



**MASSACHUSETTS GAMING COMMISSION
PUBLIC MEETING #231**

December 21, 2017
10:00 a.m.

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



Massachusetts Gaming Commission



**NOTICE OF MEETING and AGENDA
December 21, 2017**

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

**Thursday, December 21, 2017
10:00 a.m.
Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA**

PUBLIC MEETING - #231

1. Call to order
2. Approval of Minutes
 - a. December 7, 2017 – **VOTE**
3. Administrative Update – Ed Bedrosian, Executive Director
 - a. General Update
 - b. Massachusetts Gaming Commission Annual Report – Commissioner Zuniga
 - c. Massachusetts Gaming Commission Enhance Code of Ethics – C. Blue, General Counsel
 - d. Economic Development Fund White Paper Outline – Commissioner Stebbins
4. Ombudsman – John Ziemba
 - a. MGM Springfield Quarterly Report
 - b. Focus Springfield Mitigation Fund Request – **VOTE**
 - c. Mitigation Fund Reserve Requests - **VOTES**
 - i. Revere
 - ii. Melrose
 - d. 2018 Community Mitigation Fund Guidelines – **VOTE**
5. Investigations and Enforcement Bureau – Karen Wells, Director
 - a. Exclusion List Policy Discussion – L. Lillios, Deputy Director/Chief Enforcement Counsel

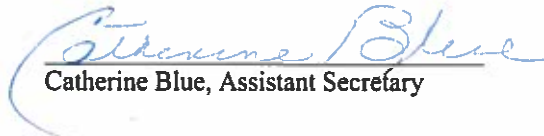


Massachusetts Gaming Commission

6. Legal Division – Catherine Blue, General Counsel
 - a. MGM Non-Disclosure Agreement Request – T. Grossman, Deputy General Counsel
 - b. Junket Regulations Discussion
 - c. 205 CMR 146 Amended Small Business Impact Statement and Final Draft – Gaming Equipment Final Approval for Promulgation Process – VOTE
 - d. 205 CMR 138.20(4) – Firearm Updates – Draft Regulations and Small Business Impact Statement – VOTE
 - e. 205 CMR 133.04 – Voluntary Self-Exclusion - Draft Regulations and Small Business Impact Statement – VOTE
 - f. 205 CMR 138.07, 138.66 and 151 – Amending a Floor Plan - Draft Regulations and Small Business Impact Statement – VOTE
 - g. 205 CMR 141.06 – Notice to Commission Regarding Surveillance Plan - Draft Regulations and Small Business Impact Statement – VOTE
7. Commissioner’s Updates
8. Other business – reserved for matters the Chair did not reasonably anticipate at the time of posting.

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

12/19/17
DATE


Catherine Blue, Assistant Secretary

Date Posted to Website: December 19, 2017 at 10:00 a.m.



Massachusetts Gaming Commission

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

DRAFT



Massachusetts Gaming Commission Meeting Minutes

Date/Time: February 9, 2022 10:00 AM

Place: Online via Zoom
323 High Street, 34th Floor
Boston, MA 02110

Present: Erik C. Johnson, Chair
John J. Grogan, Vice Chair
John J. Grogan, Secretary
John J. Grogan, Treasurer
John J. Grogan, Member

Time entries are linked to
corresponding section in
Commission meeting video

Call to Order

Ugg'tcpuetkr v'r ci g'40'

[32-22-c0-0](#) Erik C. Johnson, Chair called the meeting to order at 10:00 AM.

Approval of Minutes

Ugg'tcpuetkr v'r ci gu'4'6'70'

[32-22-c0-0](#) Commissioner Macdonald moved to approve the minutes of the meeting of November 21st subject to typographical errors and other nonmaterial matters. Commissioner Zuniga seconded. Motion passed 4 – 0 with Commissioner Cameron abstaining, as she was not at the last commission meeting.

Administrative Update

Ugg'tcpuetkr v'r ci gu'7'6'3: ''

[32-24-c0-0](#) Administrative Update:

Sports Betting Update

Gzgewkxg'F ktgevqt'Gf "Dgf tqukcp'ucygf 'vj cv'vj g'Uwr tgo g'Eqwt'vj cf 't'gegpn' 'j gctf " vj g'Ej tkvk'xu0P cvkqpcnEqmgi g'Cvj rgl'e'Cuqek'vkqp'PECC+'ecug.'y j gtg'vj g'Ucvg'

qh'P gy 'Lgtug{ 'uggnu'v'j' cxg'vj g'Rtqhgukqpcn'cpf 'Co cvgw'Ur qt v'Rtqvgv'q'p'Cev' *RCURC+'qxgtwtpgf . 'cmqy kpi 'ucv'g/ur qpuqtg'ur qt w'dgw'kpi O'F kgevq'Dgf tqulcp' ucv'g' 'vj cv'vj g'qweqo g'qh'vj ku'ecug'eqw'f' 'j' cxg'ko r r'ecv'kpu'ht' 'vj g'r qvgp'v'k'nh' ngi crk' gf 'ur qt w'dgw'kpi 'kp'O cucej w'gw'uO''

Gzgewkx'g'F kgevq'Dgf tqulcp'cf xkug' 'vj g'Ego o kuuk'p' 'vj cv'Uchh'E'qwpugn'Lwuk'p' Ugo r gen'ic'p'f 'N'egpuk'pi 'F kgevq'R'cwi'E'qppgm' 'j' cxg'eqp'f w'ev'g' 't'gug'ctej 'qp' 'vj g' ngi cr'ko r r'ecv'kpu'q'h'c' 'eqw'v'f' gekuk'p' 'c'p'f 'r' qvgp'v'k'nh' g'g'c'v'k'p'c'n'g'h'g'ew' 'q'p' 'vj g'ci gpe { O' F kgevq'Dgf tqulcp' uwi i guvg' 'vj cv'Uchh'E'qwpugn'Ugo r gen'ic'p'f 'F kgevq'E'qppgm' ' r tqf w'eg'c' 'y' j' k'g' 'r' cr g't' h'q' 'vj' ku' r' w'tr' q'ug' . 'c'p'f 'e'q'p'c'ev' 'vj g'h'gi k'ur'w'g' 'v'q' 'u'gg' 'h' 'v'j' g'k' " y q'tm'eqw'f' 'j' g'r ' 'vj go 'w'p'f' g'tu'x'c'p'f' 'c'p' { 'f' gekuk'p' 'vj g' { 'o c { 'd'g' 'h'c'eg'f' 'y' k'j' . 'f' g'r g'p'f' k'pi " qp' 'vj g'qweqo g'qh'vj g'Uw' t'go g'E'q'w'v' 'e'c'ug'0'

32-34" c0 0 Massachusetts Gaming Commission mid-Year Budget Report – D. Lennon, Chief Financial and Accounting Officer

EHCQ'F g't'gm'N'gpp'q'p' 'c'p'f 'O u'0'Ci p'gu'D'g'c'w'k'g'w' 'H'k'p'c'p'eg' 'c'p'f 'D'w'f' i' g'v'Q'h'leg' 'O' c'p'ci' g't' r t'g'ug'p'v'g'f' 'q'p' 'vj g'c'p'v'k'c'k' c'v'g'f' 'H'j' 'B: "d'w'f' i' g'v'k'p'et'g'c'ug' 'v'q' 'u'w' r' q't'v' 'vj g'q'r g't'c'v'k'p'c'n'eq'u'w' " q'h'q'r g'p'k'pi 'vj g'O' I' O' 'h'c'ek'k'v' { 'k'p' 'U'r' t'k'pi' h'g'r'f' O' 'K' 'y' c'u'p'q'v'g'f' 'vj cv'vj g't'g' 'y' g't'g' 'p'q' 'r' w'd'rk' " eqo o g'p'w' 't'g'eg'k'x'g'f' 'c'h'g't' 'vj g'r' t'g'ug'p'v'k'q'p' 'c'v' 'vj g'P' q'x'g'o' d'g't' '43' 'eqo o kuuk'p' 'o' g'g'v'k'pi' O' "

O t'0'N'gpp'q'p' 't'g'h'g't'g'f' 'vj g'E'go o kuuk'p' 'v'q' 'c' 'e'j' c't'v' 'vj cv'q'w'k'p'g'f' 'vj g'h'w'p'f' u'p'g'g'f' g'f' 'h'q't' " u'c'h'k'pi . "d't'q'n'g'p' 'f' q'y' p' 'd' { 'c't'g'c'u' 'q'h' 'q'd'l'g'ev' 'em' 'u' 'c'p'f' 'q'd'l'g'ev' 'e'q'f' g'O' 'O' t'0'N'gpp'q'p' 't'g'h'g't'g'f' " 'vj g'E'go o kuuk'p' 'v'q' 'r' c'i' g' 'vj' t'g'g' 'q'h'j' 'k'u' 'o' go q' 'vj' c'v'k'n'w'ut'c'v'g'f' 'vj g't'g'i' w'r'v'q't' { 'c'w'j' q't'k'v' " 'vj g'E'go o kuuk'p' 'j' c'u' 'v'q' 'k'p'et'g'c'ug' 'vj g'd'w'f' i' g'v'f' w't'k'pi 'vj g'h'k'ue'c'n' { 'g'c't' 'c'p'f' 'c'n'q' 'k'p'em'f' g'f' "c' " d't'g'c'n'f' q'y' p' 'd' { 'h'eg'p'ug'g' 'v'q' 'u'j' q'y' "j' q'y' 'vj g'c'u'g'u'o' g'p'v'y' q'w'f' 'd'g' 'f' k'ut'k'd'w'g'f' 'y' k'j' 'vj g' " r' t'q'r' q'ug'f' 'd'w'f' i' g'v'k'p'et'g'c'ug'0' "

O t'0'N'gpp'q'p' 'c'ung'f' 'vj g'E'go o kuuk'p' 'v'q' 'c'r' r' t'q'x'g' 'vj g'c'f' f' k'k'q'p'c'n'eq'u'w' 'q'w'k'p'g'f' 'c'p'f' " k'p'et'g'c'ug' 'vj g'c'u'g'u'o' g'p'v'ht'q'o' " &450: "o k'rk'q'p' 'v'q' " &4607 "o k'rk'q'p' 'v'q' 'c'm'q'y' 'vj g'ci gpe { 'v'q' " o q'x'g' 'h'q't'y' c't'f' 'y' k'j' 'r' q'u'v'k'pi . "j' k'k'pi 'c'p'f' 'r' t'q'ew't'g' 'c'p' { 'c'f' f' k'k'q'p'c'n'eq'u'w' 'q'w'k'p'g'f' 'k'p' 'j' k'u' " o go q't'c'p'f' w'o' O' "

E'q'o o kuuk'p'g't' 'U'g'd'd'k'p'u' 'u'wi i' guvg' 'vj cv'vj g'q'h'leg' 'ur' c'eg' 'vj cv'ku' 'e'w't'g'p'v' { 'd'g'k'pi 'r'g'c'ug'f' " k'p' 'U'r' t'k'pi' h'g'r'f' "e'c'p' 'd'g' 'w'ug'f' 'h'q't' 'vj g'p'g'y' "I' co g'U'g'p'ug' 'C'f' x'k'q'q't' 'w'p'v'k'nh'w'm' 'c'ee'g'u'u' 'v'q' 'vj g' " I' co g'U'g'p'ug' 'c't'g'c' 'c'p'f' 'O' I' O' 'k'u' 'c'x'c'k'k'c'd'g'0' " 'V'j' k'u' 'y' q'w'f' "g'p'u'w't'g' 'vj cv'vj g'r' w'd'rk' "j' c'u' " c'ee'g'u'u' 'v'q' 't'g'i' k'ug't' 'vj go u'g'r'k'g'u' 'q'p' 'vj g' 'u'g'r'h' / g'z' e'w'uk'q'p' 'h'k'u' 'c'u' 'u'q'q'p' 'c'u' 'r' q'u'k'd'g' . 'd'g'h'q't'g' " O' I' O' "q'r' g'p'u'0' "

E'q'o o kuuk'p'g't' \ w'p'k'i' c' 'c'f' f' g'f' 'vj cv'vj g'y' c'u' 'k'p' 'h'c'x'q't' 'q'h' 'O' t'0'N'gpp'q'p' 'e'q'p'ug't' 'x'c'v'k'x'g' " c'r' r' t'q'c'ej' 'h'q'o' "c' 'd'w'f' i' g'w'c't' { 'u'c'p'f' r' q'k'p'v' . 'c'p'f' 'vj cv'vj g'y' q'w'f' 'd'g' 'u'w' r' q't'v'k'pi 'vj g'x'q'v'g'0' "

32-38" c0 0 Commissioner Stebbins moved that the Commission approve the additional cost of the FY '18 budget increase the assessment from \$23.58 million to \$24.15 million as the details were provided in the packet. Commissioner Macdonald seconded. Motion passed unanimously.

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Ombudsman, John Ziembra

Ugg'v'cpuetkr v'r ci gu'3: '/'337"

32-39"0' 0' Plainridge Park Casino Quarterly Report – L. George, General Manager"

"
" Qo dwf uo cp"\ lgo dc'k'pvtqf wegf "EHQ'T'gwdgp"Y cttgp."XR"qh'O ctngv'kpi "O lej grg"
Eqmkpu."XR"qh'Qr gtcv'kpu'O kn'g'O wmg't."cpf 'I gp'gtcn'O cpci gt "Ncpeg'I gqti g."qh"
Rrckptkf i g'Rctm'Eculpq"vq'cf f t'guu'v'j g's wctv'gn' t'gr qt'v'ht "Rrckptkf i g'Rctm'Eculpq'ht"
v'j g'v'j kf 's wctv'gt "qh'v'j ku" { gct "gp'f kpi "Ugr vgo dgt "52"0'

"
" O t0Y cttgp'r t'gugpv'gf "qp"Ur gp'f kpi 'd { "Ucv'g."Nqec'n'Ur gp'f kpi ."Xgp'f qt "F kx'gtukv' { ."S 5"
F kx'gtug"Xgp'f qt "Ur gp'f kpi ."I co kpi "Tgx'gpw'g" ("Vcz'gu."cpf "Nq'wgt { "Uc'ngu"O t0'
Y cttgp'ucv'gf "v'j cv'dw'k'p'guu'ku'w'r 'd { "34' ."cpf 'j g'cwt'kdw'gu'v'j ku'v'q'p'gy "o ctngv'kpi "
utcv'gi k'gu."h'x'g'g'x'gp'u."cpf "dg'kpi "o qt g'c'v'k'x'g'k'p'v'j g'eqo o w'pkv' { "v'q'gf wecv'g'r g'qr ng"
cdq'w'v'j g'dw'k'p'guu"O t0Y cttgp'cf f t'gu'gf "h'q'wgt { "uc'ngu."ucv'kpi "v'j cv'v'j g't'g'j cu'd'ggp'cp"
cm quv'43' "k'pet'g'cug'k'p'uc'ngu'q'x'g't'v'j g' { gct."y j lej "ku'RRE'au'd'gu'v's wctv'gt "uk'peg"
qr gp'kpi 0"J g'cwt'kdw'gu'v'j ku'k'pet'g'cug'v'q'v'j g'h'q'wgt { "h'q'ew'kpi "qp'y j cv'v'j g'r w'd'le'y cp'u"
cpf "t { kpi "p'gy "v' { r'gu'q'h'i co gu."cu'y gm'cu'v'j g'eq'p'x'g'p'k'p'eg'h'cev't'q'h'j cx'kpi "h'q'wgt { "
v'k'ngu'u'q'rf "cv'v'j g'ecul'pq0'

"
" O t0O wmg't 'r t'gugpv'gf "qp'RRE'au'E'qo r h'c'peg'y k'j "T gi w'c'v'k'pu'cpf "Go r m' { o gp'v0"
"
O u0E'qmkpu'r t'gugpv'gf "qp'v'j g'Y qo gp'Ng'cf kpi "cv'R'gpp'k'p'k'c'v'k'g0"Uj g'ucv'gf "v'j cv'v'j g"
h'q'ew'u'q'h'v'j ku'k'p'k'c'v'k'g'ku'cdq'w'gf wecv'kpi "cpf 'j gr' kpi "y qo gp'k'p'o cpci go gp'v't'q'ngu'v'q"
d'ge'qo g'ng'cf gtu'k'p'v'j g'i co kpi "k'p'f w'w' { "O u0E'qmkpu'ucv'gf "v'j cv'v'j g'k'p'k'c'v'k'g'c'nuq"
i k'x'gu'y qo gp'v'q'qu'v'q"d'ge'qo g'o cpci gtu'cpf "c'nuq'v'g'cej gu'unk'u'h'k'ng"go q'v'k'p'cn'
k'p'v'gn'ki g'peg."cpf "p'gi q'v'c'v'k'p'0"Vj g't'g'ct'g'v't'c'k'p'kpi "u'gu'k'q'pu'v'j t'q'w'j q'w'v'j g' { gct "k'p'v'j g"
h'q'to "q'h'ugo k'p'ctu'cpf "h'q'ew'u'i t'q'w' u0"O u0E'qmkpu'ucv'gf "v'j cv'v'v'j g'gp'f "q'h'v'j g"
r t'qi t'co ."v'j g't'g'y q'w'f "dg'c'c'rt'i g'ugo k'p'ct "k'p'N'cu'X'gi cu'y j g't'g'v'j g'y qo gp'v'j g't'g'y j cv'
v'j g' { "h'g'ct'p'gf "cpf "r t'q'x'kf g'h'g'f dcen0"

"
" O u0E'qmkpu'v'j gp'r t'gugpv'gf "qp'RRE'au'y q'tm'y k'j "v'j g'h'q'ec'n'eqo o w'pkv' { ."j ki j r'ki j v'kpi "
cm'v'j g'q'ti c'p'k' c'v'k'p'u'v'j cv'j c'x'g'd'ggp'y q'tn'kpi "y k'j "RRE"cu'y gm'cu'S 5"R'ct'v'p'gt'uj k'r u."v'q"
k'p'en'f g'v'j g'R'c'v't'k'qu."P GUP."cpf "Y t'gp'v'j co "X'k'rc'i g'R't'go k'wo "Q'w'ng'u."co q'pi "q'v'j gtu0"
O u0E'qmkpu'f k'ue'w'ug'f "O ctngv'kpi "J ki j r'ki j u'h'q't "4239."p'q'v'kpi "u'we'g'u'w'w'w'r t'qo q'v'k'p'u."
i k'x'g'cy c { u."cpf "c'D'cem'v'q"U'ej q'qn'U'w'r n' { "F t'k'x'g0"

32-67"0' 0' Pedestrian Bridge Study Update – J. Delaney, Construction Project Oversight Manager"

"
" Qo dwf uo cp"\ lgo dc'f k'ue'w'ug'f "v'j g'uc'w'u'q'h'Y { pp'D'qu'qp"J ctd'qt "R'g'f g'ut'k'p'D't'k'f i g"
U'w'f { 0"Cu'r ct'v'q'h'v'j g'Y { pp'O GRC't'gs w'k'go gp'u."Y { pp'D'qu'qp"J ctd'qt "y cu"
t'gs w'k'gf "v'q'r t'q'x'kf g"&472.222"v'q'u'w'f { "c'r g'f g'ut'k'p'cpf "d'le { eng'et'qu'kpi "v'j cv'v'j q'w'f "
ur cp'v'j g'O { u'k' "T'k'x'gt"v'q"U'qo g't'x'k'ng'ht'qo "c'nc'p'f kpi "ur q'v'p'g'ct "v'j g'Y { pp'h'c'ek'k' { 0"
G'ct'r'gt'v'j ku" { gct."v'j g'Eqo o k'uk'q'p'x'q'v'gf "v'q'c'w'j q't'k' g'Y { pp'v'q'w'ug'v'j g'h'w'p'f kpi "v'q"
d'gi k'p'v'j g'f g'uk' p'q'h'v'j g'd't'k'f i g'k'p'ug'cf "q'h'w'ug'v'j g'h'w'p'f kpi "v'q'f g'ht'c { "c'uge'q'p'f "u'w'f { ."cu"
v'j g'd't'k'f i g'eq'p'p'g'ev'k'p'j cf "c'rt'g'cf { "d'ggp'u'w'f k'gf "cu't'g'eg'p'w' { "cu'422; 0"Vj ku"

DRAFT

cwj qtk vkqp'qh'v'j g'g'zr gf kqf "dtkf i g'f guki p'r rppkpi 'y cu'o gcpv'v'q'dtkpi 'v'j g"
tgi kqpcn'dgpgkhu'qh'v'j ku'dtkf i g'v'q'eqo o wpkkgu'uqqpgt 'tcv'j gt'v'j cp'rcvgt0"

"

Qo dwf uo cp'\ lgo dc'cf f tguugf 'v'j g'ucwu'qh'r rppkpi 'hqt'v'j g'dtkf i g0'J g'ucv'v'f 'v'j cv'
Y {pp.'y kj 'qv'j gt'ci gpekgu.'r rpu'v'q'y tcr 'wr' r rppkpi 'd { 'v'j g'gpf 'qh'4239'y kj 'c'
r wdrke'r tgu'p'v'v'kqp'cu'gctn' 'cu'Lcpwct {0"

"

Eqpwtv'v'kqp'Rtqlge'v'Qxgtuki j v'O cpci gt'Lqg'F g'rcpg { 'v'j gp'r tgu'p'v'v'f 'urkf gu'
tgi ctf kpi 'v'j g'Tgi kqpcn'Rwdrke'Vtcpu'v'Rgf gu'v'kcp'cpf 'Dke {erg'Eqppg'v'v'kpu.'cpf "
uj ctgf 'f g'v'ku'cdq'w'eqppg'v'v'f 'r tq'lg'eu'v'q'v'j ku'dtkf i g'v'j cv'ctg'w'p'f gty c {0"

"

"

33-32co " Vj g'Ego o kukap'v'q'q'nc'uj qt'v'dt'gcn0'
Vj g'Ego o kukap'tge'q'p'x'g'p'g'f 0'"

"

33-39'c00 " **2018 Community Mitigation Fund Guidelines**"

"

Qo dwf uo cp'\ lgo dc'ucv'v'f 'v'j cv'uk'peg'v'j g'rcu'v'o g'v'kpi .'Ego o kukap'uc'h'i'j cu'j cf "
tq'd'w'v'o g'v'kpi u'y kj 'v'j g'Nqec'n'Ego o w'p'k'v' 'O kki cv'kqp'Cf x'ku'qt { 'Ego o kv'gg'u'hqt "
dq'v'j 'Tgi k'p'p'C'cpf 'D.'cpf 'v'j cv'v'j g'uwde'qo o kv'gg'q'p'eqo o w'p'k'v' 'o kki cv'kqp'cpf 'v'j g'
I co kpi 'Rqrke { 'Cf x'ku'qt { 'Ego o kv'gg'ctg'uej gf w'g'f 'v'q'o g'v'rc'v'gt 'v'j ku'o q'p'v'j 0'J g'cnu'q "
p'q'v'v'f 'v'j cv'v'j gt'g'y gt'g'h'q'w'eqo o g'p'v'u't'ge'g'k'x'g'f 'cu'c't'gu'w'v'qh'v'j g'r wdrke'eqo o g'p'v'
t'g's'w'gu'v'r qu'v'v'f 'q'p'P q'x'go dgt'3.'4239.'cpf 'v'j cv'k'p'r w'h'q'qo 'v'j g'Nqec'n'Ego o w'p'k'v' "
O kki cv'kqp'Cf x'ku'qt { 'Ego o kv'gg'u'cpf 'c't'g'x'k'ey 'qh'v'j g'eqo o g'p'v'u'j cx'g'd'gg'p "
eq'p'uk'f gt'gf 'k'p'v'j g'i w'k'f g'rk'p'gu'0'

"

Qo dwf uo cp'\ lgo dc'ucv'v'f 'v'j cv'v'j ku'i q'cn'cv'v'j ku'Ego o kukap'o g'v'kpi 'y cu'v'q' "
w'p'f g'v'uc'p'f 'h'i'v'j gt'g'y gt'g'cf f k'k'q'pc'n's w'gu'k'p'u'v'j cv'v'j g'Ego o kukap'y q'w'f 'h'k'ng'v'q' "
g'z'r m't'g'cu'v'j g'f 'h'k'p'c'k'k' g'v'j g'i w'k'f g'rk'p'gu'hqt'v'j g'423: 'r tqi tco . 'qt'h'v'j g'Ego o kukap' "
y q'w'f 'h'k'ng'h'w'v'j gt'erc't'h'k'c'v'k'p'qt'f k'ue'w'uk'p'q'p'cp { 'qh'v'j g'r tq'r qu'g'f 'g'rg'o g'p'v'u'qh'v'j g' "
i w'k'f g'rk'p'gu'0'J g'ucv'v'f 'v'j cv'v'j g'z'r g'ev'v'f 'v'q'eqo g'd'gh'q'g'v'j g'Ego o kukap'ci c'k'p'q'p' "
F g'ego dgt'43.'4239'v'q'h'k'p'c'k'k' g'v'j g'i w'k'f g'rk'p'gu'0'

"

Qo dwf uo cp'\ lgo dc'f' g'uet'k'd'g'f 'c'v'cti g'v'qh'88'o k'rk'p'hqt'423: 'hqt'v't'cpur q't'v'v'k'p'cpf "
y q't'n'q't'eg'ur g'p'f kpi 'v'j cv.'y kj 'u'qo g'eq'p'ug't'x'c'v'k'x'g'g'v'ko cv'gu.'y q'w'f 'cm'y '86'o k'rk'p'p' "
hqt'v'j g'423; 'h'w'p'f 0'Ego o kukap'gt'\ w'p'ki c'uw'i i g'v'v'f 'v'j cv'v'j g'Ego o kukap'eq'w'f "
et'g'c'v'g'c'p'gy 'ec'v'gi qt { 'u'ko k'rc't'v'q'v'j g'V't'cpur q't'v'v'k'p'R'rc'p'p'k'pi 'i t'cp'v'v'q'r c { 'hqt'r q'r'k'eg' "
v't'c'k'p'k'pi 'eq'w'u'0'"

"

Vj gt'g'y cu'c'f k'ue'w'uk'p'cd'q'w'k'p'eg'p'v'v'x'g'h'w'p'f kpi 'y kj 'cr'r'k'ec'v'k'p'u'k'p'x'q'k'k'pi 'o q't'g' "
v'j cp'q'p'g'eqo o w'p'k'v' {0'C'nu'q.'cy ctf kpi 'h'w'p'f kpi 'd'cu'g'f 'q'p'eq'p'v'k'd'w'k'p'u'h'q'qo 'ec'uk'p'qu' "
k'p'v'j g'k'eqo o w'p'k'v' 'y cu'f k'ue'w'ug'f 0'Ego o g'p'v'v'g'w'g't'u'h'q'qo 'v'j g'r wdrke'y gt'g't'g'x'k'ey gf "
y kj 'Ego o kukap'gt'u'cu'y g'n0'"

"

Qo dwf uo cp'\ lgo dc'j' k'j r'k'j v'g'f 'v'j g'Ego o kukap'u'k'p'v'g'p'v'v'q'f g'x'g'r'r' 'c'u'v'v'go 'k'p' "
h'w'w'g'i w'k'f g'rk'p'gu'qh'cy ctf kpi 'h'w'p'f kpi 'v'j cv'ku'd'cu'g'f 'q'p'v'j g'eq'p'v'k'd'w'k'p'u'qh'g'cej 'qh' "
v'j g'i co kpi 'h'c'ek'k'k'g'u'k'p'v'j g't'gi k'p'p'0'

"

Qo dwf uo cp\ lgo dc'ertkkgf "j cv'j g'Ego o wplk\ 'o kki cvkqp'hwpf "ku'f guki pgf "vq" o kki cvg'ko r ceu'tgncv'f "vq" 'j g'eculq0Vj g'I co lpi 'cpf "Gecppqo ke'F gxgnr o gpv' Hwpf "f qgu'pqv'tgs wkt'g'c"pgz wu'vq' 'j g'eculq0Qo dwf uo cp\ lgo dc'cungf "j cv'j g" eqo o wplk'gu'dg'o kpf hwn'kh'j g{"ctg"cr r n{lpi "hqt'Ego o wplk\ 'O kki cvkqp'Hwpf " f qmctu."j g'r tqlgew'hqt'y j lej "hwpf lpi "ku'tgs wgu'vo c{"j cxg'cp'cpekmt {"dgpghk'vq" eqo o wplk'gu'dw'Ego o wplk\ 'O kki cvkqp'Hwpf "f qmctu'ecppqv'dg'wugf "vq'hwpf " uqo gj lpi "j cv'ku'hqt"i gpgtcn'o wplekr cnr wtr qugu0

"

"

Workforce, Supplier and Diversity Development – Jill Griffin, Director"

Ugg'tcputkr v'r ci gu'337/'376"

"

34-24'r 0 0'

F kt gevqt 'I tkhhp'g'zr n'kpgf "c'pgy 'l'pkkc'v'x'g'd'gkpi "t'qmgf "q'w'ecmgf "j g'Dwkrf 'C'N'kg" eco r cki p0"Vj g'r wtr qug'qh" 'j ku'l'pkkc'v'x'g'ku'vq'hqewu'qp'qr r qt wplk'gu'hqt'y qo gp'qh' eqmqt 'lp'eqput w'ekqp'ectggtu."cpf 'emul'kpi "j g'y ci g'i cr "d'gy ggp'o gp'cpf 'y qo gp0" F kt gevqt 'I tkhhp'ucv'f "j cv'j g'l'pkkc'v'x'g'j' q' gu'vq'k'pet gcug'y qo gp'y qtnkpi 'lp' 'j g' eqput w'ekqp'kpf wut {"'t'qo '7' "vq'42' 0""

"

F kt gevqt 'I tkhhp'f'kuewugf "j g'Cy ct'gpgui'Eco r cki p'd'gkpi "t'qmgf "q'w'lp'eqplw'ekqp" y kj "j g'l'pkkc'v'x'g'0"Uj g'y qtn'f "y kj 'Ego o wplec'v'kpu'F kt gevqt 'G'rc'k'p'g'F t'kueq'm'qp" j ku'eco r cki p."cpf "ucv'f "j cv'j g't'g'ku'p'qy "c'o qd'k'g'h'k'p'f n{"y gdu'k'g'cu'y gm'cu'c" f ki ken'd'k'm'd'q'ctf 'lp'R'rc'k'p'x'k'm'g'0" F kt gevqt 'I tkhhp'cnuq'ucv'f "j cv'j g'y q'w'f "d'g'y qtnkpi " y kj "j g'O DVC"vq'r quv'uki pu."o cnkpi "j ku'l'pkkc'v'x'g'gx'gp'o qt g'x'k'k'd'g'0"

"

F kt gevqt 'I tkhhp'k'p't'q'f w'egf "O u0Nk' "Unk' o qt'g."Dwul'k'p'gu'it'gr t'gug'p'v'x'g'Q'ti c'p'k' g't" hqt'j g'P gy "Gpi n'p'f "T gi k'q'p'c'n'E'q'w'p'ek'i'E'ctr g'p'v'gtu."cpf "R't'g'k'f g'p'v'q'h'j g'P q't'v'j g'cu'v" E'g'p'v'gt'hqt"V't'c'f g'uy qo g'p'au'G's w'k'f."cpf "O u0M'c'v'g'J c'tt'k'ua'p.'R'r'g'r'k'p'g'P c'x'ki c'v'q't'hqt" P q't'v'j g'cu'v'E'g'p'v'gt'hqt"V't'c'f g'uy qo g'p'au'G's w'k'f."cu'y gm'cu'O u0N'k'uc'E'nc'w'ua'p'q'h'j g' N'cd'q't'O c'p'ci go g'p'v'R't'q'i t'co 'lp'E'g'p't'c'n'c'p'f "Y g'ug't'p'O c'ua'c'ej w'ug'wu0"

"

O u0Unk' o qt'g'r t'gug'p'v'f "q'p'j qy "j g'{"ct'g'w'uk'pi "u'q'ek'n'o g'f'k'hqt'cf'x'g't'v'k'p'i ."cpf " uc'v'f "j cv'j g't'g'ku'c'p'qr g'p'j q'w'ug'q'p'eg'c'o q'p'v'j "j cv'j cu'f t'cy p'c'm quv'72'y qo g'p'r g't" p'ki j v0"Uj g'g'zr n'k'p'g'f "j g't'gs w'kt'go g'p'w'hqt'cr r n{lpi "hqt'cp'cr r t'g'p'v'k'g'uj kr ."cu'y gm'cu" k'n'w'ut'c'v'k'pi "j qy "e'j k'f "e'ct'g'ku'd'g'k'pi "c'f f t'g'ug'f "c'p'f "j cv'j g'{"ct'g'y q't'n'k'pi "q'p" f g'x'g'n'r lpi "o qt'g't'g'ug'w't'eg'u0"O u0E'nc'w'ua'p'uc'v'f "j cv'j g'{"ct'g'j q'r'f lpi "c"Y g'ug't'p" O c'ua'c'ej w'ug'wu'oi k'n'l'p'V't'c'f g'uo'g'ug'ua'k'p'hqt'i k'n'h'qo "x'q'ec'v'k'p'c'n'ue'j q'q'n'u'v'j t'q'w'i j q'w' o q'u'v'{"y g'ug't'p'O c'ua'c'ej w'ug'wu'lp'L'c'p'w'c't {"'lp'U'r t'k'pi h'k'g'f 0"O u0J c'tt'k'ua'p'ur q'ng'c'd'q'w'v' j g'qr g'p'j q'w'ug'V't'c'f g'uy qo g'p'V'w'ug'f c{"g'x'g'p'w.'y j g't'g'386'y qo g'p'c'w'g'p'f g'f "j g'o quv' t'g'eg'p'v'q'p'g'0"Uj g'c'nuq'uc'v'f "j cv'; 2' "q'h'y qo g'p'y j q'c'w'g'p'f g'f "y g't'g'y qo g'p'q'h'eq'm't'0""

"

Ego o ku'k'q'p'g't\ w'p'ki c'c'ung'f "y j cv'o ki j v'd'g'j g'd'c't't'k'g't'u'hqt'r g'q'r n'g'y j q'f q'p'w'o g'g'v' t'gs w'kt'go g'p'w'q't'r g'q'r n'g'y j q'qr v'q'w'0"O u0J c'tt'k'ua'p't'g'r n'g'f "j cv'p'q'v'j c'x'k'pi "f t'k'x'g't'u'ø' n'k'g'p'ug'c'p'f "r'em'q'h'ej k'f "e'ct'g'c't'g'j g'y q'd'ki i g'u'v'ej c'n'g'p'i g'u'y qo g'p'h'c'eg'hqt'j ku' v'r g'q'h'l'q'd'0"

"

DRAFT

Ego o kuukqpgt'Eco gtqp'ucv'gf 'y' cv'uj g'cf o k'gf 'y' g'lpf k'kf wcn'r t'guetk' vkqp'kf gc'qh' t'getw'k'k'pi . 'cpf 'cf f' gf 'y' cv'uj g'h'q'wpf 'k'p'j' g'r' cu'v'g'zr g't'k'p'eg' 'y' cv'y qo gp'qp' 'y' g'l'qd' y' g't'g'cm' 'y' g'd'g'u'v't'getw'k'g't'u'0'Ego o kuukqpgt'Eco gtqp'cnuq'ucv'gf 'y' cv'lp'j' g't' g'zr g't'k'p'eg'k'y' cu'p'geguuct { 'v'q' o' cng' 'uwt'g'y' g'y' qo gp'qp' 'y' g'l'qd' 'h'p'gy' 'y' j' cv'y' cu' j' cr r' g'p'k'pi . 'j' qy' 'v'q' 'eqp'v'ce'v'c' t'getw'k'g't' . 'cpf' 'j' qy' 'v'q' 'u'ct'v'c' 'r' t'qi' t'co' 0' "

Ego o kuukqpgt'U'g'd'd'k'p'u'cung'f' 'k'h'y' qo gp'h'ggn'y' cv'cm'y' g't'gs' w'k'g'f' 'v't'c'k'p'k'pi' 'y' cu' f'c'w'p'k'pi' 'cpf' 'k'h'k'r' t'gug'p'v'gf' 'c' 't'q'cf' 'd'n'q'em'h'q't' 'c'r' r' r'k'ec'p'w'0' 'O' u'0'J' c'tt'k'ua'p' 'ucv'gf' 'y' cv' c'r' r' t'g'p'v'eg'u' 'c't'g' 'r' c'k'f' 'y' j' k'g' 'y' g' { 'v't'c'k'p' 'u'q' 'y' cv'ku' 'c'p' 'k'p'eg'p'v'k'x'g'0' 'O' u'0'X'q'i' g'n't'g'r' r'k'g'f' 'y' cv' c'r' r' t'g'p'v'eg'u' 'i' g'v' 'r' c'k'f' . 'u'q' 'y' g' { 'c't'g' 'f' q'k'pi' 'q'p' / 'y' g' / 'l'q'd' 'v't'c'k'p'k'pi' 0' 'C'nuq' . 'c'r' r' t'g'p'v'eg'u' 'c't'g' " w'cn'k'pi' 'c' 'e'nc'u' 'g'k'j' g't' 'g'x'g'p'k'pi' u' 'c'p'f' 'U'c'w't'f' c' { 'u' 'q't' 'k'p' 'y' g' 'e'c'u'g'u' 'q'h' 'u'q'o' g' 'v't'c'f' g'u' . 'f' w'k'pi' " 'y' g' 'f' c' { . 'y' j' k'ej' 'u'j' q'w'f' 'p'q'v'f' k'ut' w' v' 'u'q'o' g'q'p'g' 'h'k'p'c'p'ek'cm' { 'f' w'k'pi' 'y' cv'r' g't'k'q'f' 0' "

O' u'0'U'nf'k' o' q't'g' 'ucv'gf' 'y' cv' 'u'ct'v'k'pi' 'u'c'm't' { 'k'p' 'd'w'k'f' k'pi' 'v't'c'f' g'u' 'k'u' 'u'q'o' g'y' j' g't'g' 'c't'q'w'p'f' " &42'j' q'w't' 'c'p'f' 't'c'k'ug'u' 'e'c'p' "d'g' 'g'z'r' g'e'v'g'f' "g'x'g't' { 'u'k' 'o' q'p'y' u' . 'g'p'u'w't'k'pi' 'y' cv' 'q'p'g' 'k'u' 'g'c't'p'k'pi' " o' q'p'g' { 'y' g' 'y' j' q'ng' 'v'k'o' g' 'y' g' { 'c't'g' 'h'g'c't'p'k'pi' 0' 'U'j' g' 'c'nuq' 'c'f' f' gf' 'y' cv' 'v't'c'k'p'k'pi' 'k'u' 'h' 'g'g' 'v'q' " c'r' r' t'g'p'v'eg'u'0' "

E'j' c'k't'o' c'p' 'E't'q'ud' { 'k'p'f' k'ec'v'gf' 'y' cv'j' g'y' q'w'f' 'r'k'ng' 'v'q' 'i' g'v' 'g'x'g't' { q'p'g' 'v'q'i' g'y' g't' 'v'q' 'f' k'ue'w'u' 'y' g' 'd'w'f' i' g'v' 'r' c't'v'p'g't'u' . 'c'p'f' 'q'v'j' g't' 't'g'r'v'gf' "o' c'w'g't'u' 'c'u' 'u'q'q'p' "c'u' 'r' q'u'k'd'ng'0' "

[34-67'r'0'0'](#) Vj g'Ego o kuukq'v'q'q'm'c'52'o' k'p'w'g' 'd't'g'c'n'0'

[3-37'r'0'0'](#) Vj g'Ego o kuukq' 't'g'e'q'p'x'g'p'g'f' 0' "

[3-38'r'0'0'](#) **Research and Responsible Gaming – Mark Vander Linden, Director**

U'g'g' 'v't'c'p'ue't'k' v'r' c'i' g'u' '378' / '427' "

F'k't'g'e'v'q't' 'X'c'p'f' g't' 'N'k'p'f' g'p' 'q'r' g'p'g'f' 'd' { 'u'c'v'k'pi' 'y' cv'j' g'y' cu'y' k'j' 'I' c'o' k'pi' 'V'g'ej' p'q'm'i' { " O' c'p'c'i' g't' 'H'q' { 'f' "D'c't't'q'i' c' . 'v'q' 'v'c'm' 'c'd'q'w'j' k'u' 'r' r'c' { 'o' c'p'c'i' g'o' g'p'v't'g'e'q'o' o' g'p'f' c'v'k'q'p'0' 'J' g' " d'g'i' c'p' 'y' k'j' 'u'c'v'k'pi' 'u'q'o' g' 't'g'eg'p'v'p'w'o' d'g't'u'0' 'Y' k'j' 't'g'i' c't'f' 'v'q' 'r' r'c' { g't' "g'p't'q'm'o' g'p'v'k'p' " R'r'c' { O { Y c' { 'v'q' 'f' c'w'g' . 'y' g' 'r' t'q'i' t'c'o' 'j' c'u'j' c'f' "37.345' 'r' c'v't'q'p'u' 'g'p't'q'm'g'f' . 'f' c'v'k'pi' 'y' t'q'w'i' j' " Q'e'v'q'd'g't' "53. '42390' 'H'q'o' 'y' g' 'r' t'q'i' t'c'o' a'u' 'r'w'p'ej' 'v'q' "Q'e'v'q'd'g't' "53. '4239. "w'p' / 'g'p't'q'm'o' g'p'v'k'u' 'c'v'39' " 'h'g'c'x'k'pi' "34. : 99' "e'w't't'g'p'w'f' "g'p't'q'm'g'f' 'k'p' 'y' g' 'r' t'q'i' t'c'o' 0' "

F'k't'g'e'v'q't' 'X'c'p'f' g't' 'N'k'p'f' g'p' 'q'w'w'k'p'g'f' 'h'q'w't' 'q'r' v'k'p'u' 'v'q' 'c'f' x'c'p'eg' 'R'r'c' { O { Y c' { < " " "

30 C'f' x'c'p'eg' 'r' r'c' { "o' c'p'c'i' g'o' g'p'v' 'v'q'q'm' 'd' { 'r' t'q'o' w'i' c'v'k'pi' 'c' 'r' r'c' { "o' c'p'c'i' g'o' g'p'v't'g'i' w'r'c'v'k'p' " c'p'f' l'q't' 't'w'g'u' = "

40 C'f' x'c'p'eg' 'R'r'c' { O { Y c' { "e'q'q'r' g't'c'v'k'x'g'n'f' 'y' k'j' "h'k'eg'p'ugg'u' 'y' t'q'w'i' j' 'c' "p'q'p' / 't'g'i' w'r'c'v'q't' { " r' c'v'j' = "

50 U'w' r' q't'v' 'R'r'c' { O { Y c' { "c'v' 'R'r'c'k'p't'k'f' i' g' 'R'c't'm' 'E'c'ul'p'q' 'd'w'f' g'r'c' { 'k'y' k'j' "e'c'v'g'i' q't' { "3" e'c'ul'p'q'u' 'w'p'v'k'i' 'h'w't' v'j' g't' "g'x'c'n'w'c'v'k'q'p' = "q't' = "

60 C'd'c'p'f' q'p' 'y' g' 'u'w' r' q't'v' 'q'h' 'R'r'c' { O { Y c' { 'k'p' 'R'r'c'k'p't'k'f' i' g' 'R'c't'm' 'E'c'ul'p'q' 'c'u' 'y' g'm' 'c'u' " E'c'v'g'i' q't' { "3" e'c'ul'p'q'u'0' "

F'k't'g'e'v'q't' 'X'c'p'f' g't' 'N'k'p'f' g'p' a'u' 't'g'e'q'o' o' g'p'f' c'v'k'q'p' 'v'q' 'y' g' 'E'q'o' o' k'u'k'q'p' 'y' cu' 'y' cv' 'y' g' " E'q'o' o' k'u'k'q'p' 'f' 't'c'h' 't'g'i' w'r'c'v'k'p'u' 'y' cv' 'y' q'w'f' 't'g's' w'k'g' 'h'k'eg'p'ugg'u' 'v'q' 'f' g'x'g'ng'r' 'c' 'r' r'c' { " "

DRAFT

o cpci go gpv'vqnl'ht 'vj gk 'r cxtqpu0"Vj g'tgi wrcv'kp'uj qwf 'tgo clp'lngz'kdr.'vq" tgur qpf "v'kpf kpi u'htqo "qpi qkpi "gxcnrcv'kp0"Cff k'kqpcmf .j g'tgeqo o gpf gf "vj cv" vj g'Ego o kuukqp'y qtm'emugnl 'y kj "Ecvgi qt { "3"n'k'egpuggu'vq'f g'xgnr 'c'tgcnk'k'vko g" n'kpg'cpf "r rcp'ht 'vj g'ko r ngo gpw'v'kp0"

Gzgewkxg'F k'gevt 'Gf "Dgf tqukcp'qr kpgf 'vj cv'vj g'Ego o kuukqp'ku'dgy ggp'vj g" tgi wrcv'qt { "gpxkqpo gpv'cpf 'vj g'eqqr gtcv'xg'gpxkqpo gpv0"J g'kpk'kcm' 'r'gcpgf 'vqy ctf " vj g'eqqr gtcv'xg'gpxkqpo gpv.'y j lej 'vj g'Ego o kuukqp'j cu'f qpg'y kj "Rgpp0"

Ej ckto cp'Etqud { 'uwi i guvgf 'ko r ngo gpv'kpi 'c'twng'qt'i w'k'f g'kpg'dghqtg'eqpxgt'kpi 'k'vq" c'tgi wrcv'kp.'cpf 'Ego o kuukqpgt'Eco gtqp'cungf 'k'h'F k'gevt 'X'c'p'f gt 'N'k'p'f gp'y kn'f t'ch'v' cpf 'r tqx'k'f g'Ego o kuukqpgtu'y kj "uqo g'n'k'p'f "q'h'f qewo gpv'k'p'y j lej 'vj g' { "eqw'f " cr r tqxg'cpf 'vj cv'y qwf "go r qy gt'j ko "vq'o q'xg'h'q'ty ctf 'y kj 'vj g'n'k'egpuggu0" "

4-36'r00

"Vj g'Ego o kuukqpgtu'v'cng'c'dtgcnd0"

4-38'r00

Vj g'Ego o kuukqp'tgeqpxgpgu "

4-38'r00

Racing Division – Alex Lightbown, Director/Chief Veterinarian

Ugg'v'c'p'uet'k'v'r'ci gu'427"/"477"

Horse Racing Split – VOTE

Ego o kuukqpgt'Eco gtqp'c'f'f'tguugf 'vj g'j' qtug't'cekpi "eqo o kv'gg't'geqo o gpf cv'k'qp"qp" vj g'er r tqr t'k'v'g'ur r'k'v'q'h'v'j g't'ceg'j' qtug'f'g'xgnr o gpv'h'w'p'f .0"Uj g'uv'v'g'f 'vj cv'vj g" f'g'ekuk'qp'y cu'o cf g'k'p'P q'xgo dgt'vj cv'7' "o q'tg'q'h'v'j g'h'w'p'f "uj qwf "dg'c'h'q't'f'gf 'vq'vj g" U'c'p'f'c'tf' dtgf 0"Vj g'J' qtug'T'cekpi "Ego o kv'gg'c'nuq'x'q'v'g'f 'vq't'geqo o gpf 'vj cv'vj g'ur r'k'v' uj qwf "dg't'gt'q'cev'k'x'g'vq' 'l'c'p'w'c't { "3"42390"

F't0N'ki j v'dqy p'dt'k'g'h'f 'vj g'Ego o kuukqp'qp'vj g'ko r cev'q'h'v'j g't'gt'q'cev'k'x'g'ej cpi g'vj cv' y cu'o cf g'r'cu'v' { gct0"

Ego o kuukqpgt'Eco gtqp'uv'v'g'f 'vj cv'uj g'd'g'k'x'g'f 'vj cv'vj g'Ego o kuukqp'j cu" f'go q'p'ut'cv'g'f 'vj cv'vj g' { "ctg'x'gt { "k'p'v'gt'g'uv'g'f "cpf "j' q'r'g'h'w'v'j cv'uqo g'q'p'g'ecp'eqo g'k'p" cpf "d'w'k'f "c't'c'em'c'p'f 'vj g'vj q't'q'w'i j dtgf "h'q'm'u'y k'n'd'g'c'd'ng'vq't'ceg'cpf "u'w'v'k'p'vj g'k' " k'p'f w'ut { "vj cv'vj g' { "r'q'x'g'v'q'o w'ej 0"

Ego o kuukqpgt' \ w'p'ki c'cungf 'F'gr w'w' { 'I' g'p'g't'c'n'E'q'w'p'ug'n'V'q'f'f' 'I' t'q'u'o cp'v'q'f'k'ue'w'u'c" eqo o gpv't'ge'g'k'x'g'f 'h'q'o "c'r'cy 'h'k'o "vj cv'uck'f 'vj g'O I E'j cu'p'q'c'w'j q't'k'v' { "vq'ej cpi g" t'w'g'u't'gt'q'cev'k'x'g'n' { 0" "F'gr w'w' { 'I' g'p'g't'c'n'E'q'w'p'ug'n' I' t'q'u'o cp't'g'ur q'p'f'gf 'vj cv'c'ng'i k'ur'v'k'x'g" d'q'f { "ec'p'p'q'v'c'f' q'r'v'r'cy u.'t'gi wrcv'k'p'u'qt' 'r'q'r'k'k'g'u'v'j cv'ct'g't'gt'q'cev'k'x'g'k'p'p'c'w'w'g'0"J' g" c'f'f'gf 'vj cv'k'v'k'u'v'j g'ng'i c'n'f'k'k'k'k'p'p'v'i g'p'g't'c'n'q'r'k'p'k'p'v'j cv'vj g'Ego o kuukqp'o c' { " ko r ngo gpv'vj g'eqo o kv'gg'v't'geqo o gpf cv'k'qp0"

4-6: 'r00

Commissioner Cameron moves to approve the work of the racing committee and the split that was decided upon, 5% more moneys to the Standardbred industry. Commissioner Macdonald seconded. Decision is unanimous.

DRAFT

Commissioner Cameron moved to approve the moneys being distributed retroactively back to January 1st of 2017, then adjust going forward. Commissioner Macdonald seconded. Motion passed 4 - 1 with Commissioner Stebbins against it.

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[4-6; r00](#) Ej cktō cp'Etqud{ 'rgh'vj g'o ggkpi 0'

"

[4-6; r00](#) **Racing Division Annual Report"**

"

F t0Nki j vdy p"'c f f tguugf 'vj g'Ego o kuukqp"qp'vj g'Tcekpi 'F kxkukqp'C p p w c n T g r q t v' c p f 'k p 'r c t v e w r t 'v j g'p w o d g t 'q h 'c f x g t u g 'f t w i 'h k p f k p i u 'c p f 'v j g'p w o d g t 'q h' q e e w r c v k q p c n h k e g p u g u 'k u u g f 0'"

O t0F q w i "Q o F q p p g m l r t g u g p v g f "q p "T c e k p i 'F k x k u k q p 't g x g p w g u 'c p f "g z r g p f k w t g u 'h q t " v j g '{ g c t 0'"

Suffolk Downs Request for Reimbursement – D. O'Donnell, Senior Financial Analyst – VOTE

F t0Nki j vdy p'tgs wguugf 't g k o d w t u g o g p v 'h q t "U w h h q m i F q y p u 'e c r k c n k o r t q x g o g p v' v w u v 'h w p f 0"V j g'r t q l g e v 'k u 'c 'u g y g t 'k p u r g e v k q p 'c p f 'b o g v g t 'k p u v c m v k q p 'h q t 'c 'v q w n 'q h' &6; . : 530420"O q p g { u 'j c x g 'd g g p 'r c k f . 'u q 'c r r t q x c n l y c u 'p g g f g f 'v q 'f k u t k d w g 'v j g 'h w p f u' v q 'U w h h q m i F q y p u 0'

"

[5-2; r00](#)" *Commissioner Stebbins moved to approve request for reimbursement from the Suffolk Downs Capital Improvement Trust Fund for \$49,831.20 for the sewer inspection, meter inspection. Commissioner Cameron seconded. Motion passed 4-0 Chairman Crosby having left the meeting."*

"

Quarterly Local Aid Payments – D. O'Donnell, Senior Financial Analyst – VOTE

O t0Q o F q p p g m l t g s w g u u g f 'h w p f u 'h q t 's w c t v g t n { 'h q e c n 'c k f 'k p 'v j g 'c o q w p v 'q h' &388.; 76035' h q t 'v j g 'v j k f 's w c t v g t 'q h' U g r v g o d g t '52'j 0'"

"

[5-32;r00](#) *Commissioner Cameron moved that the Commission approve the local aid distribution as outlined in the memo dated December 7th for \$166,954.13. Commissioner Stebbins seconded. Motion passed 4-0 Chairman Crosby having left the meeting."*

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[5-33;r00](#) **Legal Division – Todd Grossman, Deputy General Counsel**

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U g g 't c p u e t k r v r c i g u '478'ō'483"

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F g r w w { 'I g p g t c n 'E q w p u g n 'V q f f 'I t q u o c p 'f k u e w u u g f '427' E O T '35: 035'y j k e j 'r g t v c k p u' v q 'v j g 'o q p v j n { 'u v c v g o g p w 'y j k e j 'c t g 't g s w k t g f 'd { 'u v c w w g 'v q 'd g 'k u u g f 'v q 't g y c t f u' e c t f j q r f g t u 0"V j g u g 't g i w r c v k q p u 'e q f k h { 'v j g 'k o r r g o g p v c v k q p 'q h 'v j c v 't g s w k t g o g p v . 'c p f " c t g 't g c f { 'h q t 'h k p c n 'c f q r v k q p 'c v 'v j g 'E q o o k u k q p a u 'f k u e t g v k q p 0'F g r w w { 'I g p g t c n'

DRAFT

EqwpugnI tquuo cp'tgs wguvqf "cr r tqxcnltqo "y g'Eqo o kuukqp"qh'y g'Co gpf gf "Uo cm'
Dwukpguu'K r cev'Ucvgo gpv0'
"

5-37'r0 0' *Commissioner Macdonald moved to approve the Small Business Impact Statement as it appeared in the packet relating to the amendment to 205 CMR 138.13, paragraph four. Commissioner Stebbins seconded. Motion passed 4-0 Chairman Crosby having left the meeting.*

5-38'r0 0' *Commissioner Stebbins moved that commission approve final form of 138.13, paragraph four related to complementary services for items for promotional gaming credits. Commissioner Cameron seconded. Motion passed 4-0 Chairman Crosby having left the meeting."*

5-39'r0 0' **Commissioners' Updates**
Ugg'tcputkr vr ci gu'483"/"486"
"

Eqo o kuukqpgt "Ugddkpu"cwqpf gf "y g'nlenqhh"vq "y g'O EEVKI co kpi "Uej qqr'dgkpi " j quvqf "d { "UVEE"cpf "J qn(qng'Eqo o wplv' "Eqmgi g'kp'r ctvpqtuj kr "y kj "OI O .y j gtg" r qvqvkcn'ecpf kf cvgu'y gtg'dgkpi "tgi kuvgtgf "hqt'yj g'uej qqr'qp"y g'r tgo kugu0"
Eqo o kuukqpgt "Ugddkpu"campqy rnf i gf "y g'i tgevy qtm'y g'dqv "Rcwn'Eqppgm' "cpf " lkn'I tkh'p'r w'lpv' t'gxlgy kpi "y g'hlegpug'cr r r'ecv'kp."o cvkpi "uwtg'kv'y cu'o ggkpi "cm' tgi w'cvkpu"cpf "uki pgf "qhh'kp" c"vko gn' "o cpgt0"
"

5-42'r0 0' *Having no further business, a motion to adjourn was made by Commissioner Zuniga. Motion seconded by Commissioner Stebbins. Motion approved 4-0 Chairman Crosby having left the meeting."*

List of Documents and Other Items Used"

- 30" O cucej wugwu'I co kpi "Eqo o kuukqp."P qv'eg'qh'O ggkpi "cpf "Ci gpf c'f cvqf "P qxgo dgt"43." 4239"
- 40" O cucej wugwu'I co kpi "Eqo o kuukqp"O go qtcpf wo "ltqo "EHCQ" F gtgmi'Ngppqp"tgi ctf kpi " yj g'Huecnl' gct"423: "H' 3: +Qr gtcv'kpcn'Eqquu'hqt'O I O "Qr gpkpi "
- 50' Tgr qt v'vq"y g'O cucej wugwu'I co kpi "Eqo o kuukqp" S 5"4239"
- 60' O { uke' Tlxgt' Rgf gultkcp"cpf "Dle { eng' Dtk i g'Uwf { "
- 70' 423: "Eqo o wplv' "O kki cvkqp" Hw'pf "Vcdng'qh'Eqpv'gpw"cpf "I wlf grkpgu"
- 80' Tgeqo o gpf cvkqpu"cpf "Qr v'kpu'hqt'Eqpukf gtcv'kqp"kp"y g'423: "Eqo o wplv' "O kki cvkqp" Hw'pf "
- 90" Ngwgt'ltqo "Ekv' "qh'Gxgtgw"vq"Eqo o kuukqpgt"Ugr j gp"Etqud { "
- : 0" Ecukpq" Cevkqp" P gy qtm'Eqo o gpw"qp"y g'423: "E qo o wplv' "O kki cvkqp" Hw'pf "I wlf grkpgu" cpf "F kuewukqp" F tch'v'o "Y qtnh'qteg" Rkqv' Rtqi tco "
- ; 0' Lqkp"y g'O qxgo gpv'42' "d { "4242" Rqy gtRqkp'v' Rt gugp'cvkqp"
- 320' O go q" vq" Ej ckto cp" Etqud { " ltqo " O ctm' Xcpf gt" Nkpf gp" TG< Rr { " O cpci go gpv' Tgeqo o gpf cvkqp"
- 330' O go q"vq" Ej ckto cp" Etqud { "ltqo "Ej kgh'Gphqtego gp"Eqwpugn'Nqtgwc" Nkrkqu"o" IGD" TG< Kpxqnpvct { "Gzenwukqp" Nkuv'
- 340' Vj qtqwi j dtgf II wplkpi "J qtug" Hwn' Ceeqwpv'kpi "cpf "Tgeqpekr'cvkqp"qh'; ' "I I T"

DRAFT

350' Ngwgt'htqo "Eqpukf kpg"("Hwtg{."NNR"vq"Uvgr j gp"Etqud{" "
360' Ego o gpwu"htqo "xctkqwu"o go dgtu"qh"vj g"r wdike"tgi ctf kpi "vj g"tgeqo o gpf cvkqpu"qh"vj g"
J qtug"Tcekpi "Ego o kxgg"
370' Hqwtvj "Cpwwnt'gr qt'v'qh'vj g"O cucej wugwu"I co kpi "Ego o kukqp"F kxkukqp"qh"Tcekpi "
380' O go q"vq"OI E"htqo "F qwi "QøF qppgm"Ugpkqt"HkpcpekcnCpcn{ uv'ó"Tcekpi "F kxkukqp"
390' Ngwgt'htqo "F kzqp"Ucmj"Ctej kgevu"vq"F qwi "QøF qppgm"
3: 0' Ngwgt'htqo "Ej kr "Vwwrg."Uwhqmif qy pu"vq"P gkif kzqp."F kzqp"Ucmj"Ctej kgevu."kpe0'
3: 0' Ego r ngvf "OI E"Ecr kcn'kó r tqxgo gpv'Vtwuv'Hwvf "Rtqo qv'kqpcn'Vtwuv'Hwvf "hqtó "uki pgf "d{" "
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420' O go q'htqo "F qwi "QøF qppgm"vq"OI E"y kj "dkmipi "tgr qtwu"
430' Tgf r kpg"qh'427'EO T'35: Ø5"
440' Rtqo qv'kqpcn'hm{ gtu'htqo "RRE"
450' Co gpf gf "Uo cm'Dwukpguu'kó r cev'Ucvgo gpv'hqt"427'EO T'35: Ø5*6+ "
"
"

" " " " " /s/ Catherine Blue
Assistant Secretary"

No Documents



December 2017

Governor Charles D. Baker
Attorney General Maura Healey
Treasurer Deborah Goldberg
Chairs of the House and Senate Committees on Ways & Means
Chairs of the Joint Committee on Economic Development & Emerging Technologies
Clerks of the House and Senate

Honorable Madams and Messrs.:

We are pleased to deliver the sixth annual report of the Massachusetts Gaming Commission. This report covers the details of our operations as of the end of Fiscal Year 2017 (June 30, 2017), and is submitted in accordance with section 70 of Chapter 23K.

During FY17 we continued to implement the operational readiness process in anticipation of the opening of MGM Springfield. During FY17 we increased funding workforce development activities that leverage existing efforts at the State and local levels to help provide opportunities for employment.

The second full year of operations for the Plainridge Park Casino concluded on June 30, 2017. The total gaming tax revenues collected at the end of the fiscal year were \$77.5million

The Category 1 licensees from Region A (Wynn Resorts) and Region B (MGM Resorts) continue to make progress in their design, permitting and construction phases. Opening of the downtown Springfield casino is expected around fall 2018, while construction at the site in Everett continues in earnest with three shifts.

We are always available to discuss with you at your convenience the efforts the Commission is making, the results it is achieving and any other aspect of our operations about which you would like additional information.

Sincerely,
Massachusetts Gaming Commission

Mission

The mission of the Massachusetts Gaming Commission is to create a fair, transparent, and participatory process for implementing the expanded gaming law passed by the Legislature and signed by the Governor in November, 2011. In creating that process, the Commission will strive to ensure that its decision-making and regulatory systems engender the confidence of the public and participants, and that they provide the greatest possible economic development benefits and revenues to the people of the Commonwealth, reduce to the maximum extent possible the potentially negative or unintended consequences of the new legislation, and allow an appropriate return on investment for gaming providers that assures the operation of casino-resorts of the highest quality.

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Letter from the Chair

The Massachusetts Gaming Commission has been in existence since March 21 of 2012, and this report entails the **sixth** fiscal year of operations in the process of implementing the expanded gaming legislation (**Chapter 194 of the Acts of 2011 – An Act Establishing Expanded Gaming in the Commonwealth**) enacted by the General Court and signed into law by the Governor November, 2011.

The Commission made significant progress towards its mission during FY17. We continue to build both an agency and the regulatory framework to enable this Commission to oversee and regulate the gaming licenses that the Gaming Act allows.

During FY17 the Commission:

1. Oversaw the second full year of operations of Plainridge Park Casino (PPC). For FY17 (ending June 30 2017, Gross Gaming Revenues totaled \$158.2 million resulting in taxes of \$77.5 million.
2. Promulgated eleven sets of regulations that govern many important aspects of gaming and racing operations including: table game rules, skill-based gaming, gaming devices and electronic gaming equipment, progressive jackpots, and improvements to the surveillance regulations.
3. Released important reports as part of the comprehensive research agenda to study the social and economic impacts of expanded gaming, including a Lottery Impact Report, and a patron survey for the economic impacts of Plainridge Park Casino.
4. Continued the evaluation of two major responsible gaming initiatives: (1) We staff and operate a *GameSense* Center at Plainridge Park Casino, and (2) We deployed “Play-my-Way,” a voluntary budgeting tool for slot players. These programs are first-of-their-kind in the United States.
5. Continued to oversee and regulate the racing and simulcasting operations in the Commonwealth, including disbursements for the benefit of horsemen and breeders associations for a total of \$14.2 million (\$7.8 million disbursed to Standardbred and \$6.4 million available to Thoroughbred).
6. Held 41 public meetings of the Commission, and an additional 4 public hearings. The Commission streams all its public meetings live via the MGC website and transcribes the meetings and hearings in full. Further, there were 24 additional open meetings (Access and Opportunity Committee, Public Trust Fund Executive Committee, Horse Racing Committee, etc.).
7. Contributed to the Statutory On-line products Commission with recommendations for the legislature on the rapidly evolving arena of on-line gambling.
8. Commissioners and other staff continue to attend numerous speaking engagements across the state through the Commission’s successful Speakers Bureau Program.

Major Milestones Anticipated for Fiscal Year 18

- **Regulatory, staffing and oversight of the Springfield operation** will accelerate in anticipation to the projected opening of the MGM Casino in the fall of 2018. We do not anticipate any revenue from this Category 1 licensee in FY18.
- **The third full year of operations of Plainridge Park Casino will conclude on June 30, 2018.** Gaming revenue for the first quarter of FY18 was \$44.5 million which resulted in \$21.8 million in revenues to the Commonwealth. Overall, on FY18 PPC could generate approximately \$70 million to Local Aid, and \$16 million to the Race Horse Development Fund.
- **We will continue to improve our responsible gaming efforts.** We have convened a group of New England regulators and operators in our efforts to implement a **Regional Voluntary Self-Exclusion program**. This program would be the first effort of its kind in the nation.
- **We will continue our research and program evaluation activities.** The Social and Economic Impacts of Gambling in Massachusetts report of 2018 (anticipated for March 2018), will incorporate a review and update of all research activities and associated findings to date.
- **Harness Racing will continue at Plainridge and is expected to include approximately 110 days of live racing for calendar year 2018.** We continue to evaluate the feasibility of Thoroughbred Racing given available monies for purses, and racing application(s) submitted on Oct 1, 2017.
- **We will continue to work to maximize the economic benefits from a casino.** We convene and connect licensees to the Commonwealth's workforce and small business resources. We provide grants to leverage and supplement State and local workforce development programs.
- **We will continue our transition to regulatory aspects of the operations of casinos, including:**
 - ✓ Further regulations that govern operations and functions at the gaming establishments
 - ✓ Implementation of further rules and procedures to ensure the integrity of the game.
 - ✓ Compliance, monitoring and audit programs for the oversight of operations of licensees
- **We monitor developments that affect the gaming industry** to make policy recommendations. Topics like the status of the Tribe have significant implications for **Region C**. Further, on-line gaming, sports betting and illegal gaming impact the young gaming industry in MA.

Key Provisions of the Gaming Act

Chapter 194 of the Acts of 2011 (“The Gaming Act”) includes significant features to ensure public confidence and a robust gaming industry that generates economic development while providing mitigation measures to protect potentially vulnerable groups.

A strong, independent regulatory framework

- Five full-time commissioners appointed by the three constitutional officers
- Rigorous standards for suitability and licensure of companies, vendors and employees
- On-site presence of gaming agents, state police and responsible gaming (*GameSense*) agents
- Detailed regulations and strict oversight to ensure integrity of the operations and fairness of the games

A robust and funded research mandate

The gaming law enshrines the role of research in enhancing responsible gaming and mitigating the negative consequences of expanded gaming in Massachusetts. The Act directs the Commission to:

- Understand the social and economic effects of expanded gambling including conducting a baseline study and subsequent studies of all relevant critical, social and economic variables.
- Obtain scientific information relative to the neuroscience, psychology, sociology, epidemiology and etiology of gambling
- Make annual, scientifically-based recommendations for policy to the Legislature

Strong Local Control

- Host Communities vote on the host community agreement negotiated between the applicant and the local executive
- Surrounding Communities have a process for addressing mitigation concerns (that must also be funded and addressed by the applicants)
- Reimbursement to communities for mitigation costs

Policies to maximize the benefits to the Commonwealth

- A competitive and transparent process for license solicitation, evaluation and award of up to 3 Category 1 licenses and one Category 2 License to maximize capital investment
- Clear directives and specific criteria to realize economic benefits to support local, small and diverse businesses, employ the un-employed and under employed, while protecting vulnerable groups and other Commonwealth assets including the Lottery and Impacted Live Entertainment Venues

Recommendations for Legislative Action

In accordance with Chapter 30 section 33 and c. 23 K (the gaming Act) we submit recommendations for legislative action. The topics for consideration are:

- 1. Consider addressing the expiring nature of the racing statutes in a permanent manner.** The current statutes that govern live racing and simulcasting in the Commonwealth (G.L. c. 128A and c. 128C) expire on July 31, 2017. As part of the Gaming Act (c. 194 of the Acts of 2011, §104), the Commission was tasked with providing findings and recommendations to the Legislature (given its then pending expiration of July 31, 2014). These recommendations were submitted on April 2013, in a report that included a draft proposed new G.L. c. 128D. While the legislature did not enact the proposed c. 128D, different efforts to address this (in the House & Senate) resulted in two annual extensions of sections 128A and 128C (St. 2105c. 10 §59 and St. 2016 c.176). These extensions have allowed Suffolk Downs to continue simulcasting, while requiring they conduct at least one day of live racing. However, in our opinion, the current short term nature of the law creates uncertainty to the viability of live horse racing in the Commonwealth. Accordingly, the Commission favors an approach that includes a comprehensive statutory amendment that takes a more long term view including allowing the horse race development fund to provide more assistance to the racing industry (both Standardbred and Thoroughbred).
- 2. Consider addressing the rapidly evolving nature of on-line gaming in a holistic way.** The Legislature created a Study Commission that started meeting on November 2016. The final report, in our opinion, the Commonwealth should provide a flexible, omnibus regulatory framework (and update outdated relevant statutes) as opposed to address the legality and regulation of each new on-line technology on a one-off basis.
- 3. Consider exempting members of the Gaming Policy Advisory Committee, its Subcommittees and Local Advisory Committees from certain conflicts of interest and ethics restrictions.** G.L. c. 23K, §68 created a Gaming Policy Advisory Committee (GPAC) and subcommittees (specifically a subcommittee on Community Mitigation) and “Local Community Mitigation Advisory Committees” (or LCMAC) to provide advice to the Commission on gaming policy and related mitigation matters. By statute the LCMACs include appointees from the host and surrounding communities to the casinos. Generally, the people in the best position to provide informed input in many of these advisory roles are local officials, municipal and regional employees. However, it has been determined that municipal and regional employees may be in violation of the State’s Conflict of Interest Law (G.L. c. 268A) if they were to provide advice to the Gaming Commission while also performing their local duties which typically include gaming related matters. The Commission worked closely with the State Ethics Commission to craft language to allow those municipal and regional planning employees to provide the best advice to the Gaming Commission while also meeting their gaming-related local and regional duties.

Agency Divisions

Investigations & Enforcement Bureau and Division of Licensing

The Bureau is comprised of 1) the Investigations Division, which includes Massachusetts State Police (MSP) staff and a team of civilian financial investigators; 2) the Gaming Agents Division, comprised of civilian agents, which is charged with providing regulatory oversight and on-site monitoring of licensed-gaming establishments; and 3) the Chief Enforcement Counsel whose duties include legal review of investigations and acting as the attorney for the IEB in licensing and enforcement actions by the bureau. The Director of the IEB also oversees the Licensing Division, which administers the licensing and registration functions on behalf of the Commission for employees of and vendors to the Gaming Establishments.

The IEB conducts probity investigations to determine suitability for licensure and registration for all Gaming Establishment employees and vendors, in accordance with licensing regulations (205 CMR 134.00), which also define thresholds, standards and procedures for licensing and registration.

