 And then the next one, our software,
13 SciGames software, we have the ability to
14 either hard stop a patron so they can no longer
15 play at the games, or we can send informational
16 messages. So, MGC has asked us to set up the
17 software so that we only have informational
18 messages.

19 I receive my 100 percent that I've
20 reached and now I will continue to get updated
21 every 25 percent interval. So, if you see I
22 have a 125 percent. I still can continue to
23 play, but I am going to receive these messages
24 about the gambling.

1 MR. VANDER LINDEN: And these
2 messages would be received every 25 percent
3 after the 100 percent.

4 COMMISSIONER MCHUGH: With the new
5 percentage, so if somebody was at 175 that's
6 what that would say.

7 MR. VANDER LINDEN: Yes. And that
8 was important. This discussion about what
9 happens when somebody reaches 100 percent of
10 their budget, and the Commission was clear that
11 we don't want to stop the play. This is a tool
12 for somebody to use if they choose to use it.

13 COMMISSIONER MCHUGH: Right.

14 MS. CRAMER: The next piece is that
15 enhancement that I had mentioned earlier. So,
16 the request from the MGC was to allow
17 modifications to limits at the game.

18 This is actually what the screen
19 would look like. I would have what my current
20 budget is. Then I can modify either the day,
21 week or month or both. What we do is we
22 actually is -- Mark, could you move to the next
23 screen? We do enforce a PIN. So, they do need
24 to have the Marquee Rewards PIN to enter it to

1 modify the changes.

2 Once they've successfully entered
3 the PIN, we move to the next screen, which is
4 going in and putting my new budget in. Then
5 the next screen will tell you that it's been
6 successfully changed.

7 Now, if you'll notice it says the
8 new limits now are active. That is also
9 another configuration within the Scientific
10 Games software. We can either have a cooling
11 off period of let's say 24 hours, which they
12 use actually in Australia and New Zealand. Or
13 in your case again we did not want to -- MGC, I
14 keep saying we. I feel like I'm part of the
15 team. The MGC wanted to make sure that this
16 wasn't punitive.

17 So, instead of making them wait for
18 24 hours to increase their limits, it actually
19 takes effect immediately. And also on the
20 other side, if they were to decrease their
21 limits, it also takes effect immediately.

22 This happens across all avenues or
23 what we call touch points. So, whether it's at
24 the game, the kiosk or if they were to get into

1 a precommitment user interface, which is our
2 product if they get into there, any kind of
3 changes will be all be immediate and take
4 effect.

5 COMMISSIONER ZUNIGA: This is all
6 based on the player card. So, what happens
7 when somebody just takes it out of the machine
8 but there may be still credits on the machine
9 and doesn't cash out, the ticket out.

10 MS. CRAMER: Now is this when they
11 are setting up their limits, changing limits?

12 COMMISSIONER ZUNIGA: I'm playing.
13 There is a limit that I set. I haven't reached
14 them or I have reached 75 or whatever. And I
15 decide to take out my card for whatever reason.
16 Does the count continue on those limits?

17 MS. CRAMER: Very good question.

18 COMMISSIONER ZUNIGA: It assumes
19 that it's the same player?

20 MS. CRAMER: So, we do have one
21 limitation in regards to our software. The
22 reason why a loyalty card is necessary because
23 that's the way we can track information. So,
24 if you were to -- And this is a perfect

1 example. If somebody had reached their limits
2 and they didn't want us to track them anymore.,
3 they didn't want to see the 125 percent, they
4 can certainly pull out their card and continue
5 to play. Because that information isn't going
6 against that specific player account, we can't
7 add it to that play.

8 COMMISSIONER ZUNIGA: Right, but
9 there could still be credits in the machine you
10 cannot count those.

11 MS. CRAMER: Correct. Because again
12 we wanted to stay away from that punitive
13 because they're allowed to continue to play, we
14 don't enforce a lockup of the game and a force
15 of credits being cashed out.

16 COMMISSIONER ZUNIGA: Yes, thank
17 you.

18 COMMISSIONER MCHUGH: Can you tell
19 from the tracking that that's what's happened?

20 MS. CRAMER: That they've pulled it
21 out to continue to play?

22 COMMISSIONER MCHUGH: That they've
23 pulled it out and continued to play.

24 MS. CRAMER: From the precommitment

1 application, no, because I'm only getting
2 information based on the card at play. The
3 same with Penn's player tracking system, which
4 we call a CMS, they can't track it.

5 However, you could actually track it
6 if you were to -- because the slot itself is
7 tracking or the EGM is tracking all of that
8 play. So, you can see a chain of events. So,
9 I can see when the card went in, what they
10 played, when the card went out. And then
11 continue play of those credits until cash out.
12 So, I can go to the slot management system and
13 see that timeline of play.

14 COMMISSIONER MCHUGH: I take it that
15 there is no closeout screen. I finished for
16 the day and I'm leaving. You just pull your
17 card out and go away. So, the normal way that
18 the player stops is by pulling the card out.

19 MS. CRAMER: That's correct.

20 COMMISSIONER ZUNIGA: You may not be
21 done for the day. You can just go to another
22 machine.

23 COMMISSIONER MCHUGH: I understand,
24 but the normal way you stop playing that

1 machine, whether you continue to play or want
2 to stop playing is pull out the card.

3 COMMISSIONER ZUNIGA: Yes, cash out.

4 COMMISSIONER MCHUGH: I understand
5 that. But as far as play management is
6 concerned that's the way you end it by pulling
7 the card out whether you are going to continue
8 to play or whether you've decided you are going
9 to stop. Okay.

10 COMMISSIONER STEBBINS: I assume at
11 some point on the previous slide, you finish up
12 your enrollment or you finish up your change
13 limit that eventually the GameSense message
14 goes away and the screen opens back up to
15 reveal the full game. The split screen goes
16 away.

17 MR. VANDER LINDEN: That's correct.

18 MS. CRAMER: This is that other
19 enhancement that I was talking about where we
20 can unenroll at the EGM.

21 So, what we've done is based on
22 information from the MGC and DOA, what we've
23 done is we've had some prewritten unenrollment
24 remarks. So, this will help everyone

1 understand why they're unenrolling. And
2 they're also consistent, which we'll see later
3 with our kiosk.

4 So, whether you are at the EGM or
5 the kiosk, you will have these preset remarks
6 about unenrollment to select from. As you can
7 see from the content, it says check all that
8 applies. So, they can actually select
9 multiples.

10 COMMISSIONER ZUNIGA: These were all
11 designed by the DOA?

12 MR. VANDER LINDEN: Yes. I worked
13 closely with the DOA to develop the unenroll
14 messaging or reasons.

15 MS. CRAMER: And all of this, just
16 so that you know, all of these unenroll, who
17 unenrolled, when it happened and what remarks
18 they selected all goes into our Scientific
19 Games precommitment system.

20 So, the DOA or actually the MGC if
21 you wanted to can actually get into our
22 application and run reports to find out exactly
23 how many have unenrolled and why they
24 unenrolled.

1 So, once they've selected then they
2 would go ahead and hit submit. And then
3 they'll have an unenrolled successfully. Keep
4 in mind, once I've unenrolled, the system, our
5 Scientific Games precommitment system says,
6 okay, they are no longer enrolled.

7 So, the next time this patron puts
8 their card in the machine, they will get
9 another prompt would you like to enroll. If
10 they select no, then we don't bother them for
11 another 30 days.

12 COMMISSIONER ZUNIGA: But that first
13 message could happen immediately, right? You
14 don't wait for 30 days after an unenrollment.

15 MS. CRAMER: Right. If you
16 unenroll, the very next time you put your card
17 into an EGM, you will get a pop-up message.
18 And then we move into the GameSense icon.

19 MR. VANDER LINDEN: If I can talk
20 just a second about the GameSense icon. This
21 was not originally anticipated when we talked
22 about play management. This is different than
23 play management overall.

24 This is a development that

1 originally I think BCLC had requested. But I
2 think that it fits very well with our overall
3 GameSense strategy, GameSense brand. And it
4 provides basic information on a number of
5 different areas including play management.

