



For Immediate Release
April 21, 2023

Media Contact:
Thomas Mills (MGC) 617-979-8408
Press release: 23-044

Meeting Notification

The Massachusetts Gaming Commission to hold Public Hearing

Topics include: Opportunity for Public Comment for Proposed East of Broadway Development Project by Wynn MA, LLC

WHO: Members of the *Massachusetts Gaming Commission (MGC)* including **Chair Cathy Judd-Stein** and **Commissioners Brad Hill, Jordan Maynard, Eileen O'Brien, and Nakisha Skinner**

WHAT: The Massachusetts Gaming Commission will hold a **public hearing** from **6:00 p.m. to 8:00 p.m.** on **Tuesday, April 25, 2023.**

On Tuesday, April 25, 2023, the MGC will convene a public hearing at 6:00 p.m. to afford the public an opportunity to offer input and comment regarding the proposed East of Broadway Development Project by Wynn MA, LLC.

Wynn MA, LLC is proposing to construct a phased development across the street from Encore Boston Harbor on the east side of Broadway in Everett, MA. The Commission is currently considering the first phase of this development to determine whether to include this as part of the Gaming Establishment.

Those wishing to make public comment at the hearing should email MGCComments@massgaming.gov to be added to the speaking list. Alternatively, written comments may also be submitted to the same email address with *East of Broadway Development* in the subject line. Comments must be received by 5:00 p.m. on Friday, April 28, 2023.

Please note that the Commission will conduct this public hearing in person at the Everett City Council Chambers located on the 3rd Floor of Everett City Hall at 484 Broadway in Everett, MA.

A **LIVE STREAM** will be available at MassGaming.com. Community members are also invited to follow along with live hearing updates by connecting with the Commission on Twitter, @MassGamingComm.

WHERE: **Everett City Council Chambers**
Everett City Hall, 3rd Floor
484 Broadway, Everett MA 02149

WHEN: **Tuesday, April 25, 2023, at 6:00 p.m.**



Massachusetts Gaming Commission