There are three levels of employee licensure; Key Gaming Employee - Executive, Key Gaming Employee - Standard, and Gaming Employee. All three levels of licensure require a background check before employment may commence at a Gaming Establishment. All other employees not classified by regulation as either Key Gaming or Gaming Employees must register as a Gaming Service Employees. Background checks for those employees may commence after employment begins. The depth of background check is commensurate with the level of licensure/registration.

In FY17 the IEB and the Division of Licensing received and processed over 312 applications for individual licensure or registration and over 370 applications for business entity licensure or registration.

For the upcoming opening of the MGM Casino in 2018, the IEB and Division of Licensing expect to receive and process over 2,000 applications for licensure or registration of employees. We also anticipate licensing or registering an additional 300 vendors related such opening.

At PPC gaming agents perform a variety of tasks including slot machines moves and inspections, operational audits, compliance reports, patron complaints, machine jackpots over certain thresholds, and tips from the "Fair Deal" tip line.

As part of the Commission's mission to ensure the integrity of the game, we promulgated an important set of regulations regarding the rules for table games and gaming equipment. These rules are typically quite detailed, and their associated procedures are enforced and designed to minimize advantage play. During the coming year, we anticipate training

additional staff for the MGM Springfield and Wynn Boston Harbor openings. This also includes the additional preparation of table game monitoring and associated procedures.

After months of development and testing during FY17, we successfully implemented the upgraded version of a “**Licensing Management System**” (or LMS). The system is a web-based digital tool to capture information from individuals to be licensed by the Commission. The tool allows for important efficiencies in the licensing process as it significantly minimizes transcribing because it relies on end-user input. The system is easy to use and only captures critical information. It also allows users to upload different documents as necessary and when available. Importantly, the system allows for the documentation and preservation of all requirements of the Licensing and Investigatory processes.

The LMS has greatly enhanced our licensing unit’s ability to administer, track, document and communicate with licensees, and on-site staff on the status of the licenses and registrations. In addition, the IEB utilizes the LMS to reflect actual workflows and track and record background investigations in our on-going effort of building an entirely digital agency.

Ombudsman’s Office

The office of the Ombudsman is responsible for coordinating and communicating interactions among the Commission and many stakeholders: State Agencies, Applicants, Licensees, Host and Surrounding Communities, and multiple other interested parties.

Community Mitigation Grants

The Community Mitigation fund receives monies from the licensing fees and the taxes on gross gaming revenues and is designed to address adverse unanticipated impacts that may result from the construction and operations of casinos. When fully funded, the Community Mitigation Fund will have approximately \$20 million annually for local mitigation projects.

The Ombudsman’s office reviews requests for mitigation dollars and makes recommendations to the Commission on the disbursements from the Community Mitigation Fund. **To date, the Commission has allocated approximately \$7.5 million in grants to host, surrounding and neighboring communities.** The Community Mitigation Grants are as follows:

1. **One-Time Reserve Grants in the amount of \$100,000**

2015 Reserves: 20 communities (all host and surrounding communities associated with Region A, B and the slots parlor) for a total of \$2,000,000

2016 Reserves Granted: 8 Communities for \$800,000

2017 Grants totaling \$405,597 have been approved as follows:

- **Boston \$100,000.** In conjunction with Boston's 2017 Transportation Planning Grant, this grant will provide funding for a portion of the City's engineering design costs for a proposed reconstruction of Sullivan Square / Rutherford Avenue, a major traffic corridor expected to support casino related traffic and traffic from other traffic generators over the long term.
- **Longmeadow \$7,200.** The town seeks to use \$7,200 to retain a consultant to analyze, organize and consolidate traffic studies that were performed prior to the award of the license, including evaluation of the baseline study to verify its methodology and findings.
- **Northampton \$100,000.** The grant will provide funding for Northampton to plan, develop and implement a marketing and advertising plan.
- **Plainville \$98,397.** The grant will provide funding for public safety equipment needed for the Plainridge Park facility including public safety radios, a cardia monitor and body armor to be used in the facility.
- **Somerville \$100,000.** The grant will provide funding for baseline data collection for two areas that may be impacted by casino related traffic, near highway air pollution and vehicular traffic patterns once the casino is operational.

2. **Specific Mitigation Grants** to assist communities with an unanticipated or anticipated mitigation needs specific to the Community in question. These Grants are as follows:

Prior Years Specific Mitigation Grants Total: \$830,000

2017 Specific Mitigation Grants \$355,273 as follows:

- a. **Everett \$150,000.** The Grant provides funding for a bike sharing service in Everett that will assist the City lessen potential casino related construction and operation period traffic congestion.
- b. **Norfolk District Attorney's Office \$25,000.** The grant will provide funding to develop a data system to help the Norfolk County DA's Office determine casino related impacts on office resources and caseloads.
- c. **Plainville \$148,750.** The grant will provide funding to purchase of a fire suppression vehicle for the Plainridge Park facility.
- d. **Springfield \$31,523.** The grant will fund the continuation of a valet pilot program for the Caring Health Center and other area businesses impacted by the construction.

3. **Transportation Grants** to assist communities in transportation and traffic related impacts.

Prior Years Grants Total \$723,150.**2017 Transportation Grants \$900,000 as follows:**

- a. **Boston \$150,000.** The grant will provide funding for a portion of the City's engineering design costs for a proposed reconstruction of Sullivan Square / Rutherford Avenue, a major traffic corridor expected to support casino related traffic and other existing traffic.
- b. **Everett \$150,000.** The grant will provide funding for the preliminary design and engineering of a bus-only lane on the west side of Broadway/Route 99 from the Everett city line to Route 16 / Sweetser Circle, a primary traffic corridor for expected casino related traffic.
- c. **Lynn Transportation \$100,000.** The grant will provide funding for transportation planning studies to help alleviate potential casino related traffic on Lynn roads.
- d. **Malden \$150,000.** The grant will provide funding for planning and design of improvements to Exchange Street from Pleasant Street to Main Street. The area was named a hub for parking and transport for both casino employees and patrons to the site.
- e. **Medford \$150,000.** The grant will provide a full year's worth of funding for a contract transportation planner and funding for an engineering feasibility study for a proposed new multi-use path (the South Medford Connector). This path may greatly enhance connections to other regional pathways and provide another method for employees and patrons to access the casino.
- f. **Revere/Saugus \$150,000 (incremental \$50,000 after the use of \$100,000 reserve).** This grant will provide funding for a shared transportation planner to help the two communities plan to address casino related transportation issues. This innovative regional effort is designed to help the two communities focus on achievable transportation improvement projects involving roadways that may be impacted by casino related traffic.
- g. **Somerville \$150,000.** The grant provides funds to initiate a formal planning study of the intersection of Interstate 93, State Route 28 (Fellsway/McGrath Highway) and State Route 38 (Mystic Avenue), which already experiences one of the highest crash rates in the state and may be impacted by casino related traffic. A consultant team will be engaged to conduct public engagement, alternative analyses and concept design.

4. Workforce Development Pilot Program.

FY17 was the first year that MGC allocated funding for Workforce Development purposes as part of the Community Mitigation fund. This program was conceived as a pilot program to help increase job readiness in both regions A & B in anticipation of the casino openings. **A total of \$571,833** for the Workforce Development Pilot Program was approved for FY funding round as follows:

- a. **MetroNorth Regional Employment Board – Metro North Casino Careers Consortium (MNCCC) \$200,000.** The purpose of the MNCCC is to prepare and train local residents for jobs related to the construction of the Wynn Boston Harbor gaming facility and to create a system in which local residents are able to start a career pathway leading to casino-related careers.
- b. **Springfield Public Schools “Ahead of the Game” Program \$171,833.** The Springfield Public Schools initiative targets low-skill, low-income adults, interested in pursuing careers with MGM Springfield, with a focus on individuals looking to obtain their adult basic education (ABE) or GED. The goal of the program is to prepare adults for enrollment into postsecondary workforce training programs relevant to the needs of MGM Springfield.
- c. **Springfield Tech Hampden Prep \$200,000.** Springfield Technical Community College (STCC), in collaboration with Holyoke Community College (HCC) propose to develop a workforce readiness program. The goal is to accelerate ABE, HiSET prep and developmental programs for Hampden County residents and to provide non-traditional students the supports needed to complete postsecondary credentials in areas recognized by employers in the Springfield labor market.

5. **Tribal Gaming Technical Assistance Reserve \$200,000.**

- a. **Southeastern Regional Planning and Economic Development District (SRPEDD).** Upon determination by the Commission that construction of a proposed Taunton gaming facility will likely commence during Fiscal Year 2018, this reserve would provide funding to SRPEDD for technical assistance funding to assist in the determination of potential impacts that may be experienced by communities that are geographically proximate to the proposed facility. The Commission has not yet made that determination.

Licensee Reporting & Construction Oversight

The Ombudsman’s office also helps the Commission remain up to date on the activities of its licensees, including the progress of the construction of the Wynn Boston Harbor and MGM Springfield facilities, and the status of all three current facilities in meeting the terms of their licenses. The Ombudsman’s office coordinates reports due to the Commission from licensees as well as developments regarding their progress against a large number of license conditions. This office includes the role of a “Construction Project Oversight Manager” for the oversight of efforts from licensees and other design, permitting and construction requirements.

The Ombudsman further coordinates and supports legislatively mandated Advisory Committees and sub-committees.

Information Technology Division

The Technology Division (ITD) supports both internal and external business processes of the Commission and provides infrastructure, connectivity, hardware, software, as well as data management & security for the integrity and efficiency of the Commission's operations and its oversight of licensees.

The Gaming Technology Unit (GTU) - The GTU is responsible for planning, organizing, managing, and implementing the regulations, policies, procedures and testing needed to ensure the integrity of electronic gaming devices (EGD's) and associated software and equipment. The GTU oversees the issuance of certifications and permits for the use of EGD's in Massachusetts. The Unit is also responsible for the evaluation, inspection, and investigation of electronic gaming devices and associated equipment, and the oversight of all EGD assets in the jurisdiction.

We have implemented a "**Central Monitoring System**" (CMS), for the oversight, reconciliation, inventory and control of all activity of the Electronic Gaming Devices (slots) at the casinos. This system enables the Commission to maintain a strict accounting and control of gaming revenues and corresponding taxes due to the Commonwealth in a highly efficient manner.

Research & Responsible Gaming

The office of Research and Responsible Gaming heads the Commission's work in these areas and serves as key liaison to the **Public Health Trust Fund**. This fund was created by the Gaming Act, and is co-chaired by the Chair of the Commission and the Secretary of Health and Human Services or their designees. When fully funded, the Public Health Trust Fund will direct approximately \$15 million annually to gaming research and problem gambling prevention and treatment programs. This will make Massachusetts the state in the U.S. that dedicates the most resources to this specific area.

The Commission and the Executive office of Health and Human Services set an annual budget for expenditures from the Public Health Trust Fund, which includes funding for the annual gaming research agenda.

Social and Economic Impacts of Gambling in Massachusetts (SEIGMA)

The landmark research effort of the Commission is SEIGMA, a comprehensive, multi-year study of the "Social and Economic Impacts of Gambling in Massachusetts" to understand the impacts of expanded gaming in the State. The research team continues to collect, analyze and report each year to identify the actual impacts, which will provide key information to

policy makers.

This year, SEIGMA released the following important studies that included findings related to the first years of operations of Plainridge Park Casino.

[Lottery Revenue and Plainridge Park Casino](#)

(Released January 19, 2017)

The analysis of Lottery sales at the municipality level prior to and after the opening of Plainridge Park Casino finds that Lottery revenue near the casino grew more slowly than the rest of the State with the exception of Plainville, where Lottery revenue increased significantly. Specifically:

- Lottery sales at Plainridge Park Casino increased significantly after the opening of the Casino (25.8%), compared to statewide (5.19%)
- On average sales for other agents in Plainville and the surrounding areas did not decrease, but increased less than the rest of the state.
- It is unclear if the casino had differential impacts on communities, but no evidence was detected of negative impacts across all communities.

[New Employee Survey at Plainridge Park Casino: Analysis of First Two Years of Data Collection](#)

(Released May 10, 2017)

This report presents findings on the first two years of data collection (March 2015-March 2017) on newly licensed employees at Plainridge Park Casino (PPC). This report underscores that casino jobs are highly accessible and further identifies other important characteristics of new hires at PPC and the emergent casino workforce in Massachusetts. Notably:

- Most new hires did not transfer from other Penn National Gaming (i.e., PPC's operator) locations (71.4%).
- Major reasons for seeking employment at PPC included career advancement and improved pay.
- Nearly three-quarters of respondents did not receive pre-employment training to raise their skills (making these, highly accessible jobs).
- Slightly over one-half of the respondents (n=525) reported that they were either unemployed or were employed part-time prior to taking their positions at PPC. The remaining respondents (n=522) were previously employed full-time.

[Plainridge Park Casino: Economic Impacts Report](#)

(Released October 17, 2017)

This report summarizes the economic impacts of PPC after the first year of operations. Specifically:

- The majority of spending at the casino (\$100 million or 58.0% of revenues) came from Massachusetts residents that would otherwise have spent those monies out of state (this represents “re-captured” monies or “new-money” to the Commonwealth)
- Massachusetts residents who would have otherwise spent their money elsewhere in Massachusetts represented \$36.6 million (or 21.2% of spending at PPC). This is a “reallocation” effect, as any positive economic impacts of these monies were likely an offset in other areas of the Massachusetts economy.
- Out-of-state residents spent \$36 million or 20.8% of annual revenues. The extent to which this spending is “new” to Massachusetts depends on whether these patrons would have visited Massachusetts in the absence of PPC.

Responsible Gaming Initiatives

The on-going Responsible Gaming programs currently deployed at PPC but expected to be implemented in both Category 1 casinos are:

1. The Voluntary Self Exclusion (VSE) Program

The voluntary self-exclusion program (VSE) is available to assist patrons who recognize they have experienced a loss of control over their gambling and wish to invoke external controls. This program allows participants to voluntarily exclude themselves from all Massachusetts gaming venues for six months, one year, three years, five years or a lifetime.

- Participants enroll at either the GameSense Information Center in the Plainridge Park Casino, the Mass Council on Compulsive Gambling, or the Mass Gaming Commission.
- After the expiration of the selected duration of exclusion, participants may request their name be removed from the list and participate in an educational exit session
- There are currently 250 participants in the Voluntary Self-Exclusion program. To date, 5 participants have removed themselves from the list at the conclusion of their term.

In addition, we continue our efforts of convening a **Regional Voluntary Self-Exclusion** program with neighboring states with casino gambling in New England (CT, RI, ME) and New York. We anticipate that during FY18, we will well on our way to a multi-state compact that will be the first in the nation.

2. GameSense Information Centers

The responsible gaming brand “*GameSense*” includes outreach methods which provide judgment-free gambling education to help patrons make informed, responsible decisions about when to gamble, when to stop, and how much to spend. Massachusetts is the only

jurisdiction in the United States to have responsible gaming personnel on the casino floor.

The only GameSense Info Center is located inside of the Plainridge Park Casino. Each Category 1 casino in Massachusetts will have a GameSense Info Center which will serve as an in-person touchpoint to gather information on responsible gambling.

- GameSense Advisors are on site 16 hours a day, and are able to build customer relationships by walking around the floor.
- Information is provided in a variety of ways including interaction Kiosks, brochures, and demonstrations by GameSense Advisors
- 87.7% of survey respondents said that their primary concern was resolved by visiting the GameSense Info Center or speaking with a GameSense Advisor.
- 82% of survey respondents said that they would visit the GameSense Info Center again

3. Play My Way

This tool prompts rewards card holders to voluntarily choose a daily, weekly and/or monthly budget to track their spending while at the Plainridge Park Casino.

Enrolled participants receive automatic notifications as they approach 50% and 75% of the spend budget. Players will also receive a notification when they reach 100% of the budget and if they continue to play, notifications will be received at 25% intervals. A player can choose to stop at any point or keep playing. There is no penalty or consequence for playing beyond the set budget as it is intended to help players make decisions and monitor their gambling in real time.

As of September 2017, over 7,500 Plainridge Park Casino patrons are Play-My-Way users, which represent approximately 10% of player card holders. To evaluate the effectiveness of the play management system, the MGC is working with the Harvard Medical School Cambridge Health Alliance, Division on Addiction. Information from this evaluation project will play a significant role in determining whether the MGC will require licensees to adopt the play management tool. The first report of this evaluation was issued on November 21, 2017.

Casino Property and Project Summaries:

Plainridge Park Casino

Plainridge Park Casino is the Category 2 licensee in Plainville, MA. The facility also hosts the Standardbred live racing and simulcasting operations.

Conditional Award of the License:	February 2014
Operations Certificate/Date Opened:	June 24, 2015
Gaming Space:	43,800 square feet
Capital Investment Amount:	\$250 million
Slots/Gaming Positions:	1,250 slots / 1,414 Gaming Positions
Table Games:	N/A
Amenities:	2 Full Service Restaurants (“Flutie’s Sports Bar” and “Slack’s Oyster House & Grill”) 3 food court style eateries (“B-Good” “The Bean” “Slice”) Live Entertainment (“Revolution Lounge”) Additional racing concessions/outlets
Licensed Employees:	503 employees as follows: 35 Key Gaming Employees, 190 Gaming Employees and 278 Service Employees
Tax on Gross Gaming Revenues:	49%



Wynn Everett

Wynn Everett Casino is a Category 1 licensee for Region A in Everett, MA. The facility will sit on the currently contaminated site on the banks of the Mystic River at the site of the former Monsanto plant.

Conditional Award of the License:	September 2014
Projected Opening Date:	June 2019
Gaming Space:	190,461 square feet
Total Investment Amount:	\$2.1 billion
Slots:	2,574 Slot Machines
Table Games:	141 gaming tables, 91 poker tables
Other Amenities:	5-star hotel (629 rooms), 77,250 sf retail space, 10 outlets of Food & Beverage, multipurpose venue, spa/gym, convention space, outdoor space, indoor garden, indoor pool
Parking	3,736 underground on site, 800 offsite
Total Employment:	4,000 permanent jobs (projected)
Tax on Gross Gaming Revenues:	25%



MGM Springfield

MGM Springfield Casino is a Category 1 licensee for Region B in Springfield, MA. The facility will be located in approximately 14 acres in downtown Springfield in the congregation of parcels generally bound by Main, State, Union and E. Columbus streets.

Conditional Award of the License:	June 2014
Projected Opening Date:	September 2018
Gaming Space:	126,262 square feet
Total Gross Area:	759,157 square feet
Total Investment Amount:	\$950 Million
Slots:	3,000
Table Games:	100
Other Amenities:	4-star hotel (250 rooms) 8 outlets for Food & Beverage, 26,000 sf of retail space, bowling alley, cinema and 54 residential units
Parking:	3,375 covered on site
Total Employment:	2,000 permanent jobs (projected)
Tax on Gross Gaming Revenues:	25%

Insert picture (without the Tower) of MGM Springfield

Racing Operations

The Gaming Commission is also responsible for the operational and fiscal oversight of the Standardbred and Thoroughbred racing operations and pari-mutuel facilities in the Commonwealth (under M.G.L. c 128A & 128C).

FY17 marked the third year that the Race Horse Development fund had monies available to supplement purses, and accordingly the Commission approved disbursements for the prescribed purposes.

Live Racing and Simulcasting at Licensed Facilities

Standardbred Racing

The Gaming Act required 125 days of live racing for calendar year 2017. For the meet the racing division issued approximately 1,100 occupational licenses.

The highlight of the 2017 harness season, was the \$250,000 Spirit of Massachusetts Trot, held on July 28th. It was the richest harness race in New England harness racing history and part of the season-long Grand Circuit series of major stakes races from tracks across North America.

For the upcoming 2018 calendar year, the number of race days was determined by the Commission. The MGC solicited public comments and conducted public hearings to obtain input from stakeholders (operator, horsemen, etc.) and granted 110 days of live harness racing.

Thoroughbred Racing

For calendar year 2017, live thoroughbred racing was conducted at Suffolk Downs for a total of 8 days. For the meet, the racing division issued approximately 1,050 occupational licenses. For calendar year 2018, Suffolk applied for and was granted 6 racing days, with the possibility of adding days.

Simulcasting

Simulcasting is conducted year-round on seven licenses at the following facilities:

- Plainridge Racecourse
- Raynham Park
- Suffolk Downs, including: Twin Spires, TVG, Xpressbets, Wonderland

For 2017, total pari-mutuel handle in the commonwealth is expected to reach \$219,080,227 (approximately an 8.5% increase from the prior year).

During 2017, the Racing Division continued efforts to enhance the safety and welfare of racing

participants, as well as monitor and regulate the racing operations in the Commonwealth. Key activities included:

- Participation in the annual Association of Racing Commissioners International (ARCI) conference, and continuing education; the annual Organization of Racing Investigators conference and training; the Racing Officials accreditation program; and the Thoroughbred Racing Protective Bureau/ARCI Wagering Technology and Security Conference.
- Cutting edge updates to racing regulations
- Implementation of a new in-house financial reporting system

Disbursements out of the Race Horse Development Fund

During FY17, the Commission made disbursements in accordance with c. 23K and the recommendations for the split (between Standardbred and Thoroughbred horsemen) of the statutory Horse Racing Committee. The distributions out of the Race Horse Development Fund were as follows:

Entity	Amount	Statutory Purpose
HARNESS HORSEMEN'S ASSOCIATION	398,503	Health & Welfare of Harness Horsemen
MASSACHUSETTS THOROUGHBRED BREEDERS ASSN	719,686	Thoroughbred Breeders Program
NEW ENGLAND HORSEMEN'S BENEVOLENT	228,756	Health & Welfare Thoroughbred Horsemen
PLAINVILLE GAMING AND REDEVELOPMENT LLC	7,970,072	Standardbred Live Racing Purses
STANDARDTBRED OWNERS OF MASSACHUSETTS	1,594,014	Standardbred Breeders Program
STERLING SUFFOLK	2,433,677	Thoroughbred Live Racing Purses
Grand Total	13,344,710	

Tax Collections & Agency Finances

The Commission’s division of Administration and Finance (A&F), led by the CFAO, is responsible for the strict oversight of the revenues at the casino and the collection of taxes due to the Commonwealth from those operations. The taxes and assessments on gross gaming revenues for the license currently operating (Plainridge Park Casino) is 49%

The division is also in charge of completing all financial transactions and coordinating with other functional areas to complete all administrative functions. The division is responsible for accounting, budgeting, payroll, HR, and classification and compensation functions within the MGC structure.

Gaming Revenues and Tax Collections

For the period of July 1, 2016 through June 30, 2017, the Plainridge Park Casino reported **\$158 Million** in gross gaming revenues which generated **\$63.3M in tax dollars to local aid, and \$14.2M in assessments to the racehorse development fund**. Below is a chart by month. The same information can be found on the MGC’s website under the revenue section.

Slot Machine Revenue							
Month	Coin in	Slot GGR	Hold %	Payout %	Total in collected state taxes	Total in collected race horse assessments	Total in collected state taxes and race horse assessments
July	\$185,086,244.23	\$13,877,522.81	7.50%	92.50%	\$5,551,021.12	\$1,248,979.75	\$6,800,000.87
August	\$178,035,850.86	\$13,108,810.68	7.36%	92.64%	\$5,243,524.27	\$1,179,792.96	\$6,423,317.23
September	\$175,079,907.48	\$12,811,933.93	7.32%	92.68%	\$5,124,773.57	\$1,153,074.05	\$6,277,847.63
October	\$174,655,386.21	\$12,576,794.69	7.20%	92.80%	\$5,030,717.88	\$1,131,911.52	\$6,162,629.40
November	\$161,018,352.82	\$12,211,659.58	7.58%	92.42%	\$4,884,663.83	\$1,099,049.36	\$5,983,713.19
December	\$160,328,264.95	\$12,638,807.06	7.88%	92.12%	\$5,055,522.82	\$1,137,492.64	\$6,193,015.46
January, 2017	\$152,212,710.16	\$12,146,434.45	7.98%	92.02%	\$4,858,573.78	\$1,093,179.10	\$5,951,752.88
February	\$146,254,221.94	\$12,063,562.52	8.25%	91.75%	\$4,825,425.01	\$1,085,720.63	\$5,911,145.63
March	\$179,900,219.65	\$14,179,600.25	7.88%	92.12%	\$5,671,840.10	\$1,276,164.02	\$6,948,004.12
April	\$174,811,169.76	\$14,305,671.75	8.18%	91.82%	\$5,722,268.70	\$1,287,510.46	\$7,009,779.16
May	\$180,759,115.91	\$14,418,101.33	7.98%	92.02%	\$5,767,240.53	\$1,297,629.12	\$7,064,869.65
June	\$178,399,381.52	\$13,929,080.74	7.81%	92.19%	\$5,571,632.30	\$1,253,617.27	\$6,825,249.56
TOTAL	\$2,046,540,825.49	\$158,267,979.79	N/A	N/A	\$63,307,203.91	\$14,244,120.88	\$77,551,324.79

For the first quarter of FY18 (July – September of 2017), PPC brought in ~\$44.5 million in Gross Gaming Revenues (GGR) for a total of \$21.8 in taxes and assessments due to the Commonwealth. If the current trend continues, FY18 could reach ~\$160 million in total GGR or ~\$80 million in taxes.

Agency FY 17 Financial Results

The MGC approved an initial FY17 budget of \$27.17M from the Gaming Control fund. In order to meet the projected spending, the MGC required an assessment of \$22.45M to licensees.

The final expenditures for FY17 were \$26.3M, approximately \$850K less than anticipated. Revenues for FY17 were \$27.19M, which were \$18.7K above initial projections and \$872K above expenditures. The \$872K in surplus FY17 revenues, will be credited to licensees in FY18. Throughout the course of FY17, MGC decreased the assessment on licensees from \$22.45M to \$21.46M due to balance forward of FY16 revenues. Below is a summary of spending and revenue for the Gaming Control Fund. Additional detail can be found in Appendix 1.

10500001--Gaming Control Fund		
Category	Initial Projection	Actuals To Date Total
MGC Regulatory Cost		
AA REGULAR EMPLOYEE COMPENSATION	\$ 6,119,738.87	\$ 5,742,543.96
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 64,000.00	\$ 55,092.06
CC SPECIAL EMPLOYEES	\$ 100,000.00	\$ 78,221.20
DD PENSION & INSURANCE RELATED EX	\$ 2,208,428.60	\$ 2,050,012.17
EE ADMINISTRATIVE EXPENSES	\$ 590,725.64	\$ 490,914.28

FF PROGRAM, FACILITY, OPERATIONAL SUPPLIES	\$ -	\$ 69,284.20
GG ENERGY COSTS AND SPACE RENTAL	\$ 1,221,982.62	\$ 1,255,383.70
HH CONSULTANT SVCS (TO DEPTS)	\$ 1,254,603.14	\$ 1,556,369.88
JJ OPERATIONAL SERVICES	\$ 3,091,685.78	\$ 3,041,708.12
KK Equipment Purchase	\$ -	\$ 16,045.54
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 29,683.80	\$ 18,375.06
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ -	\$ 40,537.27
PP STATE AID/POL SUB/OSD	\$ 225,000.00	\$ 88,278.89
TT PAYMENTS & REFUNDS POL ISA	\$ 50,000.00	\$ 7,457.00
UU IT Non-Payroll Expenses	\$ 3,639,596.18	\$ 3,663,943.41
MGC Regulatory Cost Subtotal:	\$ 18,595,444.63	\$ 18,174,166.74
EE--Indirect Costs	\$ 1,648,870.20	\$ 1,507,283.80
Office of Attorney General		
ISA to AGO	\$ 1,904,540.60	\$ 1,607,818.73
TT Reimbursement for AGO 0810-1204(up to \$449,364)	\$ -	\$ 156,153.67
AGO State Police	\$ 472,303.76	\$ 598,694.45
Office of Attorney General Subtotal:	\$ 2,376,844.36	\$ 2,362,666.85
Research and Responsible Gaming/Public Health Trust Fund		
AA REGULAR EMPLOYEE COMPENSATION	\$ 232,465.30	\$ 214,382.09
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 6,000.00	\$ 5,529.15
CC SPECIAL EMPLOYEES		\$ 2,112.00
DD PENSION & INSURANCE RELATED EX	\$ 81,758.03	\$ 74,681.83
EE ADMINISTRATIVE EXPENSES	\$ 8,825.00	\$ 18,964.36
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 500.00	-
HH CONSULTANT SVCS (TO DEPTS)	\$ 1,437,500.00	\$ 1,448,933.77
JJ OPERATIONAL SERVICES		\$ 10,865.63
MM PURCHASED CLIENT/PROGRAM SVCS	\$ 40,000.00	\$ 265.30
PP STATE AID/POL SUB	\$ 2,130,000.00	\$ 1,925,153.91
UU IT Non-Payroll Expenses	\$ 65,000.00	\$ 15,506.60
ISA to DPH	\$ 473,487.00	\$ 468,335.66
Research and Responsible Gaming/Public Health Trust Fund Subtotal:	\$ 4,475,535.33	\$ 4,184,730.30
ISA to ABCC	\$ 75,000.00	\$ 89,129.58
Gaming Control Fund Total Costs	\$ 27,171,694.52	\$ 26,317,977.27
	Revenue Projections	
Revenues	Initial Projection	Actuals Total
Gaming Control Fund Beginning Balance 0500		\$ 987,501.13
Phase 1 Collections (restricted) 0500		\$ -
Phase 1 Refunds 0500		\$ -
Phase 2 Category 1 Collections (restricted) 0500		\$ 59,197.85
Region C Phase 1 Investigation Collections 0500	\$ -	\$ -
Region C Phase 2 Category 1 Collections 0500		\$ -
Grant Collections (restricted) 0500	\$ 50,000.00	\$ -
Region A slot Machine Fee 0500	\$ 1,945,200.00	\$ 3,870,838.69
Region B Slot Machine Fee 0500	\$ 1,800,000.00	\$ 3,600,000.00
Slots Parlor Slot Machine Fee 0500	\$ 750,000.00	\$ 1,519,561.31
Gaming Employee License Fees (GEL) 3000	\$ 35,000.00	\$ 48,375.00
Key Gaming Executive (GKE) 3000	\$ 5,000.00	\$ 12,000.00
Key Gaming Employee (GKS) 3000	\$ 15,000.00	\$ 14,400.00
Non-Gaming Vendor (NGV) 3000	\$ 31,000.00	\$ 36,000.02
Vendor Gaming Primary (VGP) 3000	\$ 30,000.00	\$ 45,000.00
Vendor Gaming Secondary (VGS) 3000	\$ 45,000.00	\$ -
Gaming School License (GSB)	\$ -	\$ 100.00
Gaming Service Employee License (SER) 3000	\$ 15,000.00	\$ 15,525.00
Subcontractor ID Initial License (SUB) 3000		\$ -
Temporary License Initial License (TEM) 3000		\$ -
Veterans Initial License (VET) 3000		\$ -
Transfer of Licensing Fees to CMF 0500		\$ -
Assessment 0500	\$ 22,450,494.52	\$ 21,403,227.60

Misc 0500		\$ 73,946.69
FY18 Slot Assessment Collected in FY17		\$ (4,495,200.00)
Grand Total	\$ 27,171,694.52	\$ 27,190,473.29
Balance in Gaming Control Fund--Positive/(Negative)		\$ 872,496.02

Supplier Diversity & Workforce Development

The Commission established processes and systems to ensure the Gaming Act’s goals for business & workforce development and diversity during construction and operations are realized. Our own efforts and those of licensees include requirements to:

- Set diversity hiring goals and submit strategic plans for the inclusion of minority, women and veterans in the workforce and during construction
- Regularly report progress towards diversity goals
- Support workforce development programs and develop affirmative action plans for the training and hiring of underemployed and unemployed
- Coordinate with stakeholders and representatives from across the commonwealth to strategize and support the hiring of MA residents and contracting with local diverse small businesses

MGC Diversity Monitoring and Compliance

The Commission has implemented a diversity monitoring and compliance system to oversee the activities and efforts of licensees regarding vendor and workforce diversity, as well as local purchasing and other commitments to host and surrounding communities. This year the Commission developed formal procedures to verify the workforce and sub-contracting statistical reports that are submitted each month to the Commission and shared publicly. These procedures include:

- An initial assessment of the licensees systems of bidding, contracting, capturing, tracking and reporting information (both commitments and actuals)
- On-going information verification and spot-check by the Oversight Manager
- Establishment of a formal diversity exemption policy for equipment purchases and contractors
- As part of our efforts in compliance, we anticipate upcoming audits regarding actual numbers on supplier diversity and workforce

We continue convening an “Access and Opportunity Committee” (or AOC) to supplement the above efforts. The monthly AOC meetings (chaired by MGC’s Director of Workforce and Supplier Diversity) include community groups, unions, the Commission, the Licensees and their contractors. The AOC meetings are open to the public, and alternate between Springfield and the Boston area. The meetings provide a forum to communicate opportunities and share best practices to advance the efforts of women and minority participation at all levels. Specific items

addressed at the AOC include:

- Detailed report on hours by trade and subcontractor participation for each project
- Discussion of recommended actions to increase the numbers and participation
- Discussion of timeline and upcoming contracting and hiring opportunities

As a result of an order of Superior Court of the Commonwealth, the State's Supplier Diversity Office (SDO) instructed agencies that as of April 12, 2016, **Portuguese-owned MBE's as certified by the SDO would no longer be considered MBE's.**

MGC Initiatives – Workforce, Women in Construction

This year, we launched a first-of-its-kind statewide program to implement a focused effort to increase the number of women in the building trades. In November of 2016 the MGC issued an RFP to further this goal after repeated feedback of this persistent challenge.

The RFP inspired the creation of the **Northeast Center for Tradeswomen's Equity (NCTE)**, a statewide partnership that includes the Building Pathways Pre-Apprenticeship Program (BPI), the Building and Construction Trades Council of the Metropolitan District (MetroBTC), the New England Regional Council of Carpenters (NERCC), the Policy Group of Tradeswomen's Issues (PGTI) and the Massachusetts AFL-CIO. The NCTE was awarded **\$150,000** to support a recruitment and retention strategy aimed at overcoming barriers to women's entry in the trades, and create a single-point of contact to navigate different options and apprenticeship opportunities. The effort also includes a comprehensive communications campaign to increase awareness and outreach.

MGC Initiatives – Workforce Development Pilot Program

On June 2017, we approved **\$571,833** in grants for a Workforce Development Pilot Program designed to support local efforts for workforce readiness and gaming career pathways. The details of this program are outlined in the Ombudsman report, as funding for this program comes from the Community Mitigation Fund.

MGC Initiatives – Diversity & Technical Assistance Grant Program

This year we continued our award of grants to enhance supplier diversity. The focus of this program is to help diverse firms succeed in the casino industry's markets for goods and services as well as during the construction phase. This fiscal year the grantees included:

- The Hispanic American Institute and Chelsea Chamber of Commerce for bilingual outreach to businesses regarding opportunities with Wynn Boston Harbor.
- The Center for Women & Enterprise to help small business owners learn how to pursue

and manage contracts for goods and services with MA casinos operations phase.

- “RiseUp Springfield” a partnership of the City’s Office of Planning and Economic Development, Association of Black Business Professionals and the Springfield Regional Chamber to support business owners manage long-term growth strategies.

Additional Efforts - Workforce Development

We anticipate that over 30,000 individuals will need to be considered for employment in order to fill the 8,000 needed permanent positions projected statewide. In order to effectively respond to this workforce scale up challenge, MGC established partnerships and monitors licensee’s efforts very diligently.

During 2017 **Bristol Community College received the first Gaming School Certification**, and is offering a Hospitality Management Associate in Applied Science with a concentration in Casino Operations and Gaming.

The **Springfield Public Schools** launched an initiative called “**Ahead of the Game**” which targets low-skilled, low-income adults interested in pursuing long term careers with MGM Springfield. This program focuses on individuals looking to obtain an adult basic education (ABE) or GED, as well as preparing adults for enrollment in post-secondary workforce training programs.

Other partnerships and local efforts include:

- “Hampden Prep” Springfield Technical Community College, in collaboration with Holyoke Community College (HCC) workforce readiness program
- Massachusetts Casino Careers Training Institute
- MGM Resorts Center for Culinary Arts at Holyoke Community College (opening 2018)
- Bunker Hill Community College on-going planning regarding a gaming training school in collaboration with Wynn Boston Harbor.
- Lasell College and Wynn Boston Harbor collaboration designed to prepare students for careers in the Hospitality Industry

Results on Diversity Hiring & Contracting

MGM Supplier Diversity: As of June 30, 2017 MGM Springfield had awarded contracts totaling \$414.2 million with **\$149.2 of qualified contracts to M/W/VBE’s.**

MGM Supplier Diversity	Design		Construction	
	Goal	Results	Goal	Results
Minority Business Enterprise	5.0%	12.7%	5.0%	8.4%
Women Business Enterprise	10.0%	16.5%	10.0%	19.9%
Veteran Business Enterprise	2.0%	7.1%	2.0%	7.7%

MGM Construction Workforce:

At the end of FY17, MGM had exceeded diversity goals in all Women, Minority and Veteran participation categories. In addition, eighty one percent (81%) of the total hours worked at the MGM facility were by Massachusetts residents.

MGM Workforce	Construction	
Demographic	Goal	Results
Minority	15.3%	23.5%
Women	6.9%	9.79%
Veteran	8%	10.2%

Wynn Supplier Diversity: As of June 30, 2017, Wynn Boston Harbor had awarded contracts totaling \$1.07 billion with **\$168.7 million of qualified contracts to M/W/VBE's.**

Wynn Supplier Diversity	Design		Construction	
Demographic	Goal	Results	Goal	Results
Minority Business Enterprise	7.9%	8.7%	5.0%	4.8%
Women Business Enterprise	10.0%	5.2%	5.4%	9.8%
Veteran Business Enterprise	1.0%	7.1%	1.0%	2.6%

Wynn Construction Workforce:

At the end of FY17, Wynn had exceeded diversity goals in all Women, Minority and Veteran participation categories.

Workforce	Construction	
Demographic	Goal	Results
Minority	15.3%	26.1%
Women	6.9%	7.1%
Veteran	3.0%	6.9%

Plainridge Park Casino (PPC) supplier diversity for the fiscal year ending June 30, 2017 were as follows:

Workforce	Operations	
Demographic	Goals	Results
Minority	10%	16.3%

Women	Not stated*	49%
Veteran	Not stated*	3%

*These figures (goals) were not stipulated as part of the PPC Operations Plan

Supplier Diversity	Operations	
Demographic	Goal	Results
Minority	6%	1.64%
Women	12%	16.34%
Veteran	3%	3.51%

Agency Headcount & Diversity

The chart below represents the recent and current headcount by department. The numbers below do not include state police assigned to the Commission, or FTE’s in the Attorney General’s office of Gaming

Headcount by Department/Division	Headcount FY15	Headcount FY16	Headcount FY17
Commissioners & Staff	8	8.5	5
Executive Director & Staff	2	3	6
Communications	2.5	2	2
Investigations & Enforcement	17	17	22
Licensing	6	6	5
General Counsel, Legal & Policy	13	11	12
Human Resources	3	2.5	2.5
Finance	5.5	5.5	5.5
Information Technology	5	5.5	5
Racing ¹	6	3	3
	68	64	68

¹Racing numbers do not include seasonal employees

The chart below depicts the diversity and gender ratios of the Commission as of the end of FY16 & FY17

Regular Employees		
Demographic	FY16	FY17
Caucasian	72%	76%
Diverse	28%	24%
Female	47%	46%
Male	53%	54%

Litigation Matters

City of Boston/Revere/Mohegan Sun et al. v. MGC

On September 22, 2015, Judge Sanders, in the Suffolk Superior Court- Business Litigation session, heard oral argument on the MGC's motions to dismiss concerning the claims asserted by the City of Boston, City of Revere, Mohegan Sun, the International Brotherhood of Electrical Workers 103 ("IBEW") and the individual citizens. These claims (by the non-Boston entities) included allegations that the MGC failed to follow the gaming act, that the gaming act and certain of its regulations were unconstitutional and that the MGC violated the open meeting law.

On December 3, 2015 the MGC's motion was granted and all of Boston's claims were dismissed. On that same date, the Court dismissed all of the claims of the IBEW, Revere, Mohegan Sun and the individual citizen plaintiffs except for Mohegan's claim of a right to certiorari review. All of the parties except for Boston appealed to the single justice of the Appeals Court but were denied. The MGC then appealed to the full Appeals Court and also sought direct appellate review by the Supreme Judicial Court. The other dismissed plaintiffs (aside from Boston) have appealed their respective dismissals to full Appeals Court.

The Supreme Judicial Court heard oral argument on December 5, 2016 and published a decision on March 10, 2017. In its decision the Supreme Judicial Court affirmed the dismissal of Revere and the Union's claims against the MGC while remanding the citizen claims of open meeting law violations and Mohegan Sun's certiorari claim back to the Superior Court. The administrative record in the certiorari claim has now been assembled and a summary judgment briefing schedule established. The MGC expects to receive Mohegan Sun's brief by the end of October 2017 and will file its reply brief approximately a month later.

The Open Meeting Law claims have been bifurcated from the certiorari claim and written discovery recently completed. Depositions are being scheduled and upon their completion a schedule for the filing of motions for summary judgment will be established.

FBT v. MGC

On November 14, 2016, the Commission was sued for tortious interference with respect to the plaintiff's agreement to sell property to the licensee for the Category 1 facility in Everett. The plaintiff is requesting damages as determined at trial. On April 7, 2017, the Commission filed a motion to dismiss the suit, which was granted by the court on June 7, 2017; however, the plaintiff filed an amended complaint while the court was in the process of issuing its decision. The court's decision stands and the Commission has filed a motion to dismiss the claims in the

amended complaint. The Commission's motion to dismiss will be argued in October, 2017.

Other Matters – The Land-in-Trust Challenge to the Tribe

Littlefield et al. v. United States Dept. of the Interior et al. (D. Mass. 2016)

The MGC is not a party to this legal challenge, but as an interested observer and as directed by Statute, the MGC will continue to monitor the developments and status of the Mashpee Wampanoag Tribe ("Mashpee" or "Tribe") and their efforts to build a casino in Taunton.

In this matter the plaintiffs and defendants filed cross-motions for summary judgment on the plaintiff's first cause of action concerning the Tribe's eligibility as beneficiaries under the Indian Reorganization Act ("IRA") and the authority of the Secretary of the Department of the Interior to take land into trust for their benefit. In finding for the plaintiffs, Judge Young interpreted the definition of "Indian" set forth in section 479 of the IRA. The definition states:

The term 'Indian' as used in this Act shall include [1] all persons of Indian descent who are members of any recognized Indian tribe now under Federal jurisdiction, and [2] all persons who are descendants of such members who were, on June 1, 1934, residing within the present boundaries of any Indian reservation, and shall further include [3] all other persons of one half or more Indian blood.

The Supreme Court decision of *Carcieri v. Salazar* previously held that the term "now under Federal jurisdiction" refers to those tribes that were under federal jurisdiction when the IRA was enacted in 1934. The Mashpee in this case were arguing that they qualified as Indian under the IRA pursuant to the second definition; however, such an argument necessarily turns on the interpretation of the term "such members." The plaintiffs argued that the term "such members" referred to the preceding use of "members" and thus the descendant of a recognized Indian tribe could only qualify as Indian for land in trust purposes if that tribe was under federal jurisdiction in 1934. The Mashpee were not federally recognized until 2007. The government, in turn, argued that the term "such members" was ambiguous.

Judge Young reviewed the definition and use of the word "such" in several other cases ultimately concluding that the Secretary erred in finding that the Mashpee fell within the second definition of "Indian" in the IRA. He explained that the Mashpee were not a tribe under federal jurisdiction in 1934 (taking them out of the first definition) and that the term "such members" from the second definition referred back to the use of members in the first definition. Given that recognition under the second definition requires descent from members of a tribe under Federal Jurisdiction in 1934 and the Mashpee were not recognized until nearly

70 years later, **Judge Young concluded that the Secretary lacked the authority to acquire land in trust for the Mashpee** and remanded the matter to the Secretary for further proceedings consistent with his opinion.

The Bureau of Indian Affairs filed a motion for reconsideration, which was denied by the District Court, and the Mashpee Wampanoag filed a motion to intervene, which was granted. In December, 2016, the U. S. Department of the Interior and the Mashpee Wampanoag each filed a notice of appeal to the U.S. Court of Appeals for the First Circuit. On April 24, 2017, the Mashpee Wampanoag filed an assent to motion to stay briefing pending the revised decision from the Department of the Interior. On May 8, 2017, the federal appellants in this matter moved to withdraw their appeal. The Department of the Interior has not issued a revised decision, but instead has requested further briefing from the parties. The Mashpee Wampanoag have asked the court to further stay the matter pending a decision from the Department of the Interior and the court has agreed to the requested stay. The Commission will continue to monitor this matter.

ENHANCED CODE OF ETHICS

MASSACHUSETTS GAMING COMMISSION

FIRST EDITION

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f cvg"qh"vj g"go r m{ o gpv'cr r ncepv'0"Rtkqt"vq"go r m{ o gpv."gcej "ecpf kf cvg"uj cm'dg"
r tqxkf gf "y kj "c"kuv'qh"vj g"pco gu'qh'cm'r gpf kpi "cr r ncepw'ht"nlegpuwtg0"Kp"vj g"gxgpv'
qh'cp"chhko cvkxg" f kuenquwtg"tgrcvkxg"vq"c"ewtgpv'cr r ncepv."vj g"r tqur gevkg"go r m{ gg"
o c{ "pqv'dg"go r m{ gf "wpvkn'uwej "ko g"cu"vj g"cr r ncepwau'ucwu"ku'tguqixgf 0"

"

D0 Kp"cf f kkp"vq"vj g" f kuenquwtg"tgs wktgf "d{ "ugevqp": *C+."ecpf kf cvg'ht"o clqt "
r qrle{ o cnkpi "r qukkp"cu" f ghkpf "k" I (NOe045M" E3."uj cm"r tkqt"vq"go r m{ o gpv."
f kuenquwtg"vq"vj g"Eqo o kuukp"y j gvj gt"cp{ "ko o gf kvg'hco kn"o go dgtu"qy p."ctg"kp"vj g"
go r m{ "qh"qt"qy p"uqenlkp."cp{ "dwukpguu"y j lej "ku"c"ewtgpv'cr r ncepv'qt"j qrf u"c"
nlegpug0"Vj g"Eqo o kuukp"uj cm'pqv"go r m{ "cp" kpf kxf wcn'ht"o clqt"r qrle{ o cnkpi "
r qukkp"y j q"j" cu"ko o gf kvg'hco kn"o go dgtu"vj cvqy p."ctg"kp"vj g"go r m{ "qh"qt"qy p"
uqenlkp."cp{ "dwukpguu"y j lej "ku"c"ewtgpv'cr r ncepv'qt"j qrf u"c"nlegpug0'

"

"

0 Eqphrkevu"qh"Kp vgt guv"

C0 P q"Eqo o kuukqpgt."go r m{ gg."qt"eqpuwncpv'o c{ 'r ctvlekr cvg'lp'c'r ctvlewrct'o cwtg."cu' f ghkpgf "d{ 'I 0N0E048: C.'E3.'r gpf kpi 'dghqtg'yj g'Eqo o kuukqp'yj cv'o c{ "chgevyj g" hpcpekrnkpvgtguv'qh'c'tgrvwxg'y kj kp'yj g'yj kf 'f gi tgg'qh'eqpucpi wkp{ "qt'c'r gtuqp" y kj 'y j qo 'yj g{ 'j cxg'c'uki pkecpvtgrvqpj kr 0"

D0 P q"Eqo o kuukqpgt."go r m{ gg."qt"eqpuwncpv'o c{ 'j qrf "cp"qeewr cvkpcnrhlegpug'cu'cp" qy pgt."hguuqt."hguugg."qt'tckpvt'qh'c'j qtug'yj cv'ku'gpvgtgf 'lp'c'tceg'lp'yj ku'lwtkuf levkqp0" P qt'o c{ 'cp{ 'Eqo o kuukqpgt."go r m{ gg."qt"eqpuwncpv'cee gr v'qt'dg'gpvkgf "v'c'r ctv'qh' yj g'r wtug'qt'r wtug'ur r ngo gpv'vq'dg'r c'k'qp'c'eqpvguwcpv'lp'c'tceg'j grf 'lp'yj ku' lwtkuf levkqp0"

E0 Eqo o kuukqpgtu'o wuv'tgewug'yj go ugrkgu'htqo "cp{ 'hlegpukpi 'f gekukqp'lp'yj lej "c" r qvpcnrhlegpvrh'kpvt guv'gzkuu0"Eqo o kuukqpgtu."cpf "go r m{ ggu."epf "eqpuwnepva" o wuv'f kus wrkh{ 'cpf 'tgewug'yj go ugrkgu."cpf "cdvckp'htqo 'r ctvlekr cvkpi "qt'xqkpi "lp" cp{ 'r tqeggf kpi "lp'yj lej 'yj gk'lo r ctvckrv{ "o c{ 'tgcupcdn{ "dg's wguvkgpf . "cpf 'uj cni' f kuemug'v'j g'Gzgewkxg'F ktgevqt'qt."lp'yj g'ecug'qh'yj g'Gzgewkxg'F ktgevqt'qt'c" Eqo o kuukqpgt."v'j g'Ej ck'qh'yj g'Eqo o kuukqp'yj g'pcwtg'qh'yj gk'f kus wrkh{ kpi " kvgt guv."kpenf kpi "dw'pqv'iko kpf "v'kpuvpegu'yj g'gt'j g{ 'j cxg'c'r gtuqpcn'dku'qt" r tglwf keg'eqpegtkpi "c'r ctv{ "qt'r gtuqpcn'hpqy rgi g'qh'f kur wgf "gxf gpvkt{ 'hcew" eqpegtkpi 'yj g'r tqeggf kpi 0Qpgr'lo r ctvckrv{ "o c{ "pqv'dg'eqpukf gtgf "tgcupcdn{ " s wguvkgpf "h'yj g'kpf kxf wcn'hkgu"c'of kuemug'g'Qh'Cr r gctcpeg"Qh'Eqphrkevu'Qh'Kp vgt guv" Cu'Tgs vktgf "D{ 'I 0N0E048: c.'E'45'D+*5+o'hqto 'y kj 'yj g'Gzgewkxg' F ktgevqt lcr r qkpvkpi "cwj qtkv{ 'cpf 'yj g'Gzgewkxg'F ktgevqt'hkpf u'yj cv'pq"eqphrkevu'gzkuu0"*****

320"Qwukf g'Go r m{ o gpv'd{ 'c'Eqpuwncpv"

C"eqpuwnepv'o c{ 'j qrf "qv'gt"go r m{ o gpv'yj lej "f qgu'pqv'lxqkxg"go r m{ o gpv'qt'c'eqp'tcevyj kj" e"hegpugg"qt'ewttgpv'err'kecpv'ht'c"hegpug."qt'c'j qrf kpi "eqo r ep{ . "kvgt o gf ket{ "eqo r ep{ . "qt" qvj gt'chhkevg"qt'emug"cuuqekvg'qh'c"hegpugg"qt'ewttgpv'err'kecpv'ht'c"hegpug"epf "yj cv'ku" qvj gty lug'lp"eeeqf epeg'yj kj "I 0N0E048: C'epf "I 0N0E048: D0"

330"l kku"

C0 Gzegr v'y j gtg'r gto kwgf "d{ 'ugevqp"33D."pq"Eqo o kuukqpgt-"qt"go r m{ gg-"qt" eqpuwncpv'o c{ 'uqrlek/qt" f kt gev n{ "qt" kpf kt gev n{ 't gegkxg"cp{ 'eqo r rko gpvct{ 'ugt xleg." eqo o kuukqpgt."dqpwu."f kueqwpv."i kv"qt"tgy ctf "tqo "cp"gpv{ 'tgi wrcvf "d{ ."qt" "vj gp" uwdlgev"vq" 'y j g'tgi wrcvqp"qh" 'y j g'Eqo o kuukqpgt."qt"cp{ 'emqug"cuuqekvg."j qnf kpi " eqo r cp{ ."kpvgtg gf kct{ 'eqo r cp{ "qt"qvj gt"chhkkcvg" 'y j g'gq0"C"Eqo o kuukqpgt-"qt" go r m{ gg-"qt"eqpuwncpv" 'y j q'ku"qhhgtgf "cp{ 'uwej eqo r rko gpvct{ 'ugt xleg."eqo o kuukqpgt."dqpwu."f kueqwpv."i kv"qt"tgy ctf "uj cmf kuenqug"uwej "qhhgt"vq" 'y j gk"ko o gf kvg"uwr gtxkuqt." y j q'uj cm'o cnq" c'tgeqtf "qh" 'y j g'f kuenqwtg."cu"uqpg"cu"tgcuaqpcdn{ 'r quikdrg0

D0 Gzegr v'qpu"vq"ugevqp"33C0"C"Eqo o kuukqpgt-"qt"go r m{ gg-"qt"eqpuwncpv'o c{ " ceegr v'y j g'hqmy kpi "y j lej "uj cm'pqv'dg"eqpukf gtgf "i kv" <

30 Hqgf "qt"tghtgij o gpv'qh'pgo kpcn'xcnwg"KQ0"cr r tqzko cvgn"82"qt"rguu"y j gtg" c"Eqo o kuukqpgt-"qt"go r m{ gg-"qt"eqpuwncpv"cwgpf u" c"hwpevqp"cu"cp"kp xkkgg." kp" 'y j gk"qhhekn'ecr cekv{ ."y j cv'ku"j quvgf ."ur qpuqtgf ."qt"uwdukf k' gf "d{ "c"ewt tgpv" cr r nccpv."nccpugg."r gto kwgg."j qnf gt"qh" c"egt vkkcvg"qt"tgi kntcvkqp"qt" nccpugf "gpv{ 'tgr t gupvcvkg" 'y j g'gq0"epf "ku"exekcdrg"vq"cm'o go dgtu"qh" 'y j g" i gpgtcn'r vdrk "e.g., qr gpkpi "egtgo qplgu"ht"nccpugf "um"v'qr gtcvt "hccrkkku." kpf wnt{ "uj qy ecugu"cpf "gzr qukkqpu."u{o r quk."ugo kpcu."cuuqekvqp" o ggkpi u."cpf "eqpvkpwkpi "gf wecvkqp"r tqi tco u-0"

40 Wpuqrlekvgf "cf xgtvukpi "qt"r tqo qvqpcn'o cvgtken"qh'pgo kpcn'xcnwg0 E0 Vtcxgn'gzr gpugu0Vtcxgn'gzr gpugu"qh" c"Eqo o kuukqpgt"qt"go r m{ gg'r ckf "hqt"d{ "c" y j ktf "r ctvj "wr qp" c" hpf kpi "y j cv'v' g'tcxgn'o ggw" c"rgi kko cvg"r vdrk"r wtr qug"cpf "r tg/ cr r tqxgf "d{ "y j g"Gzgewkxg" F kt gevqt."qt"kp" 'y j g"ecug"qh" 'y j g"Gzgewkxg" F kt gevqt"y j g" Ej ckt."uj cm'pqv'dg"eqpukf gtgf "c"i kv"0"

340 Wpy cttcpvgf "r tkxkrgi gu"

P q"Eqo o kuukqpgt."go r m{ gg."qt"eqpuwncpv"uj cm'wug"qt"cwgo r v'vq"vug" 'y j gk"qhhekn'r qukkqpgt"vq" ugewtg"ht" 'y j go ugrku"qt"qvj gtu"vpy cttcpvgf "r tkxkrgi gu"qt"gz go r vqpu"y j lej "ctg"pqv'cxckcdrg"vq" o go dgtu"qh" 'y j g"i gpgtcn'r vdrk0Cp{ "cevqp"vcnrgp"kp"ceeqtf cpeg'y kj "ugevqp"37"C+"qh" 'y j ku"Eqf g" uj cm'pqv'dg"eqpukf gtgf "cp"vpy cttcpvgf "r tkxkrgi g0"

350 Wug"qh"Nccpugg" Hccrkkku"

P q"Eqo o kuukqpgt."go r m{ gg."qt"eqpuwncpv"uj cm'wug" "qxgtпки j v'lp" c"i wguv'tqqo "cv"cp{ "j qvgn"kp" Ocuucej wugwu."qy pgf "qt"qr gtcvgf "d{ "c"r gtuqp"qt"gpv{ "nccpugf "d{ "y j g'Eqo o kuukqpgt"cp" kpf kcp" vtdg"y kj "c"i co kpi "guvcdnkuj o gpv'lp"O cuucej wugwu."gzegr v'lp" 'y j g"eqwtug"qh" 'y j gk"qhhekn'r wku" cpf "y j g"r tkqt"cr r tqxcrn'qh" 'y j g'Eqo o kuukqpgt"y j g"Gzgewkxg" F kt gevqt0Rtqxkf gf ."lp" 'y j g"gxgpv" qh" c"y j gcvj gt"go gti gpe{ ."cp"go r m{ gg"y j qtnkpi "cv" c"i co kpi "guvcdnkuj o gpv'o c{ "wug" "qxgtпки j v'lp"

c'i wguv/tqgo 'y kj 'y g'cr r tqxcn'qh'v'j g'Gzgewkxg'F kt gevqt 'qt'F kt gevqt 'qh'v'j g'KGD0Eqo r rko gpvct { " r tqxkukqp'qh'uwej 'tqgo u'v'cp { 'Eqo o kukqpgt. "qt" go r m { gg-"qt"eqpuwncpv'ku'r tqj kdkgf "cpf "cp { " cr r tqxgf "wug'uj cm'dg'cv'gucdrkuj gf 'i qxgtpo gpvnt'cvgu'r tg/cr r tqxgf "d { 'y g'Eqo o kukqpgt'Vj g' Gzgewkxg'F kt gevqt'uj cm'o c'pvc'p'cpf 'o cng'ceeguukdr'c'rkv'qh'cm'uwej 'r tqj kdkgf 'hcekrkku0"

360Y ci gtu'cpf "Qvj gt'I co kpi 'Cevkxk' "

P q'Eqo o kukqpgt. "go r m { gg. "qt"eqpuwncpv'uj cm'r rneg'cp { 'y ci gt. 'kpenw'kpi 'r ctk/o wwgri'y ci gt. " qt'tgegkxg'cp { 'r tk g'htqo 'c'y ci gt'kp'c'i co kpi "gucdrkuj o gpv'qt'cv'cp { 'r ctk/o wwgri'hcekrk { "qt" y'j tqwi j 'cp { 'r ctk/o wwgri'u'uvgo . "gkj gt'y kj kp'y g'dqwpf ct { "qh'O cucej wugwu"qt'y kj qw. "qy pgf " qt"qr gtcvgf "d { 'c' r gtuqp'negpugf "d { 'y g'Eqo o kukqpgt. "qt"qy pgf "qt"qr gtcvgf "d { 'cp'kpf kcp'v'kdg" y kj 'c'i co kpi "gucdrkuj o gpv'kp'O cucej wugwu. "gzegr v'kp'y g'r gthqto cpeg'qh'v'j gk'qh'hcekrk'f wkgu" cpf 'y kj 'y g'r tkqt'cr r tqxcn'qh'v'j g'Eqo o kukqpgt. "y g'Gzgewkxg'F kt gevqt. "qt'y g'F kt gevqt 'qh' kpxguki cvkpu'cpf 'Gphqtego gp'0'Vj g'Gzgewkxg'F kt gevqt 'uj cm'o c'pvc'p'cpf 'o cng'ceeguukdr'c' rk'v'qh'cm'uwej 'r tqj kdkgf 'hcekrkku0'Vj g'Eqo o kukqpgt'uj cm'p'qv'f luekr r'kp'g'c'r gtuqp'r r'ekpi 'c" y ci gt "qt'tgegkxkpi 'c'r tk g'htqo 'c'hcekrk { 'p'qv'qp'y g'r tqj kdkgf 'rkv'kh'v'j g'Eqo o kukqpgt'rcvgt" f gvgto kpgu'y cv'v'j g'hcekrk { 'uj qwf 'j cxg'dggp"qp'y g'r tqj kdkgf 'rkv'0"

370Ej ctkcdng'cpf "qyj gt'qwu'f g'cev'kxkku0"

"

C0 "C'Eqo o kukqpgt. "go r m { gg. "qt"eqpuwncpv'o c { 'pqv'cwpgf 'cp { 'eqpxgpv'kqp. "o gg'kpi . " uj qy . "gzj kdkkqp"qt'qyj gt'gxgpv."gc'v'cp { 'o gen'f'kpn'cp { 'd'gxgtci g. "qt'r wtej cug'cp { 'y kpi " qt'ugtxleg'kp'cp { 'O cucej wugwu'i co kpi "gucdrkuj o gpv'qt'tcegtcem"eqo o gtekn'qt'v'kdcn" gzegr v'kp'y g'eqwtug'qh'v'j g'r gthqto cpeg'qh'v'j gk'qh'hcekrk'f wkgu0" Cp" go r m { gg'y qtn'kpi 'cv' c'i co kpi "gucdrkuj o gpv'o c { 'r wtej cug'htqf "qt'f'kpn'cv'r quvgf "o gpw'r tlegu'r tqxkf gf 'y g' tgo c'kp'o kpf hwi'qh'v'j g'cr r gctcepeg'qh'v'py cttecpvgf 'r tkxk'gi gu'y cv'o c { 'ctkug'0 P qy kj ucpf kpi 'y g'htqgi qkpi . "c'Eqo o kukqpgt"qt" go r m { gg'o c { 'cwpgf 'c'hc' kn' "qt" uko krc't'uekcn'i cv'j g'kpi . "qt" c'ek'le. "ej ctkcdng'qt'r tqhguukqpcn'cuuqek'cv'kqp'h'wpe'v'kqp'kp'c" O cucej wugwu'i co kpi "gucdrkuj o gpv'qt'tcegtcem'r tqxkf gf 'y cv"

"

- 30 Vj g { 'f q'p'qv'r gto k'r c { o gpv'ht'cp { 'uwej 'cwpgf cpeg'd { "cp { 'r gtuqp. "qyj gt'y cp" yj go ugr'ku'qt'y g'j quv'qt'ur qpuqt'kpi "qti c'pk' cv'kqp="
- 40 Vj g { 'f q'p'qv.'f kt gevnt' "qt'kpf kt gevnt'. "ur qpuqt'qt'eqpvtcev'ht' uwej 'i cv'j g'kpi "qt" h'wpe'v'kqp="
- 50 Rtkqt'v'q'y g'gxgpv.'y g { 'h'kg'c'ucvgo gpv'y kj 'y g'Gzgewkxg'F kt gevqt'kf gp'v'h'kpi " yj g'htce'v'kqp'cpf 'ektewo ucpegu'qh'v'j g'gxgpv=y g'equ'v'cpf "o c'ppgt'qh'r c { o gpv' yj g'tgqh'kh'hpqy p. "cpf 'y g'r c { qt'y g'tghqt'0Uwej 'ucvgo gpw'uj cm'dg'o c'pvc'kpgf " d { 'y g'Gzgewkxg'F kt gevnt'cpf "o cf g'cxck'cdng'ht' "r wdr'k'kpur gev'kqp="
- 60 Vj g { 'tgegkxg'r tkqt'cr r tqxcn'qh'v'j g'Gzgewkxg'F kt gevnt'qt'f guki pgg="cpf "
- 70 Vj g { 'ej gem'kp'cv'v'j g'qh'hcekrk'qh'v'j g'f guki pc'vgf "Ucv'g'Rq'neg'w'pk'cv'v'j g'uwdlgev" gucdrkuj o gp'0

"
D0 C"Ego o kukapgt"o c{"pqv'uqnek'hwpf u'hqt"cp{"gf weevkqpen'tgri lqwu."ej etkcdng."
hvevtpenqt"ekle"qti epk evkqp."qt"wug"qt'r gto kv'j g"wug"qh'v gk"qhleg'hqt"v'v'r wtr qug="
dg'hkugf"cu"ep"qhleg."f k'gevt"qt"v'wugg"qh'uwej"ep"qti epk evkqp"lp"ep{"hgwgt"qt"qv'gt"
f qewo gp'vwugf"lp'uwej"uqnek evkqp="dg"e"ur gengt"qt"i wguv'qh'j qvqt"ev"ep"qti epk evkqp"u"
hwpf tekup'i "gxgpw."dw'o c{"ewgpf"uwej"gxgpw"epf"eqpvldwv"v'uwej"qti epk evkqp=" "
qt"i k'g"lp'xguo gp'v'ef xleg"lp'xqk'lp'i "i co'lp'i "t'grevf"lp'vgt'guv"v'uwej"ep"qti epk evkqp'0"
"

E0 C"Ego o kukapgt"qt"go r m{gg"o c{"ur gcm'y tkg."hgewtg"qt'r ctv'ekr cvg'lp"qv'gt"
cev'xk'kgu"eqpegt'lp'i "v'g'i co'lp'i "lpf wut{"."k'lp'uq"i'q'lp'i "v'g'Ego o kukapgt"qt"
go r m{gg"i'f qgu"pqv'ecuv'f qwd'v'qp"j ku'qt"j gt"cdk'k'v{"v'f gek'g'ko r ctv'km{"cp{"o cvgt"
y j lej "o c{"eqo g'dgh'gt"v'g'Ego o kukap."cpf"r tqx'k'gf "v'cv'v'g'Ego o kukapgt"qt"
go r m{gg"i'f qgu"pqv'cegr v'eqo r gpuc'v'qp"qt"j qvqt'ctk'hqt"cp{"uwej "cev'xk'k'0"
"

F0 P q"Ego o kukapgt."go r m{gg."qt"eqpuw'ncpv'o c{"cegr v'eqo r gpuc'v'qp"ht'qo "cp{" "
r gtuqp"qt"gp'v'k'v'qv'gt"v'j cp"v'j g'Ego o kukap"ht'r'wdr'k'j gf "y qtmu'et'gcv'gf "cu'r ctv'qh"
v'j gk"qh'hek'cn'f w'kgu'0"
"

G0 C"Ego o kukapgt"qt"go r m{gg"o c{"r ctv'ekr cvg'lp"cp{"ekle"qt"ej etkcdng"cev'xk'kgu."
uwl'ge'v'v'q"uge'v'k'p"37D."cpf"pqv'k'pen'f'lp'i "dc| cctu'i qxgtp'gf "d{"I 0N0e0493."E9C."v'cv'
f'q'pqv'k'p'v'gh'gt"y kj "j ku'qt"j gt"lpf gr gp'f p'peg"qh'l'w'f i o gp'0"
"

380P gr qv'kuo "

"
P q"Ego o kukapgt"qt"go r m{gg"lp"o c{"clqt'r qre{"o c'k'lp'i "r quk'k'p"o c{"uqnek."tgs wguv."
uwi i guv'qt"t'geqo o gp'f "v'j g"go r m{gg"o gpv'd{"v'j g'Ego o kukap"qt"d{"cp{"r gtuqp"t'gi w'v'v'gf "d{" "
v'j g'Ego o kukap"qh"cp{"qh'v'j gk"t'gr'v'x'gu'y kj lp"v'j g'v'j k'f "f gi tgg"qh'eqpucpi w'k'p'k'v'{"qt"o "
r gtuqp"y kj "y j qo "v'j g{"j cxg"o c"uki p'k'hec'pv't'gr'v'k'p'uj k'0"
"

390 W'p'rcy hwiEqpf wev'

"
K'ku'v'j g'f w'f "qh'gcej "Ego o kukapgt"cpf"go r m{gg"y j q'j cu'dggp"ej cti gf "y kj "cp{"h'gm'p{" "
qt"o kuf go gcp'qt."qt"ek'gf"ht'r qu'gu'k'p"qh'o et'h'wepe."y j gv'j gt"y kj lp"O cu'cej wugwu'qt"
gn'gy j gtg."v'q'r tqo r w'f "t'gr qt'v'uwej "l'pek'f gp'v'v'v'j g"Gzgew'k'g"F k'gevt"lp"y t'k'lp'i 0"
"

3: 0 Eqpf wev'Wpdgeqo kpi "

"
Ego o kukapgtu"cpf "go r m{gg"u'j cm'eqpf wev'v'j go ugr'gu'cv'cm'v'ko gu'lp'uwej "o c'p'p'gt"cu"
v'q't'gh'ge'v'o quv'h'x'q't'cdn' "w'qp"v'j go ugr'gu'cpf "v'j g'Ego o kukap0Eqpf wev'wpdgeqo kpi "
:"

uj cmlpenwf g'vj cv'y j lej "dtkpi u'vj g'Eqo o kuukqp'kp'v'f kut gr wg'qt 't'ghgevu'f kuet gf k'wr qp"
vj g'r gtuqp'cu'c'o go dgt'qt'go r m{ gg'qh'vj g'Eqo o kuukqp."qt'vj cv'y j lej "ko r cktu'vj g"
qr gtcv'qp."ghh'ekgpe{."qt'ghh'ev'kx'gpguu'qh'vj g'Eqo o kuukqp"qt'vj g'r gtuqp0"
"

Go r m{ ggu'cpf 'Eqo o kuukqp'gtu'uj cml'pqv'cuu'qekcv'y kj "kpf k'kf wcn'vj g{ "npqy "qt'uj qwf "
npqy "ctg"gp'ci ci gf "k'p'etko kpcn'cev'kx'k'kgu'wpr'guu'k'p'vj g'r gthqto cpeg'qh'f w{ "qt'wr qp'qh'hekcn'
Eqo o kuukqp'dwuk'pguu0Go r m{ ggu'cpf 'Eqo o kuukqp'gtu'uj cml'pqv'ht'gs wgpv'qt't'go clp'cv'cp{ "
r m'eg'y j gt'g'vj g{ "npqy "qt'uj qwf "npqy "etko kpcn'cev'kx'k'k' "ku'qee'wt'kpi "wpr'guu'k'p'vj g"
r gthqto cpeg'qh'vj gk'f w{ "qt'wr qp'qh'hekcn'Eqo o kuukqp'dwuk'pguu0

"
"

3; 0F w{ "v'Eqqr gtcv'g"

"

C0 k'p'cm'lo cwg'tu't'gr'cv'f "v'vj gk'f w'kgu'y kj "vj g'Eqo o kuukqp."cm'Eqo o kuukqp'gtu."
go r m{ ggu.'cpf "eqpu'w'nc'pw'uj cml'eqqr gtcv'g'y kj "rcy "gph'q'tego gpv'qh'hek'gtu'k'p'vj g"
r tqr'gt'r gthqto cpeg'qh'vj g'rcy "gph'q'tego gpv'qh'hek'gtu'qh'hekcn'f w'kgu0

"