6 MS. CRAMER: So, this is the
7 GameSense. Once you select the GameSense, and
8 I apologize I didn't mention this earlier.
9 Down at the bottom of the screen, you'll see
10 the diamond and the circle and another piece.
11 That's what we call the dashboard.

12 So, that's where the patron can go
13 ahead and move through that dashboard and make
14 that selection of what they want to see on the
15 screen. So, they'll be able to move the
16 dashboard over and get to the GameSense icon
17 and learn about GameSense.

18 So, this would be what would happen
19 once you select the GameSense icon. You'll
20 have the information about the info. center,
21 play management, how slots work, GameSense tips
22 and exit. All of this is provided once I
23 select the icon.

24 MR. VANDER LINDEN: This is not tied

1 to the player reward card. So, you don't have
2 to be enrolled in the Marquee Reward card in
3 order to view this information.

4 MS. CRAMER: It will actually exist
5 on Penn's dashboard no matter what. So, if you
6 don't have a card, you can still access it.

7 COMMISSIONER ZUNIGA: That's great.

8 MS. CRAMER: And then this is just
9 information. This would have been they
10 selected the GameSense Info. Center. And this
11 will explain where it's located and how it
12 works.

13 Then the next one is just
14 information about play management, how slots
15 work, and then GameSense tips. So, this is
16 where your hotline and also again we're
17 positioning -- You can also come over and visit
18 the GameSense Info Center.

19 MR. VANDER LINDEN: The hotline is
20 actually the helpline for the Mass. Council on
21 Compulsive Gambling. I realize we need to make
22 sure that that number is correct. I think it's
23 not the right number. But we would want to be
24 able to direct people to the helpline.

1 MS. CRAMER: This is actually moving
2 into the kiosk. Before we move into the kiosk
3 screens, were there any additional questions
4 about the EGM content screens?

5 COMMISSIONER MCHUGH: I do have a
6 question actually. You had mentioned Australia
7 and some other place far away.

8 MS. CRAMER: New Zealand.

9 COMMISSIONER MCHUGH: Some variant
10 of this system is currently in use on machines
11 in those jurisdictions; is that right?

12 MS. CRAMER: Yes, that is correct.

13 COMMISSIONER MCHUGH: And how long
14 has it been up and running in those
15 jurisdictions?

16 MS. CRAMER: I want to say almost
17 three years. Actually, this is where we
18 developed our software. In Australia and New
19 Zealand, they reached out to us. Actually, a
20 company called Sky City reached out to
21 Scientific Games or Bally at the time and had
22 said we want to work with you on creating a
23 voluntary precommitment system.

24 So, initially our software was

1 written based on their regulations. And then
2 actually, as we moved here and we've also been
3 partnering with OLG to rollout the same product
4 out there in Ontario, then it continues to
5 grow.

6 So, we initially just worked just a
7 small set of regulations. And now that we have
8 other jurisdictions that are looking at rolling
9 it out, it's been very exciting for us to see
10 the product grow.

11 MR. VANDER LINDEN: And BCLC,
12 correct?

13 MS. CRAMER: Yes, and actually BCLC.
14 OLG has rolled it out in one --

15 COMMISSIONER MCHUGH: OLG, acronyms
16 here?

17 MS. CRAMER: I apologize, the
18 Ontario Lottery and Gaming. They have actually
19 taken, like you said, a variation of this
20 product and rolled it out in one of their
21 casinos. Then we have BCLC, which is the
22 British Columbia Lottery group. They are
23 looking at installing it in their lab and
24 hopefully rolling it out in the next six months

1 to probably a year.

2 COMMISSIONER MCHUGH: It's got a
3 good track record then. And each jurisdiction
4 is trying I guess slightly different variance.
5 So, the collected information we get from all
6 of that will be enormously helpful. Great.

7 COMMISSIONER ZUNIGA: Let me mention
8 something else. I was going to mention this
9 later, but I think it's relevant. The stars
10 really aligned really well for this effort. I
11 think it's really exciting. Penn was a willing
12 participant. Bally and SciGames had just begun
13 to do this elsewhere and the modifications were
14 doable, not a big effort. So, it's an exciting
15 time, I would say.

16 COMMISSIONER MCHUGH: Yes. And you
17 mention Penn being willing to do this. They
18 have been a cooperative partner in working on
19 this. We've got the Mass. Council and others,
20 the health folks and us and the operator. It's
21 a great combination.

22 COMMISSIONER ZUNIGA: The other
23 piece of course was that Penn had selected the
24 Bally system as their casino management system.

1 That was perhaps the biggest alignment of the
2 stars.

3 MR. VANDER LINDEN: That's right.
4 Trina how long has OLG had the one property or
5 one casino up and running. Do you know?

6 MS. CRAMER: I want to say about 60
7 days, so not too long. However, that's
8 actually a good thing that Mark's mentioning
9 this. Although they've installed it at one
10 site, they've actually provided a number of
11 things for us to enhance our product.

12 So, we are actually currently
13 working on a new version of precommitment that
14 will have a number of configuration settings
15 that for those of our customers that have
16 installed the product and are looking at
17 upgrading, we can possibly get additional
18 enhancements to them within a year.

19 COMMISSIONER MCHUGH: Good.

20 MR. VANDER LINDEN: I would really
21 hope develop a close collaboration with those
22 two jurisdictions looking at what their
23 experience is --

24 COMMISSIONER MCHUGH: Ontario and

1 British Columbia.

2 MR. VANDER LINDEN: Correct, Ontario
3 and British Columbia.

4 COMMISSIONER ZUNIGA: On that note,
5 are any of those jurisdictions exploring like
6 us the notion of evaluation of going back and
7 looking at uptake and looking at effectiveness
8 in some form or another?

9 MR. VANDER LINDEN: I do not know
10 about Ontario. Maybe you do, Trina. But
11 British Columbia, they put a heavy emphasis on
12 evaluation of almost everything they do,
13 similar to Massachusetts.

14 COMMISSIONER ZUNIGA: That would be
15 a good guess. Thanks.

16 MS. CRAMER: So, moving into the
17 kiosk screens. This would be the initial
18 prompt that you would see on the kiosk. Just
19 to reiterate what Mark had told you, you've
20 actually purchased two kiosks. So, one will be
21 out on the casino floor and the second will be
22 part of the GameSense Info Center.

23 So, they'll touch the screen to move
24 forward. Then there's just a number of

1 questions that goes through and you can learn
2 more about GameSense. So, it makes you think
3 about what gambling -- what's going on with
4 gambling.

5 COMMISSIONER ZUNIGA: I thought
6 those odds were higher for royal flush and five
7 cards.

8 COMMISSIONER MCHUGH: They're high
9 enough.

10 COMMISSIONER MCHUGH: They are high
11 enough, yes.

12 MR. VANDER LINDEN: I think there is
13 an endless number of options that we can add,
14 change, edit for that piece of it. And I think
15 it'll be fun to mix it up sometimes or create
16 new content for that to keep people coming
17 back.

18 COMMISSIONER ZUNIGA: Just a
19 question. How do you exit out of these screen?
20 Do you go back to the dashboard?

21 MR. VANDER LINDEN: On the kiosk.

22 MS. CRAMER: Do you mind going back?

23 COMMISSIONER ZUNIGA: For example
24 there.

1 MS. CRAMER: Actually, the way we
2 created it, it went through each one of them.
3 So, we can certainly -- That's one of those
4 things where we wanted to receive input.

5 So, to maybe have a way to exit out
6 and go to the main screen would be a good
7 option. Sure.

8 COMMISSIONER ZUNIGA: Just after so
9 many screens, somebody might lose their
10 bearings like oh, let me start over.

11 MS. CRAMER: So, we have the main
12 screen. So, then what we've done is we've
13 selected screenshots that will show you
14 stepping through the process of setting up your
15 budgets through the kiosk itself.

16 Do you want to use play management,
17 yes, so return to dashboard. Then we advise
18 because you can go to any of these GameSense
19 kiosks and actually receive the information
20 without a Marquee Rewards card, at the point
21 that they want to actually set their budgets
22 through play management is when we do require
23 them to swipe their card and put in their PIN.