D0 k'p'cm'lo cwg'tu't'gr'cv'f "v'vj gk'f w'kgu'y kj "vj g'Eqo o kuukqp."cm'Eqo o kuukqp'gtu."
go r m{ ggu.'cpf "eqpu'w'nc'pw'uj cml'eqqr gtcv'g'y kj "vj g'Gz'gew'k'x'g'F'k'g'ev'qt.'I'gp'gt'cn'
Eqw'pugn'Q'h'h'eg'qh'vj g'C'w'qt'pg{ 'I'gp'gt'cn'qt'U'cv'g'G'vj leu'Eqo o kuukqp'k'p'cm'lo cwg'tu'
t'gr'cv'kpi "v'vj g'qr gtcv'k'p'cpf "gph'q'tego gpv'qh'vj ku'Eq'f'g'qt'vj g'g'vj leu'rcy u0

"

420F w{ "v'T gr qt v'

"

K'ku'vj g'f w{ "qh'cm'Eqo o kuukqp'gtu."go r m{ ggu.'cpf "eqpu'w'nc'pw'v'q't'gr'qt'v'cp{ "eqpf'wev'vj cv'
vj g{ "d'geqo g'cy ctg'qh'k'p'vj g'eqwtug'qh'vj gk'f "qh'hekcn'f w'kgu'vj cv'c't'gcu'q'p'cd'ng'r'gtu'qp'y'qwf "
d'g'k'x'g'v'q'dg'c'x'k'q'nc'v'k'p'qh'vj g'etko kpcn'rcy u'qt'I' (N0'e045M0)V'j g'k'p'f'k'kf'wcn'uj'cml't'gr'qt'v'
vj g'eqpf'wev'v'q'vj g'U'cv'g'R'q'k'eg'cv'vj g'i'co kpi "guc'd'rkuj o gpv'y j gt'g'vj g'eqpf'wev'qee'wt'gf."
vj g'Gz'gew'k'x'g'F'k'g'ev'qt."qt'vj g'F'k'g'ev'qt'ht'k'p'x'g'uk'i'cv'k'p'u'cpf "G'ph'q'tego gpv'V'j g'k'f'gp'v'k'f "
qh'vj g't'gr'qt'v'kpi "k'p'f'k'kf'wcn'uj'cml'd'g'y'kj j'gr'f'ht'qo "f'ku'em'qu'w'g'k'p'cee'q't'f'c'peg'y'kj "I'0'N0'""
e06.'E9*48-*e+'cpf "h'+'cpf l'q't'q'v'j'gt'cr'r'k'ec'd'ng'gz'go r'v'k'p'v'q'vj g'R'w'd'rk'e'T'ge'q't'f'u'N'cy'0'

"

"

430Nko ku'qp'Rwdrk'Eqo o gpw'

Eqo o kuukqp'gtu'uj cml'c'du'v'k'p'ht'qo "r'wdrk'eqo o gpv'cd'q'w'vj g'o'gt'ku'qh'c'r'gp'f'kpi "
cf'l'w'f'k'ec'v'q't{ "r't'q'eg'gf'kpi ".s'w'cu'k'l'w'f'k'ekcn'r't'q'eg'gf'kpi ".cr'r'k'ec'v'k'p'qt'q'v'j'gt'uk'o'k'rc't "
r't'q'eg'gf'kpi "r'gp'f'kpi "d'gh'q't'g'vj g'Eqo o kuukqp."gz'egr'v'k'p'c'f'w{ "r'qu'v'f'qr'gp'o'gg'v'kpi ".qt "
q'v'j'g'ty'kug'k'p'vj g'eqwtug'qh'vj gk'f "qh'hekcn'f w'kgu'qt'k'p'g'z'r'nc'k'p'kpi "ht'r'wdrk'k'p'h'q'to'cv'k'p'vj g"
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"
440Rtqj kdkygf Ego o wplecvkqpu"

"
C0 Gzeqr v'f wtkpi "c"j gctkpi "qt"o ggkpi "eqpf wevgf "kp"ceeqtf cpeg'y kj "vj g"Qr gp "O ggkpi "Ncy ." I (N0e052C."cpf lqt"427"EO T."Ego o kuukqpgtu"o c{ "pqv'gpi ci g'kp"eqo o wplecvkqpu"vj cv'c" tgcuaqpcdnr'r gtuqp'y qwf "xkgy "cu"rkngr "vq"chgevy'j g"Ego o kuukqpgtu"lwf i o gpvtgi ctf kpi " cp"cr r r'necvkqp"qt"qvj gt"o cwgt'r gpf kpi "dghqtg"kv'kp"cp"cf lwf kecvqt { "r tqeggf kpi "qt" tgcuaqpcdnr "rkngr "vq"eqo g"dghqtg"kv'kp"uwej "c"r tqeggf kpi . "gzeqr v'htq"eqpuwnkpi "y kj " cpqvj gt"Ego o kuukqpgt."Ego o kuukq"go r m{ ggk."qt"eqpuwncpw"y j qug"hwpevkp"kv'ku"vq"ckf " vj g"Ego o kuukq"kp"ectt { kpi "qwk'u'tgur qpukdkkkgu."cpf "uj cm'vcng"cm'tgcuqpcdnr"cevkqpu" pgeguuct { "vq"cxqkf "tgegkxkpi "uwej eqo o wplecvkqpu0""

"
D0 Cp{ "Ego o kuukqpgt"y j q"tgegkxgu"cp{ "eqo o wplecvkq"vj cv'c"tgcuaqpcdnr'r gtuqp'y qwf " xkgy "cu"cp"ko r tqr gt"cwgo r v'vq"lphwgepeg"vj cv'Ego o kuukqpgt"u'qh'hekn'cevkq"uj cm' f kuemug"vj g"uqwtg"cpf "eqpv'gpi"qh'vj g"eqo o wplecvkq"vq"vj g"Gzgewkxg"F ktgevt0Vj g" Gzgewkxg"F ktgevt"o c{ "lpxguki cvg"qt"lpxkcvg"cp"lpxguki cvkq"qh'vj g"o cwgt"vq"fgvto kpg" kh'vj g"eqo o wplecvkq"xlqrcv'u'vj ku"Eqf g0"Vj g'f kuemugt"wpf gt"vj ku'r ctc i tcr j "cpf "vj g" lpxguki cvkq"uj cm'dg"y kj j grf "htqo "f kuemugt"kp"ceeqtf cpeg'y kj "vj g'r gtuqppgn" gzgo r vkp"*1 0N0e06."E9*48+*d++."r tkxce { "gzgo r vkp"*1 0N0e06."E9*48+*e++."lpxguki cvqt { " gzgo r vkp"*1 0N0e06."E9*48+*h++."cpf lqt"qvj gt"cr r r'necdng"gzgo r vkp"vq"vj g"Rwdrke" Tgeqtf u"Ncy 0"Hqmy kpi "cp"lpxguki cvkq."vj g"Gzgewkxg"F ktgevt"uj cm'cf xkug"vj g" Ego o kuukq"qh'vj g'tguwnu"qh'vj g"lpxguki cvkq"cpf "o c{ "tgeqo o gpf "uwej "cevkq"cu"vj g" Gzgewkxg"F ktgevt"eqpukf gtu"cr r tqr tkcvg0"

"
E0 P q"Ego o kuukqpgt."go r m{ ggk."qt"eqpuwncpv'o c{ "gpi ci g'kp"cp{ "eqo o wplecvkq."kp"cp{ " o gf kwo ."vj cv"

"
*3+ko r tqr gtn{ "f kuemugu"cp{ "eqphkf gpv'kn'lphqto cvkq."o cvgtkcu"qt"fcv"qh'qt" r gtvkpkpi "vq"vj g"Ego o kuukqpu"cevkxkkgu"pqv'ngi cm{ "cxckrdng"vq"vj g'r wdrke."kq0" vj cv'tgcuqpcdnr "hk'y kj kp"qpg"qt"o qtg"qh'vj g"gzgo r vkpu"vq"vj g'f ghkpkkq"qh" r wdrke"tgeqtf u"cu"t ghkpgf "d{ "vj g"Rwdrke"tgeqtf u"Ncy "cpf lqt"j cu"dggp"fggo gf " confidential information"kp"ceeqtf cpeg'y kj "427"EO T."cpf "y gtg"ces wktgf "d{ "cp" go r m{ ggk"kp"vj g"eqwtug"qh'vj gkt"qh'hekn'f wkgu="qt""

"*4+ku'r tqvgevgf "htqo "f kuemugt"d{ "c"ngi cm{ "tgeqi pk gf "r tkxkngi g0"

"
Rwdrke"tgeqtf u'tgs wguv"uj cm'dg'r tqeguugf "kp"ceeqtf cpeg'y kj "vj g"Ego o kuukqpu"Rwdrke" Tgeqtf u"Tgs wguv"Rqrke { 0"

"
450Ej ctcevt"Y kpguu"

C'Ego o kuukqpgt."go r m{gg."qt"eqpuwnpcv'o c{"pqv'xqmwpctkn{"vgukh{"cu'c'ej ctcevtg"
y kpguu'lp'cp{"o cwtg"dghqtg'vj g'Ego o kuukq0

"

460"Xlqrvcqpu"

"

C0 K'c'Ego o kuukqpgt'ku'k'ku'i wkn{"qh'o crhgucpeg'kp'qhheg="k'k'uwdwcpv'kcm{"pgi ngeu"
vj g'f wkgu'qh'c'Ego o kuukqpgt="k'k'ku'wpcdrg'vq'f kiej cti g'vj g'r qy gtu'cpf 'f wkgu'qh'vj g"
eqo o kuukqpgt)u'qhheg="k'k'+eqo o ku'i tqui'o kueqpf wev="x'+ku'eqpxkewg'qh'c'hmgp{"qt"
*k'k'ku'hqwpf 'vq'j cxg'eqo o kwgf 'c'o cvgtkn'xkqrvcq'qh'vj ku'Eqf g.'vj g'tgo cklpi "
Eqo o kuukqpgtu'uj cm'tghgt'vj g'o cwtg'vq'vj g'I qxgtpqt'hqt'cevqpp'r wtuwcpv'vq'I (N0e0'
45M'E5'e+."y j kej 'o c{"kpenw'g'tgo qxcn'htgo "qhheg'cu'r tqxkf gf 'd{"rcy 0'

"

D0 Cp'go r m{gg'qt"eqpuwnpcv."qyj gt'vj cp'cp'go r m{gg'cuuki pgf 'vq'vj g'kpxguki cvkqpu"
cpf "Gphqtgo gpv'Dwtgcw'wv'pf gt'I (N0e032.'E94C'qt'I (N0e044E.'E92.'y j q'xlqrvcgu"
vj ku'Eqf g'qt'c'r tqxkukqp'qh'I (N0e045M'uj cm'dg'uwdlgev'vq'cr r tqr tkvg'f kuekr r'pct {"
cevqpp.'t'p'ki 'htgo 'tgr tko cpf 'vq'f kuo kucri'qt.'k'p'vj g'ecug'qh'go r m{gg'u'wv'pf gt"
eqpvtcev'qt"ce'eqpuwnpcv.'vj g'vgo kpcvq'qh'uckf "eqpvtcev0'

"

E0 Cp'go r m{gg'cuuki pgf 'vq'vj g'kpxguki cvkqpu'cpf "Gphqtgo gpv'Dwtgcw'wv'pf gt'I (N0e0'
32.'E94C'qt'I (N0e044E.'E92.'y j q'xlqrvcgu'vj ku'Eqf g'uj cm'dg'uwdlgev'vq'cr r tqr tkvg"
f kuekr r'pct {"cevqpp'd {"vj g'Craej q'k'le'Dgxgtci gu'Eqpvtqn'Ego o kuukq'qt'Eqrpgn'qh"
vj g'Ucv'g'Rqr'eg.'t'gur gev'xgn{0'Rtqxf gf '.j qy gxgt.'vj cv'vj gk'go r m{o gpv'y kj 'vj g"
Eqo o kuukq'p'o c{"dg'vgo kpcv'gf 'd {"vj g'Ego o kuukq0'

"

470"Rquv'go r m{o gpv"

C'Ego o kuukqpgt."go r m{gg."qt"eqpuwnpcv."y j q'j cu'dggp'tgo qxgf.'f kuo kuugf "qt"
vgo kpcv'gf 'hqt'c'xlqrvcq'qh'vj ku'Eqf g."qt'y j q'xlqrvcgu'vj g'r quv'go r m{o gpv'tgultevkqpu<

C0 uj cm'dg'kprki kdr'g'ht'hwwt'g'cr r qkpw gpv."go r m{o gpv'qt"eqpvtcew'y kj 'vj g"
Eqo o kuukq'qt'vj g'Gphqtgo gpv'Wpk."cpf ""

D0 o c{"pqv'dg'cr r tqxgf 'hqt'c'hlegpug'qt'tgi kntcvq'p'hqt'c'r gtkqf "qh'v'q"{"gctu'chvgt'vj g"
xlqrvcq0'

"

K'cf f k'kqp'vq'vj g'r quv'go r m{o gpv'tgultevkqpu'r wtuwcpv'vq'I (N0e045M'E5'r+.'*s+.'cpf '*t+'.pq"
Eqo o kuukqpgt'qt'go r m{gg'uj cm'dg'go r m{gf 'd {"c'uwdkf lct {"qh'vj g'r ctg'pv'qh'c'i co kpi "
r'legpugg'hqt'vj g'cr r r'cedr'g'r gtkqf "qh'v'o g0'

"

480 Gphqtego gpv'Ce'kqpu'

Vj g'Eqo o kuukqp'qt "Gzgewkxg'F kt gevqt"o c { 'kuuwg'cp { 'qtf gt'pgeguuct { "v'cej kxg" eqo r rkepeg'y kj 'vj ku'Eqf g0"

"

490 Xctkpegu'

C0 C'Eqo o kuukqpgt: "qt" go r m { gg-~~qt"eqpuwncpv"~~ y j q "dgnkxgu"vj cv'hwri'eqo r rkepeg'y kj "c" r ct'kwrc't'rtqxkukqp"qh'vj ku'Eqf g'y kn'dg'qxgtn' "dwtf gpuqo g'kp" c'r ct'kwrc't'kpuwncpeg" o c { 'cr r n' "v'vj g'Eqo o kuukqp'htq" c'xctkpegu'Vj g'dwtf gp'ku'qp'vj g'r gv'kqpkpi " Eqo o kuukqpgt. "go r m { gg. "qt" eqpuwncpv"v'f go qpustcv'kp'y tklpi "v'vj g'Eqo o kuukqp" vj cv'vj g'i tcpv'qh'c'xctkpegu'y qwf "pq'v'eqo r tqo kug'vj g'kpv'gpv'qh'vj ku'Eqf g'qt" wpf gto kpg'r wdke'eqphk'f gpeg'kp'vj g'kpv'gi tkv' "qh'vj g'tgi wrcvt { 'r tqegu0"

D0 P q'xctkpegu'o c { "dg'i tcpv'gf "d { "vj g'Eqo o kuukqp'htqo "cp { 'r tqxkukqp"qh'I (N0'e045M." I (N0'e048: C. I (N0'e048: D. "; 52"EO T. "qt" I (N0'e070"

E0 P q'go r m { gg'cuuki pgf "v'vj g'kpxguki cv'kqpu'cpf "Gphqtego gpv'Dwtgcw'w'w'pf gt" I (N0'e0 44E. "E92"uj cm'cr r n' "htq" c'xctkpegu. "cpf "vj g'Eqo o kuukqp'uj cm'pqvi tcpv'c'xctkpegu." wprguu'vj g'go r m { gg'htuv'tgegkxgu'cr r tqxcn'htqo "vj g'Eqmpgn'qh'vj g'Ucv'g'Rqrkeg'qt" j kulj gt'f guki pgg0"

4: 0Tgs wguu'htq" Cf xleg"

Cp { 'Eqo o kuukqpgt. "qt" go r m { gg-~~qt"eqpuwncpv"~~ o c { 'tgs wguv'c'y tkwgp"qr kpkp'htqo "vj g" I gpgtcn'Eqwpugn'tgrv'kxg'v'vj g'cr r rkecdk'k'v' "qh'cp { 'r tqxkukqp"qh'vj ku'Eqf g'cpf "o c { "cev'kp" eqphqto cpeg'y kj 'vj cv'qr kpkp0"Cp"qr kpkp'tgpf gtgf "d { "vj g'I gpgtcn'Eqwpugn'w'v'k'cpf " wprguu'co gpf gf "qt"tgxqngf. "uj cm'dg'c'f g'hpug'kp"cp { 'f kuek r'pct { "cev'kp"dtqwi j v'w'pf gt"vj ku" Eqf g'cpf "uj cm'dg'dkpf kpi "qp'vj g'Eqo o kuukqp'kp"cp { 'r tqeggf kpi u'eqpegt'kpi "vj g'r gtuqp'y j q" tgs wguv'f "vj g'qr kpkp'cpf "y j q'cev'f "kp"i qqf "hckj. "wprguu'o cvgtkcn'hc'ev'y gt'g'go kwgf "qt" o kuuw'v'f "d { "vj g'r gtuqp'kp'vj g'tgs wguv'htq"cp"qr kpkp0"Uwej "tgs wguu'uj cm'dg'f ggo gf " eqphk'f gp'v'k'cn'cpf "gz go r v'htqo "f kuem'uw'g'w'pf gt"vj g'r gtuqppgn'cpf "lqt"r tkx'c { "gz go r v'kqpu"v'q" vj g'Rwdrke" Tgeqtf u'rcy "Ugg" I (N0'e06. "E9"48+*d'+*cpf "e++"r tqxk'f. "j qy gxgt. "vj cv'vj g" Eqo o kuukqp'o c { 'r wdrukj "uwej "qr kpkqpu. "dw'vj g'pco g'qh'vj g'tgs wguv'kpi "r gtuqp'cpf "cp { "qv'j gt" k'f gp'v'k'k'kpi "kphqto cv'kqpu'uj cm'pqv'dg'kpen'w'f "kp'uwej "r wdri'ec'v'kqpu'wprguu'vj g'tgs wguv'kpi "r gtuqp" eqpugpv'v'q'uwej "kpen'w'kqpu0"



“REINVESTING THE GAMING ECONOMIC DEVELOPMENT FUND”

STRATEGY FORMULATION & WHITE PAPER

DECEMBER 21, 2017

GAMING ECONOMIC DEVELOPMENT FUND STRATEGY PROCESS

GOALS

- Expand the economic impact of our gaming licensees.
- Contributing to the vitality of the immediate region, we will encourage a symbiotic relationship with regional stakeholders that will help the gaming operations be the successful resort facilities envisioned by the statute.
- Contributing to their success allows the Commonwealth to realize stable employment opportunities and a consistent source of revenues.



REVENUES AND GED FUND

- 25% TAX ON CLASS 1 LICENSEES GROSS GAMING REVENUE
 - DISTRIBUTIONS:
 - 2% of revenues to the Massachusetts Cultural Council
 - 1% to the Massachusetts Tourism Fund to fund tourist promotion agencies
 - 6.5% to the Community Mitigation Fund
 - 4.5% to the Local Capital Projects Fund
 - 20% to the Gaming Local Aid Fund
 - 10% to the Commonwealth Stabilization Fund
 - 14% to the Education Fund
 - 9.5% to the Gaming Economic Development Fund
 - 10% shall be used for debt reduction through a program of debt defeasance and accelerated debt payments
 - 15% to the Transportation Infrastructure and Development Fund
 - 5% to the Public Health Trust Fund
 - 2.5% to the Race Horse Development Fund



GAMING ECONOMIC DEVELOPMENT FUND

Priorities for funding as established in the Expanded Gaming Act:

- (1) workforce training, including transfers to the Workforce Competitiveness Trust Fund;
- (2) tourism promotion, including regional tourism promotion agencies and cultural and recreational attraction promotion;
- (3) summer jobs;
- (4) the Massachusetts Marketing Partnership;
- (5) higher education scholarships;
- (6) regional economic development initiatives;
- (7) support for small businesses, including small business lending;
- (8) green jobs promotion;
- (9) science, technology, engineering and mathematics career pipeline initiatives; and
- (10) agricultural development programs, including youth agricultural education



STRATEGY DEVELOPMENT PROCESS

- Invitations sent out to local regional agencies and organizations whose mission align with the spending priorities
- Host and Surrounding Communities and local lawmakers all copied
- Regional conference calls to answer questions and provide more details
 - Focus on being mindful of fiscal environment in the Commonwealth, share of fund, leveraging other resources and credibility of MGC's review of strategies
- Presentations before the Massachusetts Gaming Commission
- Public comment period and licensee feedback
- Follow-up questions and additional detail
- MGC staff involvement and review
- Outreach and feedback from other state agencies and quasi's



MGC WHITE PAPER

WHITE PAPER COMPONENTS

- Background on process
- Statute outline of the tax revenue funds and GED priorities
- What other states do with their gaming revenue chart
- Financial projections
- Opportunity for Massachusetts
- 3 year outline
- Recommendations of strategies – Single Year / Multi Year
- Uniting the workforce development components
- Funding sources or existing funding process
- New strategies for next steps and tracking our success
- Lessons learned from the Commission's work
- Compilation of all strategies that were submitted



**Massachusetts Gaming Commission
Quarterly Report Presentation:
3rd Quarter 2017**

December 21, 2017



Mike Mathis

President & COO - MGM Springfield



Brian Packer

Vice President - Construction/Development



Construction Update



ONE YEAR AGO



Aerial View - September 20, 2016

Notes:

(1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.

AERIAL PROGRESS



Aerial View - September 22, 2017

Notes:

(1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.

OVERALL SITE PROGRESS



Overall Site Activity from Armory - October 3, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.

HOTEL CONSTRUCTION PROGRESS



Hotel Construction - September 28, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



View to Main Street from Inside Hotel - October 3, 2017

UNION CHANDLER FACADE



Union Chandler Construction - July 29, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



Union Chandler Construction - September 28, 2017

UNION CHANDLER CONSTRUCTION



Union Chandler - December 2015

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



Union Chandler - August 31, 2017

YWCA FACADE RECREATION



Entertainment Block Construction - September 13, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



Podium Construction - September 13, 2017

73 STATE STREET DOME RELOCATION



Scaffolding Prepared for Dome Relocation - September 13, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



Dome in Original Location at 73 State

ARMORY EXTERIOR REPAIRS



Armory Construction - October 3, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



Armory Construction - October 3, 2017

95 STATE CONSTRUCTION PROGRESS



95 State Construction - September 13, 2017

Notes:

- (1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



95 State Office Near Completion - September 15, 2017

GARAGE CONSTRUCTION PROGRESS



Garage Construction - July 18, 2017

Notes:

(1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



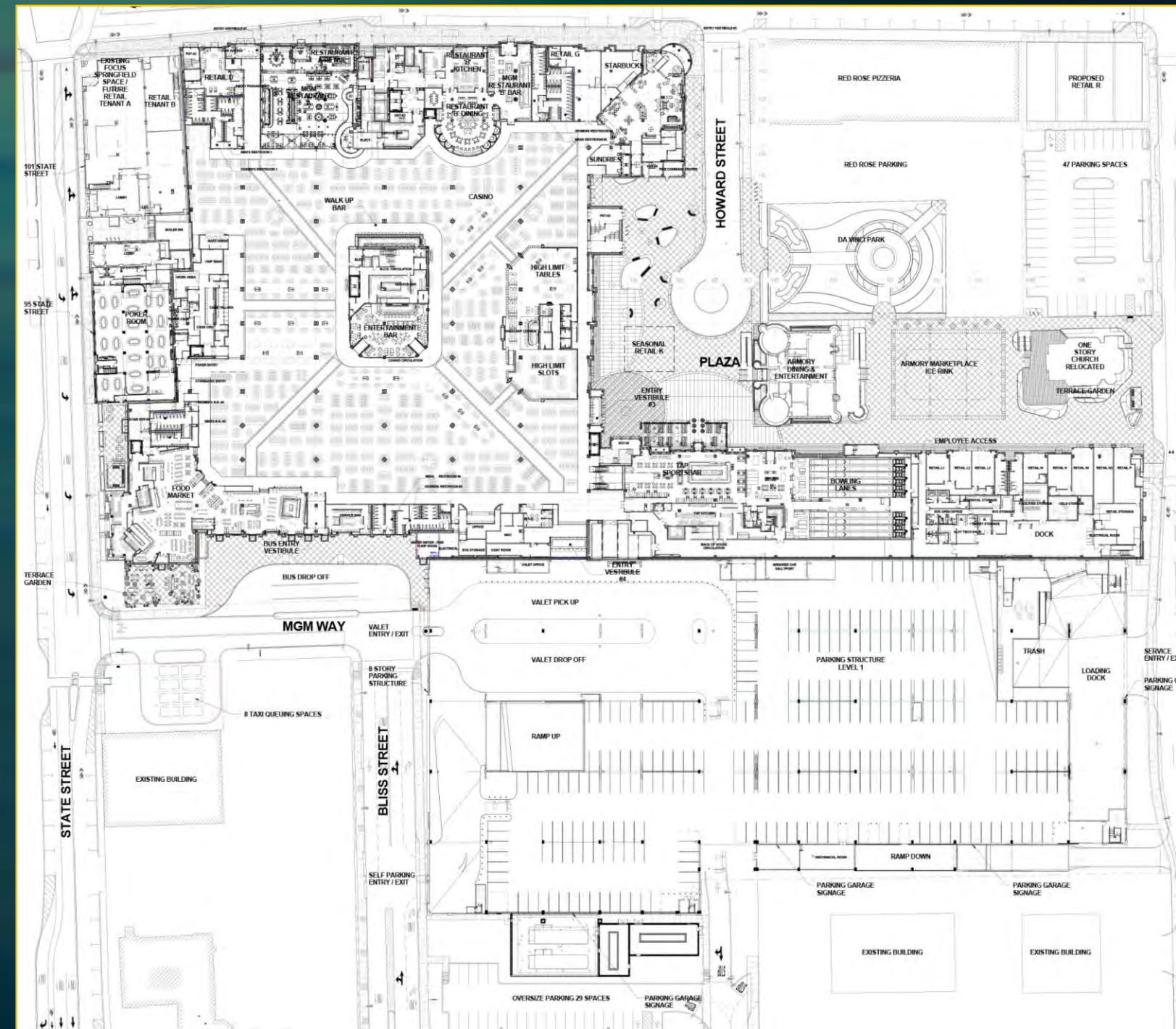
Valet Area Concrete



Garage Construction - August 21, 2017

DESIGN UPDATE

- Delta 7 to the Podium Core and Shell permit set was issued.
- Deltas 2, 3 and 4 to the Podium Fit Out package were issued.
- Deltas 1, 2 and 3 to the Hotel Fit Out package were issued.
- Construction documents for the Childcare Center were issued for permit.
- A supplemental package to the 95% Design Progress Set was submitted to the City of Springfield.



Notes:

(1) Reference Quarter 3 2017 Status Report Section 5a.

SCHEDULE

- Final project schedule was submitted to MGC on November 6, 2015.
- Monthly updates were provided on:
 - August 4, 2017
 - September 5, 2017
 - October 10, 2017

Notes:

(1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.

Courtney Wenleder

Vice President & CFO



Q3 2017 COST ESTIMATE (\$mm)

Ref	Description	Incurred To Date	Remaining	Total Estimate
1	Construction / Design	\$340.5	\$257.4	\$597.9
2	FF&E	\$2.1	\$61.6	\$63.7
3	OSE	\$1.5	\$45.6	\$47.1
	Subtotal of Eligible Cap. Costs	\$344.1	\$364.6	\$708.7
4	License/ Application Fees	\$85.0	\$0.0	\$85.0
5	Pre-opening Exp. / Host Comm. Costs	\$66.2	\$68.6	\$134.8
6	Project Contingency	\$0.0	\$30.0	\$30.0
	Subtotal of Ineligible Costs	\$151.2	\$98.6	\$249.8
	Total	\$495.3	\$463.2	\$958.5

Notes:

1. Total estimate before Contingency is \$928.5mm. If spent, Contingency is more likely to be spent on and reclassified as Eligible Capital Costs.
2. Total does not include \$60.7mm for land and \$75.5mm for capitalized interest.
3. The figures above are approximations to the nearest hundred thousand, which in some instances results in minor discrepancies (\$100k or less) in sums.

Brian Packer

Vice President - Construction/Development



Diversity Update



DESIGN & CONSTRUCTION COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Variance	Company Count	Value
WBE	10.0%	19.2%	9.2%	69	\$85.57M
MBE	5.0%	8.4%	3.4%	40	\$37.56M
VBE	2.0%	7.3%	5.3%	24	\$32.69M

Notes:

- (1) Total Commitments through September 30, 2017 are \$445.7M.
- (2) Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- (3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.
 WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSTRUCTION PAYMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Variance	Company Count	Value
WBE	10.0%	17.7%	7.7%	61	\$47.3M
MBE	5.0%	7.0%	2.0%	34	\$18.7M
VBE	2.0%	6.6%	4.6%	21	\$17.7M

Notes:

- (1) Total Commitments through September 30, 2017 are \$267.0M. Total payment is inclusive of \$49.2M in plan approved exemptions. Exemption amount has been updated to include an additional \$367K since the November 14 AOC presentation.
- (2) Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- (3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.
 WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Company Count	Value
WBE	10.0%	16.6%	18	\$7.15M
MBE	5.0%	13.0%	16	\$5.57M
VBE	2.0%	7.0%	3	\$2.99M

Notes:

- (1) Total Commitments through September 30, 2017 are \$43.0M.
- (2) Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- (3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.
 WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
1	AAC Investments, LLC	Interior Design	Los Angeles, CA	WBE
2	AFO Project Consulting, LLC	Construction Consulting	Las Vegas, NV	VBE
3	Akal Engineering, Inc.	Project Commissioning - MEP Services	Boylston, MA	MBE
4	Andelman & Lelek Engineering, Inc.	Energy Modeling	Norwood, MA	WBE
5	Blackford, LLC	Construction Management	Las Vegas, NV	VBE
6	Black Hawk Group	Consulting Engineer Services	Philadelphia, PA	MBE
7	C&C Consulting Engineers, LLC	Structural Peer Review	Allston, MA	MBE
8	Calvin Consulting Services, LLC	Construction Consulting	Las Vegas, NV	WBE
9	Communications for Design LLC	Design and Project Management Support Services	Northfield, MN	WBE
10	Convergent Technologies Design Group, Inc.	Acoustics/ Audio Visual/ IT/ Low Voltage	Lockport, NY	WBE
11	Copley Wolff Design Group, Inc.	Full Landscape Architectural Services	Boston, MA	WBE
12	Desert Construction Consulting, Ltd	Estimating and Contractor Bidding Services	Henderson, NV	MBE
13	Desman, Inc.	Parking Garage Bridging Documents (LOA)	Boston, MA	MBE
14	Dietz & Company Architects, Inc.	Full Service Architecture and Interior Design	Springfield, MA	WBE
15	Engineers Design Group, Inc.	Structural Engineering Consulting Services	Malden, MA	MBE
16	Erin Chrusciel Photography, LLC	Photography	East Longmeadow, MA	WBE
17	Fernandez & Associates	Fire Protection Design and Code Consulting Services	Byfield, MA	MBE
18	Hamilton Anderson Associates, Inc.	Architectural Services	Detroit, MI	MBE

Notes:

- (1) Includes companies that are certified with the following agencies:
- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

(2) Green highlighted companies have been paid as of August 31, 2017.

(3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
19	Hyde Business Services, LLC	Permit and Community Commitment Coordination	Medina, MN	WBE
20	Independent Design, LLC	Historical MOA Research/ Signage Design	Quincy, MA	WBE
21	JoAnn Jones	Administrative Services	Henderson, NV	WBE
22	Marshall Moya Design, LLC	Architectural Services	Washington, DC	MBE
23	Maryann Thompson Architects	Architectural Design Services	Henderson, NV	WBE
24	MCLA, Inc.	Lighting	Washington, DC	WBE
25	Nitsch Engineering, Inc.	Engineering Services	Boston, MA	WBE
26	Pristine Engineers, Inc.	MEP Peer Review Services	Raynham, MA	MBE
27	Renderready, LLC	Rendering and Graphic Design	Albuquerque, NM	MBE
28	RSE Associates, Inc.	Engineering Design	Watertown, MA	MBE
29	Soden Sustainability Consulting, LLC	LEED	Winchester, MA	WBE
30	Spec's Design Group, LLC	Interior Design	Springfield, MA	WBE
31	Stevens & Associates	Façade Stabilization Design	Brattleboro, VT	VBE
32	Timothy Haahs & Associates, Inc.	Architect and Engineer of Record/ Parking Consultant	Blue Bell, PA	MBE
33	Two Twelve	Graphic Designer	New York, NY	WBE
34	US Inspection & Consulting, LLC	Construction Inspections	Lake Havasu City, AZ	MBE
35	VAV International, Inc.	Mechanical Consulting	Woburn, MA	MBE
36	WA Architects, Inc.	Architectural Services	Cleveland, OH	MBE
37	YA Construction Services, LLC	MEP Peer Review	St. Louis, MO	WBE

Notes:

- (1) Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- (2) Green highlighted companies have been paid as of August 31, 2017.
- (3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

CONSTRUCTION COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Company Count	Value
WBE	10.0%	19.5%	51	\$78.42M
MBE	5.0%	7.9%	24	\$31.99M
VBE	2.0%	7.4%	21	\$29.69M

Notes:

- (1) Total Commitments through September 30, 2017 are \$402.7M.
 - (2) Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
 - (3) Reference Quarter 3 2017 Status Report Section 2b and Appendix B.
- WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
1	Aces Enterprises, LLC	Steel Plate Supplier	Dunlap, IL	VBE
2	AeroSage, LLC	Fire Protection Material Supplier	Tampa, FL	VBE
3	Alares, LLC	Commissioning and Construction Services	Quincy, MA	VBE
4	All American Signs	Signage	Plymouth, MA	VBE
5	Alonzee Consulting	Construction Consulting	Las Vegas, NV	WBE
6	American Environmental, Inc.	Abatement	Holyoke, MA	MBE
7	American Stair Corporation	Stair Supplier	Romeoville, IL	VBE
8	Architectural Products, Inc.	Glass and Glazing	Burlington, CT	WBE
9	Argent Associates, Inc.	Material Vendor	Burlington, CT	WBE
10	Arrow Security Corporation	Security Guard Services	Springfield, MA	VBE
11	Ayala Excavating and Trucking, LLC	Trucking	Springfield, MA	MBE
12	Baron Industries, Inc	Coiling Doors	Woburn, MA	VBE
13	Beacon Light & Supply, Co.	Electrical Supplier	Burlington, CT	WBE
14	BECO Electrical Contractors, Inc.	Electrical	Monson, MA	VBE
15	Berkshire Concrete Cutting, LLC	Saw Cutting	Torrington, CT	WBE
16	Brican, Inc.	General Contracting Services	Springfield, MA	VBE
17	C&C Contractors, LLC	Trucking Services	Springfield, MA	MBE
18	C&D Electronics, Inc.	Cabling, Wiring, Electronics Supplier	Holyoke, MA	WBE/MBE
19	C4 Cables	Hotel Electrical Material Supplier	Taunton, MA	WBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

(2) Reference Quarter 2 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
20	Capasso Restoration, Inc.	95 State Masonry Contractor	North Haven, CT	WBE
21	Carol's Lighting & Supply Company	Electrical Supplies	Canton, MA	MBE
22	Certified Connection, Inc.	Podium Electrical Material Supplier	Worcester, MA	MBE
23	Central Ceilings, Inc.	Drywall Contractor	South Easton, MA	VBE
24	Chabot & Burnett Construction Co., Inc.	Masonry Contractor	Agawam, MA	WBE
25	Charle George Companies, Inc.	Solid Waste Disposal, Recycling, Trucking	Londonberry, NH	WBE
26	CK Flooring Solutions, Inc.	Carpet Installer	Chicopee, MA	WBE
27	CMJ, LLC	Property Management/Maintenance	Springfield, MA	MBE
28	Connecticut Drywall Finishing, Inc.	Drywall	West Springfield, MA	WBE
29	Connecticut Temperature Controls, LLC	Controls	Newington, CT	VBE
30	Construction Labor Unlimited	Labor/Clean-Up	West Springfield, MA	WBE
31	Coghlin Electrical Contractors, Inc.	Electrical Services	Worcester, MA	WBE
32	C.R. Levesque Trucking Corp.	Hauling & Equipment Transportation	Monson, MA	WBE
33	Critical Power Testing and Maintenance, Inc.	Podium Electrical Commissioning	Amesbury, MA	VBE
34	CSL, Inc.	Daycare Landscaping	Ludlow, MA	WBE
35	Dagle Electrical Construction Corp.	Offsite Improvements - Electrical	Melrose, MA	WBE
36	Davenport Advisors, LLC	Property Management/ Maintenance	Boston, MA	MBE
37	DeLuca Fence Company, Inc	Offsite Improvements - Guardrail Contractor	Methuen, MA	WBE
38	Dependable Masonry Construction Company, Inc.	Masonry and Brickpaving	North Reading, MA	MBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

(2) Reference Quarter 2 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
39	Duray/J.F. Duncan Industries, Inc.	Food Service Equipment Package A, C and Beverage Conduits	Downey, CA	MBE
40	Eagle Elevator Company, Inc.	Elevator Repairs, Service, Maintenance	Boston, MA	VBE
41	EDM Construction, Inc.	Carpentry & Structural Steel Erection	Merrimac, MA	WBE
42	E L Waterman, Inc.	Pipe Supplier	Foxboro, MA	WBE
43	Evermore Light & Power, Inc.	Electrical	Somerville, MA	WBE
44	Fabiano Oil Corp.	Fuel & Oil Supplier	Wrentham, MA	WBE
45	Federal Concrete, Inc.	Concrete Services	Hopedale, MA	WBE
46	Fisher Contracting Corporation	General Contracting Services	Worcester, MA	WBE
47	Fletcher Sewer & Drain, Inc.	Inspection - FEIR	Ludlow, MA	WBE
48	Folan Waterproofing and Construction Company, Inc.	Masonry Contractors & Waterproofing	South Easton, MA	WBE
49	Frisoli Electric, Inc.	Electrical	Holbrook, MA	VBE
50	Gomes Construction Co. Inc.	Utility Connections	Ludlow, MA	WBE
51	Granite City Electric Supply Company, Inc.	Electrical Supplier	Quincy, MA	WBE
52	Green Insulation, Inc.	Insulation	Adams, MA	WBE
53	H B Welding, Inc.	Steel, Welding, Iron Work	Johnston, RI	WBE
54	Hiway Safety Systems, Inc	Offsite Improvements - Traffic line striping	Rockland, MA	WBE
55	Homeland Mechanical, LLC	Pipe Supplier	Quincy, MA	VBE
56	Industrial Flame Cutting, Inc.	Steel Plate Supplier	Beacon Falls, CT	VBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

(2) Reference Quarter 2 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
57	JMK Building Supply, Inc	Drywall	Colchester, CT	WBE
58	JRL Construction, Inc.	General Contractor - Demolition	Springfield, MA	VBE
59	Kittredge Equipment Company, Inc.	Kitchen Equipment	Agawam, MA	WBE
60	L.K. Sheet Metal, Inc.	Sheet Metal	East Hartford, CT	WBE
61	Larry's Trucking Co.	Trucking	Springfield, MA	MBE
62	Lindon Group	Piping Materials	East Providence, RI	WBE
63	M. Frank Higgins & Co., Inc.	Casino Tile and Stone	Newington, CT	WBE
64	Medeiros Hydroseeding & Landscaping Construction, Inc.	Trucking and Soil Materials	Monson, MA	MBE
65	Moor Metals, Inc.	Sales and Distribution of Metals	Holliston, MA	MBE
66	Ms. Pipe, LLC	Procurement of Valves, Pipes and Fittings	South Windsor, CT	WBE
67	New England Foundation Company, Inc.	Helical Piles	Boston, MA	WBE
68	Northeastern Steel Corporation	Steel Distributor	Revere, MA	MBE
69	Performance Testing & Balancing LLC	Testing & Balancing	South Hampton, MA	VBE
70	Piping Systems, Inc.	HVAC	Assonet, MA	WBE
71	Protocol Management Services, Inc.	Raised Access Floors Material Supplier	North Attleboro, MA	WBE
72	Quinette King Consulting	Blackout Paint Supplier	Las Vegas, NV	MBE
73	R K Insulation Contractors, Inc.	Podium Sheet Metal Insulation	Hartford, CT	MBE
74	Rebars & Mesh, Inc.	Concrete	Haverhill, MA	WBE
75	Regis Steel Corporation	Steel Erection/ Reinforcing	Fall River, MA	MBE
76	S&F Concrete Contractors, Inc.	Concrete	Hudson, MA	MBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

(2) Reference Quarter 2 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
77	S-Cel-O, LLC	95 State Painting	Springfield, MA	MBE
78	Security Construction Services, Inc.	Fencing	Hudson, MA	WBE
79	SOS Corporation	Construction Cleaning, Selective Interior Demolition	Milford, MA	WBE
80	Steere Engineering, Inc.	Engineering Services	Warwick, RI	WBE
81	Strategic Environmental Services, Inc.	Environmental Consultants	Sutton, MA	WBE
82	Sullivan and Narey Construction, Inc.	Armory Building Masonry	Holyoke, MA	VBE
83	Superior Caulking & Waterproofing	Caulking & Waterproofing	Palmer, MA	VBE
84	Supplies Exchange Systems	Materials Supplier	Dorchester, MA	MBE
85	Tavares, LLC	Fireproofing	Providence, RI	MBE
86	T & M Equipment Corporation	Excavating Contractor	Springfield, MA	VBE
87	Titan Roofing Company	Roofing	Springfield, MA	MBE
88	Total Mechanical Service Corp.	Pool Mechanical Contractor	Plymouth, MA	MBE
89	Triton Leasing and Rental, Inc.	Demolition & Abatement	Feeding Hills, MA	WBE
90	Turtle & Hughes, Inc.	Podium Unistrut Supplier	Linden, NJ	WBE
91	United Personnel Services, Inc.	Kitchen Equipment Labor	Springfield, MA	WBE
92	Ultimate Abatement Company, Inc.	Abatement	Plainfield, MA	WBE
93	Welch Associates Land Surveyors, Inc.	Land Surveying	West Bridgewater, MA	WBE
94	Willow Tree Outdoor, LLC	Landscape	Springfield, MA	WBE
95	Woodchuck's Building & Hone Center	Construction Supplier	Rockland, MA	MBE
96	Younger Brothers Construction, LLC	Materials Supplier	Watertown, MA	MBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

(2) Reference Quarter 2 2017 Status Report Section 2b and Appendix B.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

WORKFORCE DIVERSITY STATISTICS - TOTAL

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Project To Date %
Women	6.90%	9.25%
Minority	15.30%	22.23%
Veteran	8.00%	10.16%

Notes:

- (1) Statistics include all workforce reports that were received by MGM as of August 31, 2017.
- (2) The Diversity plan approved by the MGC allows reporting to include hours allocated to multiple diversity categories. 5.72% of total workforce hours are included in two of the diversity categories and 0.23% of total workforce hours are included in three diversity categories.
- (3) Reference Quarter 2 2017 Status Report Section 2c and Appendix B and C.
- (4) While this is not a reporting requirement of the approved diversity plan, the total hours worked through 3rd Quarter 2017 is as follows:
 - Approximately 37% are from Springfield/ Surrounding Communities
 - Approximately 57% are from Western Massachusetts
 - Approximately 76% are from Massachusetts

CURRENT QUARTER SITE PROGRESS



Craft Labor Thanksgiving - November 16, 2017

CURRENT QUARTER SITE PROGRESS



Garage in Use - October 10, 2017



Garage and MGM Way - December 1, 2017

CURRENT QUARTER SITE PROGRESS



Podium and Hotel - November 15, 2017



Podium Facades - November 21, 2017



Hotel Inner Facade - December 1, 2017

Mike Mathis

President & COO - MGM Springfield



Design Update







MGM SPRINGFIELD

QUARTERLY STATUS REPORT #11

Monitoring of Project Construction and
Licensee Requirements
205 CMR 135

For the Period:
July–September 2017



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

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QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.2 The commission shall, in accordance with M.G.L. c. 23K, §§ 10 and 11 approve for each gaming licensee, a project schedule for the gaming licensee's capital investment in its gaming establishment and related infrastructure which includes:

(a) all major stages of design and construction; including all permitting and approvals, design deliverables, site preparation, foundation, structure, plumbing, electrical, mechanical, exterior finish and fenestration, long lead items, insulation, interior finish and furnishings and landscaping, building commissioning and commissioning of gaming equipment and information technology systems.

(b) For a Category 1 gaming establishment, a timeline for commencement of the final stage of construction pursuant to M.G.L. c. 23K, § 10(a); and

(c) a timeline for the stage of construction at which the gaming licensee shall be approved to open for business or operate a slot machine pursuant to M.G.L. c. 23K, §§10(c) and 11(a).

135.02.4 If unforeseen and/or changed circumstances necessitate a change to a project schedule approved pursuant to 205 CMR 135.02(2) which will impact the completion date or requires a major change in the method or progress of construction, the gaming licensee may submit to the commission for its approval a revised project schedule, with a detailed statement of the unforeseen changed circumstances which justify the revised project schedule. If the commission approves such revised project schedule, it shall substitute and supersede the previously approved project schedule.

1 PROJECT SCHEDULE

1a CURRENT SCHEDULE

On August 6, 2015, the Massachusetts Gaming Commission approved a revised opening date of thirty (30) days following a construction completion date of either August 6, 2018 or the date on which the I-91 Viaduct Project achieves Full and Beneficial Use (as defined in MassDOT project documents), whichever occurs later. MGM submitted a final project schedule for consideration on November 6, 2015. In accordance with our commitment to providing monthly schedule updates, schedule updates were provided to MGC's representative on August 4, September 5, and October 10, 2017 (data date October 1). The October 1st update is included in this document as Appendix A.

1b PROJECT SCHEDULE CHANGES

There are no changes to report that would alter MGM's opening date.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.3 Within the time frame provided in the award of the gaming license, the licensee shall provide to the commission for commission approval an affirmative action program of equal opportunity whereby the licensee establishes specific goals for the utilization of minorities, women and veterans on construction jobs and for contracting with minority, women or veteran owned businesses during either design or construction; provided, however that such goals shall be equal to or greater than the goals contained in Executive Office of Administration and Finance Administrative Bulletin Number 14.

135.02.5c To ensure adherence to the project schedule approved pursuant to 205 CMR 135.02(2) or (4), the gaming licensee shall submit to the commission in a media, format and level of detail acceptable to the commission, quarterly a status report including:

(e) a detailed statistical report pursuant to M.G.L. c. 23K, §21(a)(23) on the number, gender and race, and veteran status of individuals by job classifications hired to perform labor as part of the construction of the gaming establishment and related infrastructure, and a comparison of this report with the goals established by the gaming licensee and commission pursuant to M.G.L. c. 23K, §21(a)(22).). In the event the licensee’s hiring of the aforementioned entities does not comply with the goals established the licensee shall submit within 20 days of a request by the commission a response as to why the goals have not been achieved, identify any good faith efforts that have been undertaken to achieve those goals and provide a plan to bring the dollar amount contracted and spent into compliance with the goals.

(f) a report describing the number of contracts, total dollar amounts contracted with and actually paid to minority business enterprises, women business enterprises and veteran business enterprises for design and construction of the gaming establishment and related infrastructure, and the total number and value of all subcontracts awarded to a minority, women and veteran owned business, and a comparison of these reports with the goals established by the gaming licensee and commission pursuant to M.G.L. c. 23K, §21(a)(21). In the event the licensee’s hiring of the aforementioned entities does not comply with the goals established the licensee shall submit within 20 days of a request by the commission a response as to why the goals have not been achieved, identify any good faith efforts that have been undertaken to achieve those goals and provide a plan to bring the dollar amount contracted and spent into compliance with the goals.

2 CONSTRUCTION PHASE DIVERSITY PROGRAM FOR EQUAL OPPORTUNITY

2a DIVERSITY SUMMARY

The following is a snapshot of Construction and Design Diversity Commitments through September 30:

GROUP	PROJECT GOALS	COMMITMENTS	VARIANCE	COMPANY COUNT	VALUE
WBE	10.00%	19.2%	9.2%	69	\$85.57M
MBE	5.00%	8.4%	3.4%	40	\$37.56M
VBE	2.00%	7.3%	5.3%	24	\$32.69M

Notes:

1. Total Commitments through September 30, 2017 are \$445.7M
 2. Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women’s Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- WBE = Woman-owned Business Enterprise; MBE=Minority-owned Business Enterprise; VBE=Veteran-owned Business Enterprise.



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

The following is a snapshot of Construction and Design Diversity Payments through September 30:

GROUP	PROJECT GOALS	PAYMENTS	VARIANCE	COMPANY COUNT	VALUE
WBE	10.00%	17.7%	7.7%	61	\$47.3M
MBE	5.00%	7.0%	2.0%	34	\$18.7M
VBE	2.00%	6.6%	4.6%	21	\$17.7 M

Notes:

- Total Payments through September 30, 2017 are \$267.0M. Total payment is inclusive of \$49.2M in plan approved exemptions. Exemption amount has been updated to include an additional \$367K since the November 14 AOC presentation.
 - Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women’s Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- WBE = Woman-owned Business Enterprise; MBE=Minority-owned Business Enterprise; VBE=Veteran-owned Business Enterprise.

Updates on outreach activities and additional diversity reporting are presented monthly to the Access and Opportunity Committee of the Massachusetts Gaming Commission. The most recent AOC presentation for October 10, 2017 is included as [Appendix B](#).

2b COMMITMENTS

Design and Consulting Commitments

The following is a snapshot of Design and Consulting Diversity Commitments through September 30:

GROUP	PROJECT GOALS	COMMITMENTS	CONSULTANT COUNT	VALUE
Women	10.00%	16.6%	18	\$7.15M
Minority	5.00%	13.0%	16	\$5.57M
Veteran	2.00%	7.0%	3	\$2.99M

Notes:

- Total Commitments through September 30, 2017 are \$43.0M
 - Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women’s Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- WBE = Woman-owned Business Enterprise; MBE=Minority-owned Business Enterprise; VBE=Veteran-owned Business Enterprise.

A listing of design and consulting companies included in the totals above is included in [Appendix B](#).



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

Construction Commitments

The following is a snapshot of Construction Diversity Commitments through June 30:

GROUP	PROJECT GOALS	COMMITMENTS	CONSULTANT COUNT	VALUE
Women	10.0%	19.5%	51	\$78.42M
Minority	5.0%	7.9%	24	\$31.99M
Veteran ⁽³⁾	2.0%	7.5%	21	\$29.69M

Notes:

- Total Commitments through September 30, 2017 are \$402.7M
 - Includes companies that are certified with the following agencies:
 - MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
 - WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
 - VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.
- WBE = Woman-owned Business Enterprise; MBE=Minority-owned Business Enterprise; VBE=Veteran-owned Business Enterprise.

A listing of construction companies included in the totals above is included in [Appendix B](#).

2c WORKFORCE STATISTICS

Subcontractors have been submitting workforce tracking forms after each pay period. The most recent available results have been tallied and are included as [Appendix C](#).

Summary workforce statistics for the total Project as of September 30 are as follows:

GROUP	PROJECT GOALS	PROJECT TO DATE %
Women	6.90%	9.25%
Minority	15.30%	22.23%
Veteran	8.00%	10.16%

Notes:

- Statistics include all workforce reports that were received by MGM as of August 31, 2017.

Additional workforce statistics and reporting is included in [Appendix B](#).



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.5a To ensure adherence to the project schedule approved pursuant to 205 CMR 135.02(2) or (4), the gaming licensee shall submit to the commission in a media, format and level of detail acceptable to the commission, quarterly a status report including:

(a) the total estimated cost of construction of the project and related infrastructure improvements, including a sworn certification regarding costs incurred pursuant to 205 CMR 122.03: Costs Included in the Calculation of Capital Investment, and separately identifying detailed costs for design, land acquisition, site preparation and construction and off-site improvements

(b) a sworn certification regarding the capitalization of the gaming licensee, sufficient for the commission to determine, pursuant to M.G.L. c. 23K §10(e) or 11(c), that the gaming licensee has adequate funds to complete the gaming establishment and related infrastructure improvements.

3 COST OF CONSTRUCTION / CAPITALIZATION OF GAMING LICENSEE

Pursuant to 205 CMR 135.02.5(a) and (b), please see [Appendix D](#) for a certification regarding (a) the total estimated cost of construction of the project and related infrastructure improvements, and (b) the capitalization of MGM Springfield.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.5c To ensure adherence to the project schedule approved pursuant to 205 CMR 135.02(2) or (4), the gaming licensee shall submit to the commission in a media, format and level of detail acceptable to the commission, quarterly a status report including:

(c) a copy of all design and construction contracts executed within the prior quarter by the gaming licensee to design and construct the gaming establishment and related infrastructure improvements

4 DESIGN & CONSTRUCTION CONTRACTS

The following contracts were executed in the third quarter of 2017:

COMPANY	CONTRACT	MGC STATUS
1. Midwest Pro Painting, Inc.	Tishman Letter of Agreement for Painting (Dryfall)	Subcontractor to Tishman
2. Environmental Testing & Balancing, Inc.	Tishman Letter of Agreement for Testing, Adjustment and Balancing	Subcontractor to Tishman
3. Won-Door Corporation	Tishman Letter of Agreement for Horizontal Sliding Accordion-Type Fire Doors	Subcontractor to Tishman
4. Sullivan and Narey Construction Company, Inc.	Tishman Letter of Agreement for Masonry and Restoration Work	Subcontractor to Tishman
5. Stamford Wrecking, Inc.	Tishman Letter of Agreement for Demolition Work at the Armory	Subcontractor to Tishman
6. D.A. Sullivan & Sons, Inc.	Letter of Agreement for Daycare General Contractor	Registrant
7. Hamilton Anderson Associates, Inc.	Letter of Agreement for Architect of Record Services at the Armory/Church	Registrant

Copies of executed agreements are available to the Massachusetts Gaming Commission's Representative for review.



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.5d To ensure adherence to the project schedule approved pursuant to 205 CMR 135.02(2) or (4), the gaming licensee shall submit to the commission in a media, format and level of detail acceptable to the commission, quarterly a status report including:

(d) a status report reflecting the progress of construction and certifying compliance with the approved project schedule for major stages of construction. In the event that the progress of construction does not comply with the project schedule approved pursuant to 205 CMR 135.02, the licensee shall submit a detailed plan to bring the progress of construction into compliance with the approved project schedule or submit a request for a revised project schedule pursuant to 205 CMR 135.02(4)

5 STATUS OF WORK COMPLETED / PROGRESS PHOTOGRAPHS

5a STATUS OF WORK COMPLETED

The following onsite activities took place in the third quarter of 2017:

- **Parking Garage:** The current target is to have construction workers begin parking in the garage in mid to late October. Ongoing work includes above ground mechanical, electrical and plumbing installation; waterproofing and caulking; painting and line striping; storefront installation; and elevator construction. The stamped concrete slab on grade is currently being installed at the valet. Light fixtures were installed, including rooftop light poles, and the fire alarm and duress system was installed.
- **Hotel:** Support scaffolding was removed from the historic Union Chandler façade. Above ground storm piping, MEP installation, exterior framing, interior framing and layout, façade installation, and window installation work is ongoing. Power distribution work, spray on fireproofing, and dryfall painting took place.
- **Podium:** Installation of above ground storm piping; exterior framing; overhead mechanical, electrical and plumbing (MEP) installation; roofing; interior framing and sheet rock; fire protection; dryfall painting; and façade installation work is ongoing. Power distribution, escalator and truss installation and painting of telecommunications rooms took place.
- **95 State Street:** Interior fit-out is underway. Window delivery and installation took place and exterior masonry work is ongoing.
- **Armory:** Exterior masonry and select interior demolition is ongoing.
- **Church, Dave's Furniture, Plaza:** No work this period.
- **Entertainment Block:** Exterior framing, interior fit-out, MEP installation, and roofing work are ongoing. Spray on fireproofing; temporary power and lighting installation; scaffold erection and wrapping; and exterior framing work took place.
- **Surrounding Streets/Offsite Utilities:**
 - Utility work is taking place at the intersections of Union, Howard West, and Bliss Street with East Columbus Ave. During this work, Union Street will be closed to through traffic from Main Street to East Columbus Avenue.
 - East Columbus Avenue, Bliss Street and Howard Street work is ongoing to repair/replace portions of water main piping.
- **Central Electric Facility (CEF):** Installation of glass fiber reinforced concrete (GFRC) cornice work is ongoing.
- **Daycare:** Site work began, including preparation of the building pad and storm drain system installation.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

- **Offsite Mitigation:** Work continues on several intersections in Springfield per agreements made as a part of community commitments, including reconstruction of sidewalks and curbing, along with installation of wheelchair curb ramps, signal conduits, foundations and pull boxes. To date, work has taken place or is currently underway at 16 locations throughout the City.

Design Progress

- Delta 7 to the Podium Core and Shell permit set was issued.
- Deltas 2, 3 and 4 to the Podium Fit Out package were issued.
- Deltas 1, 2 and 3 to the Hotel Fit Out package were issued.
- Construction documents for the Childcare Center were issued for permit.
- Supplemental packages to the 95% Design Progress Set were submitted to the City of Springfield for the following areas:
 - Landscape Design
 - Lighting Design
 - Ground Floor Layout
 - Poker Room Layout
 - Exterior Signage
 - Coffee Retailer

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

5b PROGRESS PHOTOGRAPHS

A set of construction site progress photographs as of September 30, 2017 is included in this document as Appendix E. The overall aerial and panoramic views at the end of the reporting period are included below.



September 22, 2017



September 22, 2017



QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

Parking Garage status as of the end of the 3rd Quarter:



September 22, 2017



October 3, 2017

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

Aerial view comparison from Armory over the last three months:



June 20, 2017



October 3, 2017

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.6 The licensee shall have a continuing obligation, pursuant to 205 CMR 120.01(2) to timely provide to the commission an updated permits chart and all documents and information listed in 205 CMR 120.01: Permitting Requirements, as well as any updates to the MEPA process such that the commission is continuously apprised of all material developments with respect to all permits and approvals required for the gaming establishment. Pursuant to 205 CMR 120.01(1)(h) the licensee shall provide to the commission copies of any appeal within 20 days of filing, whether to a municipal or state entity or for judicial review, filed with respect to any permit of approval listed in 205 CMR 120.01(1) along with a copy of the docket sheet and each decision on any appeal.

6 PERMITS

The following is the status of required permits and approvals, including local permits issued in the Third Quarter of 2017:

AGENCY OR GOVERNING LEGAL AUTHORITY	PERMIT, REVIEW, OR APPLICATION	DATE APPLICATION SUBMITTED OR ESTIMATED ANTICIPATED APPLICATION DATE
FEDERAL		
1. US Environmental Protection Agency (EPA)	USEPA Construction General Permit	Permit received 2/23/15: USEPA MAR120000
	NPDES General Permit	Permit for Main St. and East Columbus Ave. received 3/9/15: MAR12B410
	NPDES Remediation General Permit (RGP)	Based on foundation design, no permit is expected to be required.
2. Federal Aviation Administration	Determination of No Hazard to Air Navigation	Approval letters received April 13, 2016: 2016-ANE-471-OE for Hotel/Casino 2016-ANE-471-OE for Parking Garage
		Approval letters received July 14, 2016 for Tower Crane and Liebherr 1250 Crawler Crane
	Form 7460-2: Notice of Actual Construction or Alteration	To be e-filed for Hotel/Casino and Parking Garage within 5 days after the construction reaches its greatest height.
STATE		
1. Massachusetts Gaming Commission	Gaming License	Received 11/7/14
	Findings issued pursuant to M.G.L. ch. 30 sec. 61	Section 61 Findings issued by MGC on Dec. 17, 2015.
	Site Plan Approval	Final Design/Site Plan approved by unanimous vote at meeting on May 12, 2016.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

2. Executive Office of Energy and Environmental Affairs	Massachusetts Environmental Policy Act (MEPA) Review	Certificate on Final Environmental Impact Report Received 12/31/14 (EEA 15033); Certificate on Notice of Project Change (NPC) finding no Supplement Environmental Impact Report required issued 11/25/15.
3. Massachusetts Department of Environmental Protection (MA DEP)	Underground Injection Control (UIC) BRP WS-06	To be filed at project completion
	Construction Dewatering Permit	Based on foundation design, no permit is required as groundwater can be managed internal to the site boundary. A permit will be pursued if any deeper excavation is required.
4. Massachusetts Historical Commission (MHC)	Review of project relative to potential effects of State Register historic/ archeological resources	Final Memorandum of Agreement Approved by MGC on December 17, 2015 and Signed by MHC on December 18, 2015.
5. Massachusetts Department of Transportation (MassDOT)	Findings pursuant to M.G.L c. 30, sec. 61	Section 61 Findings issued by MassDOT on March 28, 2016.
	Category III Application for Permit to Access State Highway – Package 1 of 2	MGM submitted a 25% design package and Design Exception Report for MassDOT review on 2/8/16– assumed to be a Category III Application for Permit to Access State Highway. Comments on the 25% level package received 4/11/16. Comments were addressed in a 75/100% design package submitted for MassDOT's review on 5/23/16. PS&E design package submitted 9/7/16 for MassDOT's review. Minor comments received and incorporated in final submission of 10/20/16. Highway Access Permit #2-2016-0079 granted on 11/9/16 for construction of multimodal roadway and traffic control improvements for all work affecting the State's infrastructure.
	Category III Application for Permit to Access State Highway – Package 2 of 2	The 25/75% submission for the Intelligent Transportation System (ITS) enhancements and roadway lighting mitigation as part of Package 2 was submitted to MassDOT on 12/2/16. Comments were received from MassDOT's District 2 office on 1/5/2017. The 100%/PS&E drawings incorporating those comments were submitted on 3/6/17. Comments on that package were received on 4/7/2017. A Request for Determination of Applicability (RDA) was filed with the West Springfield Conservation Commission on 4/27/2017 and a 'negative' determination was issued by the Commission on 5/10/2017. A supplemental PS&E(2) design package was submitted to MassDOT on 9/19/2017 and further revised based on minor changes in the design on 9/28/2017.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

6. Massachusetts Dept. of Housing & Community Development	Chapter 121A Designation as an Urban Redevelopment Project	Approval letter received 12/31/14
7. Massachusetts Department of Public Safety	New Elevator Construction Permit	New installation of direct hydraulic freight elevators at 1200 Main Street, 2/6/17: ELV17-0331 and EV17-0328
		New installation of direct hydraulic freight elevators at 1200 Main Street, 2/28/17: ELV17-0493 and ELV17-0494.
		New installation of traction passenger elevators at 1200 Main Street-Parking Garage, 3/20/17: ELEV17-0644, ELEV17-0645, ELEV17-0646, ELEV17-0648, ELEV17-0649, ELEV17-0650, ELEV17-0606, ELEV17-0607.
	Certificate For Use of Man/Material Hoist	Certificate for Use of Elevator, 1441 Main Street, 3/21/17: INS-088733 and INS088738
	Storage Permit	Not required per 527 CMR 9.00. No fuel tanks in excess of 10,000 gallons are expected to be included in the project.
8. Commonwealth of Massachusetts Division of Professional Licensure	Certificate for Use of Elevator	Permit to Use Elevator at 95 State Street, 9/12/17: INS-146454
9. Commonwealth of Massachusetts-Dept. of Fire Services-Office of State Fire Marshall	Storage Tank Removal Permit	None this reporting period.
10. Massachusetts Division of Fisheries and Wildlife	Natural Heritage and Endangered Species Prog.	Filing exemption for Memorial Bridge improvements received on 6/21/16.
LOCAL PERMITS AND APPROVALS UPDATE FOR JULY-SEPTEMBER, 2017		
1. City of Springfield Department of Public Works Division	Approval Letter	Main Street Barrier and Gate Plan at MGM Springfield, 8/17/17: Approval Letter Dated 08/17/17.
		Construction Management Plan and Temporary Traffic Control Plan at MGM Springfield, 8/17/17: Approval Letter Dated 08/17/17.
	Conditional Approval Letter	Early Childhood Center Site Plans dated 2/10/17, Conditional Approval Letter Dated 05/16/17.
	General Roadway Excavation – Trenching	Traffic utility work as well as sidewalk, curbing, island and roadway work on State Street from hall of fame Ave. to East Columbus Ave, 9/21/17: 20172231.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

2. City of Springfield – Code Enforcement/Building Division	Building Permit	Daycare Building Permit at 145 Union Street, 8/30/17: 17BDOT-00075ER.
	Application for Other than a Dwelling Permit	Exterior Shell Renovation at 29 Howard Street (Former Armory), 9/26/17: 17BLDOT-00087RE.
		Demolition of Interior at 29 Howard Street (Former Armory), 9/7/17: 17BLDOT-00230AL.
	Building Permit Alteration	Install fire alarm detection system wiring and devices for casino only; MGM casino at 1224 MGM Way, 8/28/2017: 17BDOT-00211AL.
	Permit To Do Fire Extinguishing Equipment	Install fire protection sprinkler system; 1,232 heads; PVTA maintenance facility at 34 MGM Way, 8/28/2017: 17BDOT-00036SP.
	Permit To Do Electrical Wiring	Wiring of new Daycare-600 amp service, 8/28/17: 17BDOT-01948EL.
		Temp service on weekend at 95 State Street, 8/25/2017: 17BDOT-01939EL.
		Control wiring on 2 floors at MGM Way, 07/27/17: 17BDOT-01668EL.
		Renovation of 100,000 sq. ft. of building at 95 State Street, 12/30/16: 16BDOT-03032EL.
	Building Permit Sheet Metal	S-2, Open parking garage: Furnish and Install 4 louvers in the CEF Building within the generator yard at 34 MGM Way, 7/18/17: 17BDOT-00064SM.
Fabricate and install supply and return sheet metal ductwork throughout entire multi-story building at 95 State Street, 3/01/17: 17BDOT-00019SM.		
Temporary Heat and HVAC at 95 State Street, 1/10/17: 17BDOT00001SM.		
Permit To Do Plumbing	Basement to 11th floor at 95 State Street, 2/27/17: 17BDOT00106PL.	
3. City of Springfield Historical Commission	MHC Review Concurring Party; Demolition Delay	SHC approved changes to design for purposes of historic resources and revised MOU on 10/23/15.
4. Springfield City Council	Overlay District Special Permit	Overlay District Special Permit approved by City Council on December 22, 2015.
	Site Plan Review	MGM Site Plan submission deemed completed on November 23, 2015. The City Council voted to approve the plan on 2/22/16.

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

Springfield City Council, Continued	Amendments to HCA	Amendment No. 1 approved by Council vote on 6/22/15. Amendment No. 2 approved by Council vote on 2/22/16.
	Public Way Discontinuance Approval	The City Council voted to approve street discontinuances of both Bliss and Howard Streets on 1/26/16.
5. City of Springfield Department of Health and Human Services	Food Service Establishment Permit	TBD as venues are finalized
6. City of Springfield – Forestry Division	Tree Removal Permit	Tree Removal Permit at Daycare, 7/10/17: Certificate Dated 7/10/17
7. Springfield Water and Sewer Commission	Status of Water Service for Irrigation at 12-24 MGM Way- - Phase 1	Phase 1 work only from the main in Union Street to 3 feet inside the new curb line at 12-24 MGM Way, 8/23/2017: Permit Memorandum Dated 08/23/17
8. City of Springfield – Fire Prevention Bureau	Sprinkler Shut Down	None this reporting period.
9. City of Springfield – Fire Prevention Bureau	Installation of Above Ground Storage Tank Permit(s)	To be filed at installation of emergency generators and fire pump.
	Fuel Oil, Gasoline and Diesel Fuel Storage Permit	To be filed prior to occupancy of the Parking Garage.
10. City of Springfield – Conservation Comm.	Wetlands Protection Act Filing Exemption	None this reporting period.
11. City of Springfield – City Clerk	Open Air Parking License	License to conduct and maintain open-air parking for 3498 vehicles at 34 MGM Way, 5/23/17
	Flammables and Explosives Registration	Registration for the lawful use of the building at 34 MGM Way for the keeping, storing, manufacture or sales of flammables or explosives, 4/18/17

QUARTERLY STATUS REPORT: JULY-SEPTEMBER 2017

135.02.7 In furtherance of specific goals for the utilization of minorities, women and veterans on construction jobs, the licensee shall send and provide a copy to the commission, to each labor union or representative of workers with which the licensee has a collective bargaining agreement or other contract of understanding, a notice advising the labor union or workers representative of the licensee's commitments pursuant to M.G.L. c. 23K §(15) and §§21(a)(21) and (22).

7 ORGANIZED LABOR LETTER

The Project Labor Agreement (PLA) was executed on February 26, 2015. Article XVIII on Page 25 of the Agreement states the construction manager and labor unions' commitment to comply with Owner's Diversity and Affirmative Marketing Program as adopted on January 22, 2015.

A copy of the executed PLA is available to the Massachusetts Gaming Commission's Representative for review.

135.02.8 Prior to the gaming establishment opening for business, in furtherance of specific goals for the utilization of minority business enterprises, women business enterprises and veteran business enterprises as vendors in the provision of goods and services to the gaming establishment, the licensee shall provide to the commission an affirmative marketing plan in which the licensee identifies specific goals, expressed as an overall program goal applicable to the total dollar value of contracts entered into, for the utilization of minority business enterprises, women business enterprises and veteran business enterprises to participate as vendors in the provision of goods and services procured by the gaming establishment and any businesses operated as part of the gaming establishment; provided, however, that the specific goals for the utilization of such minority business enterprises, women business enterprises and veteran business enterprises shall be based on the availability of such minority business enterprises, women business enterprises and veteran business enterprises engaged in the type of work to be contracted by the gaming licensee.

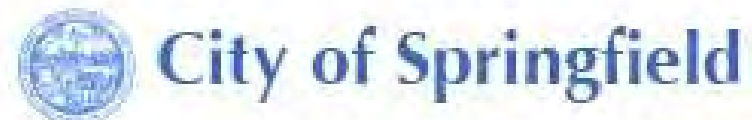
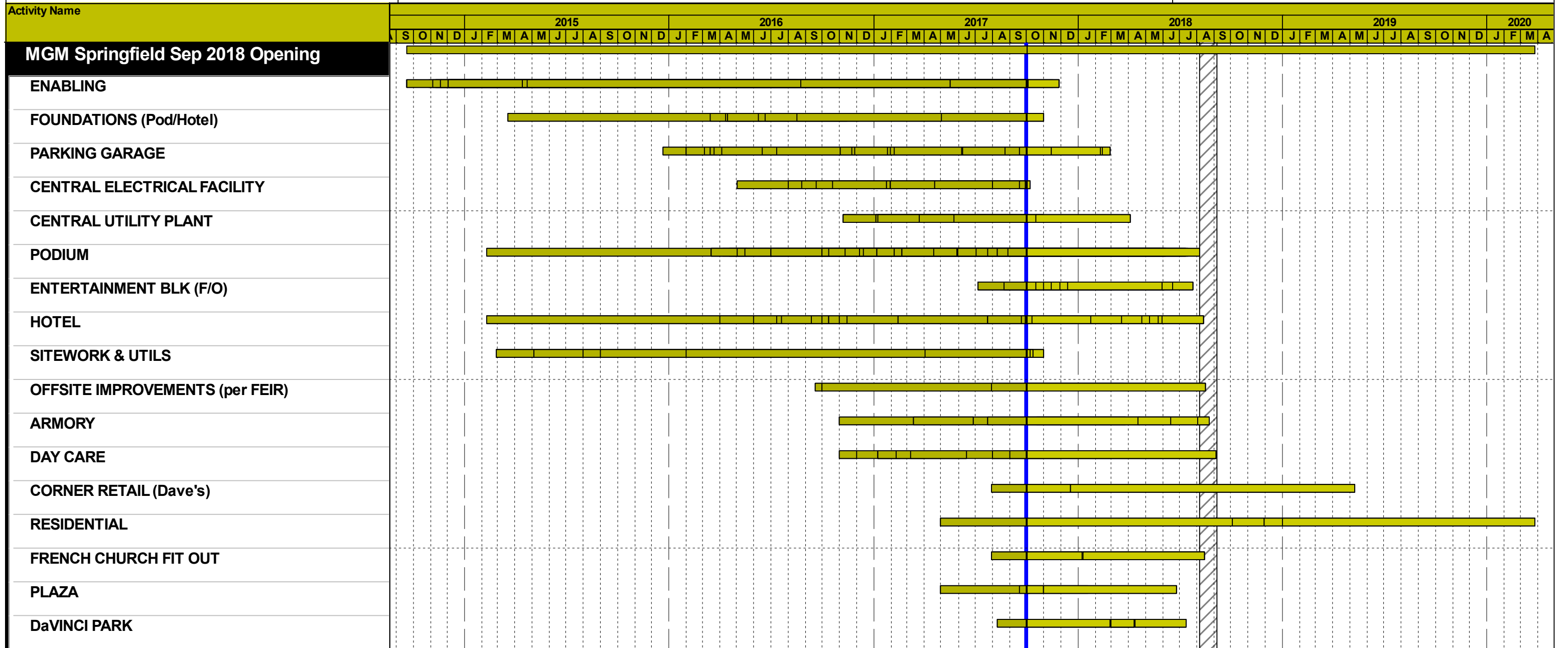
8 OPERATIONAL PHASE DIVERSITY PROGRAM FOR EQUAL OPPORTUNITY

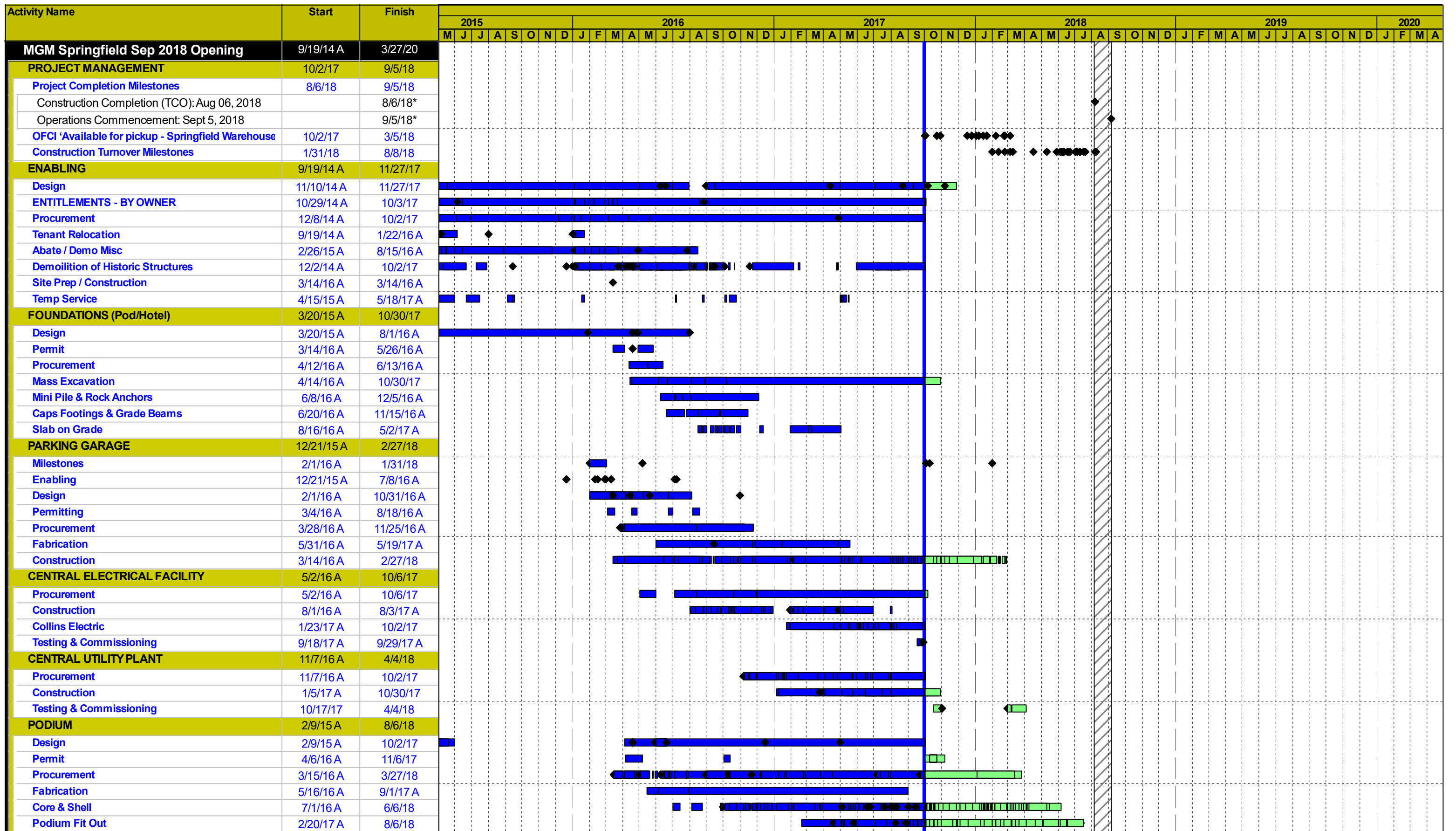
MGM's Diversity and Affirmative Marketing Program was approved on January 22, 2015. MGM will comply with this program to meet goals for Diversity participation in the operational phase of the project.

APPENDIX A

LEVEL 1 AND LEVEL 2 PROJECT SCHEDULES
OCTOBER 10, 2017 (DATA DATE OCTOBER 1, 2017)

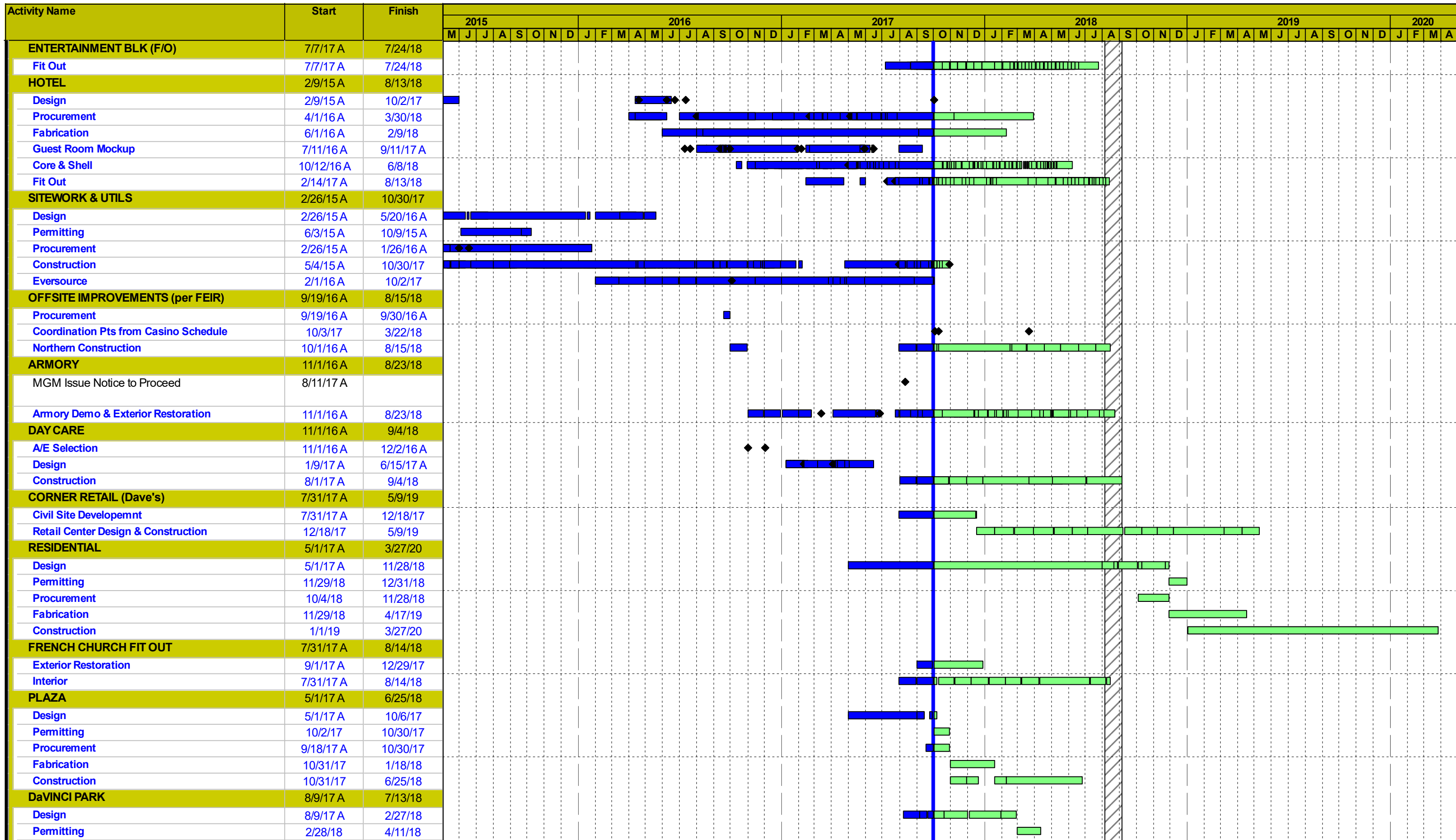
MGM Springfield Project Schedule





- Actual Work
- Remaining Work
- Critical Remaining Work
- Milestone





- Actual Work
- Remaining Work
- Critical Remaining Work
- Milestone



APPENDIX B

PRESENTATION TO THE ACCESS AND OPPORTUNITY COMMITTEE OF OCTOBER 10, 2017

Access and Opportunity Committee

October 10, 2017



Agenda

1. Outreach Update
2. Construction Workforce
3. Design Commitments
4. Construction Commitments



Outreach Update



OUTREACH UPDATE

1. Outreach to MBE, WBE & VBE Companies
2. Community Partners Network
3. Union Partnership & Outreach
4. Other Diversity Outreach Work
5. Upcoming Events

OUTREACH TO MBE, WBE & VBE COMPANIES

Construction:

Ref	Company	Location	Diversity Status
1	CSL, Inc.	Ludlow, MA	WBE
2	EDI Landscape, LLC.	Hartford, CT	WBE
3	Mastercraft FC, LLC. ⁽¹⁾	Glenpool, OK	WBE
4	McElroy Scenic Services, LLC.	Ashley Falls, MA	WBE

Supplier:

5	Architectural Products, Inc.	Burlington, CT	WBE
6	Osprey Construction Supply, LLC.	Sharon, MA	WBE

Notes:

(1) Mastercraft FC, LLC is both a Construction Contractor and Supplier.

COMMUNITY PARTNERS NETWORK UPDATES

Community Partners Network Update:

No Monthly Meeting Held; Individual Committees met and facilitated activities around their work

Work Readiness Team:

- Outreach to increase union applicants to include new social media post and distribution of flyers at community events and centers
- Following up and tracking of existing union applicants and their status; includes conducting case management of non-eligible union applicants (i.e. conducting referrals to other community and social service agencies)
- Have begun assisting union applicants that have been determined not likely to be a successful union candidate to complete their MGM Springfield SkillSmart Profile



COMMUNITY PARTNERS NETWORK UPDATES

Advocacy Team:

- Continuing negotiations with Baystate Medical Center for final Diversity Workforce and Procurement Policy for upcoming construction projects
- Meeting with union business managers and starting to schedule meetings with Union Apprenticeship Program Directors to learn more about the Apprenticeship Program and encourage unions lacking diversity to open up new apprenticeship cycles
- Working to support efforts around amending CORI regulations under the Mass. Gaming Law for the long term casino operations careers



COMMUNITY PARTNERS NETWORK UPDATES

Membership Team:

- Membership Committee focusing on recruiting new community based organizations and facilitating networking events of existing and new CBO's



Other:

- Strategic Planning Session planning for October 2017 to finalize Construction Diversity work plan for the last year of MGM Construction, and discuss plans to move forward with other developers and projects
- Joined the MGM Construction Marching Contingency in the Springfield Puerto Rican Parade; disseminated the Union Apprenticeship Directory and provided information to those at the parade that are interested in joining the union

UNION PARTNERSHIP & OUTREACH

MGM Staff met four (4) union business managers this month to discuss:

- MGM Union Labor Pool Review
- Union Diversity Participation Review Meetings: Focusing on unions that have low or decreased numbers in any diversity category (Done with Tishman Construction)
- PLA Meetings with Tishman Construction and the Pioneer Valley Building Trades to discuss union issues including Current Diversity Participation, Upcoming Scopes of Work, Issues with Sub-Contractors and Diversity Compliance, Anticipated Labor Needs
- Assistance with targeted diversity recruitment based on the needs of the individual trade union
- Assistance with outreach for upcoming new Union Apprenticeship Enrollment events
- Partnerships on upcoming community outreach events



UNION PARTNERSHIP & OUTREACH

Continued referrals and tracking of new diverse union applicants in their union application process.

- **Five (5) newly identified union members** looking for work identified through outreach and added to the MGM Springfield Available Labor Pool list and shared with Tishman, Fontaine, Northern and MGM Springfield Sub-Contractors looking for union workers.
- **Two (2) new diverse individuals** put in union apprenticeship applications this month; will work with CPN Work Readiness Team to track application outcome.



OTHER DIVERSITY WORK & OUTREACH/ EVENTS

MGM Diversity Meetings with new Community Based Organizations:

- This month we met with 4 community based organizations, 3 new and 1 who is a current partner:
 - West of the River Chamber of Commerce
 - Black Leaders Alliance
 - Latino Chamber of Commerce
 - Sixteen Acres Civic Association



OTHER DIVERSITY WORK & OUTREACH/ EVENTS

Working with Tishman Construction:

- Tishman Construction continues to meet with the Pioneer Valley Building Trades and the New England Regional Council of Carpenters on a monthly basis to go over project status, upcoming work and workforce requirements.
- Every month a letter is sent to the Pioneer Valley Building Trades and the New England Regional Council of Carpenters identifying underrepresented unions in the minority, women and veteran categories. Tishman also requests that every union provide their membership composition to help improve forward-looking projections and address any anticipated deficiencies in meeting workforce goals.
- On a monthly basis, Tishman shares MGM's labor pool list with all active subcontractors and unions represented on the project.
- MGM continues to work with direct lower tier subs and their lower tier subs to ensure everyone understands and meets the goals throughout the life of the project. This is achieved by constantly calling/communicating and meeting with all contractors and unions. In the past month, there have been meetings with H. Carr & Sons, Northern Construction, Schindler Elevator, Harry Grodsky and Titan Roofing among others.

OTHER DIVERSITY WORK & OUTREACH/ EVENTS

Outreach:

- All significant construction procurement activities are substantially complete at this stage. Tishman continues to seek, identify, and add diverse companies to their bidders list through individual contacts and vetting.



OTHER DIVERSITY WORK & OUTREACH/ EVENTS

Construction Mentorship and Work with Area Vocational Schools:

Putnam Academy

AECOM Tishman continues to coordinate the mentorship program for 2017-2018 with Putnam Academy personnel and Mr. David Cruise, President & CEO of the Regional Employment Board of Hampden County (REBHC), Inc. There are also discussions regarding the creation of a scholarship for the school.



Westfield Technical Academy

AECOM Tishman has also started a program with the help of the REBHC and the Westfield Technical Academy's construction technology program students for tours of the project. The first tour for the Construction Technology Department students is scheduled for Wednesday, October 25th.



OTHER DIVERSITY WORK & OUTREACH/ EVENTS

Upcoming Diversity Work

- **Oct 5, 2017:** CPN Steering Committee and Co-Chairs Strategic Planning Luncheon
- **Oct 18, 2017:** CPN Full Network Meeting
- **Oct 20, 2017:** 2017 CWE Women Business Leaders Conference (WBLC) – Event Sponsor-October
- **Oct 25, 2017:** Westfield Technical Academy Construction Technology Department MGM Springfield Site Tour
- **Oct 31, 2017:** MGM Construction Best Practices and Addressing Diversity Needs with PGTI (Policy Group on Tradeswomen Issues) and PVBT (Pioneer Valley Building Trades) session
- **TBD:** CPN Hi-Set Testing Night

BUILDING A STRONG FOUNDATION

ARE YOU A UNION TRADESPERSON INTERESTED IN WORKING ON THE MGM SPRINGFIELD PROJECT?

Effective January 31, MGM Springfield will have office hours every Tuesday and Friday from 9:30 AM until 11:30 AM for union tradespeople interested in work on the Springfield project. These 20 minute informational meetings are by appointment only. MGM Springfield construction staff will explain the process for working on the job site and will take the opportunity to learn about your trade history and experience. Minority, women, veterans, and local western Massachusetts union tradespeople are strongly encouraged to attend.

When: Tuesdays and Fridays
20-minute slots available from 9:30 a.m. to 11:30 a.m.
BY APPOINTMENT ONLY
To schedule an appointment, email lizowen@mgspringfield.com

Where: MGM Springfield Construction Office
101 State Street, Suite 701
Springfield, MA 01114

MGM
SPRINGFIELD
CONSTRUCTION

cutting edge construction

DIVERSITY SUCCESS STORIES

Diversity Success Story: October 2017 Spotlight

Lindsay Gustafson

T.J. Conway Co.

Plumber



Construction Workforce



WORKFORCE DIVERSITY STATISTICS - UNION

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Project To Date %
Women	6.90%	7.89%
Minority	15.30%	23.98%
Veteran	8.00%	9.65%

Notes:

(1) Statistics include all workforce reports that were received by MGM as of August 31, 2017.

WORKFORCE DIVERSITY STATISTICS - TOTAL

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Project To Date %
Women	6.90%	9.25%
Minority	15.30%	22.23%
Veteran	8.00%	10.16%

Notes:

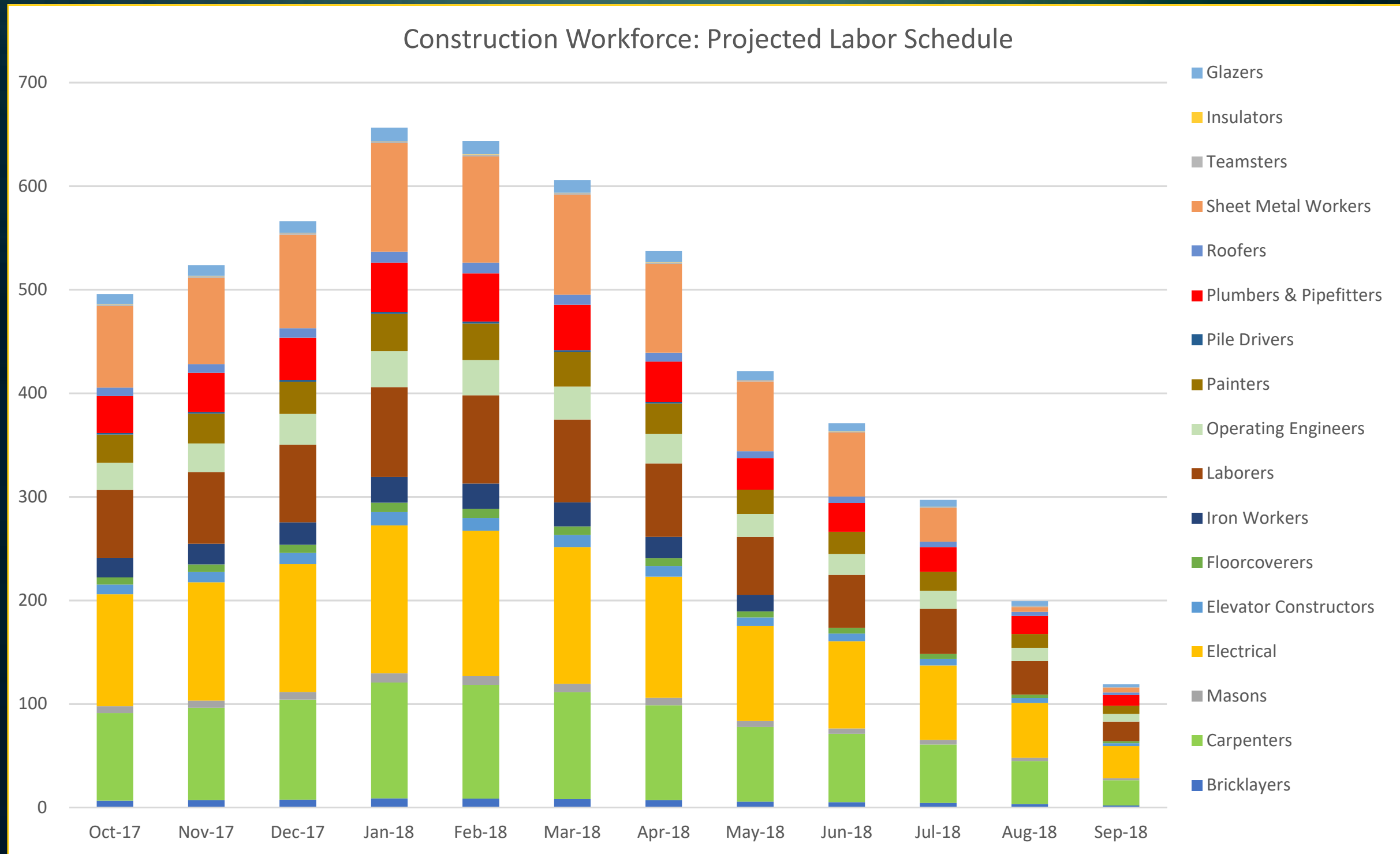
- (1) Statistics include all workforce reports that were received by MGM as of August 31, 2017.
- (2) The Diversity plan approved by the MGC allows reporting to include hours allocated to multiple diversity categories. 5.72% of total workforce hours are included in two of the diversity categories and 0.23% of total workforce hours are included in three diversity categories.
- (3) While this is not a reporting requirement of the approved diversity plan, the total hours worked through 3rd Quarter 2017 is as follows:
 - Approximately 37% are from Springfield/ Surrounding Communities
 - Approximately 57% are from Western Massachusetts
 - Approximately 76% are from Massachusetts

WORKFORCE 3 MONTH LOOK AHEAD

1. **Work in Progress** - Water/Sewer/Gas/Electric Infrastructure
2. **Work in Progress** - Generator Switch Gear Area
3. **Work in Progress** - Interior Fitout of 95 State
4. **Work in Progress** - Scaffolding
5. **Work in Progress** - Garage Interior MEP, Sprinklers, Storm
6. **Work in Progress** - MEP Distribution for Podium
7. **Work in Progress** - Garage Elevators
8. **Work in Progress** - Podium roofing
9. **Work in Progress** - Building Enclosure
10. **Work in Progress** - Interior Framing
11. **Work in Progress** - Exterior Framing
12. **Work in Progress** - Major Equipment for Central Plant
13. **Work in Progress** - Offsite Roadwork
14. **Work in Progress** - Hotel MEP
15. **Work in Progress** - Electrical/ Low Voltage
16. **Work in Progress** - Food Service Equipment
17. **Work in Progress** - Exterior Facade
18. **Work in Progress** - Exterior Windows
19. **Work in Progress** - Daycare
20. **Work in Progress** - Armory Button Up Scope
21. Oct 2017 - Security/Surveillance
22. Nov 2017 - Gaming Floor Interior Finishes
23. Dec 2017 - Banquet Fit Out
24. Dec 2017 - Cinema MEP

CONSTRUCTION WORKFORCE

PROJECTED LABOR SCHEDULE



Design & Construction Commitments



DESIGN & CONSTRUCTION COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Variance	Company Count	Value
WBE	10.0%	19.2%	9.2%	69	\$85.57M
MBE	5.0%	8.4%	3.4%	40	\$37.56M
VBE	2.0%	7.3%	5.3%	24	\$32.69M

Notes:

(1) Total Commitments through September 30, 2017 are \$445.7M.

(2) Includes companies that are certified with the following agencies:

- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
- WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
- VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

Design & Consulting Commitments



DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Company Count	Value
WBE	10.0%	16.6%	18	\$7.15M
MBE	5.0%	13.0%	16	\$5.57M
VBE	2.0%	7.0%	3	\$2.99M

Notes:

(1) Total Commitments through September 30, 2017 are \$43.0M.

(2) Includes companies that are certified with the following agencies:

- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
- WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
- VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
1	AAC Investments, LLC	Interior Design	Los Angeles, CA	WBE
2	AFO Project Consulting, LLC	Construction Consulting	Las Vegas, NV	VBE
3	Akal Engineering, Inc.	Project Commissioning - MEP Services	Boylston, MA	MBE
4	Andelman & Lelek Engineering, Inc.	Energy Modeling	Norwood, MA	WBE
5	Blackford, LLC	Construction Management	Las Vegas, NV	VBE
6	Black Hawk Group	Consulting Engineer Services	Philadelphia, PA	MBE
7	C&C Consulting Engineers, LLC	Structural Peer Review	Allston, MA	MBE
8	Calvin Consulting Services, LLC	Construction Consulting	Las Vegas, NV	WBE
9	Communications for Design LLC	Design and Project Management Support Services	Northfield, MN	WBE
10	Convergent Technologies	Acoustics/ Audio Visual/ IT/ Low Voltage	Lockport, NY	WBE
11	Copley Wolff Design Group, Inc.	Full Landscape Architectural Services	Boston, MA	WBE
12	Desert Construction Consulting, Ltd	Estimating and Contractor Bidding Services	Henderson, NV	MBE
13	Desman, Inc.	Parking Garage Bridging Documents (LOA)	Boston, MA	MBE
14	Dietz & Company Architects, Inc.	Full Service Architecture and Interior Design	Springfield, MA	WBE
15	Engineers Design Group, Inc.	Structural Engineering Consulting Services	Malden, MA	MBE
16	Erin Chrusciel Photography, LLC	Photography	East Longmeadow, MA	WBE
17	Fernandez & Associates	Fire Protection Design and Code Consulting Services	Byfield, MA	MBE
18	Hamilton Anderson Associates, Inc.	Architectural Services	Detroit, MI	MBE

Notes:

(1) Includes companies that are certified with the following agencies:

- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
- WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
- VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

(2) Green highlighted companies have been paid as of August 31, 2017.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DESIGN & CONSULTING COMMITMENTS

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
19	Hyde Business Services, LLC	Permit and Community Commitment Coordination	Medina, MN	WBE
20	Independent Design, LLC	Historical MOA Research/ Signage Design	Quincy, MA	WBE
21	JoAnn Jones	Administrative Services	Henderson, NV	WBE
22	Marshall Moya Design, LLC	Architectural Services	Washington, DC	MBE
23	Maryann Thompson Architects	Architectural Design Services	Henderson, NV	WBE
24	MCLA, Inc.	Lighting	Washington, DC	WBE
25	Nitsch Engineering, Inc.	Engineering Services	Boston, MA	WBE
26	Pristine Engineers, Inc.	MEP Peer Review Services	Raynham, MA	MBE
27	Renderready, LLC	Rendering and Graphic Design	Albuquerque, NM	MBE
28	RSE Associates, Inc.	Engineering Design	Watertown, MA	MBE
29	Soden Sustainability Consulting, LLC	LEED	Winchester, MA	WBE
30	Spec's Design Group, LLC	Interior Design	Springfield, MA	WBE
31	Stevens & Associates	Façade Stabilization Design	Brattleboro, VT	VBE
32	Timothy Haahs & Associates, Inc.	Architect and Engineer of Record/ Parking Consultant	Blue Bell, PA	MBE
33	Two Twelve	Graphic Designer	New York, NY	WBE
34	US Inspection & Consulting, LLC	Construction Inspections	Lake Havasu City, AZ	MBE
35	VAV International, Inc.	Mechanical Consulting	Woburn, MA	MBE
36	WA Architects, Inc.	Architectural Services	Cleveland, OH	MBE
37	YA Construction Services, LLC	MEP Peer Review	St. Louis, MO	WBE

Notes:

(1) Includes companies that are certified with the following agencies:

- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
- WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
- VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

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Construction Commitments



CONSTRUCTION COMMITMENTS

AS OF SEPTEMBER 30, 2017

Group	Project Goals	Commitments	Company Count	Value
WBE	10.0%	19.5%	51	\$78.42M
MBE	5.0%	7.9%	24	\$31.99M
VBE	2.0%	7.4%	21	\$29.69M

Notes:

(1) Total Commitments through September 30, 2017 are \$402.7M.

(2) Includes companies that are certified with the following agencies:

- MBE - Massachusetts Supplier Diversity Office or Greater New England Minority Supplier Development Council.
- WBE - Massachusetts Supplier Diversity Office or Women's Business Enterprise National Council.
- VBE - United States Department of Veteran Affairs or Massachusetts Gaming Commission.

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DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
1	Aces Enterprises, LLC	Steel Plate Supplier	Dunlap, IL	VBE
2	AeroSage, LLC	Fire Protection Material Supplier	Tampa, FL	VBE
3	Alares, LLC	Commissioning and Construction Services	Quincy, MA	VBE
4	All American Signs	Signage	Plymouth, MA	VBE
5	Alonzee Consulting	Construction Consulting	Las Vegas, NV	WBE
6	American Environmental, Inc.	Abatement	Holyoke, MA	MBE
7	American Stair Corporation	Stair Supplier	Romeoville, IL	VBE
8	Architectural Products, Inc.	Glass and Glazing	Burlington, CT	WBE
9	Argent Associates, Inc.	Material Vendor	Burlington, CT	WBE
10	Arrow Security Corporation	Security Guard Services	Springfield, MA	VBE
11	Ayala Excavating and Trucking, LLC	Trucking	Springfield, MA	MBE
12	Baron Industries, Inc	Coiling Doors	Woburn, MA	VBE
13	Beacon Light & Supply, Co.	Electrical Supplier	Burlington, CT	WBE
14	BECO Electrical Contractors, Inc.	Electrical	Monson, MA	VBE
15	Berkshire Concrete Cutting, LLC	Saw Cutting	Torrington, CT	WBE
16	Brican, Inc.	General Contracting Services	Springfield, MA	VBE
17	C&C Contractors, LLC	Trucking Services	Springfield, MA	MBE
18	C&D Electronics, Inc.	Cabling, Wiring, Electronics Supplier	Holyoke, MA	WBE/MBE
19	C4 Cables	Hotel Electrical Material Supplier	Taunton, MA	WBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
20	Capasso Restoration, Inc.	95 State Masonry Contractor	North Haven, CT	WBE
21	Carol's Lighting & Supply Company	Electrical Supplies	Canton, MA	MBE
22	Certified Connection, Inc.	Podium Electrical Material Supplier	Worcester, MA	MBE
23	Central Ceilings, Inc.	Drywall Contractor	South Easton, MA	VBE
24	Chabot & Burnett Construction Co., Inc.	Masonry Contractor	Agawam, MA	WBE
25	Charle George Companies, Inc.	Solid Waste Disposal, Recycling, Trucking	Londonberry, NH	WBE
26	CK Flooring Solutions, Inc.	Carpet Installer	Chicopee, MA	WBE
27	CMJ, LLC	Property Management/Maintenance	Springfield, MA	MBE
28	Connecticut Drywall Finishing, Inc.	Drywall	West Springfield, MA	WBE
29	Connecticut Temperature Controls, LLC	Controls	Newington, CT	VBE
30	Construction Labor Unlimited	Labor/Clean-Up	West Springfield, MA	WBE
31	Coghlin Electrical Contractors, Inc.	Electrical Services	Worcester, MA	WBE
32	C.R. Levesque Trucking Corp.	Hauling & Equipment Transportation	Monson, MA	WBE
33	Critical Power Testing and Maintenance, Inc.	Podium Electrical Commissioning	Amesbury, MA	VBE
34	CSL, Inc.	Daycare Landscaping	Ludlow, MA	WBE
35	Dagle Electrical Construction Corp.	Offsite Improvements - Electrical	Melrose, MA	WBE
36	Davenport Advisors, LLC	Property Management/ Maintenance	Boston, MA	MBE
37	DeLucca Fence Company, Inc	Offsite Improvements - Guardrail Contractor	Methuen, MA	WBE
38	Dependable Masonry Construction Company, Inc.	Masonry and Brickpaving	North Reading, MA	MBE

Notes:

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DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
39	Duray/J.F. Duncan Industries, Inc.	Food Service Equipment Package A, C and Beverage Conduits	Downey, CA	MBE
40	Eagle Elevator Company, Inc.	Elevator Repairs, Service, Maintenance	Boston, MA	VBE
41	EDM Construction, Inc.	Carpentry & Structural Steel Erection	Merrimac, MA	WBE
42	E L Waterman, Inc.	Pipe Supplier	Foxboro, MA	WBE
43	Evermore Light & Power, Inc.	Electrical	Somerville, MA	WBE
44	Fabiano Oil Corp.	Fuel & Oil Supplier	Wrentham, MA	WBE
45	Federal Concrete, Inc.	Concrete Services	Hopedale, MA	WBE
46	Fisher Contracting Corporation	General Contracting Services	Worcester, MA	WBE
47	Fletcher Sewer & Drain, Inc.	Inspection - FEIR	Ludlow, MA	WBE
48	Folan Waterproofing and Construction Company, Inc.	Masonry Contractors & Waterproofing	South Easton, MA	WBE
49	Frisoli Electric, Inc.	Electrical	Holbrook, MA	VBE
50	Gomes Construction Co. Inc.	Utility Connections	Ludlow, MA	WBE
51	Granite City Electric Supply Company, Inc.	Electrical Supplier	Quincy, MA	WBE
52	Green Insulation, Inc.	Insulation	Adams, MA	WBE
53	H B Welding, Inc.	Steel, Welding, Iron Work	Johnston, RI	WBE
54	Hiway Safety Systems, Inc	Offsite Improvements - Traffic line striping	Rockland, MA	WBE
55	Homeland Mechanical, LLC	Pipe Supplier	Quincy, MA	VBE
56	Industrial Flame Cutting, Inc.	Steel Plate Supplier	Beacon Falls, CT	VBE

Notes:

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DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
57	JMK Building Supply, Inc	Drywall	Colchester, CT	WBE
58	JRL Construction, Inc.	General Contractor - Demolition	Springfield, MA	VBE
59	Kittredge Equipment Company, Inc.	Kitchen Equipment	Agawam, MA	WBE
60	L.K. Sheet Metal, Inc.	Sheet Metal	East Hartford, CT	WBE
61	Larry's Trucking Co.	Trucking	Springfield, MA	MBE
62	Lindon Group	Piping Materials	East Providence, RI	WBE
63	M. Frank Higgins & Co., Inc.	Casino Tile and Stone	Newington, CT	WBE
64	Medeiros Hydroseeding & Landscaping Construction, Inc.	Trucking and Soil Materials	Monson, MA	MBE
65	Moor Metals, Inc.	Sales and Distribution of Metals	Holliston, MA	MBE
66	Ms. Pipe, LLC	Procurement of Valves, Pipes and Fittings	South Windsor, CT	WBE
67	New England Foundation Company, Inc.	Helical Piles	Boston, MA	WBE
68	Northeastern Steel Corporation	Steel Distributor	Revere, MA	MBE
69	Performance Testing & Balancing LLC	Testing & Balancing	South Hampton, MA	VBE
70	Piping Systems, Inc.	HVAC	Assonet, MA	WBE
71	Protocol Management Services, Inc.	Raised Access Floors Material Supplier	North Attleboro, MA	WBE
72	Quinette King Consulting	Blackout Paint Supplier	Las Vegas, NV	MBE
73	R K Insulation Contractors, Inc.	Podium Sheet Metal Insulation	Hartford, CT	MBE
74	Rebars & Mesh, Inc.	Concrete	Haverhill, MA	WBE
75	Regis Steel Corporation	Steel Erection/ Reinforcing	Fall River, MA	MBE
76	S&F Concrete Contractors, Inc.	Concrete	Hudson, MA	MBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

DIVERSE CONSTRUCTION COMPANIES

AS OF SEPTEMBER 30, 2017

Ref	Company	Scope	Location	Diversity Status
77	S-Cel-O, LLC	95 State Painting	Springfield, MA	MBE
78	Security Construction Services, Inc.	Fencing	Hudson, MA	WBE
79	SOS Corporation	Construction Cleaning, Selective Interior Demolition	Milford, MA	WBE
80	Steere Engineering, Inc.	Engineering Services	Warwick, RI	WBE
81	Strategic Environmental Services, Inc.	Environmental Consultants	Sutton, MA	WBE
82	Sullivan and Narey Construction, Inc.	Armory Building Masonry	Holyoke, MA	VBE
83	Superior Caulking & Waterproofing	Caulking & Waterproofing	Palmer, MA	VBE
84	Supplies Exchange Systems	Materials Supplier	Dorchester, MA	MBE
85	Tavares, LLC	Fireproofing	Providence, RI	MBE
86	T & M Equipment Corporation	Excavating Contractor	Springfield, MA	VBE
87	Titan Roofing Company	Roofing	Springfield, MA	MBE
88	Total Mechanical Service Corp.	Pool Mechanical Contractor	Plymouth, MA	MBE
89	Triton Leasing and Rental, Inc.	Demolition & Abatement	Feeding Hills, MA	WBE
90	Turtle & Hughes, Inc.	Podium Unistrut Supplier	Linden, NJ	WBE
91	United Personnel Services, Inc.	Kitchen Equipment Labor	Springfield, MA	WBE
92	Ultimate Abatement Company, Inc.	Abatement	Plainfield, MA	WBE
93	Welch Associates Land Surveyors, Inc.	Land Surveying	West Bridgewater, MA	WBE
94	Willow Tree Outdoor, LLC	Landscape	Springfield, MA	WBE
95	Woodchuck's Building & Home Center	Construction Supplier	Rockland, MA	MBE
96	Younger Brothers Construction, LLC	Materials Supplier	Watertown, MA	MBE

Notes:

(1) Green highlighted companies have worked on site and been paid as of August 31, 2017.

WBE = Woman-owned Business Enterprise; MBE = Minority-owned Business Enterprise; VBE = Veteran-owned Business Enterprise.

APPENDIX C

CONSTRUCTION WORKFORCE STATISTICS AS OF SEPTEMBER 30, 2017

Reference	Company	This Month's Workforce Diversity Statistics							Project To Date Workforce Diversity Statistics								
		Employee Count	This Month's Total Hours	Women		Minority		Veteran		Employee Count	Project To Date Total Hours	Women		Minority		Veteran	
				Hours	%	Hours	%	Hours	%			Hours	%	Hours	%	Hours	%
3	Cetcpqo 'O cuqpt {'Gpgr tkgu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	35	3.7: 2072	2022	2022'	: 46072	74089'	2022	2022'
4	CgrqEngcp		2022	2022	2022'	2022	2022'	2022	2022'	37	4.458022	2022	2022'	3.325072	6: 057'	2022	2022'
5	Cmkf 'Hk g'Rtqgckp.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'		3.576022	2022	2022'	478022	3: 0 3'	2022	2022'
6	Co gtkecp'Gpwtqpo gpvcl'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	3: 5	54.973007	4.3: 6022	802'	4: .793007	; 204: ;'	4: : 072	20 : '
7	Co S wkr 'Etcpg'Tgpvcrl'NNE		2022	2022	2022'	2022	2022'	2022	2022'		3: ; ; ; 072	2022	2022'	; 92072	6: 00: ;'	2022	2022'
8	Ctf gz.'NRO		2022	2022	2022'	2022	2022'	2022	2022'	8	48: 072	2022	2022'	2022	2022'	2022	2022'
9	Czkrp'Ur gelen('Eqptcevlpi	32	: 76022	2022	2022'	566022	6204: '	2022	2022'	3	4.3: : 022	2022	2022'	: 52022	59088'	2022	2022'
:	C{qvg' U 'Mpi 'Hjt' Vkg.'kpe		2022	2022	2022'	2022	2022'	2022	2022'	46	672072	2022	2022'	6022	20 : ;'	2022	2022'
:	Dctdgt 'Ht gnrq' U{ungo u'NNE	5	3: : 022	2022	2022'	2022	2022'	2022	2022'	6	896022	2022	2022'	2022	2022'	2022	2022'
32	Dc{ 'Etcpg'P qtj gcu		2022	2022	2022'	2022	2022'	2022	2022'	3	32022	2022	2022'	2022	2022'	2022	2022'
33	Dc{ 'Ucvg'Gpxcvt 'Eq0		2022	2022	2022'	2022	2022'	2022	2022'		537022	2022	2022'	2022	2022'	2022	2022'
34	DGEQ'Ggevt'lecl'Eqptcevtu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	33	5.655072	2022	2022'	3.338072	54074'	4.2: : 022	820 3'
35	Dgrnj k'g'Eqpet'gg'EWwlp		2022	2022	2022'	2022	2022'	2022	2022'	5	46072	2022	2022'	2022	2022'	9072	52083'
36	Dgrnp'Uggn'Eqptcevtu.'Eqo r cp{	8	438022	62022	3: 074'	2022	2022'	2022	2022'	5	66: ; 45072	5.885022	: 087'	8.394072	35066'	5.464072	9044'
37	DI 'O gej cplecl'Eqptcevtu.'kpe0	34	3.62: 022	2022	2022'	578022	47049'	35: 022	: 00; ;'	58	33.8: ; 084	2022	2022'	4.3: 9022	3: 00: ;'	3: ; 6: 022	38088'
38	Dmgng' Rt gnt gu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	65	49.854072	4.737072	: 082'	5.975022	3507: ;'	4.43: 072	: 025'
39	Dng'Eqptcevtu.'kpe0		3.5: 8072	548022	45073'	57: 022	470 4'	392022	34048'	35	7: ; 2: 072	894022	33059'	3.43: 022	42085'	: 46022	350 6'
3:	Ecr cuq 'Tgwtckp.'kpe0		558022	2022	2022'	382022	6904'	78022	38089'	32	4: ; 52022	2022	2022'	3.672022	6: 06: ;'	7: 6072	4204: ;'
3:	Egptcn'Eqptcevtu.'kpe0		9.874022	7: 6022	908'	4.5: : 022	53056'	: 43022	32095'	87	52.363022	4.829072	: 087'	: 7: : 072	530 7'	5: .: : 072	340 2'
42	Ej cdq' U' 'Dwt'g'v'Eqptcevtu.'Eq0'kpe0	32	752022	2022	2022'	: 7022	38026'	: 7022	38026'	9;	43.58: 072	3.7: 7072	9064'	8.829072	520 4'	3.9: : 022	: 059'
43	Ej co r rclp' O cuqpt {'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	58	7.2: 2072	322022	30 8'	3: ; 87022	5: 082'	8: : 022	35073'
44	Ej cpf rgt 'Cte'kgewtcr'rt'qf'vewu	8	339022	2022	2022'	67022	5: 068'	2022	2022'	4:	4: : 58022	626022	36047'	349022	606: ;'	694022	38086'
45	ER'Eqpet'gg.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	37	6.559022	2022	2022'	8: 9022	370 6'	2022	2022'
46	EM'Eqptcevtu.'kpe0		677022	2022	2022'	: ; 022	4308'	2022	2022'	49	6: ; 95072	: : 3022	3903'	3.5: 3022	49099'	743072	326: ;'
47	Eqi j lp 'Ggevt'lecl'Eqptcevtu.'kpe0	74	43.855022	3.233022	6089'	5.45: 072	360 9'	4.9: 5072	340 3'	487	78.94: 072	6.625022	908'	: 28: 072	36044'	8.6: 4072	33065'
48	Eqm'p'Ggevt'lecl	87	8.8: 4072	64: 022	805: ;'	97: 072	33057'	5: 5022	704'	32;	82.559047	7.256022	: 056'	9.857072	34087'	7.277072	: 05: ;'
49	Eqo o qpy gcrl 'I wtf tcln'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	42	: 8: 022	48022	5022'	337022	35047'	2022	2022'
4:	Eqppgevw'F ('y'cnl'kplj'kpi'.kpe0		947022	: 8022	35046'	42: 022	4: 08: ;'	2022	2022'	4;	5.5: 5072	352022	50 6'	6: 2072	36042'	2022	2022'
4:	Eqptcevtu.'kpe0'Ndqt'Wpko'kgf.'kpe0		: 6022	2022	2022'	98022	: 206: ;'	2022	2022'	1;	946022	: 022	3082'	597022	730 2'	2022	2022'
52	Eqpp'Eqo r cp{.'NNE		2022	2022	2022'	2022	2022'	2022	2022'	5	46022	2022	2022'	2022	2022'	: 022	55055'
53	F('C0'Wmkcp'U' 'Lpu'kpe0	3	37022	2022	2022'	2022	2022'	2022	2022'	3	37022	2022	2022'	2022	2022'	2022	2022'
54	F'g'Nwec' 'kpe0'Eqo r cp{.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	32	3: : 6022	: 022	6057'	38022	: 092'	2022	2022'
55	F'gr'gpf'cdq' O cuqpt {'Eqptcevtu.'Eq0'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	8	65: 022	54022	904: ;'	43: 022	6: 0: ;'	2022	2022'
56	F'kkl'kpl'Uk' 'kpu'ngtu.'kpe0		54022	2022	2022'	2022	2022'	2022	2022'	5	3: : 022	2022	2022'	2022	2022'	2022	2022'
57	GF O 'Eqptcevtu.'kpe0		3: 4022	2022	2022'	2022	2022'	85022	5604'	3:	5.63: 022	3: 2022	7049'	96: 072	430 5'	978072	44085'
58	GHEqteq'p'Rawo'dlp' U' 'J'gcl'kpi'.kpe0		2022	2022	2022'	2022	2022'	2022	2022'	3	38022	38022	322022'	2022	2022'	2022	2022'
59	Gxgt' o q' N'j v'c'p'f' Ray' gto.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	6	835072	2022	2022'	2022	2022'	2022	2022'
5:	Hgf'gcn'Eqpet'gg.'kpe0		: 34072	2022	2022'	92022	9089'	2022	2022'	97	47.392022	3: : 92072	9065'	5.752022	36024'	3.979072	80 : ;'
5:	Hjrcp' Y cvgr tqql'kpi' U' 'Eqptcevtu.'kpe0		: 022	2022	2022'	2022	2022'	2022	2022'	34	3.682072	2022	2022'	769072	5906: ;'	2022	2022'
62	Hjrc'p'g'Dtqu.'kpe0		799022	372022	48022'	369022	4706: ;'	62022	80 5'	7;	35.527022	3.884072	34072'	5.353072	45076'	3.452022	: 046'
63	Hjrl' 'Cs'wkr o'gp'v'kpu'ngtu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	6	338022	2022	2022'	2022	2022'	2022	2022'
64	Hkqrl'Ggevt'lecl'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	3	4: ; 022	2022	2022'	2022	2022'	2022	2022'
65	Hkqrl'Ggevt'lecl'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	4	334022	2022	2022'	326022	: 40 8'	2022	2022'
66	I'ci'rlctf'wee'k'Eqptcevtu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	69	6.486072	857022	360 ; ;'	92: 072	38086'	: 28072	43048'
67	I'qo'gu'Eqptcevtu.'Eqo r cp{.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	6	797072	2022	2022'	2022	2022'	2022	2022'
68	I'tg'p' 'kpu'ngtu.'kpe0		526022	2022	2022'	2022	2022'	2022	2022'	7	3.4: 4022	2022	2022'	6: 022	504'	2022	2022'
69	J'0'ect' U' 'kpu'kpe0	337	36: ; 87072	: : : 072	70 6'	5.777022	4507'	3: ; 92022	35088'	383	82.783072	5.763072	70 7'	36.5: 3072	45088'	9.66: 022	34052'
6:	J'ctt' {'I' t'qf'um'f' U' 'Eq0		9.7: 6022	366022	30 2'	768022	9042'	: ; 73022	34076'	388	73: : 27072	3.75: 072	40 9'	6.7: : 022	: 0: ;'	7.736072	32086'
6:	J'c'f'y'ctf' 'Dcmgt'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	54	6.687072	528072	80 8'	3.392072	48043'	997072	39058'
72	J'D'Y' g'f'kpi		2022	2022	2022'	2022	2022'	2022	2022'	39	8: : 55022	36: 072	4089'	692022	80 : ;'	3.2: 4022	370 5'
73	J'g'k'ci' g' 'T'gu'qt'ckp.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	42	7: : 7: 022	: 4022	3062'	4.558022	5: 0: ;'	2022	2022'
74	J'leno'cp' U' 'U' t'q'k'Ggevt'lecl'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	4	3: 4022	2022	2022'	2022	2022'	2022	2022'
75	E{'p'Gp'x'k'q'p'o'g'p'vcrl'U'g't'x'legu		2022	2022	2022'	2022	2022'	2022	2022'	3	46022	2022	2022'	46022	322022'	2022	2022'
76	IF'E'F'g'o'q'ik'kp		2022	2022	2022'	2022	2022'	2022	2022'	45	5.726022	622022	33064'	956022	420 7'	382022	6079'
77	I'q'j'p'Y'0'Gi'cp		: 022	2022	2022'	2022	2022'	2022	2022'	8	762072	2022	2022'	2022	2022'	2022	2022'
78	I'q'p'p'G'p'i'p'g'g'k'p'i'NNE		2022	2022	2022'	2022	2022'	2022	2022'	4	38: 022	2022	2022'	2022	2022'	2022	2022'
79	LT'NE'Eqptcevtu.'kpe0	3	387072	387072	322022'	387072	322022'	2022	2022'	;	4: ; 922072	7.8: 6043	3: ; 066'	33.39: 072	59086'	7.494022	3907'
7:	M' 'MC'eq'v'lecl'Eqptcevtu.'kpe0	5	: 8022	2022	2022'	2022	2022'	2022	2022'	5	42: 022	2022	2022'	2022	2022'	2022	2022'
7:	M' 'U' 'U' 'Eqptcevtu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	1;	972022	2022	2022'	2022	2022'	2022	2022'
82	M'g'gd'g'ti' O'ge'j'c'ple'cl'U'g't'x'legu'NNE	39	86: 022	2022	2022'	38: 022	470 5'	2022	2022'	4:	4.365072	2022	2022'	3: 6022	: 07: ;'	2022	2022'
83	NMD'U'g'g'v'0'g'cn'kpe0		7.8: 8022	535022	7072'	3.22: 072	3907'	72: 022	: 0 5'	86	4: ; 786022	3.799072	706'	7.839022	3: 022'	4.757072	: 07: ;'
84	N'ep'i'cp' 'kpu'ngtu.'kpe0		2022	2022	2022'	2022	2022'	2022	2022'	4	78: 022	2022	2022'	2022	2022'	2022	2022'

MGM Springfield
Workforce Diversity Report (By Company)
As of: September 30, 2017

Reference	Company	This Month's Workforce Diversity Statistics							Project To Date Workforce Diversity Statistics								
		Employee Count	This Month's Total Hours	Women		Minority		Veteran		Employee Count	Project To Date Total Hours	Women		Minority		Veteran	
				Hours	%	Hours	%	Hours	%			Hours	%	Hours	%	Hours	%
85	Nqpi f gp'Ego r cp{.'Ipe0'	4	3802	202	202'	202	202'	202	202'	1	45402	202	202'	4602	3206'	5402	3509'
86	O0HcpnU ki i lpu('Eq0'Ipe0	3	:02	202	202'	202	202'	202	202'	8	55502	202	202'	202	202'	202	202'
87	O(NDLej o kw'Ipe0	39	3,78302	55307	43047'	42202	340 3'	202	202'	53	:97:047	3.9:9047	3:054'	3.6:3047	3708:'	:;202	32087'
88	O cpi cpctq'P qtj gcu'NNE'	5	3:602	202	202'	36602	9:048'	202	202'	5	3:602	202	202'	36602	9:048'	202	202'
89	O ctt'Gs wkr o gpv'Ego r cp{	9	54302	:02	52086'	33402	560 6'	202	202'	3	5,28207	3.3:4097	5:086'	4.5:3047	9:085'	202	202'
8:	O ctt'Uechqf	7	202	202	202'	202	202'	202	202'	43	85:02	202	202'	4:402	66042'	3802	407:'
8:	O cti wtkg'Eqpctg	3:	56:02	202	202'	33:02	550 3'	:02	4052'	99	4,94202	202	202'	54:02	3408'	42502	906:'
92	O cuug{u'Raig'I rruu('C'no lpuo .'Ipe0	35	93902	9802	32082'	9802	32082'	6202	707:'	35	5,39:02	9802	405:'	4:02	40:'	7802	3098'
93	O czlo 'Etcpg'Y qtmu'NR	7	202	202	202'	202	202'	202	202'	9	3,35802	202	202'	76502	690 2'	4602	4083'
94	O gf gtu'J {f tuggf lpi 'Ncpf uer g'Eqpwt vskq.'Ipe0	7	202	202	202'	202	202'	202	202'	4	3902	202	202'	3302	8603'	202	202'
95	O kf y gu'Rtq Rclp'kpi 'Ipe	7	202	202	202'	202	202'	202	202'	7	3,23302	43602	43043'	3:702	3:055'	44202	43097'
96	O qtcp'Uj ggv'O gcn 'Ipe0	7	45802	202	202'	8302	4808'	202	202'	5	:4:047	202	202'	49807	4:0 3'	202	202'
97	P GT'Eqpwt vskq'O cpci go gpv	7	202	202	202'	202	202'	202	202'	3;	4,34702	202	202'	62702	3:08'	202	202'
98	P gy 'Cpi rpf 'Eqpctg'Ew'kpi .'Ipe0	7	202	202	202'	202	202'	202	202'	5	67802	202	202'	202	202'	202	202'
99	P gy 'Cpi rpf 'Hypf c'kq'Eq0'Ipe0	7	202	202	202'	202	202'	202	202'	42	4,94902	202	202'	7:902	4306'	44802	:04:'
9:	P qtj gcu'Nk j lpi 'Rtq'vskq.'NNE	7	202	202	202'	202	202'	202	202'	7	598053	202	202'	334067	4:0 :'	202	202'
9:	P qtj gcu'Uggn'Eq'vskq	7	202	202	202'	202	202'	202	202'	9	3,55702	5602	407'	3:502	3503'	5:502	4:066'
: 2	P qtj gcu'p'Uggn'Eq'vskq	7	202	202	202'	202	202'	202	202'	8	8602	:02	3608'	7202	9:085'	202	202'
: 3	P qtj gtp'I gpctn	46	4,93:02	48402	:086'	63802	37054'	48302	:082'	323	57,53502	4.5:02	809'	7.5:02	37048'	4,54802	807:'
: 4	Q'kuc.'NNE	5	:02	802	88089'	202	202'	202	202'	1	9:02	7602	8:045'	3502	38089'	202	202'
: 5	ROI k'k'k'U'U'p'u'Ipe0	7	202	202	202'	202	202'	202	202'	:	5602	33602	3504'	202	202'	202	202'
: 6	R'co gt'R'cl'p'Eq'vskq	7	202	202	202'	202	202'	202	202'	6:	92:02	5602	60 9'	3602	30 :'	202	202'
: 7	R'ht'qto c'p'g'V'g'u'lpi 'Y' 'D'c'p'p'kpi .'NNE	7	202	202	202'	202	202'	202	202'	5	8602	202	202'	202	202'	5:02	7:05:'
: 8	R't'q'k'p'c'p'f'f' t {y c'm'Eq'vskq.'Ipe0	38	3,25602	:02	2099'	33902	33053'	33902	33053'	6	32:;3402	65:02	604'	4,33202	3:066'	3,82:02	3606'
: 9	T'gi k'u'Uggn'Eq'vskq	3	3802	202	202'	202	202'	3802	32202'	86	:;44402	3.5:802	37086'	4,43702	4604'	52702	5053'
:	T'q'f'U'c'g'V'c'h'e'U'f'g'o'u	7	202	202	202'	202	202'	202	202'	8	6:02	202	202'	202	202'	202	202'
:	U('H'Eq'p'ct'g'E'q'p'ct'v'k'q'.'Ipe0	54	:6702	202	202'	:502	:0;	202	202'	537	88.4:02	6.69:02	8097'	3:;9202	5204'	8,43902	:05:'
: 2	U'c'h'g'r'c'p'	7	202	202	202'	202	202'	202	202'	33	9:202	202	202'	7802	9089'	202	202'
: 3	U'c'h'y'c'f'U'g't'x'l'g'u	32	5:;202	6202	32046'	3:;202	6:088'	5402	:08;'	73	35.:7702	97402	7065'	:.36402	7:088'	3.2:402	90 :'
: 4	U'c'x'g'Q'p'Y'c'm'Eq0'Ipe0	7	202	202	202'	202	202'	202	202'	:	4:202	6702	3706:'	6702	3706:'	:02	407'
: 5	U'E'g'g'Q'R'cl'p'kpi .'NNE	32	3,3:302	38202	35065'	62302	55089'	47602	43055'	34	4,37:02	38202	9063'	86302	4:08:'	63602	3:08:'
: 6	U'ej'p'f'ng't'G'g'x'c'q't'Eq't'r	3	68502	202	202'	8302	35089'	202	202'	38	5:;9902	33402	40 4'	4:702	9065'	33402	40 4'
: 7	U'g'ew'k'f'Eq'vskq'U'g't'x'l'g'u.'Ipe0'f'k'l'k'U'g'ew'k'f'Eq'vskq'Eq0	7	202	202	202'	202	202'	202	202'	36	5:;8802	52202	908'	3,455047	530 2'	6202	3025'
: 8	U'g'r'R'cl'p'kpi 'Eq't'r	38	4,43:02	202	202'	63402	3:079'	202	202'	48	7,35202	202	202'	63:02	:087'	202	202'
: 9	U'q'w'j'g't'p'P'g'y'G'p'i'r'p'f'G'g'v't'c'p'f'V'g'u'lpi .'NNE	6	49502	202	202'	202	202'	34202	650 8'	6	3,34502	202	202'	202	202'	57802	53092'
:	U'c'o'h'q't'f'Y'g'e'n'p'i	7	202	202	202'	202	202'	202	202'	34	3,8:502	9802	606:'	35:02	:087'	9602	6059'
:	U'w'k'c'p'('P'c't'g'Eq'vskq'Eq0'Ipe0	8	6:602	202	202'	32802	4402'	202	202'	8	6:602	202	202'	32802	4402'	202	202'
322	U'v'r'g't'k't'Eq'vskq'Eq0'Ipe0	3	8402	202	202'	202	202'	202	202'	37	97:02	202	202'	45902	53055'	602	205'
323	V('O'G's'w'k'r'o'gpv'Eq't'r'q't'c'v'k'q'	7	69:02	34802	48088'	202	202'	202	202'	89	52:;2207	6.33:02	35055'	7,89507	3:058'	3,66:02	608:'
324	V'c'x'c't'g'u'NNE	7	202	202	202'	202	202'	202	202'	:	4:;9602	47602	:076'	54802	320 8'	202	202'
325	V'g'e'j'X'c'ng'f'Eq'vskq'.'NNE	7	202	202	202'	202	202'	202	202'	:	4,23:02	42802	32043'	202	202'	202	202'
326	V'k'j'o'c'p'	32	3,66202	6:202	55055'	54202	44044'	54202	44044'	3:	47,48302	7,32302	4208:'	6:;4202	3:06:'	8,54202	4704'
327	V'k'c'p'T'q'q'h'p'i'Eq'o'r'c'p'f'	65	6,2:202	202	202'	:6702	4204'	48402	8064'	334	3:;88:047	202	202'	5,6:02	3909:'	3,74:047	909:'
328	V'k'c'p'V'k'c'p'c'f'Eq'o'r'c'p'f'	58	5,8:302	45402	804:'	86702	39069'	:9:02	450 2'	97	57,59:02	3.:;502	7064'	7,48:02	360 ;'	7,24802	36043'
329	V'k'c'p'V'k'c'p'c'f'Eq'o'r'c'p'f'	7	202	202	202'	202	202'	202	202'	57	5,3:902	202	202'	3,76902	6:077'	45:02	902'
32:	W'k'o'c'g'C'd'c'v'g'o'gpv'Eq'o'r'c'p'f'.'Ipe0	7	202	202	202'	202	202'	202	202'	69	32,65202	5,85402	560 5'	32,33:02	:9024'	202	202'
32:	W'p'k'w'f'p'g't'p'c'p'f'Eq't'r'q't'c'v'k'q'	7	32:02	202	202'	4:02	470 5'	202	202'	:	48:02	202	202'	8:02	47059'	202	202'
332	W'p'k'g't'w'c'n'G'g'v't'c'p'f'Eq0	7	202	202	202'	202	202'	202	202'	3:	7,85702	77802	:0;	3,4:602	440 2'	5:602	80 ;'
333	Y'c'ne'q'f'p'c'v'c'v'k'p'u'NNE	7	202	202	202'	202	202'	202	202'	8	72302	32:02	43088'	3:302	5:084'	:502	3:078'
334	Y'k'k'c'o'T'q'd'g't'u'G'g'v't'c'p'f'Eq0'Ipe0	3	69202	8602	35084'	202	202'	202	202'	38	5.:7602	47802	8086'	:502	4063'	202	202'
335	Y'k'k'y'V'g'g'Q'w'f'q'q't'.'NNE	7	202	202	202'	202	202'	202	202'	7	48302	202	202'	32702	62066'	202	202'
336	Y'q'it'g'J'q'w'g'O'q'x'g't'u'.'NNE	7	202	202	202'	202	202'	202	202'	32	3,3:602	202	202'	52802	47084'	44:02	3:02:'
337	Y'q'x'g't'p'g'f'g'g'g'R't'q'g'v'k'q'Eq	49	4,7:902	9402	4099'	49:02	3202'	34802	60 7'	53	34,97702	3,24202	:022	5,44602	4704:'	3,54902	32062'
338	Y'q't'eg'v'g't'G'g'x'c'q't'Eq0'Ipe0	7	202	202	202'	202	202'	202	202'	4	3402	202	202'	202	202'	802	7202'
Total - Unions		1,098	99,525.25	6,112.25	6.14%	18,414.50	18.50%	10,413.00	10.46%	3,606	921,724.37	72,697.21	7.89%	221,026.45	23.98%	88,921.25	9.65%
339	Q'p'U'g'F'g'u'k'i'p'T'O'c'p'i'g'o'gpv	36:	34,33502	4:;4:02	4608:'	4,72202	42086'	3,38402	:082'	59	44:;39:08	55,96:07	36095'	56:9307	37044'	4:;23902	34044'
Total		1,247	111,638.55	9,041.75	8.10%	20,914.50	18.73%	11,575.50	10.37%	4,043	1,150,903.55	106,445.56	9.25%	255,898.03	22.23%	116,938.30	10.16%

V'q'v'c'n'/'Q'x'g't'c'm			
I'q'w	R't'q'l'g'v'l'q'c'u	R't'q'l'g'v'l'q'f'c'v'g	F'g'nc
Y'q'o'gp"	80 2'	:047'	4057'
O'k'p'q't'k'f'	37052'	44045'	80 5'
X'g'g't'c'p'	:02'	32088'	4088'

Notes:
*3+U'c'u'w'k'v'k'p'c'n'f'g'c'n'ly'q't'n'q't'g'v'g'p'q't'w'v'j'c'v'j'g't'g'g'k'x'f'f'd'('O'I'O'c'u'q'h'U'g'r'g'o'd'g't'52.'42390
*4+V'j'g'v'q'c'v'p'o'p'o'g't'q'h'w'p'l'w'g'

MGM Springfield
Workforce Diversity Report (By Union)
As of: September 30, 2017

Reference	Union	This Month's Workforce Diversity Statistics						Project To Date Workforce Diversity Statistics									
		Employee Count	This Month's Total Hours	Women		Minority		Veteran		Employee Count	Project To Date Total Hours	Women		Minority		Veteran	
				Hours	%	Hours	%	Hours	%			Hours	%	Hours	%	Hours	%
3	CGHEY C'Nqeci%522	2	202	202	202	202	202	202	202	3	54602	202	202	202	202	202	202
4	CHLEO G'Nqeci%452	2	202	202	202	202	202	202	202	3	6:02	202	202	6:02	32202	202	202
5	Cudgunqu'Y qnngtu%8	34	3.37:02	202	202	56602	4:03	202	202	6:	8.57602	202	202	4.58302	5908'	45:02	508'
6	Dquap'Rcungtu)'Ego gpvO cuqpu//Cur j cn'Ne{gtu/Wplqp'%756	3:	52702	202	202	6502	3602	:02	4084	322	7.45:02	202	202	:8402	3:09'	7702	308'
7	Dtleme{gtu'Nqeci%6	2	202	202	202	202	202	202	202	9	79402	202	202	3302	304'	202	202
8	Dtleme{gtu'Nqeci%5	48	3.79402	202	202	48:02	3903	7802	508'	3:2	59.76402	:602	4084	:35502	4605'	4.36702	703'
9	Dwrf lpi 'Y tgegtu'Wplqp'%643	2	202	202	202	202	202	202	202	5	76402	202	202	76402	32202	202	202
:	Ectr gpvgtu'Nqeci%46	2	202	202	202	202	202	202	202	3	3202	3202	32202	202	202	202	202
:	Ectr gpvgtu'Nqeci%2:	3:	43.88:02	3.46802	707'	8.28202	4909'	4.5:602	33027'	746	377.76402:	34.92402	:089'	65.88802	4:09'	43.72702	3505'
32	Ectr gpvgtu'Nqeci%29	7	39802	202	202	202	202	202	202	34	6.48702	202	202	9:902	3:08'	202	202
33	Ectr gpvgtu'Nqeci%2:	3	33902	202	202	202	202	202	202	4	74:02	33902	4402	33902	4402	202	202
34	Ectr gpvgtu'Nqeci%527	4	7402	202	202	4:02	7507'	202	202	5	36202	202	202	4:02	4202	202	202
35	Ectr gpvgtu'Nqeci%432	2	202	202	202	202	202	202	202	4	3802	202	202	202	202	:02	7202
36	Ectr gpvgtu'Nqeci%5	6	47802	202	202	202	202	202	202	33	3.54702	6702	5062	202	202	202	202
37	Ectr gpvgtu'Nqeci%646	2	202	202	202	202	202	202	202	3	9402	202	202	9402	32202	8702	:204:'
38	Ectr gpvgtu'Nqeci%697	2	202	202	202	202	202	202	202	3	5:02	202	202	202	202	202	202
39	Ectr gpvgtu'Nqeci%757	2	202	202	202	202	202	202	202	3	54:02	202	202	202	202	202	202
3:	Ectr gpvgtu'Nqeci%89	2	202	202	202	202	202	202	202	3	5402	202	202	202	202	202	202
3:	Ectr gpvgtu'Nqeci%6:99	2	202	202	202	202	202	202	202	9	76402	202	202	202	202	202	202
42	EV'Dtleme{gtu'%6	2	202	202	202	202	202	202	202	5	6:02	202	202	4602	6:06:'	202	202
43	Huqteqxgtu'Nqeci%438:	7	9702	202	202	5702	6809'	202	202	58	6.93:02	:8702	3:05'	3.47702	480:'	74302	33027'
44	Irc'lgtu'Wplqp'Nqeci3355	3	:02	202	202	202	202	202	202	3	:02	202	202	202	202	202	202
45	kvgtpcvqpciCuuqekvq'qhl'J gev'cpf'HKqu'fpuwvqtu'Nqeci55	3	:802	202	202	202	202	202	202	4	57402	202	202	202	202	202	202
46	kvgtpcvqpciCuuqekvq'qhl'Kq'Y qnngtu'Nqeci%9	9	58:02	6202	3209'	202	202	202	202	328	67.:3902	4.:8402	8067'	7.64902	3304'	5.:5402	:078'
47	kvgtpcvqpciCuuqekvq'qhl'Kq'Y qnngtu'Nqeci%7	2	202	202	202	202	202	202	202	6	4.43302	6202	303'	35902	80:'	202	202
48	kvgtpcvqpciDtqj gtj qqf'qhl'Ggvtlecni'Y qnngtu'IDGY'Nqeci%677	2	202	202	202	202	202	202	202	5	33407	7207	6703'	33407	32202	202	202
49	kvgtpcvqpciDtqj gtj qqf'qhl'Ggvtlecni'Y qnngtu'IDGY'Nqeci%9	565	52.69807	3.:5607	804'	6.3:;02	3509'	5.4:802	3204'	684	363.58302	34.25807	:073'	3.:37047	3604'	37.58802	3209'
4:	kvgtpcvqpciDtqj gtj qqf'qhl'Ggvtlecni'Y qnngtu'IDGY'Nqeci%67	2	202	202	202	202	202	202	202	7	59805	202	202	334067	4:0:'	202	202
4:	kvgtpcvqpciDtqj gtj qqf'qhl'Ggvtlecni'Y qnngtu'IDGY'Nqeci%2	5	37502	202	202	202	202	202	202	5	98902	202	202	202	202	202	202
52	kvgtpcvqpciDtqj gtj qqf'qhl'Ggvtlecni'Y qnngtu'IDGY'4pf'F kntlev	2	202	202	202	202	202	202	202	3	4502	202	202	202	202	202	202
53	kvgtpcvqpciWplqp'qhl'Ggvtlecni'Y qnngtu'IDGY'4pf'F kntlev	5	7202	202	202	202	202	202	202	8	54802	202	202	202	202	202	202
54	kvgtpcvqpciWplqp'qhl'Ggvtlecni'Y qnngtu'IDGY'4pf'F kntlev	2	202	202	202	202	202	202	202	3:	4:3402	33402	507'	33402	507'	33:02	607'
55	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%6	7	49202	202	202	202	202	202	202	8:	9.:2302	202	202	46302	508'	:2902	3206'
56	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%7	2	202	202	202	202	202	202	202	3	:02	202	202	202	202	202	202
57	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%:	33	3.29602	44602	4202'	33402	32065'	7602	705'	3:4	66.45802	5.8:2047	:066'	:42702	3:07'	4.:6:047	8066'
58	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%28	3	3402	202	202	3402	32202	3402	32202	3	3402	202	202	3402	32202	3402	32202
59	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%69:	3	34402	202	202	34402	32202	202	202	5	98302	202	202	7:502	9904'	202	202
5:	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%69:	2	202	202	202	202	202	202	202	8	34702	202	202	202	202	202	202
5:	kvgtpcvqpciWplqp'qhl'Qr gtcvpi'Gpi lpggtu'6'WQGNqeci%555	6	56202	202	202	202	202	202	202	39	5.:7:02	202	202	5902	208'	8602	3088'
62	Kqp'Y qnngtu'F kntlevEqwpekiqhl'P gy'Gpi rcpf	:	4:302	202	202	702	304'	33:02	620:'	356	54.42602	6.3:802	35025'	9.56802	4403'	5.54802	32055'
63	WGE'Nqeci%63	:	68502	202	202	8302	3509'	202	202	33	3.5:402	202	202	3:502	350:'	202	202
64	Ncdqgtu'F kntlevEqwpekn	2	202	202	202	202	202	202	202	44	4.88602	202	202	3.44802	68025'	3702	2078'
65	Ncdqgtu'kvgtpcvqpciWplqp'qhl'P qtlj'Co gtec'NWP C'Dwrf lpi 'Y tgegtu'Nqeci%643	2	202	202	202	202	202	202	202	39:	4.:63807	5.:;9047	36029'	48.:2207	:6089'	202	202
66	Ncdqgtu'Nqeci%55	3	:02	202	202	202	202	202	202	3	:02	202	202	202	202	202	202
67	Ncdqgtu'Nqeci%5:	2	202	202	202	202	202	202	202	4	33602	202	202	202	202	202	202
68	Ncdqgtu'Nqeci%673	2	202	202	202	202	202	202	202	5	43802	202	202	202	202	202	202
69	Ncdqgtu'Nqeci%697	5	:02	202	202	:202	32202	202	202	8	37502	:02	7045'	34:02	:6053'	202	202
6:	Ncdqgtu'Nqeci%44	6	47902	202	202	202	202	202	202	43	9.69202	202	202	6:802	8073'	3.34:02	37033'
6:	Ncdqgtu'Nqeci%45	2	202	202	202	202	202	202	202	5	36:02	202	202	7602	5806:'	202	202
72	Ncdqgtu'Nqeci%52	3	602	202	202	602	32202	202	202	:	3.25507	202	202	3.22:07	:9085'	902	2055'
73	Ncdqgtu'Nqeci%465	3	7802	202	202	202	202	202	202	5	5.:702	202	202	202	202	202	202
74	Ncdqgtu'Nqeci%6:7	2	202	202	202	202	202	202	202	4	5402	202	202	:02	4702	202	202
75	Ncdqgtu'Nqeci%6:	3	34:02	202	202	202	202	34:02	32202	7	4.29902	202	202	202	202	3.67402	8:q4'
76	Ncdqgtu'Nqeci%64:	2	202	202	202	202	202	202	202	3	4602	202	202	202	202	202	202
77	Ncdqgtu'Nqeci%677	2	202	202	202	202	202	202	202	39	7.25802	3.69:07	4:05:'	7.25802	32202	202	202
78	Ncdqgtu'Nqeci%695	3	43402	202	202	202	202	202	202	32	3.:8:02	202	202	402	2083'	202	202
79	Ncdqgtu'Nqeci%769	2	202	202	202	202	202	202	202	9	3.:902	202	202	202	202	202	202
7:	Ncdqgtu'Nqeci%782	2	202	202	202	202	202	202	202	4	5402	202	202	202	202	202	202
7:	Ncdqgtu'Nqeci%7:8	56	5.52602	69202	36066'	:4502	4604'	54602	:02'	3::	6.:3:507	6.:5:07	32047'	36.2:702	4:045'	4.69:02	7066'
82	Ncdqgtu'Nqeci%82:	5	7:02	202	202	3802	480:'	6502	9503'	38	3.26502	202	202	8702	8045'	33602	320:'
83	Ncdqgtu'Nqeci%832	4	4:02	202	202	3602	7202	202	202	8	:902	202	202	3602	3802	202	202
84	Ncdqgtu'Nqeci%833	2	202	202	202	202	202	202	202	3	49202	202	202	49202	32202	202	202
85	Ncdqgtu'Nqeci%887	2	202	202	202	202	202	202	202	:	3.87:02	5402	305'	3.87:02	32202	202	202
86	Ncdqgtu'Nqeci%897	2	202	202	202	202	202	202	202	3	35502	202	202	35502	32202	202	202