24 MR. VANDER LINDEN: The GameSense

1 kiosks, if you recall, they're onsite. They
2 have a skin that is branded with the GameSense
3 logo and it's clearly a GameSense kiosk. The
4 one as you know is in the GameSense Info.
5 Center. The other one will be placed on the
6 opposite side of the gaming floor near the
7 entrance to racing also with a GameSense sign
8 that would be above it that would direct people
9 to it. This is the same as the content for the
10 EGM.

11 Some of the screens look slightly
12 different because we have kind of a different
13 landscape for it. So, I'll just move quickly
14 through this.

15 Any questions or comments, feedback
16 on the GameSense kiosk or the EGM?

17 COMMISSIONER STEBBINS: I had a
18 quick question. And I saw it again as you go
19 through the unenroll process and checking all
20 of the boxes that apply. Somebody hits number
21 14, I have a problem with gaming. Is there a
22 way that when they hit submit that for that
23 particular question maybe some information
24 comes up about the hotline. That's really a

1 telling clue that somebody has a problem if
2 they're willing to stand there and punch it
3 into the machine.

4 MR. VANDER LINDEN: It isn't in
5 there now. But we could certainly explore what
6 it would take to add a screen when you hit that
7 button for another screen to automatically
8 create.

9 MS. CRAMER: Definitely. We have
10 that flexibility. We keep mentioning content,
11 content, content. And what that is is just the
12 programmers creating those screens and putting
13 the information into it. The nice thing about
14 doing something like that is that by going
15 through content, we don't need to have it go
16 through GLI and be retested. So, all of that
17 is not affecting any of our systems. So, we'll
18 definitely research it.

19 MR. VANDER LINDEN: Next we want to
20 talk to you about the timeline. As you can
21 see, we have a go-live date of 12/8. As Trina
22 and I will describe that 12/8 go-live date has
23 a lot of activities and moving pieces between
24 now and that date that we want to highlight for

1 you.

2 COMMISSIONER MCHUGH: The GLI
3 approvals are approvals of the noninterference,
4 I guess, of this software with the gaming
5 software. Is that what GLI is going to be
6 looking at?

7 MS. CRAMER: Actually, what GLI is
8 doing is is because we added some of those
9 additional pieces, so the change limits and the
10 unenrollment at the game, it actually affected
11 the SciGames software.

12 So, because it affected ACSC,
13 precommitment and also our soft GMU, GLI needs
14 to go through the process of verifying that
15 everything is compliant. They also file -- We
16 have given them a specific set of requirements
17 for the MGC in regards to play management. So,
18 they will -- because we're resubmitting another
19 version of precommitment, they will go through
20 that checklist and ensure that our software
21 meets your requirements. That's really what
22 that is.

23 COMMISSIONER MCHUGH: But that
24 you're saying doesn't have to be done every

1 time you add a new screen. Once that's done,
2 new screens don't alter those parameters.

3 MS. CRAMER: That's correct. So, at
4 the game level what we have is called a soft
5 GMU.

6 COMMISSIONER MCHUGH: What is GMU?

7 MS. CRAMER: It's software but it's
8 for a game monitoring unit. What that does is
9 that intermediary piece will allow the game to
10 talk to the floor system. So, that software is
11 regulated but that display, so whether it's the
12 small screen or the picture-in-picture that
13 piece is our content. And that piece is not
14 regulated.

15 COMMISSIONER MCHUGH: Thank you.

16 MS. CRAMER: Just kind of going
17 through the timeline that we've displayed here.
18 As Mark had mentioned, there are a lot of
19 moving parts. And there a lot of items that if
20 we were to for some reason not reach that goal,
21 it could potentially push this date out.

22 Certain things to notice are in
23 regards to getting the content ready by 19
24 October. We do have a blackout period. That's

1 because we already have some project, the GTECH
2 project actually going on at Penn.

3 So, we were asked actually to go
4 ahead and put out that blackout period because
5 the resources not only at the MGC and also at
6 Penn are actually focused on this project.

7 So, after that then we have on
8 November 9 we have an MGC walk-through. What
9 that is is that week is there for you and
10 others to come out and actually go through the
11 system and ensure that that patron interaction
12 is how it should be.

13 And that is actually going to be
14 conducted at the Penn lab because we are still
15 working toward getting your lab created.

16 COMMISSIONER ZUNIGA: But this
17 system walk-through is of the GTECH system or
18 the play management system?

19 MS. CRAMER: The MGC system walk-
20 through is for play management.

21 COMMISSIONER ZUNIGA: So, the GTECH
22 install is all within this blackout.

23 MS. CRAMER: Correct, that's why
24 it's on there.

1 COMMISSIONER MCHUGH: GTECH install
2 is the central management system.

3 MS. CRAMER: Yes. Also to note,
4 this MGC walk-through, it is on Penn's property
5 within their test lab, but we've actually
6 talked about again being very interactive with
7 our partner and making sure that they are there
8 to kind of listen to the comments and make
9 their comments also.

10 This is going to be key to make sure
11 that it's what you need, but if there was
12 screen changes or maybe you would like
13 additional functionality, again, those kinds of
14 things will move the timelines out for us.

15 Then the next piece is just an
16 installation on the production server. We are
17 also doing training for the end-users. We are
18 still finalizing the training, but in essence
19 we will have two levels of training.

20 We'll have the technical training
21 that will be handled by Bally or SciGames
22 personnel. That is how to use our
23 precommitment user interface, how to walk
24 people through the screens at the EGM, the

1 kiosk.

2 But then we also will have a
3 secondary class which will be conducted by the
4 GameSense individuals or the GameSense
5 advisors. So, you have a technical piece but
6 now you get this extra training on how to
7 approach, how to explain. Because the Penn
8 personnel, their employees will actually be
9 interacting quite frequently with their patrons
10 on the floor and they will need to explain
11 correctly how play management works.

12 MR. VANDER LINDEN: This is going to
13 be a fantastic tool to add to the GameSense
14 toolkit. And I think that our GameSense
15 advisors will take this and run with it in
16 terms of how they approach their work at the
17 casino.

18 COMMISSIONER MCHUGH: Right.

19 MR. VANDER LINDEN: I look to them
20 to be kind of the champions of this. And where
21 there is additional training and additional
22 ways to promote it, I really hope to use them
23 as a resource for this.

24 MS. CRAMER: Then the next piece is

1 the property what we call the UAT, but that's
2 user acceptance. So, they are going to be
3 going through the system and making sure that
4 they agree with everything. Because not only
5 are we using play management at the games, but
6 we also are bringing that in with the Penn
7 content that's already there.

8 There are different ways of
9 downloading credits at the game or welcoming
10 their patrons. So, we'd ask that Penn actually
11 go through user acceptance testing and make
12 sure that they agree with everything that's
13 going to be installed.

14 Then after property user acceptance
15 then we install the content on the floor and we
16 go live. So, at this time we are targeting the
17 8 December, but as mentioned based on certain
18 unforeseeable items we could scoot out.

19 MR. VANDER LINDEN: My concern is
20 that if it gets pushed out beyond December 8
21 that we really should look to not go-live until
22 after the first of the year just in terms of
23 resources to get it out there. The holiday
24 period is too chaotic.

1 And actually as the Division on
2 Addiction pointed out, if we are looking to
3 kick it out until after the first year, it
4 could be an interesting way to position it as a
5 New Year's resolution tool.

6 COMMISSIONER MCHUGH: Right, turn a
7 flaw into o a feature, right?

8 MR. VANDER LINDEN: Correct

9 COMMISSIONER MCHUGH: Comments,
10 questions? That's a terrific presentation.

11 COMMISSIONER STEBBINS: This is
12 great.

13 COMMISSIONER ZUNIGA: Really good
14 and really happy about the progress, about all
15 of the efforts that you've been coordinating
16 because there's many people behind you and
17 joining in the effort. Some literally behind
18 you by the way, but thank you for this great
19 presentation.

20 COMMISSIONER MCHUGH: I think back
21 to the time not too long ago when we spent two
22 or three meetings, not successive meetings, but
23 two or three meetings really trying to work
24 through conceptually what we were trying to do

1 here.

2 And I think many of us started out
3 from different places, and through that
4 discussion came up with a concept on which we
5 settled. And I think this really hits it
6 square on. It is intuitive. It is not a nanny
7 nag. It's a true tool for managing this play
8 and keeping it fun.

9 And allowing the user to decide
10 whether it's meeting those tests, and set up at
11 the same time to capture the information that
12 we need in order to figure out what to do with
13 it after the test period is over.

14 So, I think from the layout here,
15 and I have no reason to doubt that the rollout
16 will be the same, I think this is a homerun. I
17 think it's very exciting.

18 This is the first in the nation
19 approach to this issue. And I think it's an
20 approach that commends itself to users and will
21 be a very helpful to those who choose to buy
22 in. And those who don't choose to buy in are
23 free not to.

24 And I think a lot of credit also

1 goes to Penn National for working with our team
2 to make this a reality. I think it's a very,
3 very exciting moment. So, congratulations.

4 COMMISSIONER STEBBINS: Nice job.

5 COMMISSIONER ZUNIGA: Thank you.

6 COMMISSIONER MCHUGH: The next item
7 then -- Let's take a five-minute break and
8 we'll resume in about five minutes.

9

10 (A recess was taken)

11

12 COMMISSIONER MCHUGH: We are ready
13 to resume now. We are resuming the 166th
14 meeting of the Massachusetts Gaming Commission.
15 And we turn to Mr. Ziemba.

16 MR. ZIEMBA: Thank you,
17 Commissioner. I am joined by Janice Reilly,
18 Paul Connelly and Jill Griffin to provide an
19 update regarding the Region C evaluation
20 process and to discuss the estimated a
21 schedule.

22 By Tuesday's deadline, we received
23 letters of assent to designation as a
24 surrounding community from the eight

1 geographically communities that were designated
2 in the Mass Gaming and Entertainment
3 application. In addition, we received one
4 petition from the community Pembroke wishing to
5 be designated as a surrounding community.

6 Pursuant to our regulations MG&E has
7 10 days to respond to the Pembroke petition.
8 As we received it on Thursday, October 8, MG&E
9 has until Monday, October 19 to respond. By
10 the petition deadline, we also received a
11 number of impacted live entertainment venue
12 petitions that Jill will detail.

13 As you know, MG&E, ILEV petitions
14 and surrounding community petitioners can
15 provide further information during
16 presentations that they make at meeting of the
17 Commission, the so-called surrounding community
18 ILEV presentation day where both the applicant
19 and the petitioners provide their best case on
20 why they should or should not be designated.

21 Before I ask Janice to give you a
22 briefing on our administrative completeness
23 process, I just bring your attention to a
24 request that we received from MG&E for a two-

1 week delay on our 90-minute presentations.
2 MG&E pursuant to the letter, they need more
3 time to put together their presentation.

4 Just as a reminder, what this 90-
5 minute presentation is, the 90-minute
6 presentation is different from the hearings
7 that the Commission conducts either the host
8 community hearings or the surrounding community
9 hearings in that this is an opportunity for the
10 applicant to provide their best case and their
11 best review of their application, including
12 whatever invitees they have as part of that 90-
13 minute presentation.

14 But this is not the time for
15 extensive public input that we provide during
16 the surrounding community reviews and the host
17 community reviews in addition to the tremendous
18 number of comments that we receive in writing
19 either through email or through letter that we
20 review throughout our evaluation process.

21 So, anyway even though there is no
22 public testimony, there is very valuable
23 information that is presented at these 90-
24 minute presentations. Specifically, this

1 information could be very valuable to
2 petitioners, to ILEV, so-called impacted live
3 entertainment venue, ILEV petitioners and
4 surrounding community petitioners.

5 They can listen to the petitions and
6 incorporate whatever information they get into
7 whatever presentations they may make during
8 that presentation day.

9 So, thus, as a result you'll see
10 that I've included a draft schedule in your
11 packet that moves forward and makes adjustment
12 to our schedule to basically in essence move
13 forward that presentation schedule by ILEV
14 petitioners and surrounding community
15 petitioners to adjust to the new date that is
16 proposed by MG&E.

17 Let me just highlight a couple of
18 dates that would change as a result of the MG&E
19 request to move the presentation, the 90-minute
20 presentation to November 5.

21 So, with the November 5 presentation
22 instead of the current October 22, we move the
23 surrounding community, ILEV presentations to
24 November 12 instead of October 28th. The

1 potential date for a decision on a Category 1
2 license becomes March 31 instead of March 18
3 under the current schedule.

4 And just as a reminder, all of these
5 are estimated dates. And the March 18 date,
6 the March 31 date, the basis for those dates
7 would be if we have at least one petitioner
8 that goes all the way through the arbitration
9 process until the very end of arbitration and
10 then we have make our decision after that.

11 If indeed MG&E is successful in
12 reaching agreement with either the ILEV
13 petitioners or the surrounding community
14 petitioner, we can make adjustments to that
15 schedule. The March 18 date, the March 31
16 date, they are predicated on at least one of
17 the petitioners going all the way through
18 arbitration with MG&E.

19 The schedule that I present to you
20 is presented as a draft. We can finalize the
21 schedule as a next meeting. You can direct
22 staff to more concretely finalize the schedule.
23 Some of the things that we would need to do is
24 we just want to check our math. Our

1 regulations, as you know, are a little bit
2 complicated when it comes to counting days.
3 How do holidays fit? If the day falls on a
4 Sunday then it falls on a Monday.

5 So, it usually takes many, many
6 iterations of reviews to make sure that we get
7 it right. In addition, we'd like to further
8 double-check with all of the Commission's
9 schedules for the near-term and also for the
10 longer term.

11 We've attempted to do that with some
12 of the dates. For example, we have penciled in
13 December 10 as the date for determinations on
14 surrounding communities and determinations on
15 ILEV petitions. Then after that date that
16 would commence the statutory negotiation
17 period.

18 That December 10 date as we work
19 with Janice would be a Commission meeting. To
20 the degree that we think we can accomplish the
21 reviews of the number of ILEV petitions and the
22 surrounding community petitions within the
23 context of a regular meeting, perhaps we would
24 want to adjust that. As of now, it appears

1 that potentially we could do that.

2 So, even though I'm not asking you
3 to approve the revised schedule if you go along
4 with MG&E's recommendation, I do ask that you
5 approve of the dates of the 90-minute
6 presentation, at least the fact that we would
7 move the 90-minute presentation from its
8 current date of October 22 and the potential
9 date for the ILEV, surrounding community
10 petitions.

11 Then as part of any future review of
12 our schedule we could examine more concretely a
13 date for our surrounding community reviews, our
14 surrounding community hearing. In all
15 likelihood, we probably shouldn't schedule that
16 until we know a little bit more about the
17 status of negotiations between the applicant
18 and the surrounding communities, whether or not
19 they've been able to reach agreements in the
20 near future or not.

21 And then we could also review the
22 dates for our host community hearing. As you
23 know, normally what we've had is we've had a
24 host community hearing that begins. We've

1 recessed. And then we conclude the host
2 community hearing after all the arbitrations
3 have been concluded. The host community
4 hearing included in the draft schedule and in
5 in our current schedule is sort of well into
6 mid-next year.

7 We obviously have some ability to
8 move that if we think that that would be
9 advisable. So, with that I ask for your input
10 on the MG&E request.

11 COMMISSIONER MCHUGH: Thoughts?

12 COMMISSIONER ZUNIGA: I think it's
13 very reasonable to be accommodating in this
14 very modest request. I think just like you
15 outlined, there's a few moving pieces and we
16 can easily deal with those as they come to
17 fruition.

18 There's the period of negotiations
19 between the applicant and the surrounding
20 communities and the ILEVs before had us go
21 through the Christmas holidays. They shift a
22 little bit, they are still there. I don't know
23 if that makes any difference really. But the
24 parties still need to go through that period to

1 get things done ideally. So, I'm on board with
2 what you've outlined here and with that
3 request.

4 COMMISSIONER MCHUGH: I think it's
5 an entirely reasonable request too. But my
6 only thought was the same one that Commissioner
7 Zuniga just mentioned. The prior schedule, and
8 I hadn't noticed this before, had that
9 negotiation period ending on December 30 on New
10 Year's Eve, almost on New Year's Eve. This now
11 pushes it out to January 12.