MGM Springfield
 Workforce Diversity Report (By Union)
 As of: September 30, 2017

Reference	Union	This Month's Workforce Diversity Statistics								Project To Date Workforce Diversity Statistics							
		Employee Count	This Month's Total Hours	Women		Minority		Veteran		Employee Count	Project To Date Total Hours	Women		Minority		Veteran	
				Hours	%	Hours	%	Hours	%			Hours	%	Hours	%	Hours	%
87	Ncdqgtu/Njecri% : 'Jvppgn'Y qtngtu_	2	202	202	202'	202	202'	202	202'	6	55:07	202	202'	022	4058'	6302	3403'
88	Ncdqgtu/Njecri% : ;	76	6,84202	3,49:02	4908:'	3,48:02	49067'	75202	33069'	699	342.:9;08	39,98703	3608:'	5:634047	5407:'	35,57402	33026'
89	Ncdqgtu/Njecri%0222	2	202	202	202'	202	202'	202	202'	5	4602	022	55055'	022	55055'	202	202'
8:	O cucej wugwu/Ncdqgtu/F kntlevEqwpekn	2	202	202	202'	202	202'	202	202'	32	4:02	202	202'	702	32049'	202	202'
8;	P gxcfc'Ncdqgtu/Njecri% 94"	2	202	202	202'	202	202'	202	202'	4	42:02	202	202'	202	202'	202	202'
92	P ['Dlenc' gtu'4	2	202	202	202'	202	202'	202	202'	3	602	202	202'	202	202'	202	202'
93	Qr gtcvpi 'Cpi lpggtu/Njecri%6	3	602	202	202'	202	202'	202	202'	37	3,85902	202	202'	4202	3044'	202	202'
94	Qr gtcvpi 'Cpi lpggtu/Njecri%69:	2	202	202	202'	202	202'	202	202'	6	54:07	202	202'	35:07	64056'	202	202'
95	Qr gtcvpi 'Rucvgtu'cpf 'Ego gpvO cuqpu'fpgtpevkpcu'Cuqelc'kq.'Njecri%62	35	3,77:02	202	202'	202	202'	5:802	47064'	42	6,89:02	202	202'	896072	36064'	6702	3:08'
96	Rclpvtu'cpf 'Cnigf 'Vtcf gu'30	2	202	202	202'	202	202'	202	202'	4	5:3072	202	202'	202	202'	202	202'
97	Rclpvtu'cpf 'Cnigf 'Vtcf gu'F kntlevEqwpeki%67	56	6,36502	47802	808:'	3,24302	46086'	47602	8085'	94	33,97202	726072	604:'	3,95702	36099'	85602	7062'
98	Rkq'F tkxgtu/Njecri%78	2	202	202	202'	202	202'	202	202'	3:	4,33602	202	202'	68:072	44088'	3:2072	076'
99	Rucvgtu'cpf 'Ego gpvO cuqpu'Njecri%756	2	202	202	202'	202	202'	202	202'	74	4,772072	202	202'	9072	5708:'	35702	704:'
9:	Rwo dgtu' 'Rr ghkxgtu'026	376	34.:5902	59802	405'	3,83302	34077'	3.:54072	3604:'	4;9	;;:83084	5,65:02	5066'	34,34:072	34085'	34,2:3072	34082'
9;	Rwo dgtu' 'Rr ghkxgtu'Njecri%099	33	7:902	202	202'	32602	3904'	35702	4502'	35	3,62402	202	202'	34202	078'	5:02	4:05:'
: 2	Tqqhgtu'46:	57	5,77902	202	202'	994072	43093'	37602	6055'	;6	3:2:5072	202	202'	5,653072	3:0:'	3,2:4072	806'
: 3	Uj ggv'O gvcn'Y qtngtu'09	2	202	202	202'	202	202'	202	202'	6	33802	202	202'	202	202'	202	202'
: 4	Uj ggv'O gvcn'Y qtngtu'062	3:	4,27702	202	202'	45402	3304:'	202	202'	45	9,74202	202	202'	3,27402	350:'	202	202'
: 5	Uj ggv'O gvcn'Y qtngtu'085	62	5.::02	53502	907'	5:02	43025'	77202	3509:'	8;	45.:85047	3,799072	8083'	6.:63007	4204:'	4,837072	3208'
: 6	Uj ggv'O gvcn'Y qtngtu'% 5	2	202	202	202'	202	202'	202	202'	3	022	202	202'	202	202'	202	202'
: 7	Ur tkpmgt' Hkxgtu'88:	49	4,7:902	9402	409'	49:02	3202'	34802	607'	62	36,32:02	3,24202	9045'	5,6:202	46089'	3,54902	063'
: 8	Vgco ugtu'0626	2	202	202	202'	202	202'	202	202'	;	83072	336072	3303'	5402	5055'	202	202'
: 9	Vgco ugtu'Njecri%47	2	202	202	202'	202	202'	202	202'	8	8502	202	202'	202	202'	202	202'
::	Wpkqf 'Wpkq'qh'Tqqhgtu.'Y cvgrtqqhgtu'cpf 'Cnigf 'Y qtngtu'Njecri'Wpkq'04	4	49602	202	202'	202	202'	202	202'	4	4:;02	202	202'	202	202'	202	202'
::	Wpkqf 'Wpkq'qh'Tqqhgtu.'Y cvgrtqqhgtu'cpf 'Cnigf 'Y qtngtu'Njecri'Wpkq'04	3	8302	202	202'	8302	32202'	202	202'	3	8302	202	202'	8302	32202'	202	202'
Subtotal - Other Unions		1,100	99,525.25	6,112.25	6.14%	18,414.50	18.50%	10,413.00	10.46%	3,733	921,724.37	72,697.21	7.89%	221,026.45	23.98%	88,921.25	9.65%
: 2	Qp/Ukg'F guki p'TO cpci go gpv	36:	34,33502	4.:4:072	4608:'	4,72202	42086'	3,384072	082'	659	44:;39:08:	55,96:057	36095'	56.:9307:	37044'	4:23907	34044'
Total		1,249	111,638.55	9,041.75	8.10%	20,914.50	18.73%	11,575.50	10.37%	4,170	1,150,903.55	106,445.56	9.25%	255,898.03	22.23%	116,938.30	10.16%

Vqxcn'/'Qxgtcm			
I tqwr	RtqlgevI qcn	RtqlgevVq'F cvg	F gmc
Y qo gp"	80 2'	07'	4057'
O lqtkf	37052'	44045'	80 5'
Xgvtcp	022'	32088'	4088'

Notes:
 *3+Ucvkneulpenwf g'cmly qtnhteg'grqtu'vj cvj g'g'gekgxgf 'd' 'OI O 'cu'qh'Ugr go dgt'52.'42390
 *4+Vj g'qvcn'pwo dgt'qh'wpls vg'wplq'p'y qtngtu'vj cvj cxg'y qtngf 'qp'ksg'ku'crr tqzlo cvgr'5.5290'Vj g'5.955'wplq'p'y qtngtu'kf gp'ksg'cdxg'lpemf gu'y qtngtu'vj cvj cxg'y qtngf 'hqt'bo wnr ng'eqo r cplgu'cpf kqt'bo wnr ng'wplq'pu0

APPENDIX D

LETTER REGARDING COST OF CONSTRUCTION AND CAPITALIZATION OF GAMING LICENSE



December 18, 2017

Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110

Re: Quarterly Report – Third Quarter 2017

Dear Commissioners:

In accordance with 205 CMR 135.02(5)(a) of the Massachusetts Gaming Commission Monitoring of Project Construction and Licensee Requirements (the “Monitoring Regulations”), please see below for the costs of construction, infrastructure improvements and related costs incurred by Blue Tarp reDevelopment, LLC (“MGM”) through September 30, 2017 in connection with the development of MGM Springfield project in Springfield, Massachusetts (the “Project”) compared to MGM’s cost estimates as of that date, which costs have been calculated in accordance with 205 CMR 122.03: Costs Included in the Calculation of Capital Investment.

Eligible Capital Costs

Total estimated eligible capital costs is \$708.7mm. This total consists of: (i) \$597.9mm for construction and design; (ii) \$63.7mm for furniture, fixture, and equipment, and (iii) \$47.1mm for operating supplies and equipment. As of September 30, 2017, the following amounts have been incurred toward those categories: (i) \$340.5mm for construction and design; (ii) \$2.1mm for furniture, fixture, and equipment; and (iii) \$1.5mm for operating supplies and equipment.

Ineligible Costs

Total estimated ineligible costs include: (iv) \$85.0mm for license/application fee; (v) \$134.8mm for pre-opening expenses and host community costs; (vi) \$30.0mm for project contingency; (vii) \$60.7mm for land; and (viii) \$75.5mm for capitalized interest. As of September 30, 2017, the following amounts have been incurred toward those categories: (iv) \$85.0mm for license/application fee; (v) \$66.2mm for pre-opening expenses and host community costs; (vi) \$0.0mm in project contingency costs; (vii) \$60.7mm for land; and (viii) \$28.6mm for capitalized interest.

In addition, in accordance with 205 CMR 135.02(b) of the Monitoring Regulations, I direct you to the publicly-filed financial statements of MGM Resorts International, the parent company of Blue Tarp reDevelopment, LLC (the “Licensee”), including MGM’s Quarterly Report on Form 10-Q for the quarterly period ended September 30, 2017, filed with Securities and Exchange Commission (the “SEC”) on November 9, 2017, which is available at www.sec.gov. As reflected in these financial statements, the Licensee has sufficient resources in order to meet all expected financial

obligations relating to the completion of the gaming establishment and related infrastructure improvements associated with the Project.

I hereby certify that the foregoing information is truthful and accurate to the best of my knowledge and belief.

Sincerely,



Courtney Wenleder
Vice President & CFO

cc: Michael Mathis, President & COO
Seth N. Stratton, Vice President & Legal Counsel
Edward Pikula, Esq., Springfield City Solicitor

APPENDIX E

CONSTRUCTION SITE PROGRESS IMAGES AS OF SEPTEMBER 30, 2017

AERIAL PROGRESS



Aerial View - September 22, 2017



Aerial View - September 22, 2017

OVERALL SITE PROGRESS



Overall Site Activity from Armory - October 3, 2017

HOTEL CONSTRUCTION PROGRESS



Hotel Construction - August 21, 2017



Hotel Entrance - August 31, 2017

HOTEL CONSTRUCTION PROGRESS



Hotel Construction - September 28, 2017



Hotel Entrance - September 28, 2017

PODIUM CONSTRUCTION PROGRESS



Podium Framing - July 18, 2017



Entertainment Construction - August 11, 2017



Podium Construction - August 21, 2017

PODIUM CONSTRUCTION PROGRESS



Podium Framing - August 31, 2017



Podium Construction - August 31, 2017



Podium Construction - September 13, 2017

UNION CHANDLER



Union Chandler Construction - July 29, 2017



Union Chandler Construction - July 30, 2017

UNION CHANDLER



Union Chandler Construction - August 31, 2017



Union Chandler Construction - September 28, 2017

95 STATE CONSTRUCTION PROGRESS



95 State Construction - September 13, 2017

Notes:

(1) Reference Quarter 3 2017 Status Report Section 1a and Appendix A.



95 State Office Near Completion - September 15, 2017

ENTERTAINMENT BLOCK



Entertainment Block Construction - August 31, 2017



Entertainment Block Construction - September 13, 2017

ARMORY



Armory Construction - August 31, 2017



Armory Construction - August 31, 2017

GARAGE CONSTRUCTION PROGRESS



Garage Construction - July 18, 2017



Valet Area Concrete



Garage Construction - August 21, 2017



TO: Commissioners

FROM: John Ziemba

DATE: December 19, 2017

RE: 2017 City of Springfield Community Mitigation Fund Application

Qp'Lcpwct { "52."4239."y g'Ekv{ "qh"Ur tkipi hgrf "uwo kwgf "c"&622.222"cr r rkecvkqp"vq"y g"4239"
Eqo o wplv{ "O kki cvkqp"Hwpf "dEO Hb+hqt"hwf lpi "vq"j gr "y kj "y g'eqputwvkvq"equw"qh"e"
tgr mego gpv'hqt"y g'ewttgpv'Hqewu"Ur tkipi hgrf "hcekv{ . "mcevgf "cv"y g'eqtpgt "qh"O ckp"Utggv"cpf "
Ucvg"Utggv"kp"Ur tkipi hgrf 0""Ur tkipi hgrf "pqvgf "y cv'Hqewu"Ur tkipi hgrf "y qwf "pggf "vq"o qvg"htqo "
y ku'mcecvkqp"dgecvug"o]q_p"P qxgo dgt"3: . "4238."Hqewu'tgegkxgf "pqvleg"htqo "eqwpugr'hqt"O I O "
y cv"y g"]Hqewu"Ur tkipi hgrf _"Ngcug"y qwf "dg"vgo kpcvgf "kp"ceeqtf cpeg"y kj "y g"vgo u"qh"y g"Ngcug"
uwej "y cv"y g"ur ceg"eqwf "dg"wkxgf "d{ "O I O "

Qp"Hkf c{ . "Lwpg"38."4239."y g'Eqo o kuukqp"4239"Eqo o wplv{ "O kki cvkqp"Hwpf "Tgxky "Vgco "
y cu'kphqto gf "d{ "O I O "Ur tkipi hgrf "y cv"O I O "Ur tkipi hgrf "f qgu"pqv"kvvgf "vq"tgs wkt"y cv'Hqewu"
Ur tkipi hgrf "xcecvg"y g"i tqwpf "hqq"qh"323"Ucvg"Utggv"r tkqt "vq"y g"Rtqlgev"Qr gplpi 0"Y g"ctg"
ewttgpw{ "kp"fkuewukqu"y kj "Hqewu"Ur tkipi hgrf "tgi ctf lpi "c"pgy "ci tgggo gpv'hqt"eqpvkpwgf "
qeerw cpe{ "ci tgggo gpv"cpf "f q"pqv"cpvlekr cvg"y g'pggf "hqt"Hqewu"Ur tkipi hgrf "vq"xcecvg"v"wtlpi "
H 3: 0" I kxgp"y ku'kphqto cvkqp."y g'Tgxky "Vgco "tgeqo o gpf gf "cpf "y g'Eqo o kuukqp"ci tggf "vq"
r meg"y ku"cr r rkecvkqp"qp"j qrf 0""P q"ngcug"gz vgpukqp"j cf "{ gv'dggp"hpckk gf "cv"y g"vko g"y ku"
cr r rkecvkqp"y cu'r megf "qp"j qrf 0""

Y g"j cxg'tgegkxgf "pqvleg"y g'ngcug"gz vgpukqp"j cu'pqy "dggp"gz gewgf 0""Hqewu"Ur tkipi hgrf "j cu"
ucvvgf "y cv"y g'ngcug"ku"gz vgpf gf "wvki"Ugr vgo dgt"52."423; 0""J qy gxgt."gkj gt"r ctv{ ."Hqewu"
Ur tkipi hgrf "qt"O I O "Ur tkipi hgrf ."o c{ "vgo kpcvg"y g'ngcug"y kj "plpgv{ "; 2+f c{ u'r tkqt"pqvleg0"
Cp{ "uwej "vgo kpcvkvq"pqvleg"y qwf "pggf "vq"dg"o cf g"pq"gtckgt"y cp"P qxgo dgt"52."423: . "
ceeqtf lpi "vq"Hqewu"Ur tkipi hgrf 0'

I kxgp"y ku'pgy "kphqto cvkqp."y g'Tgxky "Vgco "uggmu"i wkf cpeg"qp"y j cv"vq"fq"y kj "y ku'r gpf lpi "
cr r rkecvkqp0""Vj g'Tgxky "Vgco "s wgvkqu"y j gvj gt"y ku"cr r rkecvkqp"ku"vkn'grki kdr'htq"cuukvpep"
wpgt"y g"4239"EO H0""Vj g"4239"EO H1 wkf grkpgu"ucvvgf "y cv"o]v"y g"4239"Eqo o wplv{ "O kki cvkqp"
Hwpf "hqt"o kki cvkqp"qh"ur gekke"ko r ceu"o c{ "dg"vugf "qpn{ "vq"o kki cvg"ko r ceu"y cv"gvkj gt"j cxg"
qeerwtf "qt"ctg"qeerwttlpi "cu"qh"y g'Hgdtwct { "3."4239"cr r rkecvkqp"fcvg0""Cu"y g'ngcug"j cu"dggp"
gzvvgf gf . "pwnkh{ lpi "y g'ghge"v"qh"y g"vgo kpcvkvq"pqvleg. "kv"ku"vpenct "kh"y gtg'tgo ckpu"cp{ "ko r cev"
vq"dg"o kki cvgf "wpgt"y g"4239"EO H0'



Massachusetts Gaming Commission

Chgt'vj g'gzvpuqp'qh'vj g'hcug'dgeco g'r wdne. 'Eqo o kuukqp'uchh'cungf 'vj g'Ekv' 'qh'Ur tkpi hgrf " cdqww'vj g'ko r cev'qh'vj g'gzvpuqp'qh'vj g'hcug'v'ku'cr r necvqp0""Kp'owo o ct { . 'vj g'Ekv' 'qh' Ur tkpi hgrf 't'gkgtcvgf 'vj g'ko r qt'cpeg'qh'vj g'Hqewu'Ur tkpi hgrf 'hcekv' 'v'vj g'Ekv' 'qh'Ur tkpi hgrf 0"" K'cnuq'pqvgf 'vj cv'uki p'k'ecp'v'ko g'*ukz 'v'p'kpg'o qp'vj u+'y qwf 'dg'tgs vkt'gf 'v'dwrf 'c'tgr'nego gpv' hcekv'0""Kp'hw'vj gt'eqpxgtucv'kpu'y kj 'vj g'Ekv' 'qh'Ur tkpi hgrf . 'vj g'Ekv' 'cnuq's wgu'kqpgf 'y j'gv'gt " cp'cr r necvqp'ht'hw'pf kpi 'kpxq'k'kpi 'Hqewu'Ur tkpi hgrf 'y qwf 'dg'grki kdr'w'pf gt'vj g'423: 'EO HO' Ur gekh'ecm' . 'y qwf 'vj g'cr r necvqp'ucv'kuh' 'vj g'tgs vkt'go gpv'vj cv'hw'pf kpi 'tgs wgu'hw'pf 'Ur gekh'e " K' r cev'hw'pf u'lj cm'f go qputcv'g'vj cv'vj g'ko r cev'j cu'qeewt'gf 'qt'ku'qeewt'kpi 'd' { 'vj g'Hgd'twct { '3. " 423: 'f'gcf'k'p'gA""Wpr'kng'vj g'ewt'gpv'*4239+'cr r necvqp. 'cv'vj g'v'ko g'qh'vj g'f'gcf'k'p'g'ht'vj g'423: " EO H'pq'hcug'v'gto k'p'cv'k'p'y km'j cxg'dggp'ku'uwgf 'd' { 'O I O 'Ur tkpi hgrf 0""J qy gxgt. 'k'ku'pqv' k'p'eqpeg'k'cdrg'vj cv'Ur tkpi hgrf 'eqwf 'ucv'g'k'ku'cr r necvqp'vj cv'vj g'hcug'eqwf 'dg'v'gto k'p'cv'gf " y kj k'p'vj g'H' 3; 'h'uecn' { gct 'h'OI O 'Ur tkpi hgrf 'r tqx'kf gu'p'v'k'eg'qh'c'hcug'v'gto k'p'cv'k'p'qp'qt " u'j qt'v' { 'chgt'P qxgo dgt'52.'423: 0'

Y g'f'q'pqv'vj cv'uqo g'ej cpi gu'k'p'vj g'423: 'EO HI' wkf gr'k'p'gu'eqwf 'ko r cev'cp' { 'Hqewu'Ur tkpi hgrf " cr r necvqp0""Ur gekh'ecm' . 'vj g'423: 'EO HI' wkf gr'k'p'gu'tgs vkt'g'c'f'q'nt' 'ht'f'q'nt' 'b' cvej 'd' { 'g'kj'gt " v'j g'j' quv'eqo o w'p'k'v' . 'vj g'k'eg'p'ugg. 'qt'c'eqo d'k'p'cv'k'p'qh'd'q'v' 'ht' " cr r necv'k'p'u'k'p'x'q'k'k'pi 'c'r' t'k'x'cv'g" gp'v'k'v'0""V'j ku'tgs vkt'go gpv'ku'uw'd'lg'ev'v'q'cp' { 'y' c'k'x'gt' 'tgs wgu'v'vj cv'o c' { 'dg'o' c'f'g'd' { 'vj g'cr r necp'v' eqo o w'p'k'v'0""H'w'vj gt. 'vj g'423: 'I' wkf gr'k'p'gu'ur gekh' { 'vj cv.'cdug'p'v'c'y' c'k'x'gt. 'eqo o w'p'k'k'gu'o c' { 'q'p'n' { " cr r n' { 'ht' "&72.222'k'p'Ur gekh'e'K' r cev'hw'pf u0""K'p'eqo r c't'k'p'p. 'w'pf gt'vj g'4239'EO H'c'nj' q'w'j " Ur gekh'e'K' r cev'i' t'cp'v'cr r necv'k'p'u'y' g't'g'h'o' k'g'f' 'v'q' "&622.222. 'vj g't'g'y' cu'p'q' 'r' t'q'x'k'k'p'vj' cv' ur gekh'ecm' { 'r' t'q'j' k'k'g'f' 'o' w'k'r' ng' "&622.222'cr r necv'k'p'u0""

K'i'vj g'Eqo o kuukqp'f'g'v'gto k'p'gu'vj g'Hqewu'Ur tkpi hgrf "cr r necv'k'p'k'p'grki kdr'w'ht'4239'EO H'hw'pf u." v'j g'T'g'x'k'gy "V'gco 'y qwf 'p'q'v'hw'vj gt't'g'x'k'gy 'vj g'o' g't'ku'qh'vj g'cr r necv'k'p'cp'f 'y qwf 'p'q'v'r' t'q'x'k'f'g" cp'k'p'f'gr'vj 'c'p'cn' { u'ku'qh'j' qy 'vj g'cr r necv'k'p'f'q'gu'qt'f'q'gu'p'q'v'ucv'kuh' { 'vj g'et'k'g't'k' "g'u'cd'k'uj'gf' 'ht' 'vj g' 4239'EO HO""K'p'ung'f. 'vj g'T'g'x'k'gy "V'gco 'y qwf 'eq'p'f'w'ev'vj ku't'g'x'k'gy 'k'p'vj g'g'x'gp'v'vj cv'vj g'Ekv' 'qh' Ur tkpi hgrf "cr r n'gu'ci' c'k'p'ht'vj ku'r' w'r' qu'g'k'p'423: . 'cu'wo' k'pi 'vj cv'Ur tkpi hgrf 'f'go' q'p'ut'cv'gu'cp" grki kdr'w'ko r cev'0""

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TO: Commissioners

FROM: John Ziembra

DATE: December 19, 2017

RE: 2017 City of Revere Community Mitigation Fund Reserve Application

The City of Revere was granted a One-Time Community Mitigation Reserve Grant on March 3, 2016. As a requirement of this One-Time Grant, the applicant is required to come before the Commission with its proposed project once it has been determined. Qp'P qxgo dgt'49." 4239." 'y g'Ekf' 'qh'T gxgtg' uwo kwgf 'cp' cr r rdecvkqp' 'v' wug' &72.222' qh'ku' &322.222' 4238" Ego o wplv' 'O kki cvkqp' Hwpf ' *oEO Ho+ 'T gugtxg' 'v' gpi ci g' 'y' g' ugtxlegu' qh' c' eqpuwncpv' 'v' j' gr 'y' g' Ekf' 'of gxkug' cp' cuukv' 'k' 'o r ngo gpv' 'v' 'c' v' kpu' 'c' k' o gf 'c' v' d' gwgt' r qukkv' 'k' 'v' 'y' g' ekf' 'v' 't' gcrk' 'g' geqqo k' f' gxgnr o gpv' 'q' r qt wplkv' 'u' cuuqekv' 'g' 'y' kj 'y' g' 'Y' { pp' 'E' culpq' 'k' 'p' gki j' dqt' 'k' 'i' 'G' xgtgw' 'c' p' 'v' 'q' 'c' f' xcp' eg' 'u' gxgtg' c' i' ng' { 'geqqo k' f' gxgnr o gpv' 'k' 'k' 'v' 'x' gu' 'p' qy 'w' p' f' gty c' { 'q' t' 'c' d' qw' 'v' " eqo o gpeg' 'o' " 'U' r' gek' 'k' 'e' c' m' { . 'T' gxgtg' 'p' q' v' u' 'y' c' v' 'o'] c' u' 'T' gxgtg' 'c' f' xcp' egu' 'e' qo r t' g' j' gpuk' 'g' r' r' c' p' k' 'i' 'h' q' t' " 'y' g' o' c' l' q' t' 'f' 'g' x' g' n' r' o' g' p' v' 'q' r' r' q' t' w' p' k' l' g' u' 'c' v' 'j' g' '382' 'c' e' t' g' 'U' w' h' q' m' 'F' q' y' p' u' 'c' p' f' 'y' g' '57' 'c' e' t' g' 'Y' q' p' f' g' t' r' c' p' f' " R' c' t' n' i' k' u' g' . 'c' p' f' 'c' u' 'k' 'v' 'e' q' p' v' k' u' 'v' u' 'q' 'k' o' r' n' g' o' g' p' v' 'y' g' o' c' l' q' t' 'Y' c' v' g' t' h' q' p' v' 'U' s' w' e' t' g' 'V' t' c' p' u' k' 'Q' t' k' e' p' v' g' f' " F' g' x' g' n' r' o' g' p' v' 'c' v' 'Y' q' p' f' g' t' r' c' p' f' " 'U' c' v' k' p' 'c' p' f' " 'T' g' x' g' t' g' 'D' g' c' e' j' . 'y' g' 'E' k' f' " 'd' g' r' k' x' g' u' 'k' 'v' 'e' c' p' 'd' g' i' t' g' c' v' n' { 'c' k' f' g' " k' p' r' w' t' u' w' k' i' 'y' j' g' u' g' o' c' l' q' t' 'k' p' k' v' 'x' g' u' 'y' k' j' 'y' g' 'q' r' g' p' k' i' 'q' h' 'y' g' 'Y' { p' p' 'E' c' u' l' p' q' 'k' 'p' 'G' x' g' t' g' w' 'y' t' q' w' i' j' 'y' g' w' u' g' 'q' h' 'y' g' t' g' u' g' t' x' g' 'h' w' p' f' u' o' "

Vj g'Ekf' 'qh'T gxgtg' y qwf 'wug' &64.222' 'v' gpi ci g' c' eqpuwncpv' y kj 'y' g' d' c' r' e' p' e' g' 'q' h' 'y' g' t' g' s' w' g' u' . " & .222. " h' q' t' o' c' t' n' g' v' k' i' 'c' p' f' " r' t' q' o' q' v' k' p' c' n' g' h' q' t' u' o' " G' e' q' p' q' o' k' e' f' g' x' g' n' r' o' g' p' v' r' r' c' p' k' i' 't' g' r' v' k' i' 'v' q' " e' c' u' l' p' q' 'h' e' c' k' k' l' g' u' 'k' u' 'k' p' 'h' g' g' r' k' i' 'y' k' j' 'y' g' 'c' w' j' q' t' k' g' f' " r' w' r' q' u' g' u' 'q' h' 'y' g' '4238' E' q' o' o' w' p' l' v' 'O' k' k' i' c' v' k' q' p' " H' w' p' f' " 'T' g' u' g' t' x' g' . 'y' j' k' e' j' 'e' c' p' 'd' g' 'w' u' g' f' " o' h' q' t' r' r' c' p' p' k' i' . " g' k' j' g' t' 'v' 'f' g' v' t' o' k' e' g' j' q' y' " v' q' 'c' e' j' k' e' x' g' 'h' w' t' y' g' t' " d' g' p' g' h' k' u' 't' q' o' " c' " h' e' c' k' k' v' { 'q' t' 'v' q' 'c' x' q' k' f' 'q' t' o' k' p' k' o' k' g' 'c' p' { " c' f' x' g' t' u' g' 'k' o' r' c' e' v' u' o' "

Tgxgtg' u' wug' qh' qpn' '&72.222' qh'ku' T gugtxg' hqt 'y' g' cdq' x' g' r' w' r' q' u' g' u' 'k' u' 'k' p' 'h' g' g' r' k' i' 'y' k' j' 'y' g' " E' q' o' o' k' u' k' q' p' u' t' g' s' w' k' t' g' o' g' p' v' 'y' c' v' 'U' c' w' i' w' u' 'c' p' f' " 'T' g' x' g' t' g' 'k' p' h' q' t' o' " 'y' g' 'E' q' o' o' k' u' k' q' p' j' q' y' 'y' g' 'y' q' 'y' q' w' f' " u' c' v' k' u' h' { 'c' 't' g' s' w' k' t' g' o' g' p' v' 'k' p' 'y' g' 'y' g' k' 't' g' e' g' p' v' '4239' 'V' t' c' p' u' r' q' t' v' k' q' p' 'R' r' c' p' p' k' i' 'I' t' c' p' v' o' " 'V' j' g' 'E' q' o' o' k' u' k' q' p' " t' g' s' w' k' t' g' f' 'y' g' 'e' q' o' o' w' p' k' l' g' u' 'v' 'k' f' g' p' v' h' { 'y' j' k' e' j' 'e' q' o' o' w' p' l' v' { u' 'T' g' u' g' t' x' g' u' 'y' q' w' f' 'd' g' 'w' u' g' f' 'h' q' t' 'y' g' 'h' k' u' v' " &322.222' 'q' y' c' t' f' 'y' g' k' t' 'l' q' k' p' v' &372.222' 'V' t' c' p' u' r' q' t' v' k' q' p' 'R' r' c' p' p' k' i' 'I' t' c' p' v' o' " 'V' j' g' t' g' o' c' l' k' p' k' i' " &72.222' 'q' h' " 'T' g' x' g' t' g' u' ' &322.222' 'y' k' n' i' d' g' 'w' u' g' f' 'h' q' t' 'y' g' 'V' t' c' p' u' r' q' t' v' k' q' p' 'R' r' c' p' p' k' i' 'I' t' c' p' v' o' " 'N' k' n' y' k' u' g' . 'U' c' w' i' w' u' " k' p' h' q' t' o' g' f' 'y' g' 'E' q' o' o' k' u' k' q' p' " u' g' g' 'c' w' e' j' g' f' + 'y' c' v' &72.222' 'q' h' 'k' u' 'T' g' u' g' t' x' g' 'y' q' w' f' 'd' g' 'w' u' g' f' 'h' q' t' 'y' g' " 'V' t' c' p' u' r' q' t' v' k' q' p' 'R' r' c' p' p' k' i' 'I' t' c' p' v' o' " "

I kxgp 'y' g' cdq' x' g' . Kt' g' e' q' o' o' g' p' f' 'y' c' v' 'y' g' 'E' q' o' o' k' u' k' q' p' 'c' r' r' t' q' x' g' 'T' g' x' g' t' g' u' t' g' s' w' g' u' 'v' q' 'w' u' g' ' &72.222' 'q' h' 'k' u' 'T' g' u' g' t' x' g' 'h' q' t' 'y' g' r' w' r' q' u' g' u' 'q' w' i' k' p' g' f' 'k' p' 'k' u' 'c' r' r' d' e' c' v' k' q' p' o' 'H' q' m' y' k' i' 'y' g' 'E' q' o' o' k' u' k' q' p' u' 'c' r' r' t' q' x' c' n' " E' q' o' o' k' u' k' q' p' 'u' c' h' h' 'y' q' w' f' 'g' z' g' e' w' g' 'c' i' t' c' p' v' c' i' t' g' g' o' g' p' v' y' k' j' 'y' g' 'E' k' f' 'q' h' 'T' g' x' g' t' g' o' "

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Massachusetts Gaming Commission



Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110

USE OF COMMUNITY MITIGATION 2015/2016 RESERVE FUND
RESERVE APPLICATION

Please complete the entire application.

City of Revere, MA

1. NAME OF MUNICIPALITY/GOVERNMENT ENTITY/DISTRICT

Department of Strategic Planning and Economic Development

2. DEPARTMENT RECEIVING FUNDS

Robert O'Brien, Director

3. NAME AND TITLE OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS (Contract Manager)

City Hall, 281 Broadway, Revere MA 02151

4. ADDRESS OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS (Contract Manager)

781-286-8184 robrien@revere.org

5. PHONE # AND EMAIL ADDRESS OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS (Contract Manager)

Brian Arrigo, Mayor

6. NAME AND TITLE OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY

City Hall, 281 Broadway, Revere MA 02151

7. ADDRESS OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY

781-286-8111 barrigo@revere.org

8. PHONE # AND EMAIL ADDRESS OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY

Wynn MA, LLC (Everett)

9. NAME OF GAMING LICENSEE

1. IMPACT DESCRIPTION

Please describe in detail the related impact that is attributed to the construction or operation of a gaming facility. Please provide support for the determination that the construction or operation of the gaming facility caused, is causing or may cause the impact.

The City of Revere proposes to utilize its remaining 2016 MGC Mitigation Reserve Fund allocation of \$50,000 to advance its economic development goals by engaging the services of a consultant to work closely with the Mayor, his Chief of Staff and the City's Director of Strategic Planning and Economic Development to devise and assist in implementing actions aimed at better positioning the city to realize economic development opportunities associated with the Wynn Casino in neighboring Everett and to advance several key economic development initiatives now underway or about to commence.

2. PROPOSED USE OF PLANNING FUND

Please identify below the manner in which the funds are proposed to be used. Please provide documentation (e.g. - invoices, proposals, estimates, etc.) adequate for the Commission to ensure that the funds will be used for the cost of planning to mitigate the impact from the construction or operation of a proposed gaming establishment. Please describe how the planning request will address the specific impact indicated. Please attach additional sheets/supplemental materials if necessary.

As Revere advances comprehensive planning for the major development opportunities at the 160 acre Suffolk Downs and the 35 acre Wonderland Park site, and as it continues to implement the major Waterfront Square Transit Oriented Development at Wonderland station and Revere Beach, the City believes it can be greatly aided in pursuing these major initiatives and linking them to economic development opportunities that will come with the opening of the Wynn Casino in Everett through the use of these reserve funds.

Mayor Arrigo believes an experienced and knowledgeable consultant can measurably bolster his senior staff capacity for complex development management in a number of areas including: business to business linkage, particularly with respect to the hospitality sector which is Revere's growth industry; marketing and promotion of the City as a leisure and business travel destination; and positioning Revere residents to benefit from job training mechanisms to be funded under MGC's 2018 Workforce Development Pilot Program Grant in Region A.

The City of Revere will utilize \$42,000 of this \$50,000 grant to engage an individual qualified consultant to perform these duties over a period of 6 months. The balance of the grant, \$8,000, will be used to undertaken marketing and promotional efforts about these development opportunities and the potential linkage with the Wynn Casino.

3. IMPACT CONTROLS/ADMINISTRATION OF IMPACT FUNDS

Please provide detail regarding the controls that will be used to ensure that funds will only be used in planning to address the specific impact. If non-governmental entities will receive any funds, please describe what reporting will be required and how the applicant will remedy any misuse of funds.

Mayor Arrigo will designate the Director of Strategic Planning and Economic Development to directly oversee this effort. The consultant will perform under the direct supervision of the Director of SPED and the Director will regularly report on the progress of the effort to the Mayor. The Director of SPED will be responsible for all reporting requirements to MGC. The Director of SPED will be responsible for the procurement of the desired consultant services in conjunction with the City's Purchasing agent and in accordance with the provisions of Chapter 30B MGL. Once the procurement process is complete and an individual consultant selected, a contract with a comprehensive scope of services will be executed between the City and the consultant. The consultant will invoice the City monthly with detail as to the level of effort under the contractual scope of services.

4. CONSULTATION WITH REGIONAL PLANNING AGENCY (RPA)

Please provide details about the Applicant's consultation with the Regional Planning Agency serving the community.

The City of Revere regularly consults with the Metropolitan Area Planning Council on a variety of issues in the realms of land use, housing, transportation and economic development. This has included economic development and housing planning and analysis that is appropriate to the City's strategies targeted to the Suffolk Downs, Wonderland and Waterfront Square TOD opportunities.

5. MATCHING FUNDS FROM GOVERNMENTAL OR OTHER ENTITY

Please demonstrate that the governmental or other entity will provide significant funding to match or partially match the assistance required from the Community Mitigation Fund. Please provide detail on what your community will contribute to the planning projects such as in-kind services or planning funds.

As the consultant performing these services will be effectively integrated into the operations of the SPED and his/her actions complimented by efforts of the current staff and management of the SPED, that Department's personnel will be providing a substantial in-kind match to the MGC Community Mitigation Fund allocation.

Additionally, as the City of Revere has appropriated \$100,000 to undertake a traffic study aimed at predominately the same development opportunities, as well as general connectivity to surrounding areas including the Wynn Casino, this funding should be considered matching funds. The procurement process for the traffic study is about to get underway.

6. A PORTION OF THE RESERVE WILL BE USED AS AN OFFSET AGAINST A SPECIFIC IMPACT APPLICATION

If these funds are to be used to supplement a Specific Impact Mitigation Application, please describe.

N/A. These funds are not being used to supplement a Specific Impact Mitigation Application.

7. RELEVANT EXCERPTS FROM HOST OR SURROUNDING COMMUNITY AGREEMENTS AND MASSACHUSETTS ENVIRONMENTAL POLICY ACT (MEPA) DECISION

Please describe and include excerpts regarding the impact and potential mitigation from any relevant sections of the community's Host or Surrounding Community Agreement. Please also briefly summarize and/or provide page references to the most relevant language included in the most relevant MEPA certificate(s) or comment(s) submitted by the community to MEPA. Please explain how this impact was either anticipated or not anticipated in that Agreement or such MEPA decision. If planning funds are sought for mitigation not required under MEPA, please provide justification why funding should be utilized to plan for such mitigation. For example, a community could provide information on the significance of potential impacts if the impact exceeds projected estimates.

Revere has neither a Host nor Surrounding Community Agreement for the Everett casino.

CERTIFICATION BY MUNICIPALITY/GOVERNMENTAL ENTITY

On behalf of the aforementioned municipality/governmental entity I hereby certify that the funds that are requested in this application will be used solely for the purposes articulated in this Application.

Signature of Responsible Municipal Mayor
Official/Governmental Entity City of Revere

Date October 16, 2017



**Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110**

INSTRUCTIONS FOR FILING

USE OF COMMUNITY MITIGATION RESERVE FUND APPLICATION

File the "Use of Community Mitigation Reserve Fund Application" with the entire application form.

**John S. Ziemba, Ombudsman
Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110**

If you have any questions please do not hesitate to contact John Ziemba at (617) 979-8423 or john.s.ziemba@state.ma.us.



Town of Saugus
Town Hall
298 Central Street
Saugus, Massachusetts 01906

Scott C. Crabtree
Town Manager

Telephone: (781) 231-4111
Fax: (781) 231-4068

December 12, 2017

Mr. John Ziemba, Ombudsman
Massachusetts Gaming Commission 101 Federal Street, 23rd floor
Boston, MA 02110

Dear Mr. Ziemba:

The Town of Saugus acknowledges Massachusetts Gaming Commission's (MGC) interpretation of grant guidelines wherein uncommitted/unexpended funds under previous Community Mitigation grants must first be applied to the new Revere-Saugus Joint Transportation Planning Grant before MGC adds new mitigation funds to that project grant. It is understood that \$50,000 from Saugus 2015 Mitigation Grant and \$50,000 from Revere's 2016 Mitigation Grant will be thus applied to the 2017 Joint Transportation Planning Grant.

The Town of Saugus and the City of Revere are now advertising for an experienced transportation professional and are anxious to launch this effort. Saugus and Revere plan to again file a joint application under the 2018 Transportation Planning Grant program.

Thank you for your assistance in this matter.

Very truly yours,

Scott C. Crabtree, Esq.
Town Manager

Cc: Krista Leahy, Town Planner
Robert O'Brien, Economic Development Director, City of Revere
Paul Rupp, Community Reinvestment Associates



TO: Commissioners

FROM: John Ziemba

DATE: December 19, 2017

RE: City of Melrose – Use of Reserve Fund Application

The City of Melrose was granted a One-Time Community Mitigation Reserve Grant on March 3, 2016. As a requirement of this One-Time Grant, the applicant is required to come before the Commission with its proposed project once it has been determined. The Commission received an application on December 8, 2017 from the City of Melrose for use of this reserve for planning purposes.

The City of Melrose seeks to develop a traffic planning study to mitigate traffic congestion by enabling motorists, pedestrians, bicyclists and bus riders to easily reach the MBTA stations of Oak Gove, Malden Center or Wellington station. Vj g'Ekw "qh'O grtqug'y qwf "wug" &48.; 26Q2"v"gp ci g'Ucpvge"v"eqpf wev'v'j gug'r rppkpi "uwf lgu'y kj "tgeqo o gpf cvkqpu0" Vtcpu qt cvkqp'r rppkpi "tgrvki "v"eculpq "hckkku'ku'kp"nggr kpi 'y kj 'v'g'cwj qtk gf 'r wtr qugu"qh" v'g"4238"Eqo o wkv "O kki cvkqp"hwf "T gugtxg."y j kj "ecp"dg"wugf "ohq"r rppkpi ."gkj gt "v" f gvto kpg"j qy "v"cej kxg"hw v'j gt "dgpghku"itqo "c"hckkv "qt"v"cxqkf "qt"o kpk k g"cp {"cf xgtug" ko r ceu0"

The city of Melrose has consulted with the Metropolitan Area Planning Council. The proposed study details the traffic corridors that need to be studied. The corridors are Washington Street from Fellsway East to the Melrose-Malden City Line and the entire length of Pleasant Street, and West Wyoming Avenue from Main Street to Cottage Street. The planning study is to identify and quantify critical infrastructure improvements in anticipation of increased pedestrian and vehicular use relating to the operations of the Wynn Boston Harbor casino.

Stantec’s proposal includes the requisite scope, timeline and detail as is required by the Commission for such grants. Additionally, Melrose notes that these areas of impact are contained within the SSFEIR filed by Wynn Boston Harbor.

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Massachusetts Gaming Commission



Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110

**USE OF COMMUNITY MITIGATION RESERVE FUND
RESERVE APPLICATION - BD-16-1068-1068C-1068L-00000006606**

Please complete the entire application.

1. City of Melrose
NAME OF MUNICIPALITY/GOVERNMENT ENTITY/DISTRICT
2. City of Melrose Department of Public Works Engineering Division
DEPARTMENT RECEIVING FUNDS
3. Patrick Dello Russo, Chief Financial Officer/Auditor
NAME AND TITLE OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS
4. City Hall 562 Main Street, Melrose, MA 02176
ADDRESS OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS
5. (781) 979-4110 and pdellorusso@cityofmelrose.org
PHONE # AND EMAIL ADDRESS OF INDIVIDUAL RESPONSIBLE FOR HANDLING OF FUNDS
6. Robert J. Dolan, Mayor
NAME AND TITLE OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY
7. City Hall 562 Main Street, Melrose, MA 02176
ADDRESS OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY
8. (781) 979-4440 and mlindstrom@cityofmelrose.org
PHONE # AND EMAIL ADDRESS OF INDIVIDUAL AUTHORIZED TO COMMIT FUNDS ON BEHALF OF MUNICIPALITY/GOVERNMENTAL ENTITY
9. Wynn MA, LLC
NAME OF GAMING LICENSEE

IMPACT DESCRIPTION

Please describe in detail the related impact that is attributed to the construction or operation of a gaming facility. Please provide support for the determination that the construction or operation of the gaming facility caused, is causing or may cause the impact.

Wynn Casino's understandable goal is to attract area residents to its site in Everett. To minimize the traffic impacts associated with Melrose residents reaching the Casino on already congested local streets in Melrose, Malden, and Everett the Casino is providing a shuttle service from the MBTA's Malden and Wellington Orange Line Stations to the Casino. Unfortunately, parking at the MBTA's Oak Grove Orange Line station near the Melrose/Malden city line is 100 percent occupied on weekdays. Consequently, accessing the shuttle service at Malden Center Station will encourage Melrose residents to either drive or take a bus to Malden Center or Wellington Stations. This could increase traffic congestion along major connecting routes such as Pleasant Street and Washington Street in Melrose. Melrose residents would have the option of taking the shuttle or continue driving the remaining 3 miles to the Casino from Malden Center Station or the approximately 2 miles from Wellington Station undermining the shuttle service's contribution to minimizing Casino-related vehicle trips on local roads. In either case, the above noted connecting routes could experience increased traffic volumes and congestion, thus, requiring some form of traffic calming mitigation or safety improvements. Please reference Figures 1 and 2 for project locus map and project area.

PROPOSED USE OF PLANNING FUND

Please identify below the manner in which the funds are proposed to be used. Please provide documentation (e.g. - invoices, proposals, estimates, etc.) adequate for the Commission to ensure that the funds will be used for the cost of planning to mitigate the impact from the construction or operation of a proposed gaming establishment. Please describe how the planning request will address the specific impact indicated. Please attach additional sheets/supplemental materials if necessary.

As detailed in the attached proposal (see Appendix), the proposed project consists of an engineering planning study that would conduct a Complete Streets inventory of three main streets (i.e., West Wyoming Avenue, Pleasant Street and Washington Street) that connect major residential sections of Melrose with either Oak Grove, Malden Center or Wellington Stations, the goal being to enhance the ability of motorists, pedestrians, bicyclists, and bus riders to reach these stations (and thus the Casino shuttle) in a safe and efficient manner. The implementation of any study recommendations would occur under a separate follow on design and construction project based on the priority recommendations of this planning effort.

IMPACT CONTROLS/ADMINISTRATION OF IMPACT FUNDS

Please provide detail regarding the controls that will be used to ensure that funds will only be used in planning to address the specific impact. If non-governmental entities will receive any funds, please describe what reporting will be required and how the applicant will remedy any misuse of funds.

Funds totaling \$26,904.00 are being used for planning purposes in an effort to identify and quantify infrastructure improvements along the Washington Street, Pleasant Street, and West Wyoming Avenue corridors in anticipation of increased pedestrian and vehicular usage relating to the operation of the Wynn Casino. Project controls will be in place to monitor budgets and progress of the work. Monthly invoices will be submitted to the City together with a progress narrative documenting the work performed. Budget information and work progress will be monitored daily through the consultant's Oracle tracking system. The culmination of all planning efforts will be documented in a final technical report that will provide findings and recommendations to the City of Melrose. Issues will be prioritized based on need and improvements implemented accordingly. All planning efforts will be tracked on a task by task basis in accordance with the attached proposal.

CONSULTATION WITH REGIONAL PLANNING AGENCY (RPA)

Please provide details about the Applicant's consultation with the Regional Planning Agency serving the community.

The Metropolitan Area Planning Council (MAPC), the RPA that Melrose resides in, completed the Main Street Corridor Study in January 2012, which included the City of Melrose (see Appendix). Improving transit, pedestrian and bicycle access to Oak Grove and Malden Center MBTA stations as well as throughout the entire community coincides with the goals set forth by this study and was included in their final recommendations.

As Stantec was informed by our telephone conference with the MAPC Project Manager of the Main Street Study, Sarah Kurpiel Lee, some of the specific recommendations for Melrose highlighted in their study include bicycle racks at 6 locations along Main Street, along with a bike share (i.e. Hubway), car share (i.e. Zip Car) and an electric vehicle charging station near Main Street at West Wyoming Avenue.

The proposed study corridors for this planning effort are Washington Street from Fellsway East to the Melrose-Malden City Line and the entire length of Pleasant Street from West Wyoming Avenue to Washington Street. In addition to this, we propose to include West Wyoming Avenue from Main Street to Cottage Street.

USE OF COMMUNITY MITIGATION RESERVE FUND APPLICATION

Page 4 of 6

The goals of this planning effort are to improve pedestrian, transit, vehicular and bicycle access and install helpful amenities (i.e., compliant pedestrian ramps and crosswalks, pavement markings, signs, etc.) for all users of these corridors. The vision that MAPC has for bike and pedestrian accessibility on Main Street aligns with the goal of reducing vehicular use and parking demand by taking the shuttle from Malden Center to the Wynn Resort Casino.

Improving accessibility and safety along the Washington Street, Pleasant Street, and West Wyoming Avenue connection to Main Street makes it possible for more patrons of Wynn to access the resort casino via the shuttle by using alternate forms of transportation from the automobile to do so.

With the opening of the casino, the types of connections and amenities that are being proposed here, and by MAPC, will be even more desired and their utilization increased resulting in an asset to the City of Melrose.

MATCHING FUNDS FROM GOVERNMENTAL OR OTHER ENTITY

Please demonstrate that the governmental or other entity will provide significant funding to match or partially match the assistance required from the Community Mitigation Fund. Please provide detail on what your community will contribute to the planning projects such as in-kind services or planning funds.

The City of Melrose will commit engineering staff resources and time, as required, to review, manage and coordinate all planning study efforts. The City will provide staff resources to perform necessary reviews and intends to provide construction inspection/oversight responsibilities during the follow-on implementation of study recommendations to ensure the goals of the planning study are successfully achieved.

A PORTION OF THE RESERVE WILL BE USED AS AN OFFSET AGAINST A SPECIFIC IMPACT APPLICATION

If these funds are to be used to supplement a Specific Impact Mitigation Application, please describe.

Funds are initially being used for planning purposes in an effort to identify and quantify critical infrastructure improvements along the Washington Street, Pleasant Street, and West Wyoming Avenue corridors in anticipation of increased pedestrian and vehicular usage relating to the operation of the Wynn Casino Resort. The City is hopeful that any remaining funds can be used for design and implementation of study recommendations.

**RELEVANT EXCERPTS FROM HOST OR SURROUNDING
COMMUNITY AGREEMENTS AND MASSACHUSETTS
ENVIRONMENTAL POLICY ACT (MEPA) DECISION**

Please describe and include excerpts regarding the impact and potential mitigation from any relevant sections of the community's Host or Surrounding Community Agreement. Where applicable, please also briefly summarize and/or provide page references to the most relevant language included in the most relevant MEPA certificate(s) or comment(s) submitted by the community to MEPA. Please explain how this impact was either anticipated or not anticipated in that Agreement or such MEPA decision. If planning funds are sought for mitigation not required under MEPA, please provide justification why funding should be utilized to plan for such mitigation. For example, a community could provide information on the significance of potential impacts if the impact exceeds projected estimates.

Based on Wynn Casino's proposed shuttle service from Malden Center and Wellington Orange Line Stations it is clear that the Casino intends this service to contribute to the Casino's overall mitigation of traffic impacts by reducing the number of vehicles accessing the Casino site. The following text is extracted from the project's Draft Section 61 Findings on page 4-3 of the project's Second SFEIR.

Public and Alternative Mode Transportation Enhancements

The Project will utilize and enhance public transportation and alternative non-vehicular transportation resources in the area. The Project will provide enhancements including fixed-route shuttle bus service, new MBTA bus stops, a new water shuttle service, and bicycle and pedestrian amenities.

Specifics of the proposed shuttle bus service, as referenced in the Second SFEIR's Table 4-1 on page 4-18, are:

Patron Orange Line Shuttle Service to Wellington and Malden Center stations.

- 2 Locations, 20 Minute

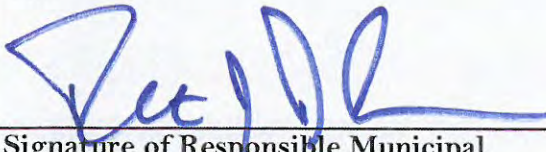
Headways, 20 Hrs./day, 30-50 passenger vehicles.

As mentioned, Melrose's concern is that without the ability to park at Oak Grove Station and access the proposed shuttle service at Malden Center or Wellington Stations via the Orange Line residents will simply choose to drive to the Casino. As the Second SFEIR does not identify a specific number of Melrose residents who would take the shuttle we cannot estimate the impact of residents driving rather than utilizing the shuttle.

Please see text excerpts in Appendix from attached Surrounding Community Agreement for more information.

CERTIFICATION BY MUNICIPALITY/GOVERNMENTAL ENTITY

On behalf of the aforementioned municipality/governmental entity I hereby certify that the funds that are requested in this application will be used solely for the purposes articulated in this Application.



Signature of Responsible Municipal
Official/Governmental Entity

12-9-17

Date

APPROVAL OF THE MASSACHUSETTS GAMING COMMISSION

On behalf of the Massachusetts Gaming Commission, the Commission hereby authorizes the payment from the Community Mitigation Fund in accordance with M.G.L. c. 23K as outlined in this Application.

Executive Director

Date

Ombudsman

Date



Figure 1: Locus Map Showing Oak Grove, Malden Center and Wellington MBTA Stations

Legend

- Proposed Planning Recommendations, Design and Construction
- - - Proposed Planning Recommendations Only
- MBTA Orange Line





Figure 2: Pleasant Street, Washington Street and West Wyoming Avenue Project Location Map

Legend	
	Proposed Planning Recommendations, Design and Construction
	Proposed Planning Recommendations Only



USGS, MassGIS

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Stantec Consulting Services Inc.
5 Burlington Woods Drive Suite 210, Burlington MA 01803-4511

December 5, 2017

Ms. Elena Proakis-Ellis P.E., City Engineer
Department of Public Works - Engineering Division
Melrose City Hall
562 Main Street
Melrose, MA 02176

Subject: Corridor Mitigation Assessment Washington Street/Pleasant Street/West Wyoming Avenue

Dear Elena:

Stantec Consulting Services, Inc. is pleased to submit the attached Task Order in connection with our proposed Corridor Mitigation Assessment referenced in the attached application entitled "Use of Community Mitigation Reserve Fund" for the Massachusetts Gaming Commission. Our planning efforts will be performed under Stantec's On-Call Roadway and Traffic Design Services Agreement. This Task Order consists of an engineering review and corridor mitigation assessment of Washington Street, Pleasant Street, and West Wyoming Avenue, three urban minor arterials totaling approximately 13,000 feet (approximately 2.5 miles) in length within the City of Melrose. Stantec will review the corridors with respect to potential bicycle and intersection improvements as well as an engineering review of all crosswalks, wheelchair ramps and bus stops. The review will focus on the segment of Washington Street from Fellsway East to the Melrose-Malden City Line (a point less than 1,500 feet from the MBTA Orange Line Oak Grove Station in Malden), the entire length of Pleasant Street from West Wyoming Avenue to Washington Street and the length of West Wyoming Avenue from Main Street to Cottage Street, encompassing the locations of the Lincoln Elementary School and MBTA's Commuter Rail Haverhill Line Wyoming Hill Station.

For this Task Order we propose a **Lump Sum Not to Exceed Fee of \$26,904** as detailed in the attached Task Order assignment for your review and approval. Please feel free to contact me at 781-221-1221 if you require any modifications or revisions to this task order Scope of Services. Stantec looks forward to assisting the City of Melrose with this assignment.

Very truly yours,
Stantec Consulting Services, Inc.

By

Richard A. Azzalina, PE
Associate

raa
179410172 Task Order Corridor Mitigation Assessment

TASK ORDER
for
On-Call Roadway and Traffic Design Services Agreement
between
Owner and Engineer

This Task Order is to be made part of the On-Call Roadway and Traffic Design Services Agreement dated March 9, 2015 between Stantec Consulting Services, Inc., 5 Burlington Woods, Burlington, MA 01803 (ENGINEER) and the City of Melrose (City), 562 Main Street, Melrose MA 02176 (OWNER). This Task Order describes the Scope of Services, Time Schedule, Charges, and Payment Conditions for the Task Order known as: **Corridor Mitigation Assessment Washington Street/Pleasant Street/West Wyoming Avenue** in the City of Melrose.

SCOPE OF SERVICES

The purpose of this Task Order is to provide an engineering review of Washington Street, Pleasant Street, and West Wyoming Avenue, three urban minor arterials totaling approximately 13,000 feet in length within the City of Melrose. Stantec will review the corridors with respect to potential bicycle and intersection improvements as well as an engineering review of all crosswalks, wheelchair ramps and bus stops. The review will focus on the section of Washington Street from Fellsway East to the Melrose-Malden City Line, the entire length of Pleasant Street from West Wyoming Avenue to Washington Street and West Wyoming Avenue from Main Street to Cottage Street (see Figures 1 and 2). The Manual on Uniform Traffic Control Devices (MUTCD), ADA requirements and the AASHTO Guide for the Design of Bicycle facilities will be reviewed for conformance to applicable guidelines and design criteria. The Scope of Services includes the following:

Task 1 Data Collection/Site Visits

- Stantec will visit the project area to gather physical and operating information along the corridors such as roadway widths, lane widths, pavement markings, posted speed limits, intersection control and access driveway locations. The location of pedestrian amenities and condition deficiencies will be documented. This assessment will include crosswalks, sidewalks, and ADA accommodations including determining compliance or lack of, pedestrian control devices such as warning or activated signals.
- Stantec will contact the MBTA and request any ridership information along the corridors.
- Stantec will compile this data into an existing conditions list and/or plan for review and analysis.

Task 2 - Coordination/Meetings/Public Involvement

- In addition to regular coordination with the City via phone and email, one coordination meeting with the City is anticipated to discuss the corridor's existing conditions and discuss potential recommendations.
- Stantec will attend one meeting with affected agencies (i.e. MBTA, Melrose City Departments such as police, fire, emergency response, etc.) to discuss potential impacts of the proposed recommendations.
- Stantec will conduct one (1) public workshop to solicit comments, questions, and concerns from the community on the existing conditions and present our recommendations for improvements. Stantec will prepare concept roll plans of the proposed improvements utilizing aerial imagery and/or any available GIS data from the City of Melrose.

Task 3 Corridor Analysis

Stantec will review the corridors for existing deficiencies and potential improvements for all users (drivers, bicyclists, pedestrians, and transit).

- Accident records for the project area will be obtained for the three most recent years from MassDOT and reviewed. A tabular summary of the accident data will be presented as well as a crash location map. Crash diagrams are not proposed to be created with this scope.
- Based on the deficiencies observed/documented and input from the City, we will develop potential improvement alternatives along the corridors. Improvements may include safety improvements and may consist of geometric improvements or signage and pavement marking improvements. This planning effort will assess the feasibility of potential improvements with respect to operations and pedestrian and bicycle accommodations.
- Stantec will analyze the locations of the bus stops along portions of Washington Street Pleasant Street and West Wyoming Avenue and their proximity to each other. Stantec will make recommendations for potential bus stop relocations and/or removal. Recommendations shall be submitted to the MBTA for review and comment.
- Stantec will review potential short and long term bicycle accommodation improvements along the corridors. Short term improvements could consist of pavement markings and signage improvements and would not include any changes to the curb line. Some examples include shared lane markings (sharrows) and marked shoulders. Potential improvements will be reviewed with respect to state and national guidelines and standards. Stantec will review long term improvements with respect to the available right-of-way. Typical sections indicating potential bicycle accommodation solutions will be developed.
- Stantec will identify locations of sidewalk at driveways that do not comply with ADA/AAB regulations and poor walking surface conditions. Stantec will make recommendations for reconstruction.
- Stantec will identify locations of non-ADA/AAB compliant sidewalk cross slopes, poor walking surface conditions and missing sidewalks. Stantec will make recommendations for reconstruction or new construction based on anticipated walking paths.
- Stantec will review all marked and unmarked crosswalks and pedestrian ramps for conformance to MUTCD, ADA/AAB guidelines and regulations. Stantec will identify potential improvements to make the crossings safer for pedestrians.

Task 4 - Final Report/Recommendations

A draft report with concept sketches will be prepared to summarize findings of our planning efforts including the analyses, deficiencies, and proposed improvements. Following City review of the draft report and incorporation of approved comments, a final report will be prepared and submitted.

Stantec will also prepare up to ten (10) graphics to support the written narrative report in identifying existing conditions and/or safety concerns and the recommended improvements.

PERIOD OF SERVICE

Work on this assignment shall commence upon receipt of a Notice to Proceed (NTP) via e-mail or letter from the City of Melrose. The final report with our findings will be completed within 10 weeks of

an executed and signed task order.

Task Order Job Hour Estimate

Staff	Role	Hours
Rick Azzalina	Project Manager	22
Alan Cloutier	Project Engineer - Traffic Planning/Design	64
Brandon Rayno	Project Engineer - Roadway Design	66
Sarah Borenstein	Engineer - Traffic Design	<u>60</u>
	Total Hours	212

Unless additional scope items are added by the City of Melrose, the total **Lump Sum Not-to-Exceed Task Order Budget is \$26,904** which includes approximately 212 hours of engineering labor at contract billing rates totaling \$26,854 plus \$50 in direct expenses. The direct expense budget will cover travel and printing costs.

TERMS AND CONDITIONS

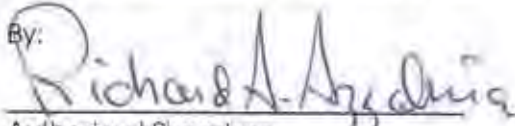
The terms and conditions of the Agreement referred to above shall apply to this Task Order except to the extent expressly modified herein. In the event of any such modification, the modification shall be set forth below and the Article of the Agreement to be modified shall be specifically referenced.

TERMS OR PROVISIONS IN CONFLICT

If the provisions set forth in the Agreement conflict with the provisions set forth in this Task Order the provisions of this Task Order shall govern. Acceptance of the terms of this Task Order is acknowledged by the following authorized signatures of the parties to the Contract Agreement:

STANTEC CONSULTING SERVICES, INC.

CITY OF MELROSE

By: 
Authorized Signature

By: _____
John V. Scenna
Director of Public Works

Richard A. Azzalina, PE, Associate
Authorized Officer
(Print Name)

Elena Proakis-Ellis, P.E.
City Engineer

Approved as to form by:

Patrick Dello Russo
Chief Financial Officer/Auditor

TASK ORDER MADE AS OF:

Date: _____

Funding Source: _____

Object: _____

Org. _____

Corridor Mitigation Assessment
 Pleasant Street/Washington Street/West Wyoming Avenue
 City of Melrose, Massachusetts

Stantec Consulting Services Inc.

FEE PROPOSAL - November 3, 2016 (Rev. December 5, 2017)

Engineering Services Fee (planning effort)	\$26,854.00
Direct Costs - Mileage, Printing, etc.	\$50.00
Total Project Fee (planning phase)	\$26,904.00

FEE SCHEDULE

PROJECT TASKS	Project Manager	Project Engineer	Design Engineer	Assistant Engineer	TOTAL
Task 1: Data Review/Field Visit	2	6	16	16	40
Task 2: Meetings/Coodination	6	6	4	4	20
Task 3: Analysis	8	20	40	24	92
Task 4: Report	6	32	6	16	60
Total Hours	22	64	66	60	212
BILLING RATE	182.00	152.00	107.00	101.00	
SUB-TOTAL	4004.00	9728.00	7062.00	6060.00	\$26,854.00
Percentage	10.38%	30.19%	31.13%	28.30%	
Direct Costs					<u>\$50.00</u>

Total \$26,904.00

NEIGHBORING COMMUNITY AGREEMENT

By and Between the City of Melrose, Massachusetts and Wynn MA, LLC

This Neighboring Community Agreement ("Agreement") is made and entered into as of January 28, 2014 (the "Effective Date"), by and between the City of Melrose, Massachusetts, a municipal corporation organized under the laws of the Commonwealth of Massachusetts, with principal offices located at 562 Main Street, Melrose, Massachusetts 02176 ("City"), and Wynn MA, LLC, a limited liability company formed under the laws of the State of Nevada, with principal offices located at 3131 Las Vegas Boulevard South, Las Vegas, Nevada 89109 ("Wynn"). Hereafter, the parties may also be collectively referred to as the "Parties."

GENERAL RECITALS

Pursuant to Chapter 194 of the Acts and Resolves of 2011, and Commonwealth of Massachusetts General Laws Chapter 23K, the Massachusetts Gaming Act ("Act"), Wynn has applied to the Massachusetts Gaming Commission ("Commission") for a Category 1 gaming license to develop a luxury hotel and destination resort on the site ("Project Site") depicted in Exhibit A in Everett, Massachusetts ("Project");

WHEREAS, the City is a neighboring community to the Project and has petitioned the Commission for designation as a "Surrounding Community," as such term is defined in the Act;

WHEREAS, the Parties have agreed to reserve their respective rights as to whether the City will suffer significant and adverse impacts as a result of the construction or operation of the Project;

WHEREAS, the City has agreed to withdraw its petition for designation as a "Surrounding Community" and the Parties have agreed to enter into this Agreement for the purpose of facilitating and providing the benefits of the Project to the City;

NOW, THEREFORE, in consideration of the covenants and mutual promises contained herein and other good and valuable consideration, the receipt and sufficiency of which are hereby acknowledged, the Parties hereto, intending to be bound hereby, agree as follows:

AGREEMENT

1. Significant and Adverse Impacts.

While the Parties have agreed to reserve their respective rights as to whether the City will suffer significant and adverse impacts as a result of the construction or operation of the Project, in the event that the City identifies any such impacts that are directly attributable to the Project, Wynn agrees to meet with the City to consider, in good faith, the mitigation of such impacts. In addition – and in order to further address any impacts that are directly attributable to the Project – Wynn agrees to work cooperatively and in good faith with the City in requesting disbursements from the Community Mitigation Fund established by the Act in accordance with protocols established by the Massachusetts Gaming Commission.

2. Concierge Program.

In recognition of the unique cultural, historical and entertainment attractions near the Project, Wynn has developed a proprietary concierge program for the purpose of cross-marketing these attractions. The City has agreed to participate in this cross-marketing venture for the purpose of promoting its local businesses and other attractions. Prior to the opening of the Project, the Parties will work together and in coordination with the City's

Chamber of Commerce to include the City's businesses in the Concierge Program so that they may benefit from the Project.

3. WE Save.

The WE Save program offers local business of all industries the opportunity to market their offerings to Wynn's 4,000 employees, hopefully creating new and repeat customers. Wynn is actively seeking local and regional partnerships in its neighboring communities and the region to facilitate this program. In furtherance thereof, Wynn has agreed to join and support the local Chamber of Commerce and purchase gift vouchers from local businesses within the City on an annual basis. Wynn intends to use a portion of these vouchers to drive employee spending in the City thereby stimulating retail activity in the City.

4. Business Development.

The Parties recognize and agree that the Project is likely to provide certain opportunities for the City's local business community (e.g., service providers, suppliers). The Parties will work together to communicate with the local business community to ensure that the community is best prepared to take advantage of these opportunities. Specifically, Wynn will coordinate with the City to hold vendor fairs that provide the City's businesses with information concerning the process of providing goods and services to the Project both during and post-construction. In addition, Wynn agrees to work with and assist local businesses to become "Wynn certified" to ensure that such businesses are prepared to take advantage of the business opportunities provided by the Project.