12 You still have about two weeks
13 that's very hard in there. But depending on
14 the nature of the negotiations and the nature
15 of the issues that are dividing the parties
16 that may not be a problem. And I take it that
17 we would be prepared to deal with it in some
18 fashion if somebody came forward from one of
19 the surrounding communities or the MG&E and
20 said for some reason having to do with the
21 holidays, they just couldn't get it done.

22 MR. ZIEMBA: One benefit of actually
23 moving forward the schedule a couple of weeks
24 is that it extends, for lack of a better word,

1 the unofficial negotiation period before the
2 30-day statutory negotiation period kicks in.

3 So, in essence the negotiation
4 period is extended by another couple of weeks.
5 Again, yes, that was a difficulty under our
6 previous schedule that you had the holidays
7 right in the middle of that 30-day statutory
8 negotiation period. This one may provide you
9 some weeks after that period, but again it's in
10 the middle. So, I take your point Commissioner
11 that that's something we'll need to look at.

12 COMMISSIONER MCHUGH: Okay. We
13 don't need a vote here. This is just a
14 discussion item at the moment.

15 MR. ZIEMBA: I can inform the
16 applicant that we will move forward the 90-
17 minute presentation.

18 COMMISSIONER MCHUGH: Right, for the
19 two-week period. Just a minute. Commissioner
20 Stebbins did you want to weigh in that issue?

21 COMMISSIONER STEBBINS: No, I am all
22 set.

23 MR. DONNELLY: John Donnelly on
24 behalf of MG&E. Thank you very much for the

1 consideration. I thank staff for working with
2 us on it.

3 COMMISSIONER MCHUGH: All right, Mr.
4 Donnelly.

5 MR. ZIEMBA: With that, let me turn
6 to Janice who will give a little bit more about
7 our administrative completeness review.

8 COMMISSIONER MCHUGH: All right, our
9 Chief of Staff, Janice Riley.

10 MS. REILLY: Good afternoon,
11 Commissioners. Just wanted to give you a brief
12 update on where we stand with the application.
13 The administrative completeness review has been
14 completed. And I'm going to ask Paul Connelly
15 to address that because his team was actually
16 the one who completed it. And after that I can
17 give you an update on what next steps are.

18 COMMISSIONER MCHUGH: All right,
19 Director Connelly.

20 MR. CONNELLY: Thank you,
21 Commissioners. I just wanted to provide a
22 brief update on the process and where we stand
23 and some next steps that Janice will touch on.

24 So, as you well know, the standard

1 of review is outlined in 205 CMR 118. It's an
2 administrative completeness review. How we
3 approach that was to ensure (1) that every
4 question was answered and (2) that every
5 question responded to the questions that were
6 asked.

7 Importantly, we did not do a review
8 on the quality of their response. It was more
9 to say was it responsive to what was asked. So
10 that upon further review there is no one -- no
11 reviewer would pick it up and say they may have
12 provided an answer, but it didn't address what
13 we were looking for.

14 So, that was the standard we used.
15 The team, the licensing team, I just wanted to
16 mention a few people who were involved to thank
17 them for their efforts, Kathy Barsch, Bill
18 Curtis. Paul McGrath from Investigations and
19 Enforcement provided review with the financial
20 section. Todd Grossman from Legal provided
21 tremendous help on the legal end. Obviously,
22 John and Janice were deeply involved in the
23 process as well as myself.

24 We split the sections up so that

1 each section was reviewed by an individual
2 reviewer. Then a second team member went
3 through and did a secondary review to just
4 confirm what was found the first time. And we
5 collectively discussed all of the deficiencies
6 that were found.

7 Ultimately, I assembled them into a
8 deficiency letter that was sent out this past
9 Tuesday the 13th to Attorney Donnelly who spoke
10 earlier. I called him and confirmed that it
11 would be on its way, discussed at a very high-
12 level what was in it. He and I have
13 subsequently spoken. And there were no issues
14 with the letter, its content. And they're
15 currently working on addressing all of the
16 issues that were found.

17 Importantly, because the nature of
18 the deficiencies were deemed to be what is
19 called nonmaterial, they have 14 days from the
20 13th. Close of business the 13th it was sent
21 out. So, they have until the close of business
22 on the 27th to respond.

23 COMMISSIONER MCHUGH: I've forgotten
24 this. We haven't done this for a while. The

1 administrative completeness stamp, if you will,
2 is imposed at the end of that 14-day period if
3 the responses to your letter are acceptable.

4 MR. CONNELLY: That's correct.
5 There is an alternative path. If the applicant
6 feels that they cannot respond to one of the
7 deficiencies, they can ask that it still be
8 deemed administratively complete at which point
9 we'd forward that decision to the Commission to
10 the reviewers. And you would be able to
11 consider those kind of outstanding items.

12 As it stands, and part of the reason
13 why we didn't put the deficiency letter in the
14 packet and I didn't send it to the
15 Commissioners, is ideally if all of those are
16 cured, theoretically the review team doesn't
17 even know they exist, so to speak.

18 But if they were to say we can't
19 actually answer that but we would still like
20 you to deem it administratively complete, it
21 would go forward for further review and you'd
22 be able to consider those as outstanding items,
23 so to speak.

24 COMMISSIONER MCHUGH: Great. Thank

1 you.

2 MS. REILLY: So, with that we'll
3 continue with the process of posting the
4 application onto the website. The posting will
5 include everything with the exception of
6 anything that's been marked confidential and
7 anything that is still in the review process
8 with Paul's team.

9 So, that will begin today and
10 tomorrow to get the rest of the application
11 posted. And then I'm working with Dan McDonald
12 to get the application loaded up onto
13 SharePoint so that when the review process is
14 complete, the administrative completeness
15 review process, we can send the applications to
16 the evaluation teams.

17 COMMISSIONER MCHUGH: So, what's
18 posted will be what's been deemed to be --

19 MS. REILLY: -- administratively
20 complete at this point.

21 COMMISSIONER MCHUGH: So, there will
22 be pieces of it that will not be posted in the
23 next couple of days. They won't be posted
24 until the end of the month.

1 MS. REILLY: Until the end of the
2 month.

3 COMMISSIONER MCHUGH: Okay.

4 COMMISSIONER ZUNIGA: But in any
5 event, nothing that's confidential will be
6 posted.

7 MS. REILLY: Nothing that's
8 confidential will be posted.

9 COMMISSIONER MCHUGH: Right. Okay.

10 MR. ZIEMBA: Perhaps Jill can give
11 us a little bit of a summary regarding the ILEV
12 petitions.

13 COMMISSIONER ZUNIGA: Can I mention
14 something briefly? Once again, great work,
15 thorough, double set of eyes and careful
16 analysis at the front end. So, thank you for
17 all of your work.

18 MS. GRIFFIN: Commissioners, two
19 nonprofit organizations have submitted ILEV
20 petitions on behalf of five different venues.

21 COMMISSIONER MCHUGH: That's
22 impacted live entertainment venue.

23 MS. GRIFFIN: Impacted live
24 entertainment venues, yes, sorry.

1 COMMISSIONER MCHUGH: That's all
2 right.

3 MS. GRIFFIN: So, Brockton 21st
4 Century Corporation has submitted on behalf of
5 Campinelli's Stadium and Shaw's Center both in
6 Brockton. We have the Mass. Performing Arts
7 Council has submitted on behalf of three
8 different venues the South Shore Playhouse
9 doing business as South Shore Music Circus in
10 Cohasset and Cape Cod Melody Tent in Hyannis,
11 additionally Lynn Auditorium in Lynn, Mass. and
12 the Zeiterion Theatre in New Bedford.

13 So, as John mentioned MG&E has 10
14 days to respond to these petitions. So, on
15 October 23 close of business we should get
16 their response.

17 COMMISSIONER MCHUGH: Great.

18 COMMISSIONER ZUNIGA: Jill remind
19 me, were any of these either prior petitioners
20 or prior designated ILEVs?

21 MS. GRIFFIN: So the Mass.
22 Performing Arts Council has submitted petitions
23 on behalf of, I believe, Lynn Auditorium and
24 the South Shore Playhouse. And the others I

1 think are new, newly in the mix.

2 COMMISSIONER MCHUGH: All right.
3 Any further discussion? It looks like this is
4 right on track. So, thank all of you and your
5 teams for the hard work that's gone into it and
6 we move on.

7 MR. ZIEMBA: Thank you.

8 MS. WELLS: Next we have Dr.
9 Lightbaum from the Racing Division.

10 COMMISSIONER MCHUGH: Good
11 afternoon, Doctor.

12 DR. LIGHTBAUM: Good afternoon.
13 First, I'll talk about the licenses that we
14 received for racing for next year for 2016. We
15 received four licenses Plainridge, Suffolk
16 Downs and then two for the Brockton
17 Fairgrounds, Brockton and the Middleboro Fairs.

18 COMMISSIONER MCHUGH: These are
19 license applications.

20 DR. LIGHTBAUM: Yes. Plainridge has
21 asked for the 115 days that they need to do
22 with the gaming legislation. They are going to
23 start April 11 and go through November 29.

24 There are multiple different days

1 and also I won't go through the whole thing,
2 but for the most part it's four days a week.
3 There's a few different times during the year
4 where it's three days a week to reflect the
5 general horse population in the area.

6 Again, they will have a 4:00 post
7 until the fall when they will move to a 1:00
8 post.

9 Suffolk Downs has asked for one
10 weekend of a Saturday, Sunday, July 9 and 10th.
11 They are intending to pick two other weekends,
12 one in August and one in September to ask for.
13 So, for a total of six days.

14 Brockton, they have asked for 15
15 days at the Brockton Fairgrounds starting July
16 1 and generally running over Thursday, Friday
17 and Saturday for the month for 15 days. And
18 then Middleboro starting in August again doing
19 the three-day weekends through September.

20 So, now we are scheduling the
21 hearings with the legal department in the towns
22 that the tracks are located in. We will post
23 the applications to the website. Then before
24 the November 15 date at our meeting, probably

1 at the November 12 meeting, we will present the
2 licenses and what we had at the hearings for
3 the Commissioners to vote on.

4 COMMISSIONER MCHUGH: All right.

5 COMMISSIONER ZUNIGA: Can you
6 mention again the third application, it's one
7 in the same Middleboro and Brockton?

8 DR. LIGHTBAUM: Right. They have
9 two fair licenses each for 15 days, but they're
10 both run at the Brockton Fairgrounds.

11 COMMISSIONER ZUNIGA: Okay.

12 DR. LIGHTBAUM: Then the next item
13 on the agenda is Suffolk Director of Pari-
14 Mutuel Operations, Jim Alcott has submitted a
15 request for their premium-free period on
16 harness simulcasting. That's per Chapter 128C
17 section 2(5), they get a 12-week free period.

18 Usually, this is included in the
19 application, but I've talked to Steve O'Toole
20 the general manager of Plainridge, and he
21 doesn't have any objection to it. So, my
22 recommendation is that the Commission approve
23 the request from Suffolk Downs to have May 17
24 through August 8, 2015 designated as their

1 premium-free period for harness race
2 simulcasting.

3 COMMISSIONER MCHUGH: This is
4 essentially pro forma because it's a statutory
5 requirement; is that right?

6 DR. LIGHTBAUM: Yes.

7 COMMISSIONER ZUNIGA: This is
8 normally included in the application from last
9 year or this year?

10 DR. LIGHTBAUM: Right. Normally, it
11 would have been in the application from last
12 year.

13 COMMISSIONER ZUNIGA: There were too
14 many moving pieces then.

15 DR. LIGHTBAUM: We didn't end up
16 getting that application.

17 COMMISSIONER ZUNIGA: Yes. There was
18 the provisional and then we later -- yes. The
19 premium-free dates are for this year. It's
20 going back on what already happened.

21 DR. LIGHTBAUM: It's retroactive.

22 COMMISSIONER ZUNIGA: Retroactive to
23 May 17 to August 8.

24 DR. LIGHTBAUM: Yes.

1 COMMISSIONER MCHUGH: That's an
2 important point. So, this is retroactively
3 approving the premium-free days?

4 DR. LIGHTBAUM: Yes.

5 COMMISSIONER MCHUGH: Does that
6 result in a reimbursement of money or does it
7 result in a --

8 COMMISSIONER ZUNIGA: Likely a
9 settlement.

10 DR. LIGHTBAUM: It'll be a
11 settlement. The tracks will settle back and
12 forth, reconciliation really.

13 COMMISSIONER MCHUGH: Okay. Any
14 further questions about that? Do I hear a
15 motion?

16 COMMISSIONER ZUNIGA: Yes. I'd be
17 happy to move that the Commission approve the
18 request of Suffolk Downs to have May 17 through
19 August 8, 2015 designated as their premium-free
20 period for harness racing simulcast signal.

21 COMMISSIONER MCHUGH: Is there a
22 second?

23 COMMISSIONER STEBBINS: Second.

24 COMMISSIONER MCHUGH: Any further

1 discussion? I hear none. All in favor say
2 aye, aye.

3 COMMISSIONER ZUNIGA: Aye.

4 COMMISSIONER STEBBINS: Aye.

5 COMMISSIONER MCHUGH: The ayes have
6 it unanimously. Okay, Doctor, thank you very
7 much. That brings us to the final agenda item
8 General Counsel Blue.

9 MS. BLUE: Good afternoon,
10 Commissioners. I am here today to discuss with
11 you the schedule for the issuance of the
12 Section 61 Findings for MGM. The draft Section
13 61 Findings have been provided to MGM and to
14 our consultants.

15 Our consultants have also received
16 the revised MGM design plan. Our consultants
17 are reviewing the revised design plan against
18 the current draft Section 61 Findings and also
19 against the RFA-2 application as well. MGM is
20 reviewing the draft 61 Findings in light of
21 their design change.

22 So, there are certain parts of the
23 draft that we provided to them that were based
24 upon their prior design. So, they are

1 reviewing that on their end as well as we are
2 reviewing it on ours.

3 MGM's MEPA certificate required an
4 agreement with the Massachusetts Historical
5 Commission and it requires Section 61 Findings
6 from MassDOT. MGM is working with the
7 Springfield Historic Commission and the
8 Massachusetts Historical Commission to finalize
9 that agreement in light of the revised design.
10 And they expect to meet on that and discuss
11 some of that this week.

12 MGM will file a notice of project
13 change with MEPA this week with the goal of
14 having it published in the Environmental
15 Monitor on October 19. Once it's published,
16 there's a 20-day comment period and 10 days for
17 the Secretary to issue a revised certificate.
18 On this schedule, the certificate would be
19 issued on or about November 18.

20 When MGM files its notice of project
21 change, they will send a copy to the Commission
22 and we will give it to our consultants so our
23 consultants can factor that into their review
24 of the overall project.

1 We will incorporate MassDOT Section
2 61 Findings by reference into our Section 61
3 Findings when those findings are issued. We do
4 keep in touch with MassDOT to determine where
5 they are in their process. If their findings
6 are finished before we finally issue our, we
7 will incorporate them physically into the
8 document. Otherwise, they will be incorporated
9 by reference when they do come out.

10 The Commission will receive revised
11 draft Section 61 Findings for their review
12 prior to the November 19 Commission meeting.
13 Our goal would be to try to get to you a
14 revised draft so that you can be prepared to
15 discuss it at the November 19 meeting. It's a
16 little bit tight. So, some of those things may
17 or may not be within ours or MGM's control, but
18 we are going to try to shoot for that date.

19 And the consultants will also come
20 before you on November 19 to present the
21 results of their review. If the Commission is
22 comfortable with the revised draft Section 61
23 Findings, it can consider them and vote to
24 accept or approve them at that particular

1 meeting.

2 If you believe you need some more
3 time to review those, you can certainly approve
4 them at a future meeting and we can schedule an
5 additional meeting if we need to do that.

6 The next filing date for the
7 Environmental Monitor is November 30. So, it
8 would be helpful if the Commission's Section 61
9 Findings could be ready to be filed in the
10 Environmental Monitor on that date.