5. Jobs Program.

The Parties acknowledge that the City desires to help its residents who are interested in attaining employment at the Project. The Parties agree that the City's demographic is an appropriate, suitable, desirable and employable work force for the Project, and therefore it is mutually beneficial to provide a structured program to educate the City's residents about available employment opportunities. Following the engagement of a construction manager, Wynn shall, in coordination with the City, advertise and hold at least one event open to the City's residents, at which it will publicize its construction needs and explain to attendees the process by which they may seek to be hired in connection with the construction of the Project. Prior to beginning the process of hiring employees (other than internally) for the Project, Wynn shall advertise and hold at least one event open to the City's residents, at which it will publicize its hiring needs and explain to attendees the process by which they may seek to be hired in connection with the Project.

6. Community Fund.

As part of its charitable donation program and in recognition that employees of the Project will reside in the City, Wynn will invite the City to present, on an annual basis, the needs of the many important non-profit organizations throughout the City. Wynn will consider, in good faith, the needs of such organizations in determining its charitable donations.

7. City's Obligations.

In consideration of the obligations hereunder to be taken by Wynn, and in further recognition of the benefits the Project will bring to the City, the City shall support the Project and actively work with and assist Wynn and its contractors and agents to obtain any and all permits, certifications, legislation or regulatory approvals from governmental entities and officials.

8. Additional Terms and Conditions.

- a. All terms contained in this Agreement are contingent upon the receipt by Wynn of a Category 1 gaming license to develop the Project on the Project Site.
- b. All definitions contained in the Act and regulations promulgated thereto are incorporated herein by reference as if fully set forth herein and shall be applicable hereto where relevant.
- c. The captions and headings in this Agreement are inserted for convenience of reference only and in no way shall affect, modify, define, limit or be used in construing the scope or intent of this Agreement or any of the provisions hereof. Where the context requires, all singular works in the Agreement shall be construed to include their plural and all words of neuter gender shall be construed to include the masculine and feminine forms of such words.
- d. If any term of this Agreement or the application thereof to any person or circumstance shall, to any extent, be determined by a court of competent jurisdiction to be invalid or unenforceable, the remaining provisions of this Agreement, or the application of such term to persons or circumstances other than those as to which it is invalid or unenforceable, shall not be affected thereby, and this Agreement shall otherwise remain in full force and effect.
- e. No amendment or modification of this Agreement shall be deemed valid unless mutually agreed upon and duly authorized by the Parties and effectuated by a written amendment signed by the Parties.
- f. The Parties acknowledge that from time to time following commencement of this Agreement that additional regulations may be promulgated, and/or statutes and regulations may be amended from time to time. The Parties agree to be bound by said amended and/or modified regulations and statutes, and further agree to renegotiate any terms and conditions contained herein which may be substantially and materially modified by any said amended and/or modified regulations and statutes.
- g. All notices required or permitted to be given hereunder shall be in writing and delivered by hand or courier service; by a nationally-recognized delivery service, by mailing, postage prepaid via certified mail, to the following addresses, or to other addresses as may be furnished by the parties from time to time in writing hereafter:

In the case of notice to City:

To: Mayor Robert J. Dolan
562 Main Street
Melrose, MA 02176

In the case of notice to Wynn:

To: Wynn MA, LLC
c/o Wynn Resorts, Limited
3131 Las Vegas Blvd. South
Las Vegas, NV 89109
Attn: Kim Sinatra, Sr. VP and General Counsel

and in the case of either Party, to such other address as shall be designated by written notice given to the other Party in accordance with this section. Any such notice shall be deemed given when so delivered by hand, by courier delivery on date of service, or if mailed, when delivery receipt is signed by the party designated herein as accepting notice. Each Party shall ensure that the other party is notified in writing immediately of any changes in the contact and address information above.

- h. Failure of either Party to require strict performance of the terms and conditions herein shall not be deemed a waiver of any rights and remedies available to such Party, and shall not be deemed a waiver of subsequent default or nonperformance of said terms or conditions in the future. No actual waiver by a Party of performance of any terms, conditions or obligations under this Agreement shall be effective unless agreed upon and in writing signed by such Party. No waiver of either Party to require strict performance of any terms and conditions shall constitute a waiver of such Party's right to demand strict compliance with the terms and conditions of this Agreement.
- i. Each Party shall have thirty (30) days from receipt of written notice of failure, violation or default to cure said failure, violation or default. If such failure, violation or default cannot in good faith be cured within such thirty (30) day period, the defaulting Party shall notify the other Party immediately in writing and diligently pursue curing said default to completion. Except as expressly provided herein, the rights and remedies of the Parties, whether provided by law or by this Agreement, shall be cumulative, and the exercise by a Party of any one or more of such remedies shall not preclude the exercise by it, at the same or different times, of any other such remedies for the same default or breach or of any of its remedies for any other default or breach by the other Party.
- j. This Agreement shall be subject to, governed under, and construed in accordance with the laws and regulations of the Commonwealth of Massachusetts, including any amendments thereto which may occur from time to time following execution of this Agreement, and said laws and regulations shall govern the validity, enforcement of terms, conditions, rights and obligations, and performance of this Agreement. The Parties further agree that any legal proceedings whether in law or equity arising hereunder shall be instituted in the Commonwealth of Massachusetts. The prevailing Party in any action shall recover its litigation costs (including attorneys' fees and expert witness fees). Notwithstanding the foregoing provisions for forum selection, the Parties agree that before resorting to any formal dispute resolution process concerning any dispute arising from or in any way relating to this Agreement, the Parties will first engage in good faith negotiations in an effort to find a solution that services their respective and mutual interests.

IN WITNESS WHEREOF, the parties, by and through the signatories below, acknowledge they are duly authorized and have the full power, right and authority to enter into, execute, deliver, and perform the terms and conditions of this Agreement, and hereto have hereunto set their hands and seals as of the Effective Date.

CITY OF MELROSE



WYNN MA, LLC



Kim Sinatra
Senior Vice President and General Counsel

Chapter 2

IMPACTS TO MBTA OPERATIONS AND TRANSIT

CHAPTER 2: IMPACTS TO MBTA OPERATIONS AND TRANSIT

2.1 INTRODUCTION

As part of the SFEIR Certificate, the Proponent was asked to analyze the impacts of future regional growth and new Project trips on the MBTA Orange Line train service, and to specifically consider an operating subsidy to fund any additional train service that may be required to properly serve the projected ridership. This section provides a methodology for such analysis, the analysis of the Project's impact, and a proposed amount for an annual operating subsidy to be paid by the Proponent to the MBTA for Orange Line train service additions.

2.2 SUMMARY OF MBTA ORANGE LINE IMPACTS IDENTIFIED IN THE SFEIR

As is discussed in Section 2.1.2 of the SFEIR, public transit access to the Project via the MBTA's Orange Line is a key component of the Project's transportation strategy to maximize patron and employee use of non-automobile travel modes. A significant proportion of Project patrons and employees are expected to travel on the Orange Line to connect with frequent and convenient shuttle bus services provided by the Proponent from the MBTA's Wellington and Malden Center Stations. Project employees are also expected to utilize one of several MBTA bus routes servicing Lower Broadway (Route 99) from Sullivan Square Station.

In order to confirm the capacity of the Orange Line to provide service to Project patrons and employees, the Proponent has prepared, in consultation with MassDOT, a detailed analysis of potential Project-related ridership on the Orange Line, which is included in this Section 2.2. This analysis demonstrates that the Orange Line can satisfactorily serve Project patrons and employees with modest adjustments to several headways (time between trains) through the addition of several train sets, and that the additional ridership will not adversely affect future Orange Line operations.

The analysis compares existing Orange Line operations, future (2023) operations including expected general ridership growth, and future (2023) operations with anticipated Project-related ridership added to general growth. The analysis applies the MBTA's Service Delivery Policy,¹ which quantifies the vehicle loading that the MBTA seeks to achieve by time of day

¹ Posted on MBTA website at [https://www.mbta.com/uploadedfiles/About the T/T Projects/T Projects List/2010ServiceDeliveryPolicy.pdf](https://www.mbta.com/uploadedfiles/About%20the%20T/T%20Projects/T%20Projects%20List/2010ServiceDeliveryPolicy.pdf) (June 2, 2010).

Chapter 4

MITIGATION MEASURES AND SECTION 61 FINDINGS

which will increase by five percent (5.0%) after the payment of the first fifteen payments.

Lynn Neighboring Community Agreement

The Lynn Neighboring Community Agreement recognizes that the City of Lynn is unlikely to experience significant adverse impacts associated with the Project but provides that the parties will meet in a good faith effort to address any impacts that arise. The agreement provides for the inclusion of the City of Lynn in the Proponent's proprietary concierge program for the purpose of cross-marketing the City of Lynn's cultural, historical and entertainment attractions, participation in the Proponent's WE Save program to provide opportunities for local businesses to market themselves to the Proponent's 4,000 employees, business development opportunities for local businesses, a jobs program, and a community fund to support nonprofit organizations.

Melrose Neighboring Community Agreement

The Melrose Neighboring Community Agreement recognizes that the City of Melrose is unlikely to experience significant adverse impacts associated with the Project but provides that the parties will meet in a good faith effort to address any impacts that arise. The agreement provides for the inclusion of the City of Melrose in the Proponent's proprietary concierge program for the purpose of cross-marketing the City of Melrose's cultural, historical and entertainment attractions, participation in Proponent's WE Save program to provide opportunities for local businesses to market themselves to Proponent's 4,000 employees, business development opportunities for local businesses, a jobs program, and a community fund to support nonprofit organizations.

Gaming License Conditions for the City of Boston

Mitigation Payments:

The Proponent designated the City of Boston as a "Surrounding Community," however the City of Boston declined to participate in the arbitration process established pursuant to the terms of the Gaming Act thereby relinquishing its designation. As a result, the Proponent agreed to certain specified conditions in the Gaming License for the purpose of mitigating any adverse impacts to the City of Boston and, in particular, the Charlestown neighborhood. The conditions set forth in the Gaming License include a one-time, pre-opening payment by the Proponent of one million dollars (\$1,000,000). Per the Gaming License, this payment

Main Street Corridor Study

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District Local Technical Assistance
program and The Unified Planning
Work Program

Prepared for the

Towns of Reading, Wakefield, and
the City of Melrose

January, 2012

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The Main Street Corridor Study was developed by the Metropolitan Area Planning Council (MAPC) in partnership with the Towns of Reading and Wakefield and the City of Melrose. MAPC is Greater Boston's regional planning agency whose mission is to promote smart growth and regional collaboration.

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Alison Felix, AICP, Transportation Planner and Sarah Kurpiel, Transportation Engineer and Planner of MAPC were the principal authors of this report. MAPC staff who contributed to this project are:

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Eric Halvorsen, AICP, Transit Planner	

Several additional MAPC staff have had roles in this project, not all of whom have been named here.

MAPC would like to thank the Town and City Planners of the three communities, as their advice, guidance, and input has been invaluable.

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Matthew Hennigan, City of Melrose Assistant Planner

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Elder/Human Services

Jane Burns, Interim Elder/Human Services Administrator

Town of Wakefield

Council on Aging

Judy Luciano, Executive Director

City of Melrose

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Mystic Valley Elder Services, Inc.

Vida E. Poole, Director, Community Programs/Planner

Thank you for the support and leadership of the following individuals:

Metropolitan Area Planning Council Officers

President: Michelle Ciccolo
Vice President: Lynn Duncan
Secretary: Marilyn Contreas
Treasurer: Taber Keally

Town of Reading

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Board of Selectmen

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Town of Wakefield

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Board of Selectmen

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I. EXECUTIVE SUMMARY

Project Description

The Metropolitan Area Planning Council (MAPC), a regional planning agency serving more than 100 communities in Metro Boston, collaborated with Reading, Wakefield and Melrose to develop a coherent, forward-looking transportation plan. The Main Street Corridor Study looks at ways to improve upon the existing transportation network by reducing automobile traffic while promoting walking, bicycling, and commuter rail and bus transportation.

This study addresses a full range of transit options and focuses on achieving sustainable development and land use objectives. Opportunities to implement compact growth and transit-oriented development strategies that can elevate Main Street to a greener, more accessible multi-modal transit corridor were explored. The Main Street Corridor Study's goals and strategies will improve accessibility, coordinate transportation systems, promote healthy life-style choices, as well as conserve natural resources benefitting Reading, Wakefield and Melrose, and the region as a whole.

Three interactive community forums were held, one in each community, during the course of the planning study. The feedback received from the community forums was central to developing the Main Street Corridor Study's goals, recommendations, and strategies. To develop the Main Street Corridor Study, MAPC worked extensively with the planners of the three communities, conducted numerous site visits and referred to existing Master Plans, Open Space Plans in addition to key regional plans and studies.

Study Area Description

The contiguous suburban communities of Reading, Wakefield, and Melrose share both a Main Street (with two MBTA bus lines, #136 and #137) and a rail transit system, the Haverhill MBTA Commuter Rail Line. The project study area is generally defined as a quarter mile walking distance from Main Street and the adjacent commuter rail line and extends slightly over nine miles through Reading, Wakefield and Melrose. Six commuter rail stations are located within the corridor, three in Melrose, two in Wakefield and one in Reading. The project limits are Reading Depot in the north to the Melrose/Malden line in the south.

Combined, Reading, Wakefield, and Melrose have approximately 77,000 residents. An estimated 26,000 employees work in Reading, Wakefield, and Melrose. At slightly over 50 percent or 14,000, the vast majority of employees are located in Wakefield. Both population and employment is highly concentrated in the downtown areas of all three communities.

Community Forums

Three interactive community forums were held, one in each community, to target the individual needs of each community and to gather input and suggestions from area residents, employees and business owners. A presentation was made at each forum detailing existing conditions and observations pertaining to each community. Employment and residential density maps were provided, as well as a series of photos detailing a variety of conditions in the community, ranging from sidewalk and bicycle accommodations to parking and bus service. After the presentation, keypads were distributed to the forum participants and a series of questions were asked of the meeting attendees themselves. In turn, the forum participants responded to each question by using their keypads. Answers were tallied and immediately displayed on screen for the audience. Following the keypad questions, the meeting attendees organized into breakout groups to discuss local needs and opportunities. There were approximately 25 attendees at each community forum.

Recommendations

Nine goals were developed based on feedback from the three interactive community forums, meetings with the Planners of Reading, Wakefield and Melrose, conducting site visits, and research. Focusing on the needs of those who live, shop and travel along Main Street, the goals and strategies address improving accessibility between places, promoting walking and safety for pedestrians and bicyclists, compatibility with public transit, and less reliance on cars. The nine goals are listed below and are further explained in detail within the report:

- Improve Pedestrian Access and Amenities
- Improve Bicycle Access and Amenities
- Increase Transit Use and Improve Connections
- Advance Environmentally Friendly and Efficient Transportation Alternatives
- Improve Access and Accessibility for Senior Transportation Services
- Increase Signage between Downtowns and Commuter Rail Stations
- Improve Access to Local and Regional Open Spaces and Recreation Destinations
- Ensure Zoning and Development Regulations Coordinate with and Support Alternative Modes of Transportation
- Ensure Transportation Infrastructure Compliance with State and Federal Accessibility Regulations

II. EXISTING CONDITIONS

The three communities have different strengths, priorities, and places of interest. A summary of some of the important transportation-related traits unique to Reading, Wakefield, and Melrose are depicted and described below.

Walking

Sidewalks and access are important to encouraging walking as a form of transportation around communities. Increased pedestrian use encourages vibrant downtown areas, healthy living, and sustainable transportation.

Reading's Main Street and Downtown area was recently reconstructed in 2009 at a cost of \$6.1 million. Downtown Reading provides ample sidewalk space, new brick crosswalks, street and sidewalk lighting, bollards, benches, pedestrian push buttons, and pedestrian walk indications. Generous shade is provided from local trees and landscaping.



*Newly Installed Sidewalk in Downtown Reading
Source: MAPC*

Wakefield's Main Street provides ample sidewalk width for pedestrian activity. Due to the significant width of Main Street, pedestrian crossings are wider than in the other communities, and take longer to cross. Main Street provides a few small areas with seating, but the downtown area is lacking in shade and recreational areas. However, nearby Lake Quannapowitt provides plentiful recreational space.



*Wide Sidewalk in Downtown Wakefield
Source: MAPC*

According to recent data, Lake Quannapowitt is frequented by approximately 24,000 visitors daily. Sidewalk width around the Lake perimeter is minimal (approximately 5 feet wide), resulting in some runners and joggers utilizing the roadway in order to pass walkers.

The sidewalk along Main Street in Melrose provides adequate width for a dense area. Generally, the sidewalk width along Main Street in downtown Melrose is narrower than the sidewalk along Main Street in downtown Wakefield and Reading, resulting in a dense urban feel. Pedestrian crossings are well marked and mid-block crossings are provided downtown. Due to a narrower sidewalk width, benches are not provided along Main Street. However, benches can be found near Ell Pond (north of downtown) and at Milano Park at the intersection of Main Street and Grove Street (south of downtown). Shade is well-provided by trees which evenly line Main Street.



*Sidewalk in Downtown Melrose
Source: MAPC*

Bicycling

Bicycle use is quickly becoming a popular alternative to driving. Health benefits, potential for avoiding traffic, ability to travel longer distances than on foot, and its low cost make bicycling a growing trend for commuters, students, and those who cannot afford or choose not to own a car. Encouraging bicycle use through improved access and providing amenities will make for greener communities, increase roadway life spans, decrease repair costs, and minimize vehicular congestion.

Bicycle racks and signal accommodations for bicyclists are well provided in Reading. In addition to Reading Depot, racks are available at multiple locations in the downtown area, such as at Town Hall. The traffic signals have been designed with bicycle detection, meaning that bicyclists can trigger a green light when no vehicles are present. Bicycle detection encourages bicyclists not to run red lights. Bicycle lanes or sharrows¹ are not provided in Reading.



Bicycle Facilities in Downtown Reading
Source: MAPC



Bicycle Facilities in Downtown Reading
Source: MAPC

A minimal amount of bicycle racks or accommodations for bicyclists are provided in Wakefield. However, Wakefield "Share the Road" signs are present around Lake Quannapowitt, where cyclists and runners often utilize the roadway. Angled parking in the downtown area creates a risk for bicyclists, as visibility for drivers while backing out of the spaces is reduced. Bicycle lanes or sharrows are not provided in Wakefield.

¹ Sharrows are pavement markings to show the lane should be shared by both cars and bicycles. The word is a combination of both 'share' and 'arrow'. Images of sharrows are shown on page 31 of this report.



Bicycles near Angled Parking in Wakefield
Source: MAPC



"Share the Road Sign" in Wakefield
Source: MAPC

Melrose is lacking in bicycle racks and accommodations for bicyclists. The narrow width of Main Street in downtown Melrose, combined with on-street parallel parking and buses, creates a difficult environment for bicyclists to navigate. The areas north and south of downtown Melrose, however, have adequate width for bicycle accommodations. Bicycle lanes or sharrows are not provided in Melrose.



Bicycles in Melrose
Source: MAPC

Commuter Rail

Reading, Wakefield, and Melrose are located on the Massachusetts Bay Transportation Authority (MBTA) Haverhill commuter rail line, which runs between North Station in Boston and Haverhill Station in Haverhill. The commuter rail provides daily service to approximately 2,700 commuters in the study area. Commuter rail ridership at the stations tends to incrementally increase moving north of the MBTA Oak Grove Station. Oak Grove Station, a rapid transit station, is the northern terminus for the Orange Line service. Table 1 summarizes information about the six commuter rail stations in the study area.

Table 1. Commuter Rail Stations in the Study Area						
	<i>Reading Station</i>	<i>Wakefield Station</i>	<i>Greenwood Station</i>	<i>Melrose Highlands Station</i>	<i>Melrose Cedar Park Station</i>	<i>Wyoming Hill Station</i>
Community	Reading	Wakefield	Wakefield	Melrose	Melrose	Melrose
Approximate Distance from North Station (miles) ¹	12.0	9.9	8.5	7.5	6.7	6.2
Weekday Boardings ¹	927	773	193	380	230	184
Parking Spaces ²	113	117	76	77	87	28
Parking Cost ²	\$4	\$4	\$2	\$2	\$2	\$2
Bicycle Spaces ²	10	6	6	N/A	N/A	N/A
Approximate Distance from Main Street (miles) ³	0.21	0.32	0.03	0.45	0.37	0.13
Estimated Walking Time to Main Street (minutes) ⁴	5	7	1	9	8	3

N/A – Not Available

Notes

¹ *Ridership and Service Statistics - 2010* (MBTA Blue Book)

² MBTA website

³ Distances measured from station overhang to closest intersection on Main Street. Walking times rounded up to nearest minute.

⁴ Assumes 1 mile = 20 minute walk time

Reading has one commuter rail station, referred to as either Reading Station or Reading Depot. At 927 weekday boardings, this commuter rail station carries the highest number of daily commuters in the study area.



Reading Station
Source: MAPC

Wakefield has two commuter rail stations, Wakefield and Greenwood Station. Wakefield Station is located along a busy corridor on North Avenue and carries the second highest number of daily boardings, 773, in the study area. Greenwood Station is located in a residential area along Main Street. At 193 boardings, Greenwood Station has a significantly lower ridership compared to Wakefield Station.



Wakefield Station
Source: MAPC



Greenwood Station
Source: MAPC

Melrose has three commuter rail stations, Melrose Highlands, Melrose Cedar Park, and Wyoming Hill. Ridership at these three stations incrementally increases the further the station is from Oak Grove Station. Melrose Highlands and Melrose Cedar Park Stations have 380 and 230 daily riders, respectively. At 184 daily riders, Wyoming Hill services the fewest number of daily commuters in the study area, most likely due to its close proximity to Oak Grove station.



Melrose Highlands Station
Source: MAPC



Melrose Cedar Park Station
Source: MAPC



Wyoming Hill Station
Source: MAPC

Parking

Ample on-street and off-street public parking is available in Reading, Wakefield and Melrose for existing uses. On-street parallel parking is provided along Main Street in Reading and Melrose. Off-street parking spaces in downtown Melrose are not visible from Main Street as they are located behind buildings.

There are no fees and resident permits are not necessary to park in downtown Reading and Melrose. In Reading, an annual sticker can be obtained for \$25 allowing residents to park at Reading Depot. Reading and Wakefield also offer multiple off-street public parking lots in the downtown areas.



Parallel Parking in Reading
Source: MAPC



Parallel Parking in Melrose
Source: MAPC

Both on-street parallel and angle parking are provided along Main Street in Wakefield. There are no fees and resident permits are not necessary to park in downtown Wakefield. An off-street public parking facility is also located near the downtown area.



Angled Parking in Wakefield
Source: MAPC

It is important that the efficient management of both on-street and off street parking resources continues in Reading, Wakefield, and Melrose.

Bus Service

The MBTA bus routes 136 and 137 traverse Main Street through the entire study area, from Oak Grove station to Reading station. Bicycle racks are provided on the buses. Bus stops in the study area do not provide shelter from weather. In 2010, MBTA bus route 136 had 1,072 weekday boardings and route 137 had 975 weekday boardings. Table 2 details the most frequently used stops along the corridor.

<i>Community</i>	<i>Location</i>	<i>Bus Route</i>	<i>Daily Ridership</i>
Reading	Lincoln Street at Reading Depot	137	65
Wakefield	Main Street at Water Street	136	145
	Main Street at Galvin Middle School	137	145
Melrose	Main Street at East/West Wyoming Avenue	136	65
		131	110
	Main Street at Grove Street	136	80
		137	90
		131	45

*Source: MBTA – Total Weekday Trips Inbound and Outbound
Data collected Winter 2009 and Spring 2010.*



*Reading Station Bus Stop
Source: MAPC*

Population and Employment

According to 2010 census data, there are approximately 77,000 residents in Reading, Wakefield, and Melrose. As shown in Appendix A, the population distribution is nearly equal among the three communities. In the study corridor, residential populations are most highly concentrated near the communities' downtowns.

An estimated 26,000 employees work in Reading, Wakefield, and Melrose². At slightly over 50 percent or 14,000, the vast majority of employees are located in Wakefield. Reading and Melrose each have approximately 6,000 employees. As shown in Appendix B, as with population density, employment density is highly concentrated in the downtown areas. It is important to note that employees both come from destinations outside the corridor and reside within the corridor.

² Source: 2009 data from Infogroup.

Crash Data

Between 2007-2009, there were approximately 1,780 reported crashes in the study area. Appendix C depicts the corridor crash locations and concentrations. Approximately 40 percent of the crashes were in Wakefield, 35 percent in Melrose, and 25 percent in Reading. There were a total of seven fatalities. Of the total number of crashes, 29 involved pedestrians and 21 involved bicyclists. While there are many crashes in the study area, no locations have been identified by the Massachusetts Department of Transportation in their Top High Crash Locations Report. This report includes the state-wide top 200 high crash intersection locations using crash data from 2007-2009.

Sidewalk Coverage

The majority of the study area corridor has sidewalks along both sides of the street. However some locations have sidewalks along only one side of the street, or no sidewalks at all. For example, sidewalk coverage could be improved in the residential areas east of downtown Reading and in a few scattered locations in Wakefield and Melrose. The maps in Appendix D, illustrate the corridor's comprehensive sidewalk coverage.

III. PUBLIC PROCESS

Three interactive community forums were held, one in each community, to target the individual needs of each community and to gather input and suggestions from area residents and employees. A presentation was made at each forum detailing existing conditions and observations pertaining to each community. Employment and residential density maps were provided, as well as a series of photos detailing a variety of conditions in the community, ranging from sidewalk and bicycle accommodations to parking and bus service.

After the presentation, keypads were distributed to the forum participants and a series of questions were asked of the meeting attendees themselves. In turn, the forum participants responded to each question by using their keypads. Answers were tallied and immediately displayed on screen for the audience. A summary of the keypad results is described below and the complete results are in Appendix E. Following the keypad questions, the meeting attendees organized into breakout groups to discuss local needs and opportunities. There were approximately 25 attendees at each community forum.

The forums were held on the following dates and locations:

Reading

Tuesday, October 4, 2011 7:00-9:00 pm
Reading Senior Center, 49 Pleasant Street

Wakefield

Monday, September 19, 2011 7:00-9:00 pm
Americal Civic Center, 467 Main Street

Melrose

Wednesday, September 21, 2011 7:00-9:00 pm
Melrose City Hall, 562 Main Street



Keypad used during Community Forums

Key Pad Results

In general, the vast majority of the community forum participants were local residents, with some additional local employees and business owners present. While the community forum participants generally utilize the MBTA commuter rail and bus service less than one time per month, the majority of forum participants responded that they frequent Main Street almost daily. While 85 percent of forum participants live within a 20 minute walk (one mile) from Main Street, the most popular mode of transportation to access Main Street is a personal vehicle. With a response of almost 80 percent, forum participants expressed a strong interest in owning an electric or hybrid vehicle and nine percent reported that they already own one. The forum participants also prioritized improvements to sidewalk access and conditions, pedestrian amenities, and bicycle amenities by responding to keypad questions.

Breakout Sessions

The breakout sessions allowed all forum participants the opportunity to discuss local needs and to prioritize locations for improvements. The breakout sessions were small groups of approximately four to six participants. MAPC staff and the city/town planners facilitated the breakout group discussions. Each breakout group was asked to discuss the following three topics:

1. *Opportunities to Expand & Link Services with Bus, Rail, Walking and Bicycling*
2. *Where to Improve Pedestrian & Bicycle Connections*
3. *Where to Locate New Technologies and Ideas (car sharing, electric vehicles)*

At the Reading Community Forum, forum participants raised the following key issues:

- Increase off-peak bus and commuter rail service.
- Lower parking rates at commuter rail stations during off-peak times.
- Improved bus and pedestrian access at Walkers Brook Road, especially access to Lake Quannapowitt.



Town Planner Jean Delios (standing, center) at Reading Forum
Source: MAPC

At the Wakefield Community Forum, forum participants raised the following key issues:

- Enhance the connection from Lake Quannapowitt to downtown Wakefield.
- Promote new programs such as car sharing, bicycle sharing, and electric charging stations.
- Provide bicycle facilities to access Oak Grove Station.



Town Planner Paul Reavis (left) at Wakefield Forum
Source: MAPC

At the Melrose Community Forum, forum participants raised the following key issues:

- Improve lighting and provide more bicycle parking at Oak Grove Station since many Melrose residents utilize Oak Grove Station more frequently than the commuter rail.
- Improve pedestrian connections in the vicinity of Ell Pond and at the nearby Melrose-Wakefield Hospital.
- Improve bicycle accommodations on Main Street and on adjacent roadways, such as Lebanon Street, near the downtown area where Main Street is too narrow to accommodate cyclists.



City Planner Denise Gaffey (standing) at Melrose Forum
Source: MAPC

Goals and Strategies

Goals and strategies were developed based on feedback from the three interactive community forums, meetings with the planners of Reading, Wakefield and Melrose, site visits, and research. Focusing on the needs of those who live, shop and travel along Main Street, the goals and strategies were developed to improve accessibility between places, promote walking and safety for pedestrians and bicyclists, encourage the use of public transit, and decrease reliance on cars.

The Main Street Corridor Study's nine goals are:

- Improve Pedestrian Access and Amenities
- Improve Bicycle Access and Amenities
- Increase Transit Use and Improve Connections
- Advance Environmentally Friendly and Efficient Transportation Alternatives
- Improve Access and Accessibility for Senior Transportation Services
- Increase Signage between Downtowns and Commuter Rail Stations
- Improve Access to Local and Regional Open Spaces and Recreation Destinations
- Ensure Zoning and Development Regulations Coordinate with and Support Alternative Modes of Transportation
- Ensure Transportation Infrastructure Compliance with State and Federal Accessibility Regulations

Strategies and recommended steps to achieve the goals were also developed and are described in detail in the following section and outlined in Appendix F. The recommended strategies for Reading, Wakefield and Melrose to implement jointly are:

- Increase visibility of pedestrian roadway crossings
- Establish Community Committees to Advocate for Healthy Communities and Pedestrian/Bicycle Infrastructure
- Create a bicycle network for the corridor
- Promote the addition of multi-use recreational bicycle paths and rail trails
- Explore a railroad right-of-way for bicyclists along the Haverhill Line
- Promote a safe environment for bicyclists
- Provide shelter for transit users
- Form or become part of a local Transportation Management Association (TMA)
- Encourage seniors to use public transportation more frequently
- Improve directional signage between Main Street and the commuter rail
- Install signage that is informative and welcoming

IV. GOALS AND STRATEGIES

The Main Street Corridor Study's nine goals are:

- Improve Pedestrian Access and Amenities
- Improve Bicycle Access and Amenities
- Increase Transit Use and Improve Connections
- Advance Environmentally Friendly and Efficient Transportation Alternatives
- Improve Access and Accessibility for Senior Transportation Services
- Increase Signage between Downtowns and Commuter Rail Stations
- Improve Access to Local and Regional Open Spaces and Recreation Destinations
- Ensure Zoning and Development Regulations Coordinate with and Support Alternative Modes of Transportation
- Ensure Transportation Infrastructure Compliance with State and Federal Accessibility Regulations

The goals, and strategies to implement these goals, are discussed in detail in this section.

Goal: Improve Pedestrian Access and Amenities

Objective - Increasing pedestrian activity will increase mobility while decreasing single occupancy vehicle use.

Increased pedestrian use encourages vibrant downtown areas, healthy living, and sustainable transportation. The majority of residents along the corridor currently prefer to utilize personal vehicles to access Main Street, even though many are within a short walk. Providing an environment that accommodates pedestrian access and amenities will encourage the reduction of single occupancy vehicle use and promote healthier lifestyles. Obstacles to increasing pedestrian use are often high vehicle speeds, a lack of pedestrian accommodations, perceived safety, and comfort on sidewalks and in crosswalks.

Strategy: Increase visibility of pedestrian roadway crossings

Implement roadway and lighting improvements in order to promote pedestrian safety.

Install raised crosswalks (also known as “speed tables”) to improve pedestrian accessibility and reduce traffic speeds. Raised crosswalks provide pedestrians with an elevated roadway crossing, making the pedestrian more visible than in a standard crosswalk. Working as a traffic calming device, the elevation change requires the driver to drive more slowly. When raised crosswalks are provided, accessibility is improved, particularly for people in wheelchairs and with baby carriages. Raised crosswalks are especially advantageous in locations where there are high volumes of small children and are recommended near schools, libraries, and playgrounds. As raised crosswalks slow vehicles to a near stop, they are generally not recommended for downtown areas or major collector roads unless vehicular speed and pedestrian crashes are a major issue. Special care needs to be taken when using snow plows on raised crosswalks, as plows can damage the elevated pavement.



*A Raised Crosswalk or “Speed Table”
Location: Seattle, Washington
Source: Seattle Department of Transportation*

Maintain crosswalk pavement markings. To inform pedestrians where to cross safely and to alert drivers where to reduce speeds, highly visible pavement markings are important for pedestrian safety. The U.S. Department of Transportation, Federal Highway Administration recommends the continental or ladder design for crosswalks as research indicates that it is most visible to drivers. In addition to being highly visible, crosswalk markings can also be creative, multicolored, and emulate textured paving.



*A Crosswalk with a Continental or Ladder Design
Location: Melrose
Source: MAPC*



*Faux Cobbled Pedestrian Crossing
Location: Downtown Boston, MA
Source: MAPC*

Consider installing lighted crosswalk signage and/or flashing lights in crosswalks. A variety of treatments are available to increase crosswalk visibility. One strategy is to install flashing lights on crosswalk signage. The flashing lights are activated by a pedestrian push button, or can flash for a specific period of time. For a more enhanced lighting alternative, flashing lights can be embedded in a crosswalk. The crosswalk lighting is activated by sensors in the crosswalk and flashes only when pedestrians are using the crosswalk. Visible day and night, flashing signage can be used in a variety of locations, although it is best used sparingly along corridors to increase its effectiveness. Crosswalk lighting can be effectively used along corridors to decrease vehicle speeds and provide safer crossings for pedestrians. Locations such as schools, colleges, sports facilities (especially those with evening games), and senior housing benefit greatly from crosswalk lighting.



*Flashing LED Crossing Sign
Source: Traffic Safety Corp.*



*Pedestrian Activated Flashing Crosswalk and Signage
Location: Medford Square, MA
Source: Paul Reavis, Wakefield Town Planner*



*Pedestrian Activated Flashing Crosswalk and Signage
Location: Medford Square, MA
Source: Paul Reavis, Wakefield Town Planner*

Ensure street lighting is functioning and effective. According to the Federal Highway Administration, effective street lighting can decrease pedestrian crashes by approximately 50 percent. Street lighting, necessary for all modes of transportation, provides visibility and safety during non-daylight hours. The height of street lights and spacing between street lights needs to both clearly illuminate pedestrians and the roadway.

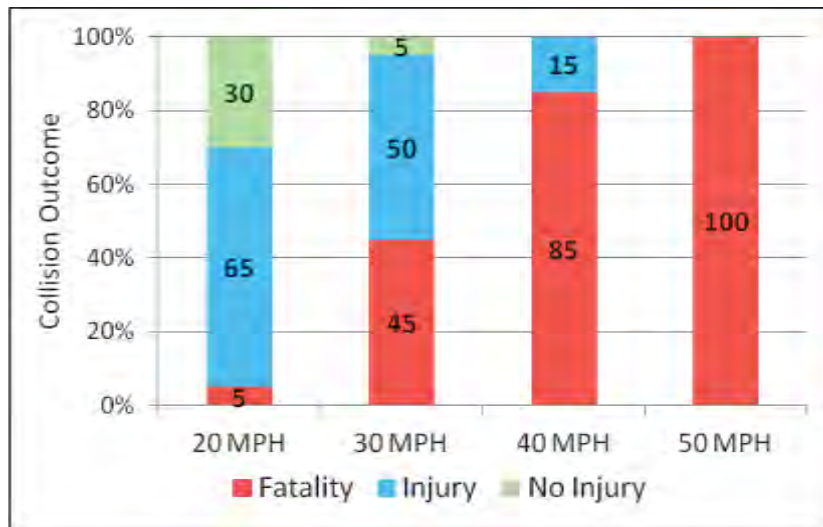


*Street and Sidewalk Lighting
Location: Jamaica Plain, MA
Source: MAPC*

Lighting must be maintained along with all other transportation infrastructure. Appropriate maintenance includes replacing bulbs, upgrading to energy-efficient LED (light-emitting diode) street light technology, and removing obstructions to light by pruning trees and eliminating low hanging wires.

Strategy: Narrow roadway widths for shorter pedestrian crossings and reduced vehicular speeds

Wider roadways encourage higher vehicular speeds³. The likelihood of a pedestrian crash resulting in a fatality increases exponentially with higher vehicular speeds. According to the United States Department of Transportation, if a vehicle is traveling at 20 miles per hour (MPH), the chance of a collision resulting in a pedestrian fatality is five percent but when vehicular speeds reach 50 MPH, pedestrian fatality rates increase to 100 percent⁴.



*Impact Speeds, Pedestrian Fatality and Injury
Source: Effect of Impact Speed on Pedestrian Fatality and Injury (U.S. DOT, Leaf WA, Preusser DF, 1999).*

³ *Design Factors that Affect Driver Speed on Suburban Arterials* (Texas Transportation Institute, 2000) states that a 1 foot reduction in roadway width equates to a 3 mile per hour decrease in vehicle speed.

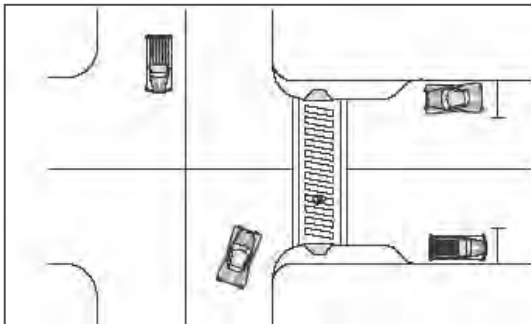
⁴ *Effect of Impact Speed on Pedestrian Fatality and Injury* (U.S. DOT, Leaf WA, Preusser DF, 1999).

Where appropriate, lane widths along Main Street and adjacent roadways should be narrowed to reduce vehicle speeds and make roadway crossings shorter and safer for pedestrians. Assuming a walking speed of 3.5 feet per second⁵, if a pedestrian crossing was narrowed by 10 feet, the time a pedestrian is exposed in a crosswalk will decrease by nearly three seconds.

Install curb extensions (also known as “bump outs”) where appropriate to slow traffic. Curb extensions narrow pedestrian crossing distances by extending the sidewalk into the vehicular parking lane. Since pedestrians are crossing from an elevated location on an extended sidewalk, rather than on the street level, curb extensions also provide enhanced visibility. Additional benefits of curb extensions include preventing drivers from parking in crosswalks, minimizing pedestrian crossing times at signalized intersections (which can be reallocated as green time for vehicles), and providing additional space for bicycle parking or landscaped areas. Curb extensions should be placed in areas with high volumes of pedestrian crossings and where pedestrian visibility is an issue. It should be noted that snow removal in areas with curb extensions can be more difficult as additional maneuvering of the plowing equipment is required.



*A Real Time Speed Indicator Sign
Location: Melrose
Source: MAPC*



*Curb Extensions or “Bump Outs” Shorten the Pedestrian Crossing Distance
Source: Cambridge Pedestrian Plan, 2000*



*Curb Extension
Location: West Roxbury, MA
Source: MAPC*

Install pedestrian medians where appropriate. In areas with wide curb-to-curb widths, medians can be installed in the roadway to create a protected refuge for pedestrians. [*The Project Development and Design Guide*](#) published by the Massachusetts Department of Transportation (2006) specifies that roadway widths generally should not exceed 11 feet. Therefore, in areas with wider vehicular travel lanes, space can be reallocated from the roadway to provide a pedestrian median.

⁵ The 2009 *Manual on Uniform Traffic Control Devices* (MUTCD) assumes a walking speed of 3.5 feet per second.

Medians are installed between opposing lanes of traffic and break pedestrian crossings into two segments. With a median, pedestrians do not need to wait for gaps in both directions of traffic to cross the entire street, as the refuge area provides the opportunity to cross one direction of traffic at a time. Medians are generally designed as raised islands with curbing to separate vehicular traffic from pedestrian refuge areas. Medians can be fenced or landscaped along a corridor to require pedestrians to cross at crosswalks, rather than at unmarked crossings. Most appropriate for wide roadways with long pedestrian crossings, medians are generally located at unsignalized intersections or mid-block crossings.



*Wide Street Width Increases Pedestrian Crossing Times and Encourages Higher Vehicular Speeds
Location: Downtown Wakefield
Source: MAPC*

New pedestrian medians would be most appropriate in Wakefield, as the curb-to-curb width in some areas is over 80 feet, whereas street widths in Melrose and Reading measure 42 feet and 59 feet, respectively. Specifically, a landscaped median could be installed from Lake Quannapowitt extending into Downtown Wakefield. This median will serve the dual purpose of beautifying the downtown area as well as encouraging people who visit the Lake to explore Wakefield's downtown.



*Fenced Medians Guide Pedestrians to Designated Crossing Locations
Location: Downtown Boston, MA
Source: MAPC*



*Landscaped Medians Guide Pedestrians to Designated Crossing Locations
Location: New York, New York
Source: Street Design Manual, New York Department of Transportation, 2009*

Strategy: Improve access and pedestrian conditions at Lake Quannapowitt

Lake Quannapowitt is a regional destination and is the center point of recreation in Wakefield. Measuring approximately three miles in circumference, the Lake offers a variety of activities such as walking, running, bicycling, rollerblading, boating and fishing. According to Wakefield's Open Space Plan, a survey conducted in August, 1998 found that the Lake had 24,000 daily visitors. Due to narrow sidewalk widths, visitors utilize the roadway and vehicle lanes to run or jog around the Lake, an extremely unsafe practice that should be discouraged. Many local residents opt to drive to the Lake rather than walk due to poor sidewalk connections and elevation changes. Improving pedestrian access and conditions at the Lake will encourage additional pedestrian activity.

Provide consistent and wider sidewalks around the perimeter of Lake Quannapowitt to discourage pedestrian use of the roadway. On Main Street to the east of the Lake, existing sidewalks measure 5 feet, with a 3-foot adjacent grass strip plus curbing. The grass strip is well-worn from pedestrian use, as the sidewalk is not wide enough to accommodate the high volumes of pedestrian traffic. Due to the narrow sidewalk width, pedestrians and runners utilize the vehicle travel lanes and parking lanes for recreational use – a practice that can be discouraged by providing wider sidewalk accommodations.



*Excess Parking Lane Width Can be Reallocated for Pedestrian Space
Location: Lake Quannapowitt, Wakefield
Source: MAPC*

The existing roadway width (curb to curb) measures 34 feet – including two 12.5-foot vehicular travel lanes and a 9-foot parking lane. No bicycle lanes are provided, although some bicyclists utilize the parking lane when it is not occupied by vehicles. Reallocating the roadway width to provide two 11-foot vehicular travel lanes with bicycle sharrows, and an 8-foot parking lane would allow for an additional 4 feet of sidewalk width. The sidewalk could be widened to form a consistent 9-foot (5 feet existing width plus 4 feet of new width due to reallocation of roadway) pedestrian path. The worn 3-foot grass strip should be redesigned as a brick buffer between the parked vehicles and sidewalk (to provide space for passenger doors to open). The 9-foot sidewalk space plus the 3-foot brick buffer provides 12-feet of pedestrian width, more than double the existing pedestrian walking space.



*Well-Worn Desire Line Adjacent to Sidewalk
Location: Lake Quannapowitt, Wakefield
Source: MAPC*



*Joggers Utilizing Roadway Due to Inadequate Sidewalk Width
Location: Lake Quannapowitt, Wakefield
Source: MAPC*

Sidewalks around the remaining perimeter of the Lake (Church Street, North Avenue, and the Quannapowitt Parkway) generally measure 5 feet and should be widened where possible to a 9-foot minimum sidewalk. The existing and potential cross sections are shown below.



Existing Cross Section: Wide Travel and Parking Lanes, Grass Buffer, 5' Sidewalk



Potential Alternative Cross Section:
Narrower Travel Lanes with Sharrows, Parking Lane, Brick Buffer, 9' Sidewalk
Source: MAPC

Provide an improved and/or safer pedestrian and bicycle connection to Lake Quannapowitt from Downtown Wakefield and Reading Center. As the Lake is a popular destination for the residents of Wakefield, Reading and Melrose as well as surrounding communities, safe pedestrian access to the Lake from all directions is essential. Access from the north and south is primarily through dense residential and commercial areas along connector and arterial roadways, while access from the east and west is mainly through quiet residential areas on local roads. Special attention should be given to connections from Wakefield's downtown (south of the Lake) and Reading Center (north of the Lake). Wakefield's downtown area is a short distance from the Lake (approximately ½ mile, or a ten minute walk), but the visual connection is lost due to the wide roadway and lack of landscaping connecting the downtown to the Lake and adjacent parks. Reading Center is located approximately one mile (or a 20 minute walk) from the Lake, but the two are separated by Route 128. Pedestrian access from Reading is along Walkers Brook Drive and North Avenue,

roadways with high vehicular speeds, inconsistent sidewalks, dangerous pedestrian crossings, and a poorly-lit and maintained pedestrian route under Route 128.



Pedestrian Access between Downtown Reading and Lake Quannapowitt (under I-95)
 Location: Reading
 Source: MAPC



Challenging Pedestrian and Bus Access on North Avenue
 Location: Reading
 Source: MAPC

Prioritize Pedestrian and Bicycle Activity along Main Street, Walkers Brook Road and North Avenue. Reducing lane widths, adding bicycle lanes, providing wide and well-maintained sidewalks and crosswalks will all encourage pedestrian and bicycle access from both Downtown Wakefield and Reading Center. In addition, installing signage, maintaining well-lit roadways and underpasses, and providing functioning pedestrian push buttons for protected signalized crossings along the corridor will all contribute to increased pedestrian and bicycle access.

Create walking routes extending from the Lake that will draw people to Downtown Wakefield and Reading Center. As mentioned earlier, many users of the Lake walk, jog or run around the Lake's three-mile perimeter. Providing an alternative longer path, such as a 4- to 5-mile route extending into downtown Wakefield and/or Reading Center could help invigorate both downtowns with new visitors. This path, similar to Boston's "Freedom Trail", could showcase Wakefield's downtown and/or its history as a wicker manufacturer (the Town of Wakefield was named after Cyrus Wakefield, who established Wakefield's wicker furniture company) and history of Reading including how it was first established as a settlement on the south shore of Lake Quannapowitt (now Wakefield) in the mid 1600's. Distance markers and directional plaques would be provided along the path which could be named "Wakefield Walks" or "Wicker Walk."



Freedom Trail and Directional Plaque
 Location: Downtown Boston, MA
 Source: MAPC



Trail Marker at Horn Pond
 Location: Woburn, MA
 Source: MAPC

Replace Lake Quannapowitt's Metal Guard Rails with Wooden Guard Rails.

Metal guard rails are sharp and can be hazardous to pedestrians and bicyclists. Additionally, wooden guard rails are a more attractive alternative. The natural appearance of wooden guard rails would be more compatible with the surrounding area.



*A Wooden Guard Rail
Location: Sudbury, MA
Source: MAPC*

Mark distances around the Lake for runners and walkers to track their progress. As the Lake is often used for exercise, providing distance markers would assist runners and walkers to track their progress.

As visitors to the Lake generally start at different access points, providing general distance information, such as a marker every half mile, will be beneficial. Due to the Lake's narrow sidewalk width, the majority of users travel in the same clockwise direction around the Lake to minimize the need for passing. For that reason, distance markers could be displayed to encourage this trend and minimize pedestrian conflicts. Signage or a pattern on the ground detailing the route around the Lake (especially in the multiple-path area to the south of Lake Quannapowitt along Church Street) would be beneficial for infrequent or first-time visitors.



*Trail Distance Marker
Location: Peterson Air Force Base, Colorado
Source: Peterson Air Force Base*

Close Main Street to vehicular traffic (on a trial basis) for recreational use on a weekend or during a fair. Closing Main Street on a trial basis, on Sunday mornings for example, could further increase activity at the Lake by providing a safe location for recreation and exercise.

Extend Wakefield's landscaping further into downtown. Lake Quannapowitt and surrounding parks are well-maintained and beautifully landscaped. However, the landscaping terminates in downtown Wakefield. As a result, awareness of the Lake's close proximity to downtown Wakefield is minimized. If landscaping were extended into the downtown, the connection to the Lake will be promoted and pedestrian and bicycle access will increase.



*Northbound View Showing a Well-Landscaped Area South of Lake Quannapowitt
Location: Downtown Wakefield
Source: MAPC*



*Opposite Southbound View Showing Excessive Roadway Width and Narrow Landscape Median
Location: Downtown Wakefield
Source: MAPC*

Strategy: Provide functioning and accurately timed traffic signals

In addition to controlling vehicular travel, traffic signals also designate when pedestrians are able to safely cross signalized intersections. When equipment is aging and/or has not been regularly updated with appropriate signal timings, pedestrian crossing times can be incorrect, or crossing indications may not appear at all. Providing pedestrians with functioning equipment and accurate signal timings will increase pedestrian use and safety.

Update pedestrian signal indications where needed.

Signal indications inform pedestrians when it is safe to cross the roadway. The timing of walk indications are determined by the crosswalk length and should be timed to allow for pedestrians to safely cross roadways. Traffic signal timings should be updated with the 2009 Manual on Uniform Traffic Control Devices (MUTCD) walking rate of 3.5 feet per second. Pedestrian countdown timers, indicating the amount of time remaining for pedestrian crossings, should be installed where appropriate. Pedestrian signal indications should be prioritized in Wakefield's and Melrose's downtown areas.

Install pedestrian pushbuttons where appropriate. Signal cycles should always include time for pedestrian crossings in areas with high levels of pedestrian activity, whether it is an exclusive pedestrian phase where all crosswalks can be used at once or a concurrent pedestrian phase that allows pedestrians to walk in certain crosswalks while vehicles are moving. However, in areas with less pedestrian activity, pedestrian push buttons should be provided to activate the pedestrian crossing phase.



*Pedestrian Countdown Timer
Source: MAPC*



*Pedestrian Pushbutton
Location: Downtown Reading
Source: MAPC*

Coordinate traffic signals for the competing interests of vehicles, pedestrians and bicyclists. The signal must serve the needs of pedestrians, bicyclists, automobiles, and buses. Signals along Main Street need to be coordinated to manage the competing interests of providing continuous flow of traffic on Main Street, including adequate time for pedestrians to cross the street, and to meet the needs of bicyclists.

Strategy: Maintain sidewalk connectivity

The most important concept for sidewalks is connectivity. For people to want to use a sidewalk, it must conveniently connect them to their intended destination and be accessible. There have been landscaping and sidewalk improvement projects in the study area – such as landscaping and sidewalk improvements at Wyoming Hill and Melrose Cedar Park Stations using Federal Transit Administration (FTA) funds. However, connectivity can be challenging in sections along the Main Street Corridor.



*Example of Abruptly Ending Sidewalk Across from Lake Quannapowitt
Location: Wakefield
Source: MAPC*

Strategy: Maintain sidewalk accessibility

Maintaining sidewalk access year-round is essential to sustain pedestrian activity. Clearing obstructions that include weeds, tree overgrowth, snow, and ice encourages pedestrian activity and provides safety for all seasons.

Clear sidewalks and bus stops of obstructions, especially after snow storms. Snow, slush, and ice hinder winter travel in the northeast region. When sidewalks are not cleared of snow, pedestrians are forced to walk in roadways putting them at high risk of being struck by a vehicle. Communities should enforce snow removal laws in order to provide clear and safe sidewalk paths for pedestrians. In addition, communities should work with the MBTA to develop a snow-removal plan so that bus stops are cleared after snow storms. It is important to not only clear sidewalks, but to create a path from the sidewalks to the streets at bus stops for passenger loading and unloading. For reference, [*MAPC's Snow Removal Policy Toolkit*](#) provides cities and towns with necessary information to increase snow removal compliance and safety.



*Pedestrians Walking in a Cleared Sidewalk
Location: Downtown Boston, MA
Source: MAPC*



Pedestrian Forced to Stand in Street to Wait for Bus due to Snow Banks
Location: West Roxbury, MA
Source: West Roxbury Transcript



A Snowed-In Bus Stop
Location: Boston, MA
Source: West Roxbury Patch

Strategy: Analyze intersection crash rates to propose specific pedestrian safety improvements

Crash data is a critical tool to identify problem intersections. Areas with high crash rates can often be made safer by engineering modifications that include improved signal timings, shortened pedestrian crossings, and traffic calming. By utilizing crash data to prioritize planning and engineering work, communities will reduce the crash potential at high-risk intersections.

Identify intersection crash rates and prioritize improvements for those in the top 5 percent. Intersection crash rates identify the number of crashes in relation to the number of vehicles that utilize the intersection. High-crash locations (identified only by the number of crashes at an intersection) do not always correlate to the leading problem intersections in a community. For instance, a residential street with two crashes might be more dangerous than a major road with eight crashes, as the number of crashes per vehicle utilizing the roadway could be higher on the residential street even though there are a lower number of vehicles. In order to prioritize intersection improvements, it is important for communities to identify intersection crash rates in their communities. By prioritizing improvements at the intersections with the highest 5 percent crash rates, communities will drastically increase safety for pedestrians and bicyclists.

Strategy: Establish Community Committees to Advocate for Healthy Communities and Pedestrian/Bicycle Infrastructure

Pedestrian and bicycle committees are important to advance non-vehicular opportunities within communities. These committees should consist of local residents and stakeholders with in-depth knowledge and a vested interest in the community. Cities and towns often rely on the expertise of pedestrian and bicycle committees to assist in the prioritization and phasing of new infrastructure and development. A variety of municipal departments have an interest in pedestrian and bicycle issues, including Public Works and Engineering Departments, as well as Planning Boards. It is important that the committees establish methods of collaborating between these various entities.

Input from pedestrian and bicycle committees would shape capital improvement programs and help implement successful initiatives.

Additionally, Reading, Wakefield, and Melrose should form a Healthy Community Committee. This Committee would promote healthy living and exercise and work with the pedestrian and bicycle committees. Since Reading, Wakefield, and Melrose currently share the same Health Director, forming a Healthy Community Committee would be simplified. Examples of successful initiatives that advocate for healthy communities and pedestrian/bicycle infrastructure include:

Green Streets Initiative

The [Green Streets Initiative](#) is a grassroots organization that celebrates, promotes, and advocates for the use of alternative transportation. The organization's aim is to create safer, quieter, and healthier streets for all commuters and citizens. The vision of the Green Streets Initiative is to celebrate alternative transportation, give people an opportunity to make community connections, and promote a festive local atmosphere.

The Green Streets Initiative began in Cambridge and has expanded to the neighboring cities of Boston, Newton, Somerville, and Stoneham. Through educational efforts, and the opportunity to experience and practice alternative transportation, the Green Streets Initiative helps individual citizens, children, and families discover how alternative modes of transportation can enhance their lives by creating safe, healthy, and friendly communities for everyone.

This initiative is best known for monthly Walk/Ride Days that occur on the last Friday of every month. On these days everyone is invited to participate and wear green. On a Walk/Ride Day, participants are eligible to partake in a host of rewards offered by local businesses or sponsors. These rewards range from discounts at local retailers to an on-line raffle.

Shape Up Somerville

[Shape Up Somerville](#) is a city wide campaign to increase daily physical activity and healthy eating through programming, physical infrastructure improvements, and policy work. The campaign targets all segments of our community, including schools, city government, civic organizations, community groups, businesses, and other people who live, work, and play in Somerville.

Cambridge Walks

Coordinated by the Cambridge Public Health Department, [CambridgeWalks](#) is a campaign designed to encourage people of all ages to walk for their health, for the environment, and for the benefits of less traffic. City departments, university, state, local health providers, educators, advocates, and community groups have all been involved. CambridgeWalks also includes individuals who are physically challenged.

CambridgeWalks initiated the Hunt for the Golden Shoes, which is now a project of the Cambridge Pedestrian Committee. Once a year, shoes - spray-painted gold - are hidden through the city in places where people walk. People who find the shoes turn them in for prizes donated by local merchants to encourage people to walk and shop in the city. This event inspires people to be active and explore the city.

Goal: Improve Bicycle Access and Amenities

Objective – Increasing bicycle activity will increase mobility while decreasing single occupancy vehicle use.

Bicycle use is quickly becoming a popular alternative to driving. Health benefits, potential for avoiding traffic, ability to travel longer distances than on foot, and its low cost make bicycling a growing trend for commuters, students, and those who cannot afford or choose not to own a car. Encouraging bicycle use through improved access and providing amenities will make for greener communities, increase roadway life spans, decrease repair costs, and minimize vehicular congestion.

Strategy: Increase bicycle parking

Secure bicycle parking is a necessity in dense areas such as downtowns, commuter rail stations, as well as large residential and commercial areas.

Provide bicycle parking in dense areas. Bicycle parking is scarce in some areas along the corridor forcing residents to chain their bicycles to sign and signal posts. This practice is not only unsightly, but it is also dangerous as it creates a cluttered, narrow sidewalk that can cause problems for handicapped users. Bicycle parking can be generic, or designed as street art. Bicycle parking should be provided in downtown Melrose and Wakefield, large commercial and residential areas, City/Town Halls, grocery stores, schools, parks, and playgrounds. Where appropriate, covered bicycle parking should be installed. For example, the MBTA recently added a covered bike port at Wyoming Hill Station in Melrose using American Recovery and Reinvestment (ARRA) funds.



*A Lack of Bicycle Parking Forces Bicyclists to Utilize Local Street Furniture
Location: Downtown Wakefield
Source: MAPC*

► *Refer to Proposed Improvements maps for suggested bicycle rack locations*



*Bicycles Parked in Pedestrian Path
Location: Downtown Wakefield
Source: MAPC*



*Covered Bicycle Rack (background) and Uncovered Bicycle Rack (foreground)
Location: Wyoming Hill Station, Melrose
Source: MAPC*



*Artistic Bicycle Rack
Location: Newton, MA
Source: Newton Center
Intersection Summary Report,
Traffic Solutions*



*Artistic Bicycle Rack (rack is to the right)
Location: Brookline, MA
Source: MAPC*



*Artistic Bicycle Rack
Location: Portland, Oregon
Source: Paul Reavis,
Wakefield Town Planner*

Provide caged bicycle parking in areas used for long-term (all day) bicycle parking. Caged bicycle parking is secure and encourages bicycle use throughout the year, as protection is provided in all weather conditions. Priority locations for installation of caged bicycle parking include Reading Depot, parking garages in downtowns, and commercial areas. Caged bicycle parking should add to the existing capacity, and not be seen as a replacement.

To be fully effective, caged bicycle parking should always be locked, requiring a pass code to gain access. In general, on-street bicycle parking is provided at no cost, but caged bicycle parking sometimes requires a small fee in order to cover infrastructure and security costs. In order to access an MBTA Pedal & Park bicycle cage, bicyclists must have a Bicycle Charlie Card, which is free at all stations with bicycle cages. The Oak Grove MBTA Station is heavily utilized by bicyclists and is scheduled to have a Pedal and Park bicycle cage installed by May 2012, with room for 100 bicycles.



*Pedal & Park Bicycle Cage
Location: Forest Hills MBTA Station, Boston MA
Source: MAPC*

Install bicycle parking in an on-street vehicle space. On-street bicycle parking is an alternative to the more common bike racks that are generally installed on sidewalks or private land. Locating bicycle parking on streets frees up the sidewalk for pedestrian activity. An on-street parking corral in one vehicular parking space can provide between 12-14 bicycle parking spaces. On-street bicycle corrals are structurally designed to protect parked bicycles against any contact from motor vehicles and are mobile, giving them the flexibility to be relocated and removed in winter weather to enable snow plowing. Since on-street bicycle corrals are not permanent structures, they can be installed on a trial basis.



*On-Street Bicycle Parking Corral
Location: Somerville, MA
Source: City of Somerville*

On-street bicycle parking is recommended in downtown Melrose, as sidewalk width is minimal and high pedestrian volumes decrease the feasibility of sidewalk bicycle parking.

Strategy: Create a bicycle network for the corridor

Bicycle lanes have been shown to increase bicycle use. Providing a clearly designated, vehicle-free area along the road for bicyclists increases safety and decreases vehicular speeds. Bicycle 'sharrows' indicating that the roadway is meant to be shared by vehicles and bicyclists can be installed in areas which are not wide enough to accommodate a standard 5-foot (one-way) bicycle lane. Providing connections to local regional bicycle trails, such as Bike to the Sea, should be prioritized.

Install bicycle lanes where feasible. Bicycle lanes provide a designated area on the roadway for bicycle use. Bicycles are not required to use the bicycle lane (by law bicycles can use vehicular travel lanes), but bicycle lanes have been shown to encourage bicycle use, and slow vehicle speeds.

Bicycle lanes should be installed on roadways where existing curb to curb width would allow for 11-foot vehicular travel lanes, and a 5-foot (minimum) bicycle lane. Bicycle lanes are one-way and should be provided on both sides of the roadway. On major bicycle routes, removing one side of on-street parking in order to accommodate the extra space needed for bicycle lanes should be considered.



*Designated Bicycle Lane
Location: Boston, MA
Source: MAPC*

Install sharrows where bicycle lanes are considered infeasible. Bicycle lanes should not be installed along roadways that do not have adequate width for bicycle lanes (minimum 5-foot width for each direction of travel), at locations where bus routes and short-term parking make bicycle lanes potentially dangerous, and where removing on-street parking to accommodate bicycle lanes is not a preferred alternative. However, 'sharrows' can be installed in these areas. Sharrows are pavement markings that serve to remind drivers and bicyclists to use caution and share the road. As sharrows are a relatively new pavement marking, there should be local education programs to inform drivers and bicyclists of their purpose and meaning.



Sharrows Adjacent to Parking Lane
 Location: Boston, MA
 Source: MAPC



Sharrows Indicating Bicyclists can Ride in Center of Lane
 Location: Brookline, MA
 Source: MAPC

Where appropriate, install bicycle lanes and sharrows on roads that parallel Main Street. While Main Street is a primary destination in Reading, Wakefield and Melrose, there are many trips to destinations that may not require utilizing Main Street and can instead be accommodated on adjacent roadways. Providing alternative bicycle routes to Main Street will allow cyclists to access less-congested paths to reach their destinations. In addition, consider installing bike route signage where appropriate.

Prioritize bicycle connections to Oak Grove Station. Numerous residents along and in close proximity to the corridor opt to travel to Oak Grove Station by bicycle to access the Orange Line. Creating safe bicycle connections and signage directing bicyclists to Oak Grove Station should be a priority. As Main Street is near capacity in the morning and evening peak hours, alternative routes paralleling Main Street should be explored.



Bike Route Sign
 Location: Portland, Oregon
 Source: Paul Reavis, Wakefield Town Planner

Strategy: Promote the addition of multi-use recreational bicycle paths and rail trails

A way to promote bicycle activity is to provide off-road bicycle paths and rail trails. Since off-road bicycle paths and rail trails do not require bicyclists to navigate between vehicular traffic and parking lanes, an increasing number of residents will be encouraged to try this less-congested form of bicycling.

Develop a rail trail (shared-use path) along the former Boston & Maine Railroad corridor in the towns of Wakefield and Lynnfield to connect with the regional Border to Boston Trail. The 4.4-mile Wakefield/Lynnfield Rail Trail begins at the Galvin Middle School on Main Street in Wakefield and extends to the Lynnfield/Peabody Town line. Approximately 1.9 miles of the trail is located in Wakefield and 2.5 miles in Lynnfield. This corridor is the southern section of the former Newburyport Railroad and, by connecting to Peabody, is planned to be part of the regional Border to Boston Trail, a proposed 30-mile trail linking eight Essex County communities – Danvers, Wenham, Topsfield, Boxford, Georgetown, Newbury, Newburyport and Salisbury.



*Abandoned Rail Line and Potential Site for Future Rail Trail
Location: Downtown Wakefield
Source: MAPC*

Create connections to existing or planned multi-use trails. Examples of these multi-use trails include Bike to the Sea and the Tri-Community Bikeway. Providing connections between the hiking trails in Breakheart Reservation in Wakefield and Middlesex Fells Reservation in Melrose are also recommended.

Strategy: Explore a railroad right-of-way for bicyclists along the Haverhill Line

Railroad rights-of-way need not exclusively be for railroad tracks and related equipment. Adding a bicycle path along the Haverhill commuter rail line would provide better connectivity along the corridor and could potentially provide a direct connection to North Station in Boston. By removing bicyclists from roads, the potential for conflicts with vehicles decreases.

Evaluate the Haverhill Line commuter rail right-of-way to determine if there is enough width to accommodate a bicycle path. A railroad right-of-way, the area designated for transportation along a rail corridor, allows for railway maintenance and can be utilized to accommodate a bicycle path.



*Railroad Right-of-Way
Location: Reading
Source: MAPC*

Strategy: Promote a safe environment for bicyclists

Bicycle safety requires a partnership between vehicles, pedestrians, and the bicyclists themselves. Communities should focus on creating roadways that maximize the safety of cyclists.

Install clearly demarcated lane markings on roadways. Lane markings distribute the roadway into its various uses – parking, bicycle, bus, vehicle lanes, etc. In order to reduce vehicle speeds and minimize confusion for roadway users, lane markings should be well maintained and clearly marked. Clear lane markings also discourage unsafe passing and lane drifting that are dangers to bicyclists. The entire Main Street corridor should have clearly demarcated lane markings. Locations in particular need of lane markings include the Melrose-Wakefield Hospital and Main Street in the vicinity of Oak Grove station.



*Intersection in Need of Clearly Demarcated Pav't Markings
Location: Main and Lebanon Streets (Melrose-Wakefield Hospital), Melrose
Source: MAPC*



*Lane Markings Make a Significant Difference - Before (top) and After (bottom)
Location: Anderson Bridge, Cambridge, MA
Source: MassDOT*

Remove or reconfigure pull-in angled parking along Main Street in Wakefield. Pull-in angled parking located to the right of a travel lane is dangerous for cyclists as visibility is limited while backing out of the space. Generally, angled parking is removed in favor of parallel parking but results in a loss of parking spaces. There are two types of angled parking alternatives that can be implemented, as depicted in the cross sections on page 35.

One alternative is to relocate angled spaces to the opposite side of the vehicle lane, along a median. This alternative requires the construction of a median and necessitates drivers to cross to the street in order to access the sidewalk and businesses. By placing parking on the left side of the vehicle travel lane, conflicts with bicycles are negated as bicycle traffic is on the right side of the lane. The second alternative reverses the angle of the parking, requiring drivers to back-in rather than pull-in. The rear of the vehicle is adjacent to the sidewalk rather than facing the vehicle lane. Since back-in angled parking increases driver visibility, there are fewer conflicts with pedestrians and bicyclists. This parking configuration also allows for safer loading and unloading of passengers and goods. Both of the potential parking alternatives would retain the existing number of parking spaces on Main Street.



*Pull-in Angled Parking
Location: Main Street, Wakefield
Source: MAPC*



*Angled Parking along a Median (left side) with a Bicycle Lane (right side)
Location: Brookline, MA
Source: MAPC*

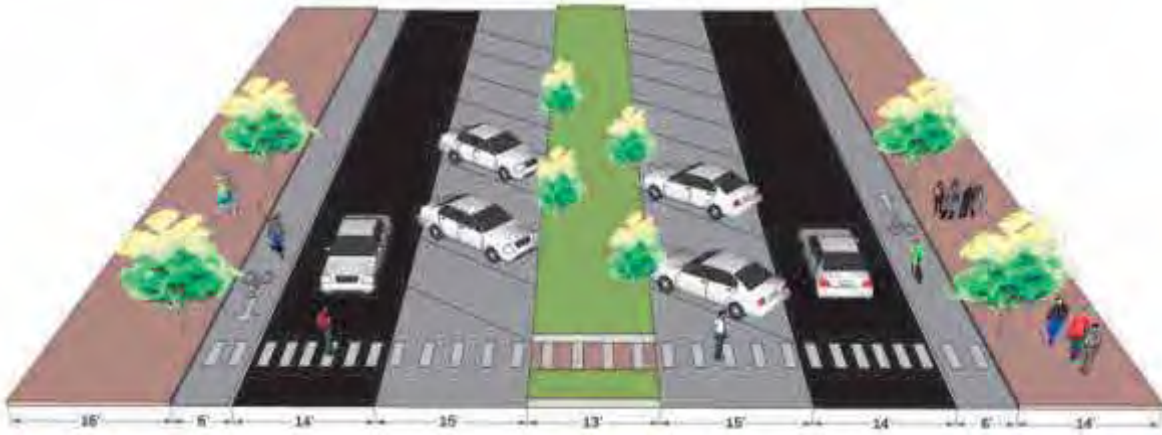


*Reverse Angled Parking
Location: Akron, Ohio
Source: Downtown Akron Partnership*

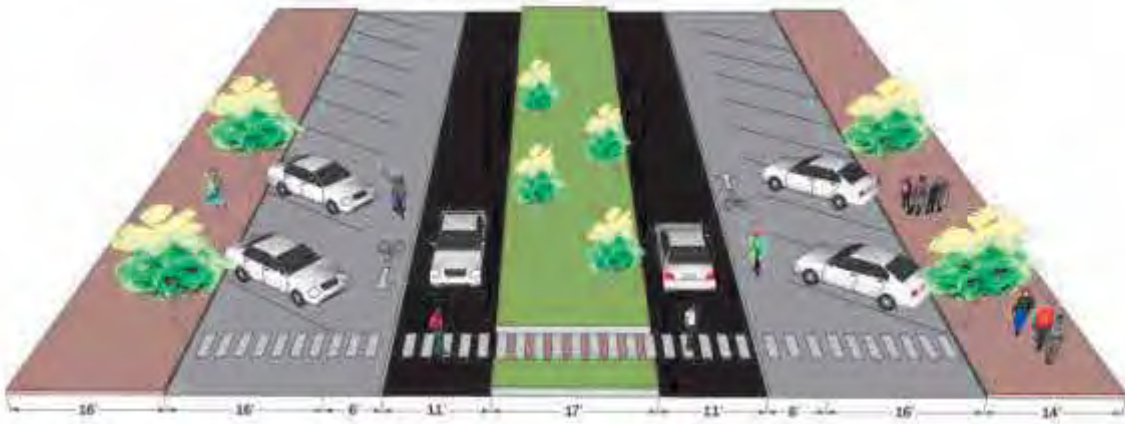
Existing and Potential Alternatives for Main Street in Wakefield



Existing Condition: Angle Parking, Wide Vehicle Travel Lane, No Bicycle Lanes



Potential Alternative 1: Angle Parking at Median, Bike Lanes, and Landscaped Median



Potential Alternative 2: Reverse Angle Parking, Bike Lanes, and Landscaped Median
Source: MAPC

Provide low cost helmets in downtown stores. According to the Insurance Institute for Highway Safety, 91 percent of bicyclist fatalities in 2009 were not wearing a helmet. In addition, helmet use has been estimated to reduce head injuries by 85 percent. Massachusetts law dictates that youths 16 and under are required to wear helmets. In order to improve bicycle safety, it is important to make helmets available to all bicyclists. The Melrose Health Department provides bicycle helmets to local residents in all sizes (toddler through adult) at a discounted rate of \$10, with no limit on the number of helmets that can be purchased. Discounted helmets could also be made available in Wakefield and Reading and in stores along the Main Street corridor. Communities should encourage residents to purchase helmets for themselves and their families.