11 Once the Commission's Section 61
12 Findings are approved, you'll sign them and
13 we'll file them in a signed form with the
14 Environmental Monitor. MGM will also file them
15 as well.

16 So, we're looking at a schedule that
17 would hopefully get us through this entire
18 process by sometime in early to mid-December
19 and then would allow them to move forward on
20 their project.

21 COMMISSIONER MCHUGH: All right.
22 Comments, questions? Let me just say for those
23 watching, the few who may be unfamiliar at this
24 point with what all this is about. This all

1 has to do with Massachusetts Environmental
2 Protection Act process.

3 The Section 61 Findings are a
4 reference to section 61 of the relevant
5 statute. And we are required given the nature
6 -- the conditional nature of the license that
7 we issued to review after the certificate is
8 issued by the Secretary of Environmental
9 Affairs or in case of a project change after a
10 supplemental certificate is issued, we are
11 required to review the entire project again
12 thoroughly before we issue the findings that
13 section 61 of the environmental statute
14 requires us to enter -- requires us to make.
15 So that's what this is generally about. I say
16 that because we are going to be talking about
17 it again in another venue in a minute.

18 Were there some questions or issues?

19 COMMISSIONER ZUNIGA: Yes. So, the
20 notice of project change at this point is --
21 the documents that come with the notice of
22 project change that will help our consultants
23 and staff review are slated to come on October
24 19.

1 MS. BLUE: It is anticipated to come
2 this week. When it's filed, we'll get it. But
3 October 19 if they meet their Environmental
4 Monitor date, yes, we will definitely have it
5 by then.

6 COMMISSIONER ZUNIGA: But we don't
7 have yet an indication on the level of detail
8 or quality of those documents?

9 MS. BLUE: I have Counsel Nosal here
10 to discuss it. We do have a general sense
11 based upon the design change.

12 MR. NOSAL: Commissioner you will
13 have a copy of the notice of project changes
14 today. So, that will be filed with the
15 Commission today. And that will go through
16 meeting the MEPA requirements for that
17 particular document. It will go through the
18 documented changes, insertions regarding no
19 further or increase in environmental impact and
20 an overall reduction for purposes of evaluating
21 that document in terms of the MEPA certificate
22 process.

23 COMMISSIONER ZUNIGA: Okay, thank
24 you.

1 COMMISSIONER STEBBINS: Counselor,
2 can you just add in MGM's timeline or schedule
3 of meetings with the local agencies and
4 authorities?

5 MR. NOSAL: Sure. It's my
6 understanding actually tonight the members of
7 MGM Springfield will also meet with the
8 Springfield Historic Commission to go through
9 -- They've had a previous meeting two weeks
10 ago -- to go through the proposed changes. And
11 really are focused around 73 State Street as
12 well as the Union House Hotel to determine what
13 if any additional changes need to be made with
14 the current draft of the MOA.

15 Also, simultaneously, and I'm going
16 to be intentionally less specific about the
17 actual dates on this, but it's my understanding
18 that the company will also file its package of
19 design changes for purposes of seeking
20 approvals with the city through the City
21 Council on or about I think 19 October but at
22 least certainly prior to the end of October.
23 At that time, we will also provide those
24 documentation to the Commission as well so it

1 has a full package.

2 COMMISSIONER MCHUGH: That's an
3 important point. The historic commissions have
4 a role in the approval process, but so do the
5 City Council and the Office of the Mayor. So,
6 those are approvals that are required as well.

7 MR. NOSAL: Right. And we spent a
8 lot of time with staff talking about not only
9 the sequencing but the coordination of that. A
10 lot of these materials have, I'll suggest,
11 double utility. For instance project change is
12 going to give you a very detailed description
13 of the way the project is changing, certainly
14 for the purpose of MEPA but it will be helpful
15 in analyzing your Section 61 process as well.
16 And then the final design package also I think
17 will address any outstanding questions
18 regarding what the design will look like.

19 COMMISSIONER MCHUGH: All right.
20 Further comments, questions about that? So,
21 that we actually can start from a planning mode
22 at least, once we get the notice of project
23 change to use that as a basis for initial
24 revisions at least in the Section 61 Findings

1 that we've drafted and already circulated.

2 MS. BLUE: Yes, that's correct.

3 COMMISSIONER MCHUGH: So, we'll move
4 forward on parallel fronts. All right. Good.
5 Thank you very much.

6 MR. NOSAL: Thank you.

7 MS. BLUE: Next we have Deputy
8 General Counsel Grossman to speak to you about
9 our transfer regulation. We discussed this in
10 the past and he'd like to update you as to
11 where we are on that.

12 COMMISSIONER MCHUGH: Good
13 afternoon.

14 MR. GROSSMAN: Good afternoon. I
15 just wanted to update you as to the evolution
16 of these regulations. After the last meeting,
17 we took a step back to reconsider the approach
18 we were taking to these regulations. We were
19 able to discuss these with some of our
20 consultants and received some valuable input
21 from others.

22 Ultimately, what we will look to do
23 at this point is to reorganize the language of
24 the existing transfer regulations, to adjust

1 the location of a lot of the provisions from a
2 separate standalone transfer regulation into an
3 enhancement of our existing qualifier
4 regulations in large part.

5 And ultimately ensure that we have
6 mechanisms in place to address the number of
7 transfers of certain interests that may occur
8 with our gaming licensees and their parent and
9 intermediary companies.

10 Ultimately, we have a number of
11 types of transfers. We have transfers that may
12 occur by way of contract, by way of purchase of
13 securities on the open market. We may have a
14 transfer of the property itself or even an
15 option to purchase one or more of those
16 interests.

17 So ultimately, our goal is to have,
18 as I said, mechanisms in place to address these
19 to allow the Commission to evaluate the
20 transferees for suitability. And ultimately
21 also to allow the Commission to evaluate not
22 only who the transferee is but what their
23 intended plan is for the interest.

24 So, with that we are presently

1 working on an updated draft. Hope to have a
2 version to you at some point in the next week
3 to evaluate. And then move that language along
4 to our licensees and other members of the
5 public who may be interested to offer input as
6 well.

7 And then ultimately, here I think
8 we're going to have to put this back out for
9 public comment and through the promulgation
10 process since we are changing the section
11 number and the general approach we've taken
12 with this regulation.

13 It's no longer a standalone transfer
14 regulation under section 129 of the
15 regulations. And it seems only appropriate to
16 move it back through the process again even
17 though much of the language is the same
18 familiar language you've seen in the past.

19 So, that's the plan that we are
20 proposing.

21 COMMISSIONER ZUNIGA: By moving it
22 into the process, meaning restart the hearing,
23 comment period and etc.

24 MR. GROSSMAN: We'd have another

1 public hearing, another opportunity for
2 comment. It in theory could move much more
3 quickly since everyone has seen much of this
4 before.

5 We've obviously accepted a great
6 deal of public input to this point, which has
7 led us to this updated version. So, hopefully
8 it would be a much briefer process than we've
9 experienced in the past.

10 COMMISSIONER ZUNIGA: That's also my
11 guess.

12 COMMISSIONER MCHUGH: This is a
13 really interesting process. This one started
14 out on one track. And it was triggered by the
15 Commonwealth share -- That was our focus. --
16 the Commonwealth share language in the statute,
17 which is Delphic at best.

18 And we were focused on that trying
19 to figure out what that meant. Spent a lot of
20 thoughtful and very creative energy on that and
21 finally concluded that as a matter of policy,
22 at least tentatively, we didn't want to go
23 there and have a Commonwealth share. And that
24 raised questions about how to revise this.

1 So, the end result is a regulatory
2 approach that's vastly different from the one
3 we started out with. And therefore, it's only
4 appropriate to start the formal hearing process
5 all over again.

6 So, Mr. Grossman has done a great
7 job of going with the ebbs and flows of this
8 process here, but it's been a fascinating one.

9 MR. GROSSMAN: It has. It's been
10 quite an evolution with some twinges of
11 revolution.

12 COMMISSIONER MCHUGH: All right.
13 Great. Well, we'll look forward to the next
14 product and the next iteration and a good
15 discussion of that when it comes forward.
16 Thank you very much.

17 COMMISSIONER ZUNIGA: Same here,
18 thank you.

19 MS. BLUE: So, the last item under
20 the legal section today is I wanted to discuss
21 with the Commission the process for reviewing
22 the Wynn design.

23 As we've discussed before, the
24 Commission makes two separate approvals outside

1 of their Section 61s for every project. One is
2 an approval of the construction schedule. The
3 other is an approval of the actual design
4 itself. And we are ready at this point to
5 start the process for the review of Wynn's
6 design to eventually lead to an approval as we
7 roll it into the Section 61 Findings.

8 So, it's a separate but somewhat
9 related process to the Section 61 Findings. We
10 think in this particular situation, it's a
11 little bit more related and important to do it
12 in the order in which we're doing it here.

13 The purpose of the design review is
14 to compare the current design to the design
15 that was proposed in the RFA-2 application.
16 Wynn has provided plans describing their
17 current design. And those plans have been
18 provided to our building and site design
19 consultants.

20 The consultants are going to come
21 before the Commission on October 29 and report
22 to you results of their review of both the
23 proposed design and the current design.

24 The consultants' report will be

1 available as part of the Commission package.
2 And the reason we think this is important is
3 because this will allow the public time to
4 review the current design and the consultants'
5 report prior to Commission's public hearing.

6 And as you might recall, the MEPA
7 certificate requires us to hold a separate
8 public hearing on the MEPA certificate, on our
9 Section 61 Findings and take public comment
10 before we finalize our Section 61 Findings.
11 So, I think this will be important for the
12 public to be able to have the design, have the
13 report and be able to understand what the
14 project looks like.

15 In parallel with the design review,
16 the Commission will work -- staff will work on
17 the Section 61 Findings. As we talked about
18 before, the MEPA certificate has very specific
19 requirements both for us and for MassDOT in
20 terms of what we need to do. On the
21 Commission's side, we are required to hold a
22 public hearing and solicit comments on our
23 draft Section 61s.

24 The MEPA certificate requires

1 MassDOT to complete their Section 61 Findings
2 within certain timeframes. So, we are also
3 tied somewhat to the MassDOT timeframes as
4 well.

5 We will be able to put together a
6 more detailed schedule for the Commission in
7 terms of timing like we did today for MGM.
8 We've not quite in a position to give the
9 Commission exact dates as to how things will
10 move, but we think the design review process is
11 the best first step.

12 And then we'll stay in touch with
13 MassDOT to see where they are. And we will
14 probably have some sort of schedule maybe
15 towards the early to mid-November a better idea
16 of where we'll end up.

17 COMMISSIONER MCHUGH: That's very
18 helpful. There are essentially, as I
19 understand it from that four steps in this.

20 The first of those steps is taking a
21 look, a close look, but a look we are required
22 to take at the actual design proposal on
23 October 29. And we'll all get a chance to look
24 at it, ask questions about it, hear from the

1 consultants. But we won't take a vote on
2 approving it or any part of it that day.
3 That's basically an informational piece.

4 Then we really have to wait for
5 MassDOT, Massachusetts Department of
6 Transportation to do their environmental
7 findings.

8 Once we have those, we incorporate
9 them into our environmental findings, draft
10 environmental findings. Then we have a public
11 hearing, people will by that time have the
12 information gained from our review of the
13 current Wynn design, our consultants' review,
14 the Mass. Department of Transportation Section
15 61 Findings, our draft Section 61 Findings.
16 All of that will be out there for people to
17 know before they come to the hearing.

18 Then we have a public hearing, take
19 comments, make whatever changes in our Section
20 61 Findings are necessary on that and then
21 promulgate them. And that's how we move
22 forward.

23 MS. BLUE: Yes, that's correct.

24 COMMISSIONER MCHUGH: So, we have a

1 great deal of opportunity for people to see
2 each step of the way and ultimately make
3 comments on the aggregate of the various steps
4 we're taking before we're finished.

5 COMMISSIONER ZUNIGA: Look forward
6 to that.

7 COMMISSIONER MCHUGH: Yes. It'll be
8 an interesting process. It's a good process.
9 It's a process that's very thoughtfully
10 outlined in the Secretary of Environmental
11 Affairs certificate that allows for public
12 input that treats a regional problem as a
13 regional problem. And gives an opportunity to
14 try and come up with a plan to address that as
15 well as taking a look at the immediate plans
16 and getting comments from the public about
17 that. So, it's a good process.

18 All right. Anything further on that
19 subject or others for General Counsel Blue?

20 MS. BLUE: That's all we have.

21 COMMISSIONER MCHUGH: Thank you.
22 Any other business before the Commission that
23 we should deal with? There's nothing more on
24 the agenda, so I think we should deal with

1 nothing else.

2 COMMISSIONER ZUNIGA: Motion to
3 adjourn.

4 COMMISSIONER MCHUGH: Do I hear a
5 second on that?

6 COMMISSIONER STEBBINS: Second.

7 COMMISSIONER MCHUGH: All in favor
8 say aye, aye.

9 COMMISSIONER ZUNIGA: Aye.

10 COMMISSIONER STEBBINS: Aye.

11 COMMISSIONER MCHUGH: The ayes have
12 it unanimously. We're in adjournment. Thank
13 you all.

14

15 (Meeting adjourned at 12:34 p.m.)

16

17

18

19

20

21

22

23

24

1 ATTACHMENTS:

- 2
- 3 1. Massachusetts Gaming Commission October
 - 4 15, 2015 Notice of Meeting and Agenda
 - 5 2. Massachusetts Gaming Commission September
 - 6 24, 2015 Meeting Minutes
 - 7 3. Massachusetts Gaming Commission October
 - 8 1, 2015 Meeting Minutes
 - 9 4. Massachusetts Gaming Commission After
 - 10 Action Report: Plainridge Part Casino
 - 11 Opening Presentation
 - 12 5. Massachusetts Gaming Commission October
 - 13 15, 2015 Memorandum Regarding Status
 - 14 Update on Play Management with attachment
 - 15 6. October 7, 2015 Letter Regarding Mass
 - 16 Gaming & Entertainment
 - 17 7. Region C Southeastern Massachusetts
 - 18 Estimated Category 1 (Resort Casino)
 - 19 Timeline with attachments
 - 20 8. Massachusetts Gaming Commission/Racing
 - 21 Division October 13, 2015 Memorandum
 - 22 Regarding Suffolk Downs Request for
 - 23 Premium Free Period for Harness
 - 24 Simulcasting with attachment

1 GUEST SPEAKERS:

2 Trina Cramer, Scientific Games

3 John Donnelly, Esq., Donnelly & Clark (on
4 behalf of MG&E)

5 Jed Nosal, Esq., Brown Rudnick (on behalf of
6 MGM Springfield)

7

8

9

10 MASSACHUSETTS GAMING COMMISSION STAFF:

11 Catherine Blue, General Counsel

12 Paul Connelly, Director of Licensing

13 Jill Griffin, Director Workforce, Supplier and
14 Diversity Development

15 Todd Grossman, Deputy General Counsel

16 Dr. Alex Lightbaum, Interim Director Racing

17 Joan Matsumoto, Chief Project Manager

18 Janice Reilly, Chief of Staff

19 Mark Vander Linden, Director of Research and
20 Responsible Gambling

21 Karen Wells, Interim Executive Director/
22 Director IEB

23 John Ziemba, Ombudsman

24

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23
24

C E R T I F I C A T E

I, Laurie J. Jordan, an Approved Court Reporter, do hereby certify that the foregoing is a true and accurate transcript from the record of the proceedings.

I, Laurie J. Jordan, further certify that the foregoing is in compliance with the Administrative Office of the Trial Court Directive on Transcript Format.

I, Laurie J. Jordan, further certify I neither am counsel for, related to, nor employed by any of the parties to the action in which this hearing was taken and further that I am not financially nor otherwise interested in the outcome of this action.

Proceedings recorded by Verbatim means, and transcript produced from computer.

WITNESS MY HAND this 19th day of October, 2015.



LAURIE J. JORDAN
Notary Public

My Commission expires:
May 11, 2018