Bicyclist Wearing a Helmet
Source: MAPC

Establish a bicycle education program. Promote bicycle education so that the rules of the road are clear for bicyclists and drivers.

Strategy: Provide bicycle maintenance and repair workshops

Bicycles, like cars, need regular tune ups. Many residents own bicycles but they may not all be in working order. Providing local bicycle repair services and workshops on how to repair flats, secure bicycles in public areas, bicycle to work, and winterize bicycles are popular methods to increase bicycle use.

Make repair services available at public events such as farmers markets and festivals. Farmers markets have been a popular location in Boston to offer bicycle repair services. In 2010, the Boston Cyclists Union fixed over 620 bikes during 27 visits to nine different farmer's markets as part of their Bike to Market program. Since farmers markets provide products to healthy and environmentally conscious residents, they are a great platform for promoting bicycle use and safety.



"Bike to Market" Bicycle Repair Program at a Local Farmers Market
Location: Boston, MA
Source: Boston Cyclists Union (Josh Campbell Photography)

Provide education to local residents and students. Provide free regular workshops and seminars on bicycling and educate local students on bicycle safety, maintenance and care.

Create a program for people to donate used bicycles to underprivileged youth. For example, Recycle-A-Bicycle (RAB) is a volunteer-based community organization based in New York City that connects people with refurbished bikes, provides practical bike knowledge, and advocates for bicycle use. RAB's Earn-A-Bike program is a youth training program that takes donated and discarded bicycles and teaches teens, mostly from underprivileged families, the basics of bicycle maintenance. At the end of the training program, the participating youths get to keep the bicycles they worked on.

Goal: Increase Transit Use and Improve Connections

Objective – Promote transit access along the corridor.

Main Street offers multiple transit opportunities – the commuter rail, bus service, access to the Orange Line, and senior shuttles. Many residents travel during commuter peak hours by transit but this service is often considered unreliable and slow. By enhancing the available transit service with new technologies and amenities, transit use can increase.

Strategy: Improve transit reliability and service

Commuter rail service is available along the corridor, but many local residents choose to travel to Oak Grove Station to access the MBTA's rapid transit Orange Line as commuter rail service is less frequent. Additionally, bus lines are considered by many to be unreliable and slow. Given the MBTA's current financial situation, service expansions may not be possible (and service cutbacks may be likely) therefore communities should focus on prioritizing efficient service in order to maximize ridership.

Review existing bus and commuter rail schedules. If limitations in the existing bus and commuter rail service are identified, the three communities should work with the MBTA to re-examine current service and propose service revisions where appropriate. Changes can be made to routes and schedules to improve access and designate potential rerouting options that can enhance connections as well as increase ridership. There should be a particular focus to ensure that schedules provide efficient access when switching between bus and commuter rail service and vice versa.

Work with the MBTA to provide improved access at Oak Grove Station for vehicles, bicyclists, and pedestrians. Existing limitations at Oak Grove Station include vehicle parking and secure and protected parking for bicyclists. As Oak Grove Station is a major transportation hub, the adjacent communities should work with the MBTA to highlight issues and provide input and ideas regarding improved access.

Enhance lighting at Oak Grove Station and at commuter rail stations to improve nighttime safety. Lighting at Oak Grove is minimal, and does not provide a safe environment in the evening hours. Encouraging the MBTA to improve existing lighting, or provide additional lighting at the station could help improve this situation. Lighting improvements should be identified at the station platform, bus area, bicycle parking locations, and parking lots.



Oak Grove Station at Night
Source: MAPC

The Department of Energy Resources (DOER), in partnership with the Massachusetts Clean Energy Center (MassCEC), recently launched a new stimulus funded lighting program at the MBTA Alewife Garage. This federally funded energy efficiency lighting program replaced more than 1,900 lighting fixtures. By making lighting improvements to over 85 percent of the total fixtures at the garage, the estimated repayment through energy savings is less than 2.5 years for this project. This energy efficient program will reduce greenhouse gases and enable both the MBTA and taxpayers to save money. Wakefield, Reading and Melrose should work together to pursue similar types of lighting programs.

Strategy: Utilize new technology for real-time bus and train data

The MBTA features an App Showcase on its website and provides about 40 free or low-cost applications for cell phones, smart phones and/or computers. These applications have been developed by independent programmers and entrepreneurs since the MBTA began making raw data available about two years ago. Most of the applications tell riders where a bus or train is and when it will arrive. The use of applications for cell phones, smart phones and/or computers is an important tool so public transit users can obtain real time data to efficiently plan their trips and reduce the amount of time waiting at stops. Some of the names of these applications include, Catch the Bus, Next Bus, Smart Ride, and Just Hop On.

Work with the MBTA to enable bus and train routes in the Main Street corridor to be tracked in real time using cell phones, smart phones and/or computers to facilitate ridership.



*Real Time Smart Phone Applications for Tracking MBTA Buses and Trains
Source: MBTA.com*

Add bus LED displays at major bus stops that depict real-time arrival information to alert passengers of schedules and encourage ridership. In addition to LED displays at major bus stops, investigate in-window display technology for local businesses located at the bus stops. This technology could depict schedules and routes of buses with the benefit of promoting customer frequency of the business.



*Real Time Bus LED Display
Location: Temple Place, Downtown
Boston
Source: MAPC*

Strategy: Provide better schedule information at train stations and bus stops

By making schedule information more available and easy to understand, the probability of utilizing public transportation increases.

Investigate coordinating bus and train schedules to facilitate increased mode options for transit riders. For example, in the evening peak hour, schedule local bus departures at commuter rail stations shortly after scheduled train arrivals.

Install bus schedule information at frequently used bus stops. The most frequently utilized bus stops along the Main Street Corridor are identified in Table 2 on page 9.



*Schedule at a Bus Stop
Location: Portland, Oregon
Source:
urbanplacesandspaces.blogspot.com*

Strategy: Provide shelter for transit users

Providing attractively designed shelters at frequently used transit stations and bus stops encourages local residents to utilize public transportation year-round. The commuter rail stations in the corridor have various amounts of protection from the weather, but bus stops within the corridor do not offer shelter from harsh weather. Shelters should be prioritized for the most frequently used bus stops along the corridor.



*Commuter Rail Enclosed Shelter
Location: Wyoming Hill Station, Melrose
Source: MAPC*



*Unsheltered Bus Stop
Location: Main Street and West Wyoming Avenue,
Melrose
Source: MAPC*

Strategy: Provide non-commuter peak transit options

Students and the elderly generally do not travel during commuter peak periods. If buses provided consolidated and efficient service during off-peak service hours, especially during the weekends, these population groups may utilize public transportation more frequently.

Strategy: Improve availability and accessibility of commuter parking at transit stations

Informing commuters of parking space availability at transit stations will increase transit ridership and encourage drive-alone commuters to use the commuter rail.

Implement components of “smart parking” such as installing signs that provide real time information to drivers of parking space availability and schedule information. This information can also be available by using cell phones, smart phones and/or computers to facilitate decision-making about using a commuter rail parking lot before arriving at the site.



Real Time Sign Displaying Parking Availability
Location: Waterford, Ireland
Source: Datadisplay.uk.com

Install clear signage at commuter parking lots to direct drivers to appropriate locations.



The Multiple Parking Signs at the Reading Station Parking Lot can be Confusing
Location: Reading
Source: MAPC

Strategy: Implement consistent parking pricing and payment programs at commuter rail stations and Oak Grove Station

Providing a consistent payment method, such as a Pay and Display parking machine that allows for credit card payments will increase efficiency and potentially encourage new users. It is recommended that a consistent rate structure be provided and adhered to by all commuter rail station parking lots in the study area to discourage commuters from traveling longer distances to less expensive lots.

Additionally, implementing a variable pricing strategy that allows different prices to be charged at different times should be considered. For example, a variable pricing strategy that charges lower rates on evenings and weekends may encourage commuter rail use during off-peak hours. Charging reduced parking rates during the weekends at Oak Grove Station to encourage the use of the Orange Line should also be taken into account.



*Pay and Display Parking Machine
Location: Greenwood Station, Wakefield
Source: MAPC*

Goal: Advance Environmentally Friendly and Efficient Transportation Alternatives

Objective – Because of dependence on the automobile, transportation has been a significant contributor of air pollution and greenhouse gas emissions. Environmentally friendly and efficient transportation alternatives provide more sustainable opportunities for the future and allow people to take more active roles in being energy efficient in regards to their travel.

Strategy: Install electric vehicle charging stations

A well-planned charging network will facilitate the widespread adoption of electric vehicles. Charging an electric vehicle can take several hours and most vehicles have a limited range before it is necessary to recharge. Usually owners charge their vehicles overnight at home and have a charge that is sufficient for normal everyday usage. However, owners should have the opportunity to charge their cars while at work or during the day and away from their homes, extending the range of their commutes. By investing in an infrastructure that supports electric vehicle charging stations, the use of an environmentally friendly transportation option is promoted and sustainability increased. Providing electric vehicle charging stations in convenient locations will encourage more drivers to opt for electric vehicles.

Install electric vehicle charging stations. Widespread public charging infrastructure will help facilitate the usage of all-electric vehicles and plug-in hybrid electric vehicles as well as help address consumer "range anxiety" for those vehicles with limited range. Charging stations should be located where electric vehicles are located for long periods of time throughout the day. These locations include commuter rail stations, Oak Grove Station, downtown areas and other prominent locations such as municipal parking lots, garages, large employment centers, shopping centers, and major residential complexes. There are various methods to install a charging station, such as mounting them on pedestals in parking lots or on sidewalks, or attaching them to a wall. Electric vehicle stations can also be installed to require credit card payments.



*An Electric Vehicle being Charged at a Charging Station
Source: Electric Vehicle Infrastructure, Department of Commerce and Puget Sound Regional Council, 2011*

► *Refer to Proposed Improvements maps for suggested Electric Vehicle Charging Stations*

Ensure supply of electricity that supports the installation of electric vehicle charging stations. General public charging will use Level 2 or DC fast charging to enable faster charging. Level 2 supplies 240V, similar to what an electric dryer or oven uses. Level 2 allows for a wide range of charging speeds, all the way up to 19.2 kilowatts (kW). DC fast charging, the fastest type of charging currently available can provide up to 40 miles of range for every 10 minutes of charging. With DC fast charging, a driver can get back up to 80 percent of a full charge in under an hour⁶.

⁶ Plug In America

Ensure availability of required infrastructure that supports the installation of electric vehicle charging stations. Public charging infrastructure will require hard-wired dedicated electrical circuits.

Develop a plan that would encourage local residents to use electric vehicle charging stations. Implementation of the plan could promote shopping and dining in the communities' downtowns.

Require new large developments to provide infrastructure for electric vehicle charging stations. Specific requirements can be adopted in zoning regulations and in site plan reviews. For example, Vancouver, British Columbia has a zoning provision requiring developers to provide plug-ins for electric cars in at least 20 percent of parking stalls at new condominium and apartment buildings. The City of Boston has not yet started to require large numbers of electric vehicle charging stations in new developments, but the City has required large developments to install the infrastructure necessary for electric vehicle charging stations in garages. This infrastructure will allow for a seamless transfer in the future from a "regular" parking space, to an electric vehicle charging station.

Advance the electric vehicle industry. An all electric car dealership, Ecars, recently opened in Reading. With a sound infrastructure in place and available charging stations, support for businesses to sell and residents to purchase electric vehicles will be advanced.



*Electric Car Dealership, Ecars
Location: Reading
Source: MAPC*

Strategy: Invest in an electrically powered shuttle bus

Investing in an electrically powered shuttle bus that would provide service along Main Street will promote environmentally friendly and affordable transportation. With easy on/off access, the shuttle bus would contribute to reducing traffic by discouraging single occupancy vehicular travel for short trips. The route could run north-south along Main Street for short distances or service popular locations in close proximity to Main Street. The electrically powered shuttle bus could be jointly owned and operated by Reading, Wakefield and Melrose. The shuttle bus schedule would link up with the MBTA bus and commuter rail station stops. Examples include the Ecolobus, an all electric shuttle bus that operates in Quebec, and the nearby City of Montreal has plans to have its 1,300-plus bus fleet go all-electric by 2025.



*Quebec City's Electrically Powered Écolobus
Source: Réseau de transport de la Capitale (RTC), Quebec, Canada*

Strategy: Promote development sponsored shuttle service

Advance affordable transportation by requiring large scale commercial and residential developments to provide shuttle service. These shuttles can provide access to and from commuter rail stations and the communities' downtowns. For example, Pulte Homes in Reading will provide a shuttle service for its residents. Shuttle services provided by commercial developments reduces the number of single occupancy vehicle trips employees may make during the day such as attending meetings at nearby buildings or running errands. Senior homes should also consider implementing shuttles for their residents.



Private Shuttle Bus
Location: Framingham, MA
Source: MAPC

Strategy: Promote car sharing programs

Promoting car sharing programs, such as ZipCar, contributes towards less dependence on personally-owned vehicles and in some cases discourages households from purchasing a second vehicle. Decreasing private vehicular ownership contributes to reducing congestion, air pollution, and oil dependence. There are currently four ZipCars in the southern end of the Main Street Corridor, two at Oak Grove Station and two at Oak Grove Village.



Car Sharing Vehicles
Source: Zipcar

Provide additional car sharing opportunities in appropriate locations. Locations for car sharing should be in downtowns, at high density residential or office locations, and at commuter rail stations. Additional car sharing should be considered at Oak Grove Station where there are currently two vehicles available.

► Refer to Proposed Improvements maps for suggested Car Share Locations

Require new large developments, especially those located close to downtowns or public transit, to provide car sharing. Specific requirements can be adopted in zoning regulations to provide car sharing vehicles in large apartment or office developments. As a benefit, this requirement can limit the number of required parking spaces at the site and result in a more attractive environment.



Car Sharing Vehicles
Location: Oak Grove Village, Melrose
Source: MAPC

Provide preferential parking spaces for car sharing.

Strategy: Implement a bicycle sharing program

An alternative to private vehicles, bicycles provide a healthy and environmentally friendly way to reduce vehicular traffic and can provide access to locations that are too far to walk. Bicycle sharing provides the opportunity to access bicycles for short term trips for a small cost or no fee, removing the barrier of purchasing a bicycle which is prohibitive for some. Bicycle sharing in the Main Street Corridor could be modeled after local programs including Boston's Hubway, Salem's Salem Spins, and UMass Lowell's Freewheelers bike share programs. While these programs all have 'hub' station locations where riders can quickly and easily access bicycles, Hubway's bicycle sharing program is more comprehensive and requires users to pay a fee based on the time they use the bicycle. A user of the Hubway program can pick up a bicycle at one 'hub' station and return it at a different 'hub' station. Smaller in scale, Salem's and UMass Lowell's bicycle sharing programs do not require a usage fee.

Install bicycle sharing at central locations such as in the downtowns, at commuter rail stations, or at Lake Quannapowitt in Wakefield. Before making a decision to implement a bicycle sharing program, consulting with the project managers of existing programs in Massachusetts to hear about successes and lessons learned is recommended. Bicycles should initially be made available on a small scale and, if successful, gradually phased in. Bicycle sharing stations should be initially installed at Oak Grove Station, Lake Quannapowitt, and in the communities' downtowns.

► Refer to Proposed Improvements maps for suggested Bicycle Share Stations



*Hubway Bike Share
Downtown Boston, MA
Source: MAPC*



*Salem Spins Bike Share Program
Location: Salem, MA
Source: Hawthorne Hotel*

Strategy: Form or become part of a local Transportation Management Association (TMA)

Transportation Management Associations (TMAs) are private, non-profit associations formed for the purpose of reducing traffic congestion and pollution by improving commuting options. TMAs increase public awareness of key transportation issues and promote a wide range of Transportation Demand Management (TDM) measures such as guaranteed ride home services, car sharing, shuttle services and other commuting alternatives.

In addition to advocating for public transit as well as pedestrian and bicycle planning, TMAs operate in specific geographic areas to influence transportation policies and create programs that:

- Improve commutes for employees;
- Decrease traffic congestion and improve mobility for people, goods, and services;
- Facilitate local economic development;
- Develop local transportation infrastructure, services, and programs; and
- Reduce vehicular emissions to improve air quality and the environment.

TMA members include employers, institutions, government organizations, and commercial property owners. There are currently 11 TMAs in Massachusetts, six of which serve suburban areas. Three of the suburban TMAs are in proximity to Reading, Wakefield, and Melrose. The North Shore TMA comprises Beverly, Danvers, Lynn, Peabody, and Salem. The Junction TMO (Transportation Management Organization) comprises Wilmington, Tewksbury and the I-93 Junction Area of Andover. The 128 Business Council serves the widest geographic area and comprises Burlington, Lexington, Needham, Newton, Waltham, Wellesley, Weston and Woburn.

Goal: Improve Access and Accessibility for Senior Transportation Services

Objective - With the number of seniors expected to rise dramatically over the next several decades, viable transportation alternatives should be provided for the local senior population.

Strategy: Encourage seniors to use public transportation more frequently

Encourage seniors to use all available public transportation services as private transportation services are provided at much higher costs and can be more limiting. In fiscal year 2008, there were almost 30,000 The RIDE trips originating in Reading, Wakefield and Melrose, a 61 percent increase from three years earlier. Slightly over 40 percent of these trips originated in Melrose. While this number is an indication that the percentage of senior ridership is increasing, ridership is low on MBTA bus service. Based on a sample weekday, senior ridership utilizing MBTA bus routes 136 and 137 within the three communities are 90 and 30 riders respectively^{7,8}.



MBTA's The RIDE
Source: MAPC

Provide resources to seniors. Include presentations about planning for one's current and future transportation needs in conjunction with information sessions about retirement, pension payments, Social Security, and Medicare.

Increase ridership with radio advertisements and brochure distribution. These simple tools have the ability to increase ridership in the short term at a relatively low cost.

Host local events quarterly or biannually to encourage seniors to use public transportation.

Develop a travel training program which educates seniors to utilize the public transportation system safely and independently. To minimize costs, the travel training program can run on a volunteer basis. Using persons of a similar age as travel trainers can be effective when conducting travel training programs for seniors. A travel training program has been put into service in Fairfax County, Virginia as well as a pilot program in Vancouver, Canada.



Participants in 'Travel Smart for Seniors' in Vancouver, Canada in which Seniors Train other Seniors to use Public Transportation
Source: TransLink

Disseminate public transportation information at local elderly homes.

⁷ Week of April 11-15, 2011.

⁸ The MBTA defines a senior as an individual 65 years of age or older.

Strategy: Coordinate with the MBTA to implement programs that encourage seniors to use public transportation

Encourage seniors to ride with friends. Develop a program which will allow seniors to bring a guest or travel companion onboard a bus or commuter rail for free. In addition to increasing rider comfort levels, traveling with a guest or travel companion will help ensure new riders learn how to arrive at their desired destinations.

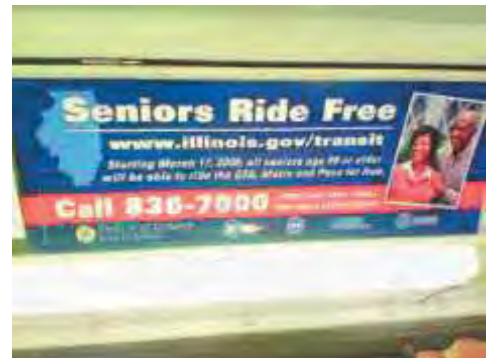
Provide accessible bus amenities and features. For example, buses can be made more senior friendly by adding padded features to reduce the risk of injury and installing mechanisms that can accommodate small shopping carts.

Enforce senior priority seating. To help ensure enforcement, priority seating would be prominently signed and in a different color so that the seats can be easily identified.

Strategy: Work with the MBTA to reevaluate procedures for obtaining senior ridership discounts

Currently, seniors who are 65 and older can ride local MBTA buses for \$0.40, inner express buses for \$1.40, and outer express buses for \$2.00. Seniors can also ride MBTA subway service for \$0.60 and commuter rail or boat services for 50 percent off the regular full fare. In addition, seniors can purchase a monthly pass (good for unlimited travel on local bus and subway) for \$20. No discounts apply to express bus passes, commuter rail passes, or boat passes.

Develop incentives by creating further ridership discounts for seniors as they continue to age. For example, allow seniors over the age of 70 to ride for free or allow seniors to ride free during non-peak hours. These types of policies are technically simple to adopt and create considerable motivation for seniors to switch to and continue using public transportation.



Advertisement Stating Low Income Seniors are Eligible to Ride Free on Public Transit
Location: Chicago, Illinois
Source: The Associated Press

Strategy: Work regionally with the Councils on Aging to develop regional transportation across municipal boundaries to effectively use local transportation dollars and achieve economies of scale.

Seniors 65 years and over comprise 15 percent of each community's population. Accordingly, Reading, Wakefield and Melrose have numerous transportation services for seniors. However, understanding the differences among these services can be confusing. The senior transportation services are offered by a combination of independent providers or by the MBTA. Combined, these transportation services provide about 5,100 monthly rides or 61,200 annual rides for seniors in Wakefield, Reading and Melrose. The higher usage of shuttle services over public transit may be attributed to the fact that the majority of shuttles provide door to door service thereby giving seniors a greater level of comfort. For the most part, ridership is evenly distributed among the three communities, with a slightly higher number of riders in Melrose.

There are varying requirements based on age, residency, and medical condition in order to qualify to utilize these services. Days and hours of service differ among each provider as well as destination restrictions. For example, some services operate only during weekdays and provide services within the community. Several of these services require that ride requests be made well in advance, between 24 and 48 hours, and sometimes as far ahead as two weeks. The majority of senior transportation services are for medical and shopping purposes.

There is an opportunity to streamline existing senior transportation services. Tables 3-5 on the following pages summarize the numerous senior transportation services available in Reading, Wakefield and Melrose and portray the complexity of their varying service times, ridership qualifications and scheduling requirements. A streamlined senior transportation service which would consolidate existing transportation services is recommended. To provide such a service will require looking at the option of flexible routes as well as collaborating with senior citizen organizations. While evaluating and streamlining the existing transportation services may be a complex undertaking, the long term benefits will be substantive. The opportunity to connect with MBTA bus and commuter rail station stops should also be included as part of this strategy.

<i>Transportation Option</i>	<i>Trips Served</i>	<i>Age and Restrictions</i>	<i>Service Days/Hours</i>	<i>Destination Limits</i>	<i>Rides per Month</i>
Elder/ Human Services Van (REHS)	Shopping, Senior Center, Local Errands	60+ or residents with disabilities or who meet low income criteria.	Monday-Thursday (9am-3pm), Friday (9am-1pm)	Reading and very limited out-of-town.	660 ³ Includes the 70 listed below.
Reading Response Medical Transportation (RRMT)	Medical	Resident of any age meeting income criteria. Limited to 8 one-way rides per month.	Monday-Friday (9am-4pm)	Any	70 ^{3, 4}
Medical Escorts ¹	Medical	60+ or residents who are able to get to and from the car with minimal assistance.	Monday-Friday (9am-5pm)	Any	60 ^{3, 5}
Mystic Valley Elder Services	Chemotherapy, Radiation, or Dialysis Treatments	60+ and live in MVES catchment area. Any income level.	Anytime	Any	140 ⁶
Peter Sanborn Place – Elder Housing	Shopping, Medical	60+ and a Reading Resident	Monday, Wednesday, and Friday, 10am-2pm.		20 ³
Shopping –Escort Volunteers ¹	Shopping, Pharmacy	Reading residents unable to shop unescorted.	Anytime	Reading	10 ³
Longwood Assisted Living – Elder Housing	Shopping, Medical	Residents of housing facility.	Monday-Friday	Reading and limited out-of-town.	44 ⁷
THE RIDE ²		Must be a person with disabilities.	7 days a week, 6am-1am, 365 days/year.	Where MBTA provides service, except North Reading	477 ⁸

Notes:

- 1 Program is a volunteer service.
- 2 The Greater Lynn Senior Services (GLSS) operates the MBTA's THE RIDE program.
- 3 2008 Mystic Valley Elder Services Transportation Study.
- 4 Service is provided by REHS and is considered to be the most successful volunteer transportation program in the MVES region. As of 2008, there were 12 volunteers. Data is from August 2007 to March 2008.
- 5 Serving 28 clients. Between August 2007 to September 2007.
- 6 Reading - 2008 Description of transportation services. This service was provided to 12 Reading seniors. Data is from 2007.
- 7 Conversation with Frank Petras, Executive Director on July 12, 2011.
- 8 Based on one sample weekday of THE RIDE paratransit trips (5/19/2011). 18 trips were senior trips (65+). Assumed 396 weekday trips and 81 weekend trips. Data provided by MBTA.

Table 4: Senior Transportation Services in Wakefield					
<i>Transportation Option</i>	<i>Trips Served</i>	<i>Age and Restrictions</i>	<i>Service Days/Hours</i>	<i>Destination Limits</i>	<i>Rides Per Month</i>
Council on Aging	Medical, Shopping, Errands	60+ and Wakefield Resident	Medical: Mon, Tues, Thurs Local Medical: Weds, Fri Shopping: Mon-Fri	Wakefield and Area Hospitals and Medical Centers	480 ²
Mystic Valley Elder Services	Chemotherapy, Radiation, or Dialysis Treatments	60+ and live in MVES catchment area. Any income level	Anytime	Any	78 ^{2,3}
American Red Cross		60+	Weekdays		6 ^{2,4}
THE RIDE ¹		Must be a person with disabilities	7 days a week, 6am-1am, 365 days/year	Where MBTA provides service, except North Reading	750 ⁵

Notes:

- 1 The Greater Lynn Senior Services (GLSS) operates the MBTA's THE RIDE program.
- 2 2008 Mystic Valley Elder Services Transportation Study.
- 3 2007 data.
- 4 March 2008 data.
- 5 Based on one sample weekday of THE RIDE paratransit trips (5/19/2011). 23 trips were senior trips (65+). Assumed 506 weekday trips and 108 weekend trips. Data provided by MBTA.

Table 5: Senior Transportation Services in Melrose

<i>Transportation Option</i>	<i>Trips Served</i>	<i>Age and Restrictions</i>	<i>Service Days/Hours</i>	<i>Destination Limits</i>	<i>Rides per Month</i>
Council on Aging ¹	Medical and Other Appointments	60+	Monday-Thursday (8:30am-3:45pm) and Friday (8:30am-1pm)	Melrose ⁴	708 ⁴
Mystic Valley Elder Services	Chemotherapy, Radiation, or Dialysis Treatments	60+ and live in MVES catchment area. Any income level.	Anytime	Any	118 ⁵
FISH ² (Friends in Service to Humanity)	Medical Appointments	Must be a Melrose resident.	Monday-Friday		80 ⁶
MVES – Senior Travel Friends ²		60+ and a resident in the MVES region.		Primarily to Malden, Melrose and Stoneham. Occasionally to Medford.	18 ⁵
THE RIDE ³		Must be a person with disabilities.	7 days a week, 6am-1am, 365 days/year.	Where MBTA provides service, except North Reading	1,060 ⁷

Notes:

- 1 The COA cannot make trips to Chem Center, Montvale Avenue, Stoneham/Hallmark Health medical MD offices at Lake Quannapowitt in Wakefield, any of the Lahey Clinics (Burlington, Peabody), Boston hospitals, Hallmark Health Facilities (3 Woodland Road in Stoneham and New Crossing Road in Reading).
- 2 Program is a volunteer service. Between July 2007 to May 2007.
- 3 The Greater Lynn Senior Services (GLSS) operates the MBTA's THE RIDE program.
- 4 Key destinations are the Melrose COA and the Dutton Center. The COA van is used less now than three years ago when there were regular trips to the Dutton Center. Trips are still made to the Dutton Center 2-3 times per week. Trips are made to malls three Mondays each month. Pickups are made either at elder housing or City Hall and then the van goes to Square One in Saugus or Meadow Glen in Medford (September 2010, Council on Aging meeting notes).
- 5 2008 Mystic Valley Elder Services Transportation Study.
- 6 September 2010, Council on Aging meeting notes.
- 7 Based on one sample weekday of THE RIDE paratransit trips (5/19/2011). 40 trips were senior trips (65+). Assumed 880 weekday trips and 180 weekend trips. Data provided by MBTA.

Strategy: Understand the special needs of seniors

Provide large print materials. Clearly legible and larger font-sized public transportation information, such as online and printed schedules and maps, will more effectively market transit to seniors.

Obtain regular feedback from seniors, both driving and non-driving. Hearing directly from seniors can help the communities respond to their current and future mobility needs with appropriate programs and services. Effective mechanisms for understanding senior issues and concerns include personal interviews, focus groups and surveys. Each community should obtain regular feedback from seniors on a quarterly or biannual basis. In turn, the communities would coordinate and share this information.

Strategy: Develop a circulator service

A circulator service is similar to a fixed route, but has a shorter route distance. Circulator services are beneficial to the elderly because they are designed to travel close to residences and popular destinations. It is critical that a circulator service be reliable and accessible. Essentially, the route design for these services attempts to minimize walking distances. A circulator service should be developed by evaluating the routes and destinations of existing senior transportation services. Access to senior housing, senior centers, the communities' downtowns, commercial areas, grocery stores, medical centers and commuter rail stations should be provided. To be fully effective, a circulator service also needs to connect with MBTA bus routes 136 and 137, fixed route transit services. A circulator service can also be expanded to provide access to businesses and schools, serving additional population groups.

Table 6 below summarizes the key destinations, not listed in order of priority, for senior services by community based on the services identified in Tables 3-5. While there are numerous destinations, the primary trip types are for medical and shopping purposes. Destinations in italics indicate a popular destination for more than one community. The information in this table is a good basis from which to determine consolidating key destinations among the three communities if a circulator service were to be further pursued.

Reading	Wakefield	Melrose
<i>Dutton Adult Day Health Center</i>	<i>Lahey Clinic in Burlington and Peabody</i>	<i>Dutton Adult Day Health Center</i>
<i>Lahey Clinic in Burlington and Peabody</i>	<i>Market Basket</i>	<i>Shaw's</i>
<i>Market Basket</i>	<i>Shaw's</i>	Cefalo Memorial Complex
<i>Walmart</i>	Danvers MGH	Meadow Glen in Medford
CVS	Harvard Medical in Peabody	Melrose City Hall
Dollar Tree	Oak Grove	Melrose Council on Aging
Reading Food Pantry	Target in Saugus	Melrose/Wakefield Hospital
Reading Senior Center	Winchester Hospital	Square One in Saugus
Stop & Shop	Woburn 128 area medical buildings	
Walgreens		

Goal: Increase Signage between Downtowns and Commuter Rail Stations

Objective – Well-placed and appropriately designed signage is critical to maintaining safety and efficiency along roadways for drivers, pedestrians and bicyclists.

Strategy: Improve directional signage between Main Street and the commuter rail

Directional signage could include the distance (in time or feet) to the downtowns and/or commuter rail stations.

Signs at commuter rail stations could highlight commercial destinations on Main Street.

Strategy: Consistent signage should be installed among the three communities

Melrose and Wakefield could borrow elements from Reading's Community Wayfinding Program and downtown bulletin board to facilitate wayfinding and highlight community activities.



Images of Reading's proposed Community Wayfinding Program
Source: Town of Reading



Reading's Downtown Bulletin Board
Source: MAPC

Strategy: Install signage that is informative and welcoming

Provide signage for pedestrians from Lake Quannapowitt to Reading and Wakefield Centers.



"Share the Road" Sign at Lake Quannapowitt
Source: MAPC

Install signage informing drivers of parking lots behind Main Street retail facilities that front Main Street.

Add “Welcome To” signs and banners to help differentiate between the communities.



*“Welcome to Wakefield” Sign
Source: MAPC*

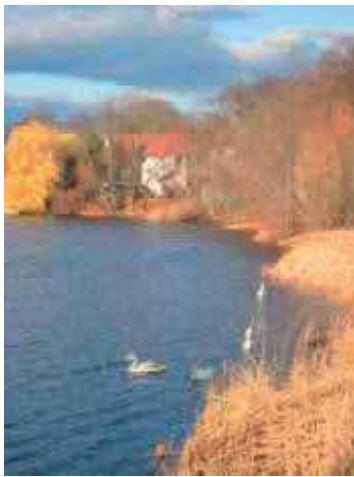


*“Welcome to Reading” Banner
Source: MAPC*

Goal: Improve Access to Local and Regional Open Spaces and Recreation Destinations

Objective – Open spaces and recreational areas are a key component of the quality of life in a community and provide many environmental benefits such as reducing flooding and cooling the atmosphere. Communities should promote strategies geared towards improving access for bicyclists, pedestrians and transit to open spaces and recreation destinations.

Lake Quannapowitt is by far the main recreational resource in Wakefield as well as a regional resource used by residents of other communities. In Melrose, Ell Pond was the most frequently mentioned open space area that residents want to access but currently it is not possible to walk all the way around the Pond due to privately owned residential property along the Pond. In order to create a walking path around the Pond, an extensive legal process would be necessary.



*Ell Pond
Location: Melrose
Source: MAPC*



*Ell Pond
Location: Melrose
Source: MAPC*

Strategy: Coordinate updates to open space and recreation plans to include access to recreational resources along and in close proximity to the Main Street corridor

The state Division of Conservation Services (DCS) issues guidelines for the preparation of municipal open space and recreation plans and approves these documents. Communities with approved plans are then eligible to apply for certain grants. Melrose and Reading have current Open Space and Recreation Plans (expiring in November 2012 and September 2012, respectively). Wakefield's plan expired in August 2011. While the guidelines focus on open space and recreation planning at the municipal level, MAPC recommends that the three communities work together to develop a regional Main Street access plan that can be included in the individual plans of each community. Linkages to Breakheart Reservation, Spot Pond, and Middlesex Fells Reservation could be developed in such a unified plan.



*Birch Meadow Park
Location: Reading
Source: MAPC*

While this approach is not standard procedure it will provide the three communities with a coordinated approach and could serve as a model for other regional open space planning efforts. MAPC would like to see the state guidelines encourage this type of approach. Each community would need to determine how they intend to update their plan (in-house, with a consultant, volunteer committee) and then meet with the other two communities to develop a regional action plan.

Strategy: Establish wayfinding for open space and parks at local transit stations

In order to improve accessibility by transit, the communities should develop signs indicating the distance to major parks and open spaces and at a minimum, post them at heavily utilized bus stops and commuter rail stations. The signs should include the distance, average walking time and possibly a map showing how to get to the park. This will require coordination with the MBTA. This action item could be initiated under the local open space and recreation plans. If a unified plan for signage were to be developed it would make it easier to coordinate with the MBTA. In light of the fact that Lake Quannapowitt is a regional resource, communities in the area may want to install signs that direct residents to the Lake. In addition, communities may want to provide signage to Ell Pond, Pine Banks Park, and the Middlesex Fells Reservation.



*Pine Banks Park
Location: Melrose
Source: MAPC*



*Pine Banks Park
Location: Melrose
Source: MAPC*

Goal: Ensure Zoning and Development Regulations Coordinate with and Support Alternative Modes of Transportation

Objective – Encourage development densities to support alternative forms of transportation and developments that can easily accommodate connections to the existing and future transportation system.

The existing development patterns in the corridor are based in large part on the zoning and development regulations of the individual communities that have been in place for many years. Some development pre-dates existing zoning, resulting in non-conforming development. Because municipal zoning and development regulations are essentially the ‘rule of the game’ by which developers must play, it is essential that each community understands how their zoning and development regulations affect aspects of development that either support or hinder the use of alternative transportation. Because a review of zoning and development regulations was not part of the existing conditions phase of this study, these recommendations will be more general in nature rather than based on an analysis of current conditions. Many examples of smart growth development can be found at MetroFuture’s [Smart Growth Campaign website](#). These case studies provide a general overview of the development process but do not include specifics on zoning because each community is unique and zoning would need to be tailored to each community on an individual basis.

Strategy: Review local zoning guidelines and update as needed

It is necessary to perform a comprehensive analysis of the major components of zoning in order to understand whether or not development can currently be served by alternative forms of transportation. If the local guidelines are outdated, communities should work to discuss how to achieve new goals through the basic building blocks of zoning. Some of the key elements to be reviewed would be:

- Do site plan review/special permit procedures require analysis of transportation alternatives? How comprehensive are those requirements?
- Does zoning allow mixed-use development and what mix of uses is allowed in the various districts?
- Does the community have design guidelines for certain types of developments? How do these guidelines address location and siting of parking, street furniture, pedestrian paths, alleys, etc.
- Are the densities appropriate to allow a critical mass for transit and new transportation models such as car sharing?

For example, Oak Grove Village in Melrose incorporates many elements that support alternative transportation. Located a five minute walk from Oak Grove Station and at the edge of Pine Banks Park, one third of this 13-acre residential development is comprised of landscaping, including walking paths and courtyards. Two car share vehicles are available on-site and bicycle racks are provided in the garage. Completed about two years ago, this residential facility has a total of 550 apartments and seven retail spaces.



*Oak Grove Village
Location: Melrose
Source: MAPC*

Because every community is different, the starting point for the analysis will be at the local level. The most important part of this action item will be for the three communities to review how their zoning relates to the other communities.

Strategy: Review the parking requirements of existing zoning regulations and update as needed

Appropriate parking regulations can encourage development and redevelopment of property in a way that fosters smart growth and levels the playing field between automotive focused development and alternative transportation. The three communities should review their existing parking requirements in relation to the maximum and minimum number of parking spaces required, if parking requirements differ for developments in close proximity to transit, where parking can be located, and whether shared parking is allowed. In order to reach a balance between automotive focused development and alternative transportation, the following ideas should be considered:

- Zoning regulations that reduce vehicular parking in close proximity to public transit
- Shared parking strategies
- Parking Maximums that establish an upper limit on parking supply, and
- Allocating spaces for car share vehicles

If the three communities share information for these two strategies in the form of a matrix it will be easier to identify significant differences and whether specific community regulations may serve as a model.

Goal: Ensure Transportation Infrastructure Compliance with State and Federal Accessibility Regulations

Objective – Provide full accessibility for physically challenged individuals. Full accessibility for physically challenged individuals is the law but full compliance continues to be a challenge for most cities and towns. Improvements that are required for handicapped accessibility also benefit a wide range of people. For example, curb cuts and ramps that are required under the Americans with Disabilities Act (ADA) for wheelchairs make travel easier for people pushing baby carriages or carting wheeled luggage. Accessibility improvements may also help make travel and shopping easier for the growing elderly population and for those with temporary disabilities due to surgery or injury.

Strategy: Review accessibility guidelines for pedestrian facilities in the public right-of-way

The Architectural and Transportation Barriers Compliance Board is currently proposing accessibility guidelines for the design, construction, and alteration of pedestrian facilities in the public right-of-way. The guidelines ensure that sidewalks, street crossings, signals, and other facilities for pedestrian circulation and use are accessible to and usable by pedestrians with disabilities. Once the guidelines are adopted as accessibility standards in regulations issued by other federal agencies implementing the Americans with Disabilities Act, Section 504 of the Rehabilitation Act, and the Architectural Barriers Act, compliance is mandatory.

Because these regulations will be far-reaching and applicable to every community, it is recommended that the three communities work with MAPC to obtain training on the application of these new regulations. This training would involve planners, local highway departments, building inspectors and departments of public works. Because this training will be useful to all communities, it lends itself to being done on a regional basis rather than on a community by community basis.

Strategy: Prepare an inventory of non-compliant facilities within the Main Street corridor and prioritize these for correction

An inventory of accessibility in local facilities would provide the level of detail necessary to understand each community's compliance with federal and state access regulations. As a follow up to the inventory, a priority list of improvements would be developed. The priority list of improvements should include sidewalk accessibility, crosswalks, and audible signals.

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Websites

Central Transportation Planning Staff <http://www.ctps.org>

Massachusetts Bay Transportation Authority <http://www.mbta.com>

Massachusetts Department of Transportation <http://www.massdot.state.ma.us>



2018 COMMUNITY MITIGATION FUND BD-18-1068-1068C-1068L-22137

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Massachusetts Gaming Commission



2018 COMMUNITY MITIGATION FUND GUIDELINES

BD-18-1068-1068C-1068L-22137

What is the Community Mitigation Fund?

The Expanded Gaming Act, M.G.L. c. 23K, created the Community Mitigation Fund (“CMF”) to help entities offset costs related to the construction and operation of a gaming establishment.

When Is the Application Deadline?

February 1, 2018. M.G.L. c. 23K, § 61 states that “parties requesting appropriations from the fund shall submit a written request for funding to the Commission by February 1.”

Who Can Apply?

M.G.L. c. 23K, § 61 states the Commission shall expend monies in the fund to assist the host and surrounding communities ... “including, but not limited to, communities and water and sewer districts in the vicinity of a gaming establishment, local and regional education, transportation, infrastructure, housing, environmental issues and public safety, including the office of the county district attorney, police, fire, and emergency services.” The Commission may also distribute funds to a governmental entity or district other than a single municipality in order to implement a mitigation measure that affects more than one community.

Applications involving a mitigation measure impacting only one community shall only be submitted by the authorized representatives of the community itself. Governmental entities within communities such as redevelopment authorities or non-regional school districts shall submit applications through such community rather than submitting applications independent of the community.

Private non-governmental parties may not apply for Community Mitigation Funds. However, governmental entities may apply to the Commission for funds to mitigate impacts to private parties provided that such funding is for a “public purpose” and not the direct benefit or maintenance of the private party; the governmental entity provides a program that ensures that funding will be made only to remedy impacts; and provided that the governmental entity will be responsible for overseeing such funding and complying with all applicable state



Massachusetts Gaming Commission

and municipal laws including but not limited to Art. 46, §2, as amended by Article 103 of the Amendments to the Massachusetts Constitution.

The Community Mitigation Fund may be used to offset costs related to both Category 1 full casino facilities (MGM Springfield and Wynn Everett), the state's Category 2 slots-only facility (Plainridge Park), and may be utilized, pursuant to these Guidelines, for a program of technical assistance for communities that may be impacted by the potential Tribal gaming facility in Taunton.

Does a Community Need to Be a Designated Host or Surrounding Community to Apply?

No. The Commission's regulations and M.G.L. c. 23K, § 61 do not limit use of Community Mitigation Funds to only host or surrounding communities. The Commission's regulation, 205 CMR 125.01(4), states that "[a]ny finding by the commission that a community is not a surrounding community for purposes of the RFA-2 application shall not preclude the community from applying to and receiving funds from the Community Mitigation Fund established by M.G.L. c. 23K, § 61...."

What Cannot Be Funded?

2018 Community Mitigation Fund may not be used for the mitigation of:

Category 1 Gaming Facilities:

- any operational related impacts;**
- impacts that are projected or predicted but that are not occurring or have not occurred by February 1, 2018;**
- impacts that are the responsibility (e.g. contractual, statutory, regulatory) of parties involved in the construction of gaming facilities (such as damage caused to adjoining buildings by construction equipment, spills of construction-related materials outside of work zones, personal injury claims caused by construction equipment or vehicles);
- the cost of the preparation of a grant application;
- requests related to utility outages, such as the mitigation of business interruptions; and
- other impacts determined by the Commission.

Category 2 Gaming Facilities:

- impacts that are projected or predicted but that are not occurring or have not occurred by February 1, 2018;**
- impacts that are the responsibility (e.g. contractual, statutory, regulatory) of parties involved in the construction of gaming facilities (such as damage caused to adjoining buildings by construction equipment, spills of construction-related materials outside of work zones, personal injury claims caused by construction equipment or vehicles);
- the cost of the preparation of a grant application; and
- requests related to utility outages, such as the mitigation of business interruptions.

**These limitations do not apply to transportation planning grants, non-transportation planning grants, workforce development pilot program grants, tribal gaming technical assistance grants, and grants for police training costs.

Please note that the Commission may determine to expand the eligible uses of funds for the 2019 program or other future programs when impacts are more clearly identifiable. The Commission will also consult with mitigation advisory committees established in M.G.L. c. 23K in determining such uses.

Guidance on Funding for Non-Governmental Entities

As noted, communities and other parties may apply for funds to mitigate the impact to non-governmental entities. However, the Commission strongly encourages applicants to ensure the impacts are directly related to the gaming facility. For example, an applicant could limit a request for assistance for impacts to all businesses within 1000 feet of a gaming facility. Further, applicants should demonstrate that the governmental entity, the licensee, or both will also financially contribute to any program of assistance. The Commission will not fund any applications for assistance for non-governmental entities unless the applicant governmental entity or the licensee or both provide funding to match, in the case of host communities, or significantly match the assistance required from the 2018 Community Mitigation Fund. Any such application for assistance to non-governmental entities by a host community must demonstrate that the host

community, the licensee, or a combination of the host community and licensee will match the assistance required from the 2018 Community Mitigation Fund.

Communities may ask the Commission to waive this match requirement or dollar for dollar match requirement in the case of host communities. Any community seeking a waiver should include a statement in its application specifying the reason for its waiver request in accordance with the waiver guidance included in these Guidelines. Please note that as stated by the Commonwealth's Comptroller's Office: "The Anti-Aid Amendment of the Massachusetts Constitution prohibits 'public money or property' from aiding non-public institutions.... Article 46 has been interpreted to allow the expenditure of public funds to non-public recipients solely for the provision of a 'public purposes' [sic] and not for the direct benefit or maintenance of the non-public entity."

Any community seeking funding for mitigation involving non-public entities should provide detail on how its planned use is in conformity with this provision of the Massachusetts Constitution and with Municipal Finance Law.

How Much Funding Is and Will Be Available?

In sum, a total of \$17.5 million from the current licensees was deposited in the Community Mitigation Fund for use until Category 1 gross gaming revenues are generated, or thereafter (if all such funds are not used prior to that date). After the deduction of purposes approved in 2015, 2016, and 2017, the fund has approximately \$10 million available after accounting for potential future awards of previously authorized grants.

No further contributions will be made to the Community Mitigation Fund until either MGM Springfield or Wynn Boston Harbor become operational and generate revenues.¹ MGM Springfield is currently projected to be operational by early September 2018. Wynn Boston Harbor is currently projected to be operational in early June 2019. Once operational, M.G.L. c. 23K, § 59 specifies that 6.5% of the revenues from the tax on gross gaming revenues from Category 1 (full casino) licensees shall be deposited in the Community Mitigation Fund.

Once the MGM Springfield and Wynn Boston Harbor facilities are operational,

¹These guidelines do not describe revenue estimates from the potential Tribal facility in Taunton or the participation of a Region C facility, as no Region C license or Tribal facility has yet been fully authorized. Further, after the initial deposit, no further contributions from the Slots licensee will be made to the fund.

approximately \$18 million generated by these two facilities will be annually deposited into the Community Mitigation Fund using a conservative estimate provided by the Commission's financial consultants.

In future guidelines, the Commission intends to develop a method to allocate funding based on need in the regions that reflects the proportion of funds paid into the Community Mitigation Fund from the taxes generated by the MGM Springfield or Wynn Boston Harbor facilities once they are operational. Any such method would need to take into account mitigation needs outside Region A and Region B, and a method to utilize unspent allocations.

Joint Applications

The Commission continues to support regional approaches to mitigation needs and recognizes that some mitigation requires the commitment of more than one community. The 2018 Guidelines for the Community Mitigation Fund allow multiple communities to submit a joint application. In the event that any of the applicant communities has not expended its One-Time 2015/2016 Reserve ("reserve" or "reserves"), the application must detail how the reserves will be allocated between the applicant communities to meet any reserve expenditure requirement. For example, transportation planning grants require that reserves be used prior to the receipt of new planning funds. In the event of a joint application for a \$200,000 planning grant, the joint application shall specify how the applicant communities will allocate/use a total of \$100,000 in reserves between the communities. The application must specify which community will be the fiscal agent for the grant funds. All communities will be held responsible for compliance with the terms contained in the grant.

In order to further regional cooperation the applications for transportation planning grants and non-transportation planning grants that involve more than one community for the same planning projects may request grant assistance that exceeds the limits specified in these guidelines (\$200,000 for transportation planning grants and \$50,000 for non-transportation planning grants). The additional funding may be requested only for the costs of a joint project being procured by more than one community, not similar projects. Eligible communities may request additional funding for joint projects based on the below table.

	Base Funding	Regional Planning Incentive Award	Total Allowable Request
Non-Transportation Planning Projects Involving Two (2) Communities	\$50,000 for each community	\$5,000	\$50,000 X <u>2 communities</u> \$100,000 <u>+\$5,000</u> <u>\$105,000</u>
Non-Transportation Program Involving Three (3) or More	\$50,000 for each community	\$10,000	\$50,000 X <u>3 communities</u> \$150,000 <u>+\$10,000</u> <u>\$160,000</u>
Transportation Planning Projects Two (2) Communities	\$200,000 for each community	\$25,000	\$200,000 X <u>2 communities</u> \$400,000 <u>+\$25,000</u> <u>\$425,000</u>
Transportation Planning Projects Three (3) or more	\$200,000 for each community	\$50,000	\$200,000 X * <u>3 communities</u> \$600,000 <u>+\$50,000</u> <u>\$650,000</u>

*Although the base amount for such grants would increase with applications involving four or more communities (e.g. \$200,000 Transportation Planning Grant per community X 4 communities = \$800,000) the amount of the Regional Planning Incentive Award will not exceed \$50,000 (e.g. 4 community transportation planning grants would not exceed \$850,000 = 4 x \$200,000 base award plus \$50,000 Regional Planning Incentive Award).

Please note that communities can apply for a portion of the planning grants for single community applications while allocating a portion for joint projects. For example, a community could apply for one \$100,000 base Transportation Planning Grant leaving \$100,000 for a joint application involving another community. In this example the community could be eligible for \$100,000 for the single community project, \$100,000 for a joint project, and a \$25,000 Regional Planning Incentive Award amount shared with a second community.

Applications seeking a Regional Planning Incentive Award amount shall allocate at least fifty percent (50%) of the base funding level towards a joint project. For

example, at least \$100,000 for a \$200,000 Transportation Planning Grant seeking an additional Regional Planning Incentive Award amount shall be for the joint project with another community. No community is eligible for more than one Regional Planning Incentive Award.

Limitations

Because the Community Mitigation Fund needs to be available until the facilities are operational, the Commission anticipates authorizing no more than \$6 million in awards out of the 2018 Community Mitigation Fund, including potential future awards of previously authorized grants. No application for a Specific Impact Grant shall exceed \$500,000, unless a waiver has been granted by the Commission. No community is eligible for more than one Specific Impact Grant, unless a waiver has been granted by the Commission.

Of that amount, for 2018, no more than \$500,000 may be expended for operational impacts related to the Category 2 gaming facility, unless otherwise determined by the Commission.

One-Time 2015/2016 Reserves

In 2015 and 2016, a Reserve Fund was established for communities that may not have been able to demonstrate significant impacts by the submittal deadline date. The Commission reserved \$100,000 for the following communities which were either a host community, designated surrounding community, a community which entered into a nearby community agreement with a licensee, a community that petitioned to be a surrounding community to a gaming licensee, or a community that is geographically adjacent to a host community:

Category 1 - Casino		Category 2 - Slots
<u>Region A</u>	<u>Region B</u>	Attleboro
Boston	Agawam	Foxboro
Cambridge	Chicopee	Mansfield
Chelsea	E. Longmeadow	North Attleboro
Everett	Hampden	Plainridge
Lynn	Holyoke	Wrentham
Malden	Longmeadow	
Medford	Ludlow	

Melrose	Northampton
Revere	Springfield
Saugus	West Springfield
Somerville	Wilbraham

In many cases, communities may not be in a position to access their 2015 or 2016 reserves by the February 1, 2018 deadline. Therefore, the Commission has extended such reserves for the 2018 Community Mitigation Fund Program. Communities may continue to access whatever portion of the original \$100,000 that remains unexpended. **The above communities do not need to submit any new application to keep their reserves. These reserves have automatically been extended by action of the Commission.**

The criteria for the use of the reserve remain the same. This reserve can be used to cover impacts that may arise in 2018 or thereafter. It may also be used for planning, either to determine how to achieve further benefits from a facility or to avoid or minimize any adverse impacts.

Funds will be distributed as the needs are identified. Communities that utilize the reserve are not prohibited from applying for funding for any specific mitigation request.

What are the Reserve Amounts?

Can a community apply for mitigation of a specific impact even though it has not fully utilized its One-Time 2015/2016 Reserve?

Yes. However, if a Specific Impact Grant application is successful, a portion of the One-Time Reserve will be used as an offset against the amount requested for the specific impact. The reserve amount will be reduced by fifty thousand dollars (\$50,000.00) assuming the specific impact request is at least that amount.

Specific Impact Grants - What Specific Impacts Can Be Funded?

The 2018 Community Mitigation Fund for mitigation of specific impacts may be used only to mitigate impacts that either have occurred or are occurring as of the February 1, 2018 application date and police training costs that occur prior to the opening of both Category 1 facilities. Although the definition in the Commission's regulations (for the purpose of determining which communities are surrounding

communities) references predicted projected impacts, the 2018 program is limited to only those impacts that are being experienced or were experienced by the time of the February 1, 2018 application date and police training costs that occur prior to the opening of both Category 1 facilities.

The Commission has determined that the funding of unanticipated impacts will be a priority under the annual Community Mitigation Fund. Thus the Commission will review funding requests in the context of any host or surrounding community agreement to help determine funding eligibility.² The Community Mitigation Fund is not intended to fund the mitigation of specific impacts already being funded in a Host or Surrounding Community Agreement.

No application for the mitigation of a specific impact shall exceed \$500,000. However, communities and governmental entities may ask the Commission to waive this funding cap. Any community and governmental entity seeking a waiver should include a statement in its application specifying the reason for its waiver request, in accordance with the waiver guidance included in these Guidelines. The Commission recognizes that applications for police training costs may exceed \$500,000 and may take this into consideration in evaluating any waiver requests.

Allowable impacts for funding are as follows:

Category 1 Gaming Facility: In recognition that no Category 1 gaming facility will be operational by February 1, 2018, the Commission has determined that the 2018 Community Mitigation Fund is available only to mitigate impacts related to the construction of Category 1 gaming facilities. This limitation does not apply to planning activities funded under the 2015/2016 One-Time Reserve Grant, 2018 Non-Transportation Planning Grant, 2018 Transportation Planning Grant, or the 2018 Workforce Development Pilot Program Grant, or police training costs.

The Commission's regulation 205 CMR 125.07 defines construction period impacts as:

“The community will be significantly and adversely affected by the development of the gaming establishment prior to its opening taking into account such factors as noise and environmental impacts

² The Commission is aware of the difference in bargaining power between host and surrounding communities in negotiating agreements and will take this into account when evaluating funding applications.

generated during its construction; increased construction vehicle trips on roadways within the community and intersecting the community; and projected increased traffic during the period of construction.”

Category 2 Gaming Facility: In recognition that the Category 2 gaming facility in Plainville opened during calendar year 2015, the Commission will make available funding to mitigate operational related impacts that are being experienced or were experienced from that facility by the February 1, 2018 date. The Commission will make available up to \$500,000 in total for applications for the mitigation of operational impacts relating to the Plainridge facility.

The Commission’s regulation 205 CMR 125.01 2(b)4 defines operational impacts as:

“The community will be significantly and adversely affected by the operation of the gaming establishment after its opening taking into account such factors as potential public safety impacts on the community; increased demand on community and regional water and sewer systems; impacts on the community from storm water run-off, associated pollutants, and changes in drainage patterns; stresses on the community's housing stock including any projected negative impacts on the appraised value of housing stock due to a gaming establishment; any negative impact on local, retail, entertainment, and service establishments in the community; increased social service needs including, but not limited to, those related to problem gambling; and demonstrated impact on public education in the community.”

Although these definitions include the types of operational impacts that may be funded, it is not limited to those. The determination will be made by the Commission after its review.

Hampden County Sheriff’s Department – Specific Impact Grant

In 2016 the Commission awarded the Hampden County Sheriff’s Department (“HCSD”) funds to offset increased rent for the Western Massachusetts Correctional Alcohol Center (“WMCAC”). In providing assistance, the Commission stated that the amount of assistance shall not exceed \$2,000,000 in total for five years or \$400,000 per fiscal year. A provision in the grant required HCSD to reapply each year. As the HCSD missed the deadline due to administrative

changes for 2017, HCSD may apply for fiscal year 2018 and 2019 lease assistance during this 2018 Community Mitigation Fund application period. Each grant application may not exceed \$400,000 per year.

2018 Non-Transportation Planning Grant

The Commission will make available funding for certain planning activities for all communities that previously qualified to receive funding from the One-Time 2015/2016 Reserve Fund, and have already allocated and received Commission approval of the use of its reserve. No application for this 2018 Non-Transportation Planning Grant shall exceed Fifty Thousand Dollars (\$50,000). Applications involving transportation planning or design are not eligible for the 2018 Non-Transportation Planning Grant. Communities requesting transportation planning should instead apply for Transportation Planning Grant funds.

Eligible planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. The planning project must be clearly related to addressing issues or impacts directly related to the gaming facility. Applicants will be required to submit a detailed scope, budget, and timetable for the planning effort prior to funding being awarded. Each community applying for a 2018 Non-Transportation Planning Grant will also need to provide detail on what it will contribute to the project such as in-kind services or planning funds.

Communities that utilize this 2018 Non-Transportation Planning Grant are not prohibited from applying for funding for any specific mitigation request.

Transportation Planning Grants

The Commission will make available funding for certain transportation planning activities for all communities eligible to receive funding from the Community Mitigation Fund in Regions A & B and for the Category 2 facility, including each Category 1 and Category 2 host community and each designated surrounding community, each community which entered into a nearby community agreement with a licensee, and any community that petitioned to be a surrounding community to a gaming licensee, each community that is geographically adjacent to a host community.

The total funding available for Transportation Planning Grants will likely not exceed \$1,000,000. No application for a Transportation Planning Grant shall exceed \$200,000.

Eligible transportation planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. Transportation Planning Grant funds may be sought to expand a planning project begun with reserve funds or to fund an additional project once the reserves have been exhausted.

Eligible transportation planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results.

Eligible expenses to be covered by the Transportation Planning Grant include, but not necessarily limited to:

- Planning consultants/staff
- Data gathering/surveys
- Data analysis
- Design
- Engineering review/surveys
- Public meetings/hearings
- Final report preparation

The transportation planning projects must be clearly related to addressing transportation issues or impacts directly related to the gaming facility. Applicants will be required to submit a detailed scope, budget, and timetable for the transportation planning effort prior to funding being awarded.

Communities that requested and received the One-Time 2015/2016 Reserve Grant must first expend those funds before accessing any Transportation Planning Grant funds. Transportation Planning Grant funds may be sought to expand a planning project begun with reserve funds or to fund an additional project once the reserves have been exhausted.

In addition to the specific impact grant factors further defined in section "[How Will the Commission Decide on Applications?](#)", the Commission will also consider whether the applicant demonstrates the potential for such transportation project that is the subject of a CMF application to compete for state or federal transportation funds.

Applicants may, but are not required, to include a description of how the project meets the evaluation standards for the Fiscal Year 2018 TIP criteria for the Boston

MPO Region or the Pioneer Valley Planning Commission's transportation evaluation criteria, or other regional transportation project evaluation standard, whichever may be most applicable.

Limitations/Specific Requirements on Planning Applications

The Commission will fund no application for more than two years for any municipal employee. The CMF will not pay the full cost of any municipal employee. The municipality would need to provide the remaining amount of any employee cost and certify that all such expenses are casino related. For non-personnel costs, each community applying for planning funds will also need to provide detail on what it will contribute to the planning project such as in-kind services or planning funds.

Pursuant to the Guidelines, the Commission will evaluate requests for planning funds (including the use of One-Time 2015-2016 Reserve, Non-Transportation Planning Grant, and Transportation Planning Grant Funds) after taking into consideration input the applicant has received from the local Regional Planning Agency ("RPA") or any such interested parties. Although there is no prerequisite for using RPA's for planning projects, consultation with RPA's is required to enable the Commission to better understand how planning funds are being used efficiently across the region of the facility. Please provide details about the applicant's consultation with the RPA or any such interested parties. Applicants should provide detail regarding consultations with nearby communities to determine the potential for cooperative regional efforts regarding planning activities.

Tribal Gaming Technical Assistance Grant

The Commission may make available no more than \$200,000 in technical assistance funding to assist in the determination of potential impacts that may be experienced by communities in geographic proximity to the potential Tribal Gaming facility in Taunton. Said technical assistance funding may be made through Southeastern Regional Planning and Economic Development District ("SRPEDD"), the regional planning agency that services such communities or a comparable regional entity. Such funding will only be made available, after approval of any application by SRPEDD or a comparable regional entity, if it is determined by the Commission that construction of such gaming facility will likely

commence prior to or during Fiscal Year 2019. Any such application by SRPEDD or a comparable regional entity must demonstrate that any studies of impacts will address the technical assistance needs of the region which may include but not be limited to the communities that are geographically adjacent to Taunton. Such funding shall not be used to study impacts on or provide technical assistance to Taunton, as funding has been provided in the Intergovernmental Agreement By and Between the Mashpee Wampanoag Tribe and the City of Taunton. Any such program of technical assistance may be provided by SRPEDD itself or through a contract with SRPEDD.

Workforce Development Pilot Program Grant

For fiscal year 2019, the Commission will make available funding for certain career pathways workforce development pilot programs in Regions A and B for service to residents of communities of such Regions, including each Category 1 host community and each designated surrounding community, each community which entered into a nearby community agreement with a licensee, any community that petitioned to be a surrounding community to a gaming licensee, and each community that is geographically adjacent to a host community.

The total funding available for grants will likely not exceed \$600,000. No application for a grant in each Region shall exceed \$300,000 unless otherwise determined by the Commission. One grant will be considered for each Region. Each governmental entity applying for workforce development funds will also need to provide detail on what it will contribute to the workforce development project such as in-kind services or workforce development funds.

Eligible career pathways workforce development proposals must include a regional consortium approach to improve the skills, knowledge, and credential attainment of each Region A and Region B residents interested in a casino career, focusing on increasing industry-recognized and academic credentials needed to work in the most in-demand occupations related to the expanded gaming industry or a focus on occupations that could be in high demand from the casino, potentially negatively impacting the regional business community. This could include a focus on hospitality, culinary, cash handling, or customer service, etc.

Goals include:

- To help low-skilled adults earn occupational credentials, obtain well-paying jobs, and sustain rewarding careers in sectors related to hospitality and casino careers.
- To get students with low basic skills into for-credit career and technical education courses to improve their educational and employment outcomes.
- To deliver education and career training programs that can be completed in two years or less and prepare program participants for employment in high-wage, high-skill occupations related to the casino.
- To align and accelerate ABE, GED, and developmental programs and provide nontraditional students the supports they need to complete postsecondary credentials of value in the regional labor market.
- To mitigate a strain in existing resources and a potential impact to the regional labor market.

Eligible activities include: a program in Region A or Region B that structures intentional connections among adult basic education, occupational training, and post-secondary education programs designed to meet the needs of both adult learners and employers, post-secondary vocational programs, registered apprenticeships, courses leading to college credits or industry-recognized certificates, Adult Basic Education (“ABE”) and vocationally based English for Speakers of Other Languages (“ESOL”) training programs, Contextualized Learning, Integrated Education & Training, and Industry-recognized Credentials.

- **A consortium application is required.** However, governmental entities eligible to receive funds would include but not be limited to: host communities, communities which were each either a designated surrounding community, a community which entered into a nearby community agreement with a licensee, a community that is geographically adjacent to the host community of a gaming licensee, a community that petitioned to be a surrounding community to a gaming licensee state agencies, state agencies, and Regional Employment Boards. The Commission shall evaluate the use of host community agreement funds in evaluating funding requests for workforce development pilot program grant funds. Applicants should consider leveraging other funding resources.

What Should Be Included in the Applications?

- ★ Applicants are required to complete the 2018 Specific Impact Grant Application, the 2018 Transportation Planning Grant Application, the 2018 Workforce Development Pilot Program Grant Application or the 2018 Non-Transportation Planning Grant Application and may also submit additional supporting materials of a reasonable length.
- ★ Applicants will need to describe how the specific mitigation, planning, or workforce development pilot program request will address any claimed impacts and provide justification of any funds requested. Unlike existing surrounding community agreements which were based on anticipated impacts, any Specific Impact Grant will be based on impacts that have occurred or are occurring, as noted previously.
- ★ Applicants will need to describe if and how such impacts were addressed or not addressed in any host or surrounding community agreements. Applicants may include a letter of support from the applicable gaming licensee. However, this is not necessary, as the Commission will request the licensee's opinion regarding each application.

How Will the Commission Decide on Applications?

Similar to the Commission's surrounding community review process, the Commission will ask each licensee to review and comment on any requests for funding.

The Commission will evaluate the submittal by the community, any input received from the community and interested parties (such as Regional Planning Agencies), the responses of the licensee, Commission consultant reviews, and any other sources determined by the Commission.

The Commission will evaluate any funding requests in the context of any host or surrounding community agreements. Factors used by the Commission to evaluate grant applications may include but not be limited to:

- A demonstration that the impact is being caused by the proposed gaming facility;
- The significance of the impact to be remedied;

- The potential for the proposed mitigation measure to address the impact;
- The feasibility and reasonableness of the proposed mitigation measure;
- A demonstration that any program to assist non-governmental entities is for a demonstrated public purpose and not for the benefit or maintenance of a private party;
- The significance of any matching funds for workforce development pilot program activities or planning efforts, including but not limited to the ability to compete for state or federal workforce, transportation or other funds;
- Any demonstration of regional benefits from a mitigation award;
- A demonstration that other funds from host or surrounding community agreements are not available to fund the proposed mitigation measure;
- A demonstration that such mitigation measure is not already required to be completed by the licensee pursuant to any regulatory requirements or pursuant to any agreements between such licensee and applicant; and
- The inclusion of a detailed scope, budget, and timetable for each mitigation request.

The Commission may ask applicants for supplementary materials, may request a meeting with applicants, and reserves the ability to host a hearing or hearings on any application.

The Commission's deliberations on Community Mitigation Fund policies will also be aided through input from the Gaming Policy Advisory Committee, the Community Mitigation Subcommittee, and any Local Community Mitigation Advisory Committees, as established pursuant to M.G.L. c. 23K.

The Commission reserves the ability to determine a funding limit below what is detailed in these Guidelines, as additional contributions to the Community Mitigation Fund will not be made until Category 1 gaming facilities are operational. The Commission also reserves the ability to determine a funding limit above what is detailed in these Guidelines.

The Commission reserves the ability to fund only portions of requested projects and to fund only a percentage of amounts requested. The Commission also reserves the ability to place conditions on any award.

- There is limited funding available. The Commission therefore reserves the right to determine which requests to fund based on its assessment of a broad range of factors including the extent of public benefit each grant is likely to produce.

When Will the Commission Make Decisions?

The Commission anticipates making funding decisions on any requests for grant assistance before July 2018, after a comprehensive review and any additional information requests.

Is There a Deadline for the Use of the One-Time 2015/2016 Reserve?

There is no deadline. Funds may be used on a rolling basis when specific impacts are determined or the specific planning activity is determined. Once known, communities should contact the Ombudsman's Office, which will assist the community in providing the needed information. Communities with specific impacts will, at the time the impacts are known, complete the Specific Impact Grant Application or the Planning Project Grant Application in its entirety. Communities with requests for planning funds will provide similar information to the Commission: a description of the planning activity, how the planning activity relates to the development or operation of the gaming facility, how the planning funds are proposed to be used, consultation with the Regional Planning Agency, other funds being used, and how planning will help the community determine how to achieve further benefits from a facility or to avoid or minimize any adverse impacts. The Commission will fund no application for more than two years for any municipal employee. The CMF will not pay the full cost of any municipal employee. The municipality would need to provide the remaining amount of any employee cost and certify that all such expenses are casino related. Each Community applying for planning funds will also need to provide detail on what it will contribute to the planning project such as in-kind services or planning funds. Please note that such details do not need to be determined by the February 1, 2018 application date. Commission approvals of the use of the One-Time 2015/2016 Reserve will also be on a rolling basis corresponding to the rolling determinations of use by communities.

Waivers and Variances

(a) General. The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines, not specifically required by law, where the Commission finds that:

1. Granting the waiver or variance is consistent with the purposes of M.G.L. c. 23K;
2. Granting the waiver or variance will not interfere with the ability of the Commission to fulfill its duties;
3. Granting the waiver or variance will not adversely affect the public interest; and
4. Not granting the waiver or variance would cause a substantial hardship to the community, governmental entity, or person requesting the waiver or variance.

(b) Filings. All requests for waivers or variances shall be in writing, shall set forth the specific provision of the Guidelines to which a waiver or variance is sought, and shall state the basis for the proposed waiver or variance.

(c) Determination. The Commission may grant a waiver or variance, deny a waiver or variance, or grant a waiver or variance subject to such terms, conditions and limitations as the commission may determine. "

Who Should Be Contacted for Any Questions?

As the 2018 Community Mitigation Fund program is just in the fourth year of the program for the Commission, communities and other parties may have a number of questions. They are encouraged to contact the Commission's Ombudsman with any questions or concerns. The Commission's Ombudsman will regularly brief the Commission regarding the development of Community Mitigation Fund policies.

The Commission's Ombudsman, John Ziemba, can be reached at (617) 979-8423 or via e-mail at john.s.ziemba@state.ma.us. The Commission's address is 101 Federal Street, 12th Floor, Boston, MA 02110.

Where Should the Applications Be Sent?

Applications **must be sent to www.commbuys.com**. An application received by COMMBUYS by February 1, 2018 will meet the application deadline. Applicants that are not part of the COMMBUYS system should contact Mary Thurlow of the Commission's Ombudsman's Office well in advance of the February 1, 2018 deadline to make arrangements for submission of the application by the deadline. Mary Thurlow can be contacted at (617) 979-8420 or at mary.thurlow@state.ma.us.

If you have any questions or concerns contact the COMMBUYS Help Desk at COMMBUYS@state.ma.us or during normal business hours (8am - 5pm ET Monday - Friday) at 1-888-627-8283 or 617-720-3197.



MEMORANDUM

TO: Chairman Stephen Crosby & Commissioners Enrique Zuniga, Gayle Cameron, Bruce Stebbins, and Lloyd Macdonald

FROM: Loretta Lillios, Chief Enforcement Counsel - IEB

RE: Involuntary Exclusion List

DATE: November 30, 2017

cc: Ed Bedrosian, Executive Director; Karen Wells, Director – IEB, Catherine Blue, General Counsel

I. **Relevant Background & Current Status of the Involuntary Exclusion List**

A. The Statute

Section 45 of the gaming law mandates that the commission establish a list of persons to be excluded from Massachusetts casinos. Unlike evictions and no trespass orders issued by the casinos, the statutorily-mandated exclusion list is not property-specific. Rather, individuals placed on the commission's list are prohibited from being present in all casinos in Massachusetts. Further, our gaming licensees have various statutory and regulatory duties with respect to the commission's list: they must train their employees about the list; identify and prevent excluded individuals from entering the casinos; remove individuals on the list from marketing lists; deny access to check-cashing, complimentaries, and other benefits; and refer individuals to the IEB for placement on the list. By regulation, absent extraordinary circumstances, individuals placed on the commission's list may not seek removal for five years. Further, individuals placed on the commission's list have the right to an appeal process (not available for orders issued by casinos).

Section 45 sets forth four criteria which the commission may consider when determining whether to place a person on the statewide exclusion list.¹ The statute does not limit the

¹ The stated statutory factors are:

- (i) whether the person has been convicted of a crime punishable by more than six months, or convicted of a crime of moral turpitude;
- (ii) whether the person has violated or conspired to violate c. 23K relating to (A) failure to disclose an interest in a gaming establishment if so required for licensure or (b) willful evasion of fees or taxes;
- (iii) whether the person has a notorious or unsavory reputation which would adversely affect public confidence and trust that the gaming industry is free from criminal or corruptive elements;
- (iv) the potential of injurious threat to the interests of the commonwealth in the gaming establishment.

commission to the four stated criteria but instead gives the commission broad discretion in making determinations about placing persons on the list.

B. The Existing Regulations

The commission promulgated 205 CMR 152 to implement the list. Initially, the regulation required the commission to maintain extensive information on its public website, including the excluded person's photograph and a description of the conduct that resulted in placement on the list. Later, the commission amended the regulation. The regulation now calls for the list posted on the public website to contain only the person's name and year of birth.

The regulation sets forth the procedure for placing names on the list. The procedure requires the IEB, after making a determination to place a person on the list, to issue a preliminary order to the person explaining the basis for exclusion. The person then has the right to challenge the preliminary order at an adjudicatory hearing before a hearing officer. If the hearing officer affirms the preliminary order (or if the person does not request a hearing), the IEB issues a final order placing the person on the list. The person may also challenge the final order at an adjudicatory hearing before the commission. The commission has acknowledged that this procedure, which involves issuance of a preliminary order followed by issuance of a final order and affords the person "two bites at the apple" in terms of hearings, is cumbersome. The procedure was adopted mainly to address the commission's concerns about individuals' privacy by providing an opportunity for a hearing prior to publication of potentially embarrassing details on the commission's website. As mentioned above, however, only very limited information (name and year of birth) is now posted.

As noted in footnote 1, the statute gives the commission the authority to consider "the potential of injurious threat to the interests of the commonwealth in the gaming establishment." See G.L. c. 23K, § 45(a)(iv). The regulation, in turn, lists five factors which may be considered "[i]n determining whether there exists the potential of injurious threat to the interests of the commonwealth if the individual is permitted in a gaming establishment." See 205 CMR 152.03(2). These regulatory factors are:

- (a) whether the person is a known cheat;
- (b) whether the person's gaming-related license or registration in any jurisdiction has previously been subject to an adverse action;
- (c) whether the person poses a threat to the safety of casino patrons or employees;
- (d) whether the person has a history of unduly disrupting gaming operations in any jurisdiction; and
- (e) whether the individual is subject to a no trespass order at any casino.

The regulation does not explicitly state whether this list of five factors (above) is an exhaustive or a non-exhaustive list.

C. The Current Exclusion List

As of November 22, 2017, the IEB has issued final exclusion orders to 24 individuals, whose names and years of birth are listed on the commission's website.

II. **Open Questions regarding the Exclusion List**

A. Decision of the Hearing Officer

On May 8, 2017, the IEB issued a preliminary order to place an individual on the list for leaving two minor children unattended in a car in the garage with the motor running while the individual was inside the Plainridge Park Casino for gambling purposes. The individual challenged the order and on September 20, 2017, the hearing officer reversed the order and directed the IEB not to place the person on the list. The hearing officer concluded that *under the existing regulations*, the IEB was "without authority" to place persons on the list for leaving minors unattended in vehicles for gambling purposes. (See Decision of the hearing officer, page 14).

The hearing officer's decision raises questions that go beyond that particular case. Accordingly, the IEB requests that the commission re-visit aspects of the exclusion list and the corresponding regulations.

B. Issues for Commission Resolution

The commission should determine how broadly (or narrowly) it wishes to exercise the considerable discretion granted to it under § 45 to consider individuals for placement on the list.

There appears to be consensus that the commission should exercise its discretion in a way that protects the integrity of the games themselves and also excludes individuals whose presence would undermine public confidence that the gaming industry is free from criminal or corruptive elements. Known cheats, individuals who have violated gaming-related laws, and known organized crime figures fall into these categories.

As previously noted, the commission may also consider "the potential of injurious threat to the interests of the commonwealth" when making exclusion list determinations. See G.L. c. 23K, § 45(a)(iv), 205 CMR 152.03(2). The regulation's list of five factors encompasses public safety elements. (See factor (c) on page 2). Therefore, the factors authorize the commission to exclude a person who, by way of example, makes a terroristic threat in a casino, assaults and robs casino patrons, or sexually assaults casino employees.

The hearing officer interpreted the list of five factors to be exhaustive in nature. The regulation does not contain explicit language on that point, and the IEB interpreted the list to be non-exhaustive. The commission should amend the regulation to clarify the point. If, on the one hand, the list of five factors is to be exhaustive, the commission arguably would lack the authority to consider not only individuals who leave children unattended while they gamble (regardless of the severity of the circumstances), but the commission also would lack the authority to consider, for example, individuals who: facilitate gambling by minors, pass

counterfeit bills at the casino, enter the casino with false identification, steal money or vouchers from patrons, or target casino patron information for identity theft.^{2,3}

If, on the other hand, the regulation is amended to explicitly state that it is non-exhaustive,⁴ the commission would have the authority to consider broader circumstances for possible exclusion. If the commission wants the list of factors to be non-exhaustive, the commission should provide guidance as to how it wishes to exercise its discretion. For example, with respect to the question of minors left unattended while the person gambles, the commission may wish to exercise its discretion as follows:

- to exclude the person in *all* such instances;
- to exclude the person in *some* instances (taking into account, for example, the age of the minor, the length of time left unattended, and any aggravating or mitigating circumstances);
- to exclude the person in *very few* instances (limiting exclusion to only the most egregious circumstances or to repeat offenders, for example), or;
- to exclude the person in *no* instances whatsoever.

Providing such parameters would allow for consistent application of the commission's desired framework when evaluating incidents of misbehavior that pose a potential of injurious threat to the commonwealth's interests in the gaming establishment.

C. Other States

Not surprisingly, states have not adopted a single, consistent approach regarding exclusion lists. Nevada, for instance, has only 31 names on its list, primarily comprised of intransigent gaming cheats and hard core organized crime figures (including money launderers, illegal bookmakers, and loansharks). By contrast, New Jersey has 468 names on its list, and Pennsylvania's list contains 780 names. Both New Jersey and Pennsylvania consider individuals for exclusion purposes who leave unattended children in cars or hotels while they gamble. The Pennsylvania and New Jersey lists also include (in addition to cheating and gaming violators) individuals who commit assaultive behavior and/or acts of theft at casinos. The IEB believes that list should not be of a size that makes effective enforcement unduly burdensome on the casinos. Ultimately, there is no uniform model among gaming jurisdictions, and the commission can find precedent to support a variety of approaches.

² These are merely examples, as it is difficult to predict with certainty the full universe of activity that would pose the potential of injurious threat to the interests of the commonwealth in the gaming establishment.

³ Of course, the commission would have the authority to exclude such individuals upon conviction; however, the criminal process can take years and timely exclusion may be required to avoid the potential of injurious threat to the interests of the commonwealth.

⁴ 205 CMR 152.03(2) could be amended as follows to include the following underlined language: "the commission may consider without limitation the following: . . ."

III. Recommendation Regarding New Procedure for Placing Names on the List

In addition to providing guidance on the exercise of its discretion, the IEB also requests that the commission consider implementing a new procedure for placing names on the list. To this end, the IEB suggests a new procedure whereby the IEB makes a referral to the commission for the commission to consider whether to place an individual on the list. Under this new procedure, the IEB would apprise the individual of the referral, and the individual has an opportunity to obtain commission review of the matter at an adjudicatory hearing before the commission. Following the hearing, the commission determines whether to place the person on the list. If, after being notified of the IEB's referral, the individual does not request a hearing in the allotted time period, the commission will review the matter and make the determination whether to place an individual on the list.

As with any procedure, it is crucial that the exclusion list be implemented in a consistent manner to avoid claims of arbitrary or capricious application.

Part I	ADMINISTRATION OF THE GOVERNMENT
Title II	EXECUTIVE AND ADMINISTRATIVE OFFICERS OF THE COMMONWEALTH
Chapter 23K	THE MASSACHUSETTS GAMING COMMISSION
Section 45	REGULATION AND PROCEDURE FOR THE EXCLUSION AND SELF-EXCLUSION OF PERSONS FROM GAMING ESTABLISHMENTS

Section 45. (a) The commission, by regulation, shall provide for the establishment of a list of excluded persons who are to be excluded from a gaming establishment. In determining the list of excluded persons, the commission may consider, but shall not be limited to: (i) whether a person has been convicted of a criminal offense under the laws of any state or the United States that is punishable by more than 6 months in a state prison, a house of correction or any comparable incarceration, a crime of moral turpitude or a violation of the gaming laws of any state; (ii) whether a person has violated or conspired to violate this chapter relating to: (A) failure to disclose an interest in a gaming establishment for which the person is required to obtain a license; or (B) willful evasion of fees or taxes; (iii) whether a person has a notorious or unsavory reputation which would adversely affect public confidence and trust that the gaming industry is free from criminal or corruptive elements; and (iv) the potential of injurious threat to the interests of the commonwealth in the gaming establishment.

(b) No person shall be placed on the list of excluded persons due to race, color, religion, national origin, ancestry, sexual orientation, disability or sex.

(c) The commission may revoke, limit, condition, suspend or fine a gaming establishment if such establishment knowingly or recklessly fails to exclude or eject from its premises any person placed by the commission on the list of excluded persons.

(d) Whenever the commission places a name on the list of excluded persons, the commission shall serve written notice upon that person by personal service, registered or certified mail return receipt requested to the last ascertainable address or by publication in a daily newspaper of general circulation for 1 week.

(e)(1) Within 30 days of receipt of service by mail or 60 days after the last publication under subsection (d), a person placed on the list of excluded persons may request an adjudicatory hearing before the commission under chapter 30A and show cause as to why the person should be removed from the list of excluded persons. Failure to demand a hearing within the time allotted in this section shall preclude the person from having an administrative hearing, but shall not affect the person's right to petition for judicial review.

(2) Upon receipt of a demand for hearing, the commission shall set a time and place for the hearing. This hearing shall be held not later than 30 days after receipt of the demand for the hearing, unless the time of the hearing is changed by agreement of the commission and the person demanding the hearing.

(3) If upon completion of the hearing the commission determines that the person was wrongfully placed on the list of excluded persons, the commission shall remove the person's name from the list of excluded persons and notify all gaming licensees. A person aggrieved by a final decision of the commission in an adjudicatory proceeding under this section may petition for judicial review under section 14 of chapter 30A.

(f) The commission shall establish a list of self-excluded persons from gaming establishments. A person may request such person's name to be placed on the list of self-excluded persons by filing a statement with the commission acknowledging that the person is a problem gambler and by agreeing that, during any period of voluntary exclusion, the person shall not collect any winnings or recover any losses resulting from any gaming activity at a gaming establishment. The commission shall adopt further regulations, under section 5, for the self-excluded persons list including procedures for placement, removal and transmittal of such list to gaming establishments. The commission may revoke, limit, condition, suspend or fine a gaming establishment if the establishment knowingly or recklessly fails to exclude or eject from its premises any person placed on the list of self-excluded persons.

(g) Gaming establishments shall not market to persons on any excluded persons list and shall deny access to complimentary, check cashing privileges, club programs and other similar benefits to persons on the self-excluded persons list.

(h) Notwithstanding any other general or special law to the contrary, the self-excluded persons list shall not be open to public inspection. Nothing in this section, however, shall prohibit a gaming establishment from disclosing the identity of persons on the self-excluded persons list under this section to affiliated gaming establishments in this commonwealth or other jurisdictions for the limited purpose of assisting in the proper administration of responsible gaming programs operated by affiliated gaming establishments.

(i) As used in this subsection the following words shall have the following meanings unless the context clearly requires otherwise:

(1) "Immediate family", the spouse, parent, child, brother or sister of an individual.

(2) "Problem gambler", a person who chronically or habitually gambles to the extent that such gambling substantially interferes with the person's social or economic functioning or that the person has lost the power of self control over that person's gambling.

An immediate family member or guardian may petition, in writing, a district court for an order of exclusion from gaming establishments applicable to a person whom the petitioner has reason to believe is a problem gambler. Upon receipt of a petition for an order of exclusion of a person and any sworn statements the court may request from the petitioner, the court shall immediately schedule a hearing on the petition and shall cause a summons and a copy of the petition to be served upon the person as provided in section 25 of chapter 276. The person may be represented by legal counsel and may present independent expert or other testimony. The court shall order examination by a qualified psychologist. If after a hearing the court based upon competent testimony finds that the person is a problem gambler and there is a likelihood of serious harm as a result of the person's gambling, the court may order that such person be prohibited from gaming in gaming establishments. The court shall communicate this order to the commission, which shall place the person's name on the list of excluded persons.

(j) A person who is prohibited from gaming in a gaming establishment under this section shall not collect any winnings or recover losses arising as a result of prohibited gaming winnings obtained by a person who is prohibited from gaming in a gaming establishment and such winnings shall be forfeited to the commission and deposited into the Gaming Revenue Fund.

(k) The commission shall pursue an interstate compact for the purposes of sharing information regarding the excluded persons list.

205 CMR: MASSACHUSETTS GAMING COMMISSION

205 CMR 152.00: INDIVIDUALS EXCLUDED FROM A GAMING ESTABLISHMENT

Section

- 152.01: Scope and Authority
- 152.02: Maintenance and Distribution of List
- 152.03: Criteria for Exclusion
- 152.04: Investigation and Initial Placement of Names on the List
- 152.05: Notice and Proceedings Before the Commission
- 152.06: Duty of Gaming Licensee
- 152.07: Petition to Remove Name from Exclusion List
- 152.08: Forfeiture of Winnings

152.01: Scope and Authority

The provisions of 205 CMR 152.00 shall provide for the establishment and maintenance of a list, and associated protocols and procedures, for exclusion of individuals from gaming establishments in accordance with M.G.L. c. 23K, §§ 45(a) through (e) and 45(j). Such list shall be maintained separately from that established and maintained in accordance with M.G.L. c. 23K, § 45(f) through (h).

152.02: Maintenance and Distribution of List

- (1) The Commission shall maintain a list of persons to be excluded or ejected from a gaming establishment and whose names and year of birth shall be posted on the commission's website (<http://massgaming.com/>).
- (2) The Bureau shall promptly notify each gaming licensee of the placement of an individual on the list. The notification to each gaming licensee shall include:
 - (a) The full name and all aliases the individual is believed to have used;
 - (b) A description of the individual's physical appearance, including height, weight, type of build, color of hair and eyes, and any other physical characteristics which may assist in the identification of the individual;
 - (c) The individual's date of birth;
 - (d) The effective date of the order mandating the exclusion of the individual;
 - (e) A photograph, if obtainable, and the date thereof; and
 - (f) Such other information deemed necessary by the commission for the enforcement of 205 CMR 152.00.

152.03: Criteria for Exclusion

- (1) In the commission's discretion, an individual may be placed on the exclusion list if the commission determines that the individual meets one or more of the following criteria:
 - (a) the individual has been convicted of a criminal offense under the laws of any state or the United States that is punishable by more than six months in a state prison, a house of correction or any comparable incarceration, a crime of moral turpitude or a violation of the gaming laws of any state;
 - (b) the individual has violated or conspired to violate M.G.L. c. 23K or any laws related to gaming;
 - (c) the individual has a notorious or unsavory reputation which would adversely affect public confidence and trust that the gaming industry is free from criminal or corruptive elements;
 - (d) the individual is an associate of an individual who falls into a category identified in 205 CMR 152.03(1)(a) through (c);
 - (e) there exists the potential of injurious threat to the interests of the commonwealth if the individual is permitted in a gaming establishment.
- (2) In determining whether there exists the potential of injurious threat to the interests of the commonwealth if an individual is permitted in a gaming establishment in accordance with 205 CMR 152.03(1)(e), the commission may consider the following:
 - (a) Whether the individual is a known cheat;

152.03: continued

- (b) Whether the individual has had a license or registration issued in accordance with 205 CMR 134.00: *Licensing and Registration of Employees, Vendors, Junket Enterprises and Representatives, and Labor Organizations*, or a like license or registration issued by another jurisdiction, suspended or revoked or has been otherwise subjected to adverse action;
- (c) Whether the individual poses a threat to the safety of the patrons or employees of a gaming establishment;
- (d) Whether the individual has a documented history of conduct involving the undue disruption of gaming operations in any jurisdiction;
- (e) Whether the individual is subject to a no trespass order at any casino or gaming establishment in any jurisdiction.

(3) The commission shall not base a finding to place an individual on the excluded list on an individual's race, color, religion, religious creed, national origin, ancestry, sexual orientation, gender identity or expression, age (other than minimum age requirements), marital status, veteran status, genetic information, disability or sex.

152.04: Investigation and Initial Placement of Names on the List

(1) The Bureau shall investigate any individual who may meet one or more criterion for inclusion on the list in accordance with 205 CMR 152.03 upon referral by the commission, the Gaming Enforcement Division of the Office of the Attorney General, or a gaming licensee. The Bureau may investigate any individual on its own initiative.

(2) If, upon completion of an investigation, the Bureau determines that an individual meets one or more criterion contained in 205 CMR 152.03 and should be placed on the exclusion list, the Bureau shall prepare a preliminary order that identifies the individual and sets forth a factual basis as to why the Bureau believes the individual meets one or more criterion for inclusion on the list in accordance with 205 CMR 152.03.

(3) The Bureau shall serve the preliminary order prepared in accordance with 205 CMR 152.04(2) upon the named individual advising them that it intends to place the individual's name on the exclusion list. The preliminary order shall serve to notify the individual that placement of their name on the exclusion list will result in their prohibition from being present in a gaming establishment and shall offer them an opportunity to request a hearing before a hearing officer to determine whether the individual meets one or more criterion for inclusion on the list in accordance with 205 CMR 152.03. The preliminary order shall be sent by either first class mail to the individual's last ascertainable address, email, publication in a daily newspaper of general circulation for one week, or *via* any practicable means reasonably calculated to provide the individual with actual notice. The individual shall have 30 days from the date of the notice to request a hearing, except for notice provided by publication in a newspaper in which case the individual shall have 60 days from the last publication. Alternatively, the Bureau may provide an individual with in hand service of the preliminary order in which case the individual shall have ten days from the date of service to request a hearing.

(4) If a request for a hearing is received from the individual, a hearing shall be scheduled before a hearing officer and notice of such, including the date, time, and issue to be presented, shall be sent to the individual. The hearing shall be conducted in accordance with 205 CMR 101.03: *Review of Orders Issued by the Bureau or the Racing Division*. If the hearing officer finds that the individual meets one or more criterion for inclusion on the list in accordance with 205 CMR 152.03 the individual's name shall be placed on the exclusion list. If the hearing officer finds that the individual does not meet any criterion for inclusion on the list, the individual's name shall not be placed on the list and the matter closed.

(5) If no request for a hearing is received within the applicable timeline provided in 205 CMR 152.04(3), the individual's name shall be placed on the exclusion list.

152.05: Notice and Proceedings Before the Commission

- (1) Whenever an individual's name is placed on the list of excluded persons in accordance with 205 CMR 152.04, the Bureau shall promptly serve written notice upon that individual by personal service, registered or certified mail return receipt requested to the last ascertainable address or by publication in a daily newspaper of general circulation for one week. The notice shall contain a description of the cause for the exclusion, notice that the individual is prohibited from being present at and gambling in a gaming establishment, and an explanation of the hearing process and manner in which the individual may request a hearing in accordance with 205 CMR 152.05(2).
- (2)
 - (a) Within 30 days of receipt of service of notice by mail or 60 days after the last publication under 205 CMR 152.05(1), an individual placed on the list of excluded persons may request an adjudicatory hearing before the commission under M.G.L. c. 30A and show cause as to why the individual should be removed from the list of excluded persons. Such request shall be made by the individual in writing. Failure to demand a hearing within the time allotted in 205 CMR 152.05(2)(a) shall preclude the individual from having an administrative hearing, but shall not affect the individual's right to petition for judicial review.
 - (b) Upon receipt of a demand for hearing, the commission shall set a time and place for the hearing. This hearing shall be held not later than 30 days after receipt of the demand for the hearing, unless the time of the hearing is changed by agreement of the commission and the individual demanding the hearing. The hearing shall be conducted in accordance with 205 CMR 101.00: *M.G.L. c. 23K Adjudicatory Proceedings*. Where applicable, the administrative record of the hearing conducted in accordance with 205 CMR 152.04(4) shall be made part of the hearing record.
 - (c) If upon completion of the hearing the commission determines that the individual was wrongfully placed on the list of excluded persons, the commission shall remove the individual's name from the list of excluded persons and notify all gaming licensees.
 - (d) A person aggrieved by a final decision of the commission in an adjudicatory proceeding under 205 CMR 152.05 may petition for judicial review under M.G.L. c. 30A, § 14.
- (3) Upon receipt of notice from a district court that an individual has been prohibited from gaming in gaming establishments in accordance with M.G.L. c. 23K, § 45(i) the commission shall place the name of an individual on the excluded list.

152.06: Duty of Gaming Licensee

- (1) Each gaming licensee shall ensure that it accesses and reviews the list on a regular basis and that the list is made available to employees of the gaming licensee in a manner designed to assist them in identifying and inhibiting excluded individuals from entering the gaming establishment.
- (2) Upon identification, a gaming licensee shall exclude or eject from its gaming establishment any individual who has been placed on the list in accordance with 205 CMR 152.00.
- (3) If an excluded individual enters, attempts to enter, or is in a gaming establishment and is recognized by the gaming licensee, the gaming licensee shall immediately notify the Bureau and discuss the matter in advance of ejecting the individual.
- (4) It shall be the continuing duty of a gaming licensee to refer to the Bureau in writing individuals whom it wishes to be placed on the exclusion list and to promptly notify the Bureau in writing of no trespass orders which it issues.
- (5) A gaming licensee shall submit a written policy for compliance with the exclusion list program for approval by the executive director. The executive director shall review the plan for compliance with 205 CMR 152.00. If approved, notice shall be provided to the commission and the plan shall be implemented and followed by the gaming licensee. The plan for compliance with the exclusion list program shall include at a minimum procedures to:
 - (a) Prevent an individual on the exclusion list from entering the gaming establishment;
 - (b) Identify and eject individuals on the list from the gaming establishment if they are able to enter;

152.06: continued

- (c) Remove individuals on the exclusion list from marketing lists and refrain from sending or transmitting to them any advertisement, promotion, or other direct marketing mailing from the gaming establishment more than 30 days after receiving notice from commission that the individual has been placed on the exclusion list;
 - (d) Prevent an individual on the exclusion list from having access to credit, cashless wagering program access, or from receiving complimentary services, check-cashing services, junket participation and other benefits from the gaming establishment;
 - (e) Train employees relative to the exclusion list and the licensee's program.
- (6) The commission may revoke, limit, condition, suspend or fine a gaming licensee if it knowingly or recklessly fails to exclude or eject from its gaming establishment any individual placed by the commission on the list of excluded persons.

152.07: Petition to Remove Name from Exclusion List

- (1) An individual who has been placed on the list in accordance with 205 CMR 152.00 may petition the commission in writing to request that their name be removed from the list. Except in extraordinary circumstances, such a petition may not be filed sooner than five years from the date an individual's name is initially placed on the list.
- (2) The individual shall state with particularity in the petition the reason why the individual believes they no longer satisfy one or more criterion for inclusion on the list in accordance with 205 CMR 152.03.
- (3) The commission shall schedule a hearing on any properly filed petitions and provide written notice to the petitioner identifying the time and place of the hearing. Such a hearing shall be conducted in accordance with 205 CMR 101.00: *M.G.L. c. 23K Adjudatory Proceedings*.
- (4) An individual who was placed on the excluded list by virtue of an order of the district court in accordance with M.G.L. c. 23K, § 45(i) may not petition for removal in accordance with 205 CMR 152.08.

152.08: Forfeiture of Winnings

- (1) An individual who is on the excluded list shall not collect any winnings or recover losses arising as a result of prohibited gaming in a gaming establishment and such winnings shall be forfeited to the commission and deposited into the Gaming Revenue Fund pursuant to M.G.L. c. 23K, §§ 45(j) and 59.
- (2) Upon verification that an individual who is present in its gaming establishment is on the excluded list, a gaming licensee shall take steps to:
- (a) Remove the individual from the gaming establishment;
 - (b) Where reasonably possible, confiscate from the individual in a lawful manner or notify the Bureau who shall lawfully confiscate, or refuse to pay any winnings or things of value obtained from engaging in a gaming transaction including:
 - 1. gaming chips, gaming plaques, slot machine tokens and vouchers, and gaming vouchers;
 - 2. any electronic gaming device or slot machine jackpot won by the individual;
 - 3. any cashable credits remaining on an electronic gaming device or slot machine credit meter played by the individual.
 - (c) Deliver any winnings or things of value obtained from the individual to the cashiers' cage, and transmit the cash value to the commission for deposit in the Gaming Revenue Fund.
 - (d) In conjunction with a forfeiture of winnings or things of value, a gaming licensee shall prepare a form known as a Notice of Forfeiture, which shall include, without limitation, the name of the individual on the list and the manner in which the individual's identity was established, the total value of the forfeited winnings or things of value, the date, time, and a description of the incident leading to the forfeiture. The Notice of Forfeiture shall be signed and attested to by the prohibited individual, unless the individual refuses to sign or is unknown, the employee delivering the winnings or things of value to the cashiers' cage, and the cashiers' cage employee who received the winnings or things of value.

205 CMR: MASSACHUSETTS GAMING COMMISSION

152.08: continued

(3) If an individual wishes to contest the forfeiture of winnings or things of value, the individual may request a hearing in writing with the commission within 15 days of the date of the forfeiture. The request shall identify the reason why the winnings or things of value should not be forfeited. The commission shall schedule a hearing on such request and provide notice to the petitioner.

REGULATORY AUTHORITY

205 CMR 152.00: M.G.L. c. 23K, §§ 4(28), 4(37), and 45.



MASSACHUSETTS GAMING COMMISSION

PLEASE SUBMIT THIS FORM TO:
MASSACHUSETTS GAMING COMMISSION
ATTENTION: OFFICE OF THE GENERAL COUNSEL
101 FEDERAL STREET, 13TH FLOOR
BOSTON, MA 02110

OR VIA EMAIL TO: catherine.blue@state.ma.us and todd.grossman@state.ma.us

REQUEST FOR NON-DISCLOSURE AGREEMENT (NDA)

Pursuant to 205 CMR 139.02 a gaming licensee may request that the Commission enter into a written NDA under the terms of which the Commission agrees not to release specified material or information publicly, in response to a request for public records or otherwise, and will assert the statutory exemption, M.G.L. c.4, §7(26)(a), and/or any other applicable exemptions, and withhold the applicable materials in response to any request for such record or information. Upon review of the gaming licensee's request, the Commission may execute such an agreement in its discretion. A specific request and rationale must be provided for each piece of information or category of information for which an NDA is sought. Please complete the following.

BACKGROUND INFORMATION

1. NAME OF GAMING LICENSEE Blue Tarp reDevelopment, LLC
2. NAME AND TITLE OF INDIVIDUAL SUBMITTING REQUEST FOR NDA
Seth Stratton Vice President and Legal Counsel
3. PHONE # AND EMAIL ADDRESS OF INDIVIDUAL SUBMITTING REQUEST FOR NDA
413.273.5333 sstratton@mgmspringfield.com

IDENTIFICATION OF INFORMATION

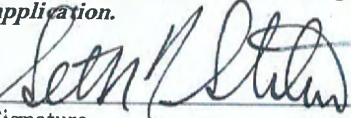
Please complete the following for each document, report, piece of information, or category thereof for which you seek a NDA:

1. IDENTIFY INFORMATION (MAY BE A SPECIFIC DOCUMENT, REPORT, PIECE OF INFORMATION, OR CATEGORIES THEREOF) (e.g.- the quarterly report describing the gaming licensee's financial position including key performance measures, narrative commentary on operating results, and where applicable, the capital reserve account contributions) See Attachment A.
2. IDENTIFY SECTION OF 205 CMR 139.00 THAT REQUIRES SUBMISSION OF THE SUBJECT MATERIAL
See Attachment A.
3. EXPLAIN HOW YOU BELIEVE THE SUBJECT MATERIAL CONTAINS A TRADE SECRET(S) OR WOULD BE DETRIMENTAL TO THE GAMING LICENSEE IF IT WERE MADE PUBLIC. See Attachment A.

4. FREQUENCY INFORMATION IS REQUIRED TO BE SUBMITTED: See Attachment A.
5. SEEKING NDA ON ONE-TIME OR CONTINUING BASIS? one time continuing
6. IS THERE A WAY TO REDACT THE DOCUMENT OR AGGREGATE THE INFORMATION THAT WOULD ALLOW FOR PUBLIC RELEASE OF REMAINDER OF DOCUMENT? See Attachment A.

CERTIFICATION

On behalf of the aforementioned gaming licensee, I hereby certify under the pains and penalties of perjury that all information contained in this application or attached hereto is accurate to the best of my knowledge and understanding. Further, I represent that I have actual authority to submit this application.


Signature

11/7/2017
Date

FOR COMMISSION USE ONLY

REVIEWED BY: _____

DATE REVIEWED: _____

APPROVED

DENIED

APPROVED IN PART

NOTES/EXPLANATION:

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
1	Annual Business Plan	138.05(10)	MGM Springfield's annual business plan will contain commercial sensitive information regarding gaming establishment operations including marketing, business strategy and other proprietary information. Disclosure of such information will be a competitive disadvantage and harm MGM Springfield's ability to compete in the marketplace. See Plainville Gaming and Development Petition, October 16, 2015.	Annual	Continuing	(N)	Yes, approved for Plainville on 1/21/16
2	Audit reports	140.05(3)(c)	Audit reports may be prepared by an internal auditor/audit department, independent auditor or by the Commission pursuant to 205 CMR 139.08. Regardless of source, each of these reports will contain specific information and potential areas of concern or weakness in operations, controls and compliance as well as risk management and governance. Assuring the confidentiality of audit reports and findings will assure that the audit function is thorough and objective. Internal or independent audits prepare by or for the Company or its affiliates must be protected in their entirety. Likewise, information contained in Commission audits to the extent it pertains to surveillance, security, internal controls, financial materials that are not otherwise public and any materials otherwise protected by NDA should also remain confidential. See Plainville Gaming and Development Petition, October 16, 2015.	TBD	Continuing	(N)	Yes, approved for Plainville on 1/21/16
3	Board of Director meeting minutes	139.05(12)	Board of Director meeting minutes contain highly confidential information on all aspects of the corporation and its affiliates. Confidentiality of Board minutes is essential to ensuring full and candid discussions among Board members to meet their duties of care and loyalty to the Company. Any disclosure of Board minutes will not only chill Board discussion and deliberation but also place the Company at competitive disadvantage by disclosing company strategy and business plans as well as put sensitive information out into the marketplace prematurely. Board of Director meetings are not limited to, and may not involve, MA matters. See Plainville Gaming and Development Petition, October 16, 2015.	As Requested	Continuing	(N)	Yes, approved for Plainville on 1/21/16
4	Capital Expenditure Plan	139.09	The Capital Expenditure plan will contain information regarding the Company's future investments for the gaming establishment. Release of this information will be detrimental to the gaming licensee in 2 ways: (1) it will disclose to MGM Springfield's competitors where it plans to dedicate resources to increase revenue, placing the company at a competitive disadvantage as compared to its regional peers; and (2) it will result in the premature release of such plans impacting future marketing efforts.	Annual	Continuing	No	Yes, approved for Plainville on 1/21/16

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
5	Compliance and Audit Committee meeting minutes	138.04(2)(g)) 138.04(2)(h)) 138.05(12)	While different functions, both the Compliance Committee and Audit Committee have wide access to sensitive company information and materials and are responsible for reviewing different aspects of the Company's activities present and future as well as past to ensure that all activities and functions meet policies and procedures, regulatory and legal requirements and test and improve performance and controls. Disclosure of Audit or Compliance Committee materials and meeting notes will compromise the effectiveness of these committees by creating a guarded environment not conducive to candid or thorough discussions, deliberations and investigations of conduct and activities that may present a risk to the Company. Audit and Compliance Committee meetings are not limited to, and may not involve, MA matters. See Plainville Gaming and Development Petition, October 16, 2015.	TBD/As Requested	Continuing	(N)	Yes, approved for Plainville on 1/21/16

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
6	Construction and mitigation plans and reports	135.04	<p>Under its regulations, the Commission has the authority to request or inspect at any time “plans, specifications, submittals, contracts, financing documents or other records concerning the construction of the project or related infrastructure. A licensee must provide access to these materials in response to such a request. To the extent these records are taken into the possession of the Commission, they may include confidential financial information regarding contracts and project finance. In addition, certain construction plans will provide detail on sensitive areas of the gaming establishments as well as safety and security features (see Floor Plan request below). For MGM Springfield, these records will also include summary progress reports on meeting mitigation and construction commitments. Progress reports regarding compliance with construction commitments and environmental mitigation detail potential issues that the Company is working to address in real time as well as commitments that have been preliminarily met. MGM Springfield seeks to keep confidential the portions of these records that contain such interim assessments, status, and opinions regarding compliance. While final compliance with all the required construction and mitigation commitments will be public, release of interim progress reports will place the Company at a competitive disadvantage, prematurely disclosing issues that may be ultimately resolved and exposing the Company to publically address issues that may never materialize. Further, the confidentiality of these records will ensure a robust and proactive exchange between the Commission staff and Company employees. The NDA would not apply to records or issues discussed before the Commission. The NDA protections for these records can sunset after an Operations Certificate is issued unless covered by another portion of the NDA or public record law exception.</p>	Upon Commission Request	Continuing	(Y)	N/A

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
7	Non Construction related documents provided to MGC Staff in its preopening oversight capacity.	205 CMR 135.00	In its oversight and investigatory role, Commission staff, including the IEB, meet monthly with MGM Springfield's management regarding the project's status including updates on hiring plans, design and programming, IT infrastructure, construction, finance, legal and/or other issues regarding the project's timeline and planned opening. From time to time, summaries or other documents are used or requested by Commission staff to ensure compliance with license and other conditions, Commission regulations, plans, programming commitments and project budget (see request No. 6 regarding construction plans and construction mitigation). To the extent that the Commission takes possession of these materials, disclosure of these records will place MGM Springfield at a competitive disadvantage by disclosing information regarding preopening strategy and plans as well as potential issues regarding the project including interim analysis, opinions and assessments. In addition, this information, while necessary for the Commission's oversight, is commercially sensitive including hiring strategies and targets and project finance. Disclosure of these records will also have a chilling effect on the collaborative process and free exchange of commercially sensitive information established by the Commission staff. Only records or portions thereof not available through other reporting requirements, marked confidential and reviewed and approved for confidential treatment by the General Counsel or her designee are subject to the NDA.	Monthly	Continuing	(Y)	N/A
8	Daily revenue numbers	139.04(6)	All gaming licensees are required to report certain aggregate revenue numbers that are made public to the Commission. Release of daily revenue numbers will place MGM Springfield at a competitive disadvantage compared to its regional peers by disclosing the ebb and flow of revenue day in and day out. These records may be subject to further review and reconciliation before they are finalized.	Daily, Monthly, Annually	Continuing	(N)	Yes, approved for Plainville on 1/21/16
9	Daily Surveillance Log	N/A	A surveillance log or other summary of activity provided to the IEB may contain information regarding the observations of MGM Springfield Security and Surveillance including activity of concern involving patrons and employee at the gaming establishment. Disclosure of these observations and "intelligence" regarding operations and conduct will compromise the Gaming Licensee from its efforts of maintaining the safety and security of the gaming establishment and disclose investigative techniques.	Daily	Continuing	(N)	Yes, approved for Plainville on 1/21/16

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
10	Data derived from MGM loyalty card programs	139.05(6)	Player loyalty card information is proprietary and highly confidential. Loyalty card information is considered a valuable asset of a gaming and entertainment company and any public disclosure will diminish this asset's value and disclose MGM Springfield's customer lists and information to its competitors.	Upon Commission Request	Continuing	(N)	Yes, approved for Plainville on 1/21/16
11	Federal and State tax returns	139.05(4)	Federal and State Tax returns are confidential as a matter of state and federal law. These records contain nonpublic financial information. See Plainville Gaming and Development Petition, October 16, 2015.	As Requested	Continuing	(N)	Yes, approved for Plainville on 1/21/16
12	Financial statements and disclosures outside of what is publicly available via SEC filings	139.06(1)1 39.06(2) 139.07(4) License condition 20(f)	Public financial statements and information of publicly traded companies are carefully regulated by the Security and Exchange Commission (SEC). Disclosure of nonpublic financial statements will place the Company at a competitive disadvantage compared with any other publicly traded company and place information in the public domain that may impact financial markets. MGM Springfield and MGMRI only seek to withhold information outside of the SEC disclosure requirements. See Plainville Gaming and Development Petition, October 16, 2015.	As Requested	Continuing	(N)	Yes, approved for Plainville on 1/21/16
13	Floor Plans (detailed schematics involving safety and security elements))	151.02	Section 152.02 requires detailed floor plans that include information on location, CCTV location, details on the cage, all gaming device location as well as information on where certain table game equipment can be stored. Release of the detailed schematic as required by this section will compromise the ability of the gaming licensee to ensure the safety and security of the gaming establishment. This request will not cover general gaming floor plans that lack such detail provided to the Commission in routine public filings.	Pre-opening	One time (including revisions or amendments)	(N)	Yes, approved for Plainville on 10/12/17

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
14	Incident Reports	N/A	Incident reports contain information regarding events and issues at the gaming establishment. These reports may include information regarding particular individuals and alleged conduct that is illegal or in violation of the Commission's regulations. These records may note surveillance and security process and techniques as well as internal controls the public disclosure of which will compromise the ability of the gaming establishment to protect its patrons and revenue. MGM Springfield proposes that information regarding a specifically named individual and any reference to such security, surveillance and internal control process or procedures be deemed confidential and redacted.	Ad hoc	Continuing	(Y)	Yes, approved for Plainville, in part, on 1/21/16 to withhold surveillance, security and internal control information
15	Information on salaries, wages bonuses to individuals or to specific job titles	139.04(1)	MGM Springfield will be a major Massachusetts private employer that will compete for employees in the region. Disclosure of the information on salaries, wages, and or bonuses to individuals or job titles will place MGM Springfield at a competitive disadvantage in the employment marketplace. For current employees, disclosure of this information would violate an individual's privacy rights. See Plainville Gaming and Development Petition, October 16, 2015.	TBD/as requested	Continuing	(N)	Yes, approved for Plainville on 1/21/16
16	Macau - Periodic reports on Macau operations that are required to be filed in any US Jurisdiction	License Condition 20(m)	Reports on Macau operations filed in other US gaming jurisdiction contain information regarding MGM's business operations including information regarding gaming promoters and due diligence conducted for new gaming promoters. Public disclosure of these materials will provide access to these materials to MGM's competitors. These reports are considered confidential in the jurisdictions where they are filed.	Periodic	Continuing	(N)	N/A

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
17	Main Bank Closeout Reports/Variance Reports	N/A	These reports will contain highly sensitive financial information regarding the casinos operations and revenue including information regarding cash on hand. This report also may include information on unclaimed payout and variances regarding cash in and out of the gaming establishment. Disclosure of such detailed financial and operations information will place the gaming licensee at a competitive disadvantage in the region and subject its internal accounting to public access.	Daily	Continuing	(N)	Yes, approved for Plainville on 1/21/16
18	Marketing Plans and Materials		Disclosure of marketing plans will compromise MGM Springfield's ability to successful attract and retain customers and provide MGM Springfield's competitors with a playbook on when and how MGM Springfield will promote the gaming establishment and its programming. This request only seeks protection of marketing materials prior to their use in the public domain that the Commission may request to see in advance of their use in Massachusetts. Premature disclosure of marketing campaigns can compromise their effectiveness and place MGM Springfield at a competitive disadvantage.	As disclosed	Continuing	(N)	Yes, Approved for Plainridge; may be released post event if no longer detrimental to licensee
19	Quarterly report covering all complimentary services	139.05(7)	Data pertaining to complimentary services is proprietary and the disclosure of which will compromise the Company's use of complimentary services to drive marketing and revenue. Disclosure of these records will place MGM Springfield at a competitive disadvantage in the regional market and potentially taint patron expectations regarding the use of this discretionary marketing tool.	Quarterly	Continuing	(N)	Yes, approved for Plainville on 1/21/16
20	Tax compliance packets	N/A	Records generated by the gaming establishment or by the Commission (or the Commission's central management system) for daily tax compliance purposes detail daily gaming revenue. Release of daily revenue numbers will place MGM Springfield at a competitive disadvantage compared to its regional peers by disclosing the ebb and flow of revenue day in and day out. These records may be subject to further review reconciliation.	Daily	Continuing	(N)	Yes, approved for Plainville on 1/21/16 (for daily information)

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
21	Soft Count Variables	N/A	Soft counts are an internal accounting control to verify drop box cash receipts. Release of this information will place MGM Springfield at a competitive disadvantage by publically disclosing detailed records regarding cash received at table drop boxes. These records may be subject to further review reconciliation.	Daily – Follows drop team schedule	Continuing	(N)	Yes, approved for Plainville on 1/21/16
22	Statistics on drop, handle and win by individual game or specific categories of games	139.04(6) 139.05(5)	These statistics provide very specific, proprietary information regarding the performance of individual games. Release of this information will place MGM Springfield at a competitive disadvantage by publicly disclosing detailed records regarding handle and win. These records may be subject to further review reconciliation.	Daily Weekly Monthly	Continuing	(N)	Yes, approved for Plainville on 1/21/16 for individual games not aggregate numbers)
23	Slot Machine Master List	205 CMR 145.01(2)	This slot machine master list must be maintained by a licensee, provided to the Commission and updated every 30 days. This report contains commercially sensitive details regarding MGM Springfield's slot machine inventory the release of which will be detrimental to the Company.	Updated every 30 days	Continuing	(N)	
24	System of Internal controls and standard operating procedures	138.02	The internal controls and standard operating procedures of the company cover all key gaming, financial and security protocols and procedures. Public disclosure of these materials will make the gaming establishment vulnerable to outside threats, fraud, theft and other activity and may compromise the gaming establishment's ability to protect revenue and the safety and security of guests. See Plainville Gaming and Development Petition, October 16, 2015.	TBD	Continuing	(N)	Yes, approved for Plainville on 1/21/16

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
25	Underage and voluntary self-exclusion compliance Reports; do not market list	139.04(8) 150.05	These records will contain personal identifiable information regarding individuals that may have been excluded or removed from the gaming establishment due to age prohibitions and voluntary self exclusion. Aggregate statistics for compliance with these requirements are also reported and are generally available to the public. In addition, this request includes names and other personal identifying information maintained as part of a voluntary do not market list where an individual may elect not to receive any MGM marketing and promotional material. MGM Springfield only seeks protections for individual names, security, surveillance and internal control information.	Monthly	Continuing	(Y) names	Yes, approved in part for Plainville on 1/21/16 (individual names, security, surveillance and internal control information)
26	Value of promotional credits offered or used	139.05(5)& (7)	Data pertaining to the value of promotional credit is proprietary and the disclosure of which will compromise the Company's use of such credits to drive marketing and revenue. Disclosure of these records will place MGM Springfield at a competitive disadvantage in the regional market and potentially taint patron expectations regarding the use of this discretionary marketing tool.	Upon Commission Request	Continuing	(N)	Yes, approved for Plainville on 1/21/16
27	Vendor Disbursement Report	138.06(2) 139.05(8)	The disbursement report provides details regarding each pre-opening and construction payment made to vendors by the MGM Springfield in connection with the project. Placing this information in the public domain will put MGM Springfield at a competitive disadvantage in the marketplace by disclosing the amount companies are being paid for goods and services. This will prejudice MGM's bargaining power and diminish competition for MGM's business. See Plainville Gaming and Development Petition, October 16, 2015.	Twice a Month	Continuing	(N)	Yes, approved for Plainville on 1/21/16

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
28	Violations or suspected violations of MGL c. 23K or 205 CMR reported by licensee	139.04(7)	The Gaming Act contemplates public disclosure of violations by a gaming licensee after due process to contest allegations. Investigations and alleged violations of the Gaming Act or the Commission's regulations should remain confidential until the Commission has fully investigated such conduct and the Company has had an opportunity to avail itself of Chapter 23K and the Commission's regulation's process for contesting suspected violations. Confidentiality of alleged violations will also promote self reporting to the IEB. In addition, some alleged violations, even when publicly disclosed, may need to be redacted to preserve commercially sensitive information, internal controls, security and surveillance information or the Commission's investigatory techniques as recognized by the investigatory exemption the public records law. G.L. c. 4, § 7 cl. 26(f) See Plainville Gaming and Development Petition, October 16, 2015.	As required	Continuing	(N)	Partially Approved for Plainville on 1/21/16 to withhold security, surveillance and internal control information.
29	W2-G/1042-S Report	N/A	These records contain information regarding an individual's gaming and nongaming winnings that are required to be reported to the IRS. Such federal tax information pertaining to individuals is confidential.	Daily	Continuing	(N)	Yes, Approved for Plainville on 10/12/17

Attachment A
Blue Tarp reDevelopment, LLC
MGM Springfield NDA

Request #	Document or Report Type	Regulation Section	Reason for Non-disclosure	Frequency of Submission	One-time or continuing	Subject to Redaction (Y/N)	Previously Approved by Commission
30	Video and audio recordings obtained from the gaming establishment surveillance system or other means including recordings by agents of the Commission and gaming licensee staff provided to the Commission in connection with any IEB investigation or oversight activity	N/A	Video and other recording collected by the gaming establishment or the Commission staff contain information on the casino operations and its surveillance and security processes. This type of “investigatory material” is generally shielded from public disclosure under the investigatory exemption to the public records law. The release of this material into the public domain will jeopardize the ability of the gaming licensee to protect the gaming establishment from financial or other harm.	As requested by IEB staff	Continuing	(N)	Yes, Approved for Plainville on 10/12/17

MGM Request for NDA: Legal Department Recommendations

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39"	44"	Cr r tqxg'hqt'tgcuqpu'f guetkdgf 'kp'Cwcej o gpvC0'
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42"	47"	Cr r tqxg'hqt'tgcuqpu'f guetkdgf 'kp'Cwcej o gpvC0'
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MGM Request for NDA: Legal Department Recommendations

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Code of Massachusetts Regulations Currentness

Title 205: Massachusetts Gaming Commission

Chapter 139.00: Continuing Disclosure and Reporting Obligations of Gaming Licensees (Refs & Annos)

205 CMR 139.02

139.02: Non-disclosure Agreements

All documents submitted by a gaming licensee or obtained by the commission in accordance with 205 CMR 139.00 shall be deemed to have been submitted pursuant to a gaming related investigation to ensure compliance with M.G.L. c. 23K and 205 CMR, adherence to the principles articulated in M.G.L. c. 23K, § 1, and/or to ensure the ongoing suitability of gaming licensees in Massachusetts. Accordingly, pursuant to M.G.L. c. 23K, § 21(a)(7) any information or reports, or parts thereof, that are required to be filed or otherwise submitted to or obtained by the commission, the IEB, or their respective agents, in accordance with 205 CMR 139.00 that contain material or information that the gaming licensee considers a **trade secret** or believes **would be detrimental to the gaming licensee if it were made public** may be identified as confidential by the gaming licensee. Pursuant to M.G.L.c. 23K or 205 CMR 139.00 the gaming licensee may request that the commission enter into a written nondisclosure agreement under the terms of which the commission agrees not to release the specified material or information publicly, in response to a request for public records or otherwise, and will assert the statutory exemption, M.G.L. c. 4, §7(26)(a), and/or any other applicable exemptions, and withhold the applicable materials in response to any request for such record or information. The agreement may provide for coverage for specific materials or information, or categories of materials or information, which will be, or are likely to be, submitted to or obtained by the commission on more than one occasion. A request for a non-disclosure agreement shall be on a form provided by the commission. Upon review of the gaming licensee's request, the commission may execute such an agreement in its discretion. In *lieu* of withholding a record in its entirety, the gaming licensee and the commission may agree that the material or information be publicly released in a redacted form, an aggregated fashion, or in other agreed upon manner. Nothing contained in 205 CMR 139.02, nor in an executed non-disclosure agreement, shall be construed so as to prevent the commission from making use of any information or material as part of an investigation, disciplinary matter, or otherwise as deemed necessary by the commission.

The Massachusetts Administrative Code titles are current through Register No. 1353 , dated December 1 , 2017

Mass. Regs. Code tit. 205, § 139.02, 205 MA ADC 139.02

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Legal Division

TO: Commissioners
FROM: Carrie Torrisi, Staff Attorney
DATE: December 21, 2017
RE: Junkets

Before the Category 1 casinos open in the Commonwealth, the Commission will need to promulgate regulations related to the operation of junkets. While the term “junket” is used in the gaming industry in both the United States and Macau, its use is quite different in the United States than in Macau. As used in the Macau gaming industry, the term “junket” refers to a marketing operation whereby licensed companies or individuals recruit customers for player trips to casinos in Macau. The junket operator extends gambling credit to the player and is compensated by receiving a portion of the player’s ultimate win. In contrast, the term “junket” as used in the United States gaming industry generally refers to an arrangement whereby various complimentary services are provided as a means to induce a person to visit a gaming establishment for the purposes of gambling. In Macau, the predominant relationship is between the junket operator and the patron, whereas in the United States, there is a relationship between the casino and the patron (in the provision of complimentary services) and between the casino and the junket representative (through employment and licensure). Chapter 23K includes several safeguards that would ultimately prevent junkets from being operated in the Commonwealth in the same manner in which they are operated in Macau.¹

The exact definition of the term “junket” and the rules with respect to their operation vary slightly among jurisdictions within the United States, as discussed below.

I. Definitions

Chapter 23K of the Massachusetts General Laws sets out definitions for the terms “junket,” “junket enterprise,” and “junket representative.” M.G.L. c. 23K, § 2 defines “junket” as:

[A]n arrangement intended to induce a person to come to a gaming establishment to gamble, where the person is selected or approved for participation on the basis of the person’s ability to satisfy a financial qualification obligation related to the person’s ability or willingness to gamble or on any other basis related to the person’s propensity to gamble and pursuant to which and as consideration for which, any of the cost of

¹ M.G.L. c. 23K, §33(e).



Massachusetts Gaming Commission

transportation, food, lodging, and entertainment for the person is directly or indirectly paid by a gaming licensee or affiliate of the gaming licensee.

This definition is in line with those in New Jersey, Pennsylvania, and Maryland, which all define junket generally as an arrangement in which an individual is selected or approved for participation based on their willingness or propensity to gamble and pursuant to which the individual receives direct or indirect complimentary services such as the cost of transportation, food, lodging, and entertainment.²

M.G.L. c. 23K, § 2 defines “junket enterprise” as:

[A] person, other than a gaming licensee or an applicant for a gaming license, who employs or otherwise engages the services of a junket representative in connection with a junket to a licensed gaming establishment, regardless of whether or not those activities occur in the commonwealth.

New Jersey, Pennsylvania, and Maryland’s definitions of “junket enterprise” are virtually identical to that of Massachusetts.³

² New Jersey: An arrangement the purpose of which is to induce any person, selected or approved for participation therein on the basis of his ability to satisfy a financial qualification obligation related to his ability or willingness to gamble or on any other basis related to his propensity to gamble, to come to a licensed casino hotel for the purpose of gambling and pursuant to which, and as consideration for which, any or all of the cost of transportation, food, lodging, and entertainment for said person is directly or indirectly paid by a casino licensee or employee or agent thereof. N.J.S.A. 5:12-29.

Pennsylvania: A gaming arrangement made by a gaming junket enterprise or representative for an individual who (1) is selected or approved for participation in the arrangement based on the individual’s ability to satisfy specific financial qualifications and the likelihood that the individual will participate in playing slot machines or table games and patronize a licensed facility for the purpose of gaming, and (2) receives complimentary services or gifts from a slot machine licensee for participation in the arrangement, including the costs of transportation, food, lodging, or entertainment. 4 Pa. C.S.A. § 1103.

Maryland: An arrangement (a) that is intended to induce an individual who is selected or approved for participation based on the individual’s ability to satisfy financial qualification obligations, willingness to gamble, or any other basis related to propensity to gamble, and (b) under which, or as consideration for which, any or all of the cost of transportation, food, lodging, and entertainment for an individual is directly or indirectly paid by a facility operator or an employee or agent of a facility operator. MD ADC 36.03.01.02.

³ New Jersey: Any person, other than the holder of or an applicant for a casino license, who employs or otherwise engages the services of a junket representative in connection with a junket to a licensed casino, regardless of whether or not those activities occur within the state of New Jersey. N.J.S.A. 5:12-29.1.

Pennsylvania: A person, other than a slot machine licensee, who employs or otherwise engages the services of a gaming junket representative to arrange gaming junkets to a licensed facility, regardless of whether the activities of the person or the gaming junket rep occur within tis Commonwealth. 4 Pa. C.S.A. § 1103.

M.G.L. c. 23K, § 2 defines “Junket representative” as

[A] person who negotiates the terms of, or engages in the referral, procurement or selection of persons who may participate in, a junket to a gaming establishment, regardless of whether or not those activities occur within the commonwealth.

Again, New Jersey, Pennsylvania, and Maryland’s definitions of “junket representative” are virtually identical to that of Massachusetts.⁴

Ohio does not define the term “junket,” but “junket representatives” are classified as “casino gaming employees” pursuant to RC 3772.131(A)(1).⁵

Finally, Nevada does not define the terms “junket” or “junket enterprise,” and uses the term “independent agent” rather than “junket representative.” Nevada defines an “independent agent” as “any person who...contracts with a state gaming licensee or its affiliate to provide services outside of Nevada consisting of arranging complimentary transportation, food, lodging, or other services, or any combination thereof, whose combined retail price per person exceeds \$1,000 in any 7-day period for guests at a licensed gaming establishment.” N.R.S. 463.0164. The statute further notes that the term does not include, among other things, “a supplier of transportation,” “a travel agency which receives compensation solely on the price of the transportation or lodging arranged for by the agency,” or “a person who receives compensation for his or her services, other than cash, in an amount of not more than \$1,000.” Nevada’s statutes also include a definition for a “secondary representative,” which the statute defines as “any person other than clerical personnel or ticket takers not otherwise exempt under Nevada Revised Statute 463.0164(2) who receives any form of compensation from a registered independent agent for assisting a registered independent agent.” N.R.S. 463.0164.

Maryland: A person, other than a facility operator, who employs or otherwise engages the services of a junket representative in connection with a junket to a facility, regardless of whether the activity occurs in the state. MD ADC 36.03.01.02.

⁴ New Jersey: Any natural person who negotiates the terms of, or engages in the referral, procurement or selection of persons who may participate in, any junket to a licensed casino, regardless of whether or not those activities occur within the state of New Jersey. N.J.S.A. 5:12-29.2.

Pennsylvania: An individual, other than an employee of a slot machine licensee, who arranges and negotiates the terms of a gaming junket or selects individuals to participate in a gaming junket to a licensed facility, regardless of whether the activities of the individual occur within this commonwealth. 4 Pa. C.S.A. § 1103.

Maryland: An individual who negotiates the terms of, or engages in the referral or selection of an individual who may participate in a junket to a facility, regardless of whether the activity occurs within the state. MD ADC 36.03.01.02.

⁵ Casino gaming employees are defined as “individuals involved in operating a casino gaming pit, including dealers, shills, clerks, hosts, and junket representatives.”

II. Licensing and Registration

Chapter 23K of the Massachusetts General Laws provides that a junket representative employed by a gaming licensee or affiliate must be licensed as a gaming employee, and that any individual who holds a valid gaming employee license may act as a junket representative while employed by a gaming licensee. M.G.L. c. 23K, § 33. Similarly, all states surveyed require some form of license or registration for junket enterprises and/or junket representatives.

In New Jersey, a junket representative employed by a casino licensee, applicant, or affiliate must be licensed as a casino key employee, while junket enterprises and junket representatives *not* employed by a casino licensee or applicant must be licensed as an ancillary casino service industry employee. NJSA 5:12-102; NJSA 5:12-92.a(3). Although these licenses do not expire, holders of casino key employee licenses and ancillary casino service industry employees are required to have their licenses reviewed by the Commission every five years to ensure that they still meet the license qualification requirements. NJSA 5:12-94h(1); NJAC 19:41A-6. New Jersey's regulations explicitly allow a casino licensee or applicant to conduct business with a junket enterprise or representative prior to their licensure provided that the enterprise has filed the appropriate vendor registration forms and application for licensure pursuant to NJSA 5:12-92.a(3). In addition, New Jersey permits the issuance of temporary licenses upon petition by a casino licensee for casino key employee license applicants intending to be employed as junket representatives.⁶ NJSA 5:12-102.

In Pennsylvania, gaming junket enterprises must obtain a license from the Board, while gaming junket representatives must obtain an occupational permit, both of which are valid for three years from the date of the Board's approval. 58 Pa. Code 439a.6a. Pursuant to 4 Pa CSA 1603, the Board is authorized to develop a classification system for the regulation of gaming junket enterprises and the individuals and entities associated with them. Similar to New Jersey, Pennsylvania permits the issuance of conditional licenses to applicants for gaming junket enterprise licenses pending final approval of an application for licensure. 58 Pa. Code 439a.6b. In Pennsylvania, gaming junket representatives must be employed by a gaming junket enterprise that is licensed by the Board and may only be employed by one enterprise at a time. 58 Pa. Code 439a.5.

In Maryland, persons who provide junket enterprise services are licensed as "contractors" pursuant to COMAR 36.03.02.14, and such licenses are valid for a term of five years. COMAR 36.03.01.02; COMAR 36.03.02.14. Maryland's statutes and regulations do not appear to include any provisions related to conditional or temporary licenses with respect to junkets.

⁶ Temporary licenses are issued for a 12 month period with the option for a one-time six month renewal.

As noted in the Definitions section above, “junket representatives” in Ohio are classified as “casino gaming employees” pursuant to RC 3772.131(A)(1)⁷ and are required to have a casino gaming employee license.⁸ (Comparable reg is OAC 3772-8-01). Furthermore, the statute notes that “[p]ersonnel authorized to extend complimentary services, including employees performing functions similar to those performed by a gaming junket” must hold a gaming employee license. OAC 3772-8-01. Once issued, a casino gaming employee license is valid for three years. OAC 3772-8-02. To renew, a casino gaming employee must undergo a complete investigation to determine whether they remain in compliance with Chapter 3772 and the rules adopted thereunder. OAC 3772-8-02. In addition, Ohio permits the issuance of a provisional gaming employee license for an individual who has received an offer of employment from a casino operator. OAC 3772-8-02. Such license is valid for no more than three months and may be renewed once. OAC 3772-8-02.

In Nevada, where the term “independent agent” is used, the regulations explicitly carve out an additional definition for “registered independent agent,” which is defined as “an independent agent who registers with the board pursuant to Regulation 25.020(1). Reg 25.010. Regulation 25.020 states that “an independent agent who...arranges transportation or lodging for preferred guests...must register with the board,” and each registration is valid for a term of five years. “Preferred guest” is defined as “any person, 21 years of age or older, who receives complimentary transportation, food, lodging, or other consideration with a retail price over \$1,000 in any 7-day period from a licensed establishment as an inducement to gamble.” N.R.S. 463.0164. An application for such registration must include, among other things, a copy of any proposed agreement between the licensee and the independent agent and a designation of persons whom the independent agent may use as a secondary representative. Regulation 25.020. Nevada’s statutes and regulations do not seem to explicitly allow the issuance of conditional or temporary licenses.

III. Reporting Requirements

Chapter 23K of the Massachusetts General Laws requires each gaming licensee, junket representative, or junket enterprise to file a report with the Bureau regarding any list of junket patrons or potential list of junket patrons purchased by the licensee, representative, or enterprise. M.G.L. c. 23K, § 33. Similarly, Nevada, New Jersey, Pennsylvania, and Maryland each have various reporting requirements for licensees related to junkets. Where Ohio regulates junkets somewhat differently from these four states, it does not appear that they have any reporting requirements specifically related to junkets.

Nevada’s regulations require gaming licensees to provide to the Board on a quarterly basis a list of registered independent agents (1) whose relationship with the licensee terminated in that quarter, and (2) whose total compensation in that quarter either exceeded \$20,000 or

⁷ (“individuals involved in operating a casino gaming pit, including dealers, shills, clerks, hosts, and junket representatives.”)

⁸ Pursuant to R.C. 3772.131(A).

exceeded \$1,000 and placed them in the top ten percent of all of the licensee's registered independent agents ranked by compensation. Reg 25.040. Licensees are required to retain in their files for five years and make available for inspection by the Board upon request (a) the origin and dates of stays by preferred guests arranged by a registered independent agent, (b) the total amount of gaming credit extended to such preferred guests that remains unpaid following their departure, and (c) such other information required by the Board regarding any business arrangement between the licensee and an independent agent. Reg 25.040. Additionally, registered independent agents are required to file annually a list of all secondary representatives. Reg 25.060.

New Jersey requires a gaming licensee or applicant to prepare a monthly junket activity report and provide such report to the Division. Such report is required to contain (1) the origin of every junket arriving at the premises, (2) the number of participants in the junket, (3) the arrival time and date of the junket, (4) the departure time and date of the junket, (5) the name of all junket representatives and the name and license number of all junket enterprises involved in the junket, and (6) the actual amount of complimentary services and items provided to each junket participant. NJAC 13:69H-1.8. New Jersey also require licensees to file with the Division a report regarding any purchases made for lists of names or junket patrons or potential junket patrons.⁹ NJAC 13:69H-1.7.

Pennsylvania gaming licensees are required to maintain reports related to the operations of gaming junkets conducted at their licensed facilities, submit to the Board and the Bureau a list of all employees who conduct business on behalf of the licensee with gaming junket representatives, and maintain records of all agreements entered into with a gaming junket enterprise or representative for a minimum of five years. 4 Pa CSA 1608. Licensees are also required to file with the Bureau a report regarding the purchase of any list of gaming junket participants.¹⁰ 4 Pa CSA 1609. Furthermore, licensees are required to prepare a gaming junket schedule for each gaming junket arranged through a gaming junket enterprise or its representative;¹¹ a gaming junket arrival report containing junket participant names and addresses for each junket arranged through a gaming junket enterprise or its representative;¹² a gaming junket final report including the actual amount of complimentary services provided to each junket participant;¹³ a report listing the name and gaming identification number of each individual who performed the services of a gaming junket representative during the previous

⁹ The report shall include (1) the name and address of the person or enterprise selling the list, (2) the purchase price paid for the list or any other terms of compensation related to the transaction, and (3) the date of purchase of the list.

¹⁰ The report shall include the source of the list and zip codes of participants or potential participants on a list purchased directly or indirectly by a slot machine licensee, junket rep, or enterprise.

¹¹ 58 Pa. Code 439a.7.

¹² 58 Pa. Code 439a.8.

¹³ 58 Pa. Code 439a.9.

month;¹⁴ and a report regarding the purchase of any list of names of junket patrons or potential junket patrons.¹⁵

Maryland requires the filing of a junket final report within one week following the junket, which must include (a) the origin of a junket and its date and time of arrival and departure; (b) the names of all junket enterprises and junket representatives involved; (c) a junket manifest that lists the names and addresses of all participants; (d) the nature, amount, and value of complimentary services, accommodations, and other items provided by the facility to a junket participant; and (e) the total amount of services or other items of value provided to junket participant by the junket enterprise or representative. COMAR 36.03.09.01.

IV. Violations or Deviations

Only two of the states surveyed, New Jersey and Pennsylvania, seem to have statutory language explicitly granting the Division/Board authority to provide relief in the event of a violation or deviation from the terms of a junket agreement. New Jersey provides that under such circumstances, the Division may order restitution to the junket participants; assess penalties; prohibit future junkets by the gaming licensee, junket enterprise, or junket representative; and order such further relief as it deems appropriate. NJSA 5:12-102. Similarly, Pennsylvania provides that the Board may order restitution to the junket participants or assess civil penalties or sanctions. 4 Pa. CSA 1607.

V. Exemptions

Both New Jersey and Pennsylvania have statutory language providing for certain exemptions from junket requirements. New Jersey's statute provides that the Division shall have the authority to determine by regulation or upon petition of a gaming licensee that a type of arrangement otherwise included in the definition of a "junket" shall be exempt from the junket requirements. N.J.S.A. 5:12-102. In granting such an exemption, the Division considers, among other things, the nature, volume, and significance of the particular type of arrangement. N.J.S.A. 5:12-102. Pennsylvania's statute permits the Board, upon petition by a gaming licensee, to grant an exemption from the junket representative permit requirements. 4 PA CSA 1610. The Board consults with the Bureau prior to granting such an exemption and considers, among other things, the terms of the junket arrangement and the number and scope of junkets. 4 PA CSA 1610.

VI. Prohibitions on Junket Enterprises and Junket Representatives

Similar to prohibitions included in M.G.L. c. 23K, § 33, New Jersey, Pennsylvania, and Maryland's statutes include prohibitions on the actions of junket enterprises and representatives.

¹⁴ 58 Pa. Code 439a.10.

¹⁵ 58 Pa. Code 439a.11. Report must include (1) name and address of person or enterprise selling the list, (2) purchase price paid for the list and any other terms of compensation related to the transaction, (3) the date of purchase of the list, and (4) the zip codes of all participants or potential participants.

In all three states, junket enterprises and representatives may not engage in collection efforts, pay for any services provided to a junket participant, or receive any fee from a patron for the privilege of participating in a junket. NJSA 5:12-102; 4 PaCSA 1611; 58 Pa. Code 439a.12.

Maryland goes a bit further and states that they also may not accept a gratuity from a patron for the privilege of participating in a junket or for the performance of any function for which the junket enterprise or representative is licensed, nor may they extend credit to a junket participant. COMAR 36.03.09.02.

Neither Ohio nor Nevada seem to have any statutes or regulations explicitly related to prohibitions on junket enterprises or junket representatives.

VII. Questions to Consider

1. Will the Commission require licensure for junket enterprises in addition to junket representatives?
2. Will the Commission create any additional requirements/exemptions from licensing rules and requirements for junket enterprises and/or junket representatives?
3. Will the Commission require any additional reporting by junket representatives or junket enterprises in addition to that outlined in M.G.L. c. 23K, § 33?
4. Will the Commission grant the Bureau authority to provide relief in the event of a violation or deviation from the terms of a junket agreement?
5. Will the Commission draft regulatory language providing exemptions from the junket requirements?



Legal Division

Amended Small Business Impact Statement

The Massachusetts Gaming Commission (“Commission”) hereby files this amended small business impact statement in accordance with G.L. c.30A, §5 relative to the proposed new regulations in 205 CMR 146.00: Gaming Equipment, for which a public hearing was held on November 30, 2017. These regulations were developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. These new regulations outline the standards applicable to the various types of equipment used in the table games offered for play in a gaming establishment. These regulations are largely governed by G.L. c.23K, §§2, 4(37), and 5.

These regulations apply directly to gaming licensees as well as equipment manufacturers and vendors. To the extent that a manufacturer or vendor is a small business, these regulations may impact small businesses.

In accordance with G.L. c.30A, §5, the Commission offers the following responses on whether any of the following methods of reducing the impact of the proposed regulation on small businesses would hinder achievement of the purpose of the proposed regulation:

1. Establishing less stringent compliance or reporting requirements for small businesses:

There are no compliance or reporting requirements for small businesses.

2. Establishing less stringent schedules or deadlines for compliance or reporting requirements for small businesses:

There are no schedules or deadlines for compliance or reporting requirements for small businesses created by these regulations.

3. Consolidating or simplifying compliance or reporting requirements for small businesses:

There are no compliance or reporting requirements for small businesses.

4. Establishing performance standards for small businesses to replace design or operational standards required in the proposed regulation:

There are no performance standards for small businesses to replace design or operational standards required in the proposed regulation.



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5. An analysis of whether the proposed regulation is likely to deter or encourage the formation of new businesses in the Commonwealth:

G.L. c.23K was enacted to create a new industry in the Commonwealth and to promote and grow local small businesses and the tourism industry, including the development of new small businesses. The proposed regulations are designed to effectuate those intentions and growth.

6. Minimizing adverse impact on small businesses by using alternative regulatory methods:

These regulations do not create any adverse impact on small businesses.

Massachusetts Gaming Commission

By:

Caroline P. Torrisi
Staff Attorney
Legal Division

Dated: _____



Massachusetts Gaming Commission

205 CMR: MASSACHUSETTS GAMING COMMISSION

205 CMR 146.00: GAMING EQUIPMENT

- 146.01: Gaming Chips (General Rules)
- 146.02: Receipt of Gaming Chips or Plaques from Manufacturer or Distributor; Inventory, Security, Storage and Destruction of Chips and Plaques
- 146.03: Value Gaming Chips
- 146.04: Non-value Gaming Chips
- 146.05: Non-value Chips; Permitted Uses; Inventory and Impression
- 146.06: Tournament chips
- 146.07: Poker Rake Chips
- 146.08: Gaming Plaques; Issuance and Use; Denominations; Physical Characteristics
- 146.09: Exchange and Redemption of Gaming Chips, Plaques and Coupons
- 146.10: Roulette Wheel and Table; Physical Characteristics; Double Zero Roulette Wheel Used as a Single Roulette Wheel
- 146.11: Roulette Balls
- 146.12: Roulette; Inspection Procedures; Security Procedures
- 146.13: Blackjack Table, Card Reader Device; Physical Characteristics; Inspections
- 146.14: Three-card Poker Table; Physical Characteristics
- 146.15: Spanish 21 Table; Physical Characteristics
- 146.16: Blackjack Switch Table; Physical Characteristics
- 146.17: Craps and Mini-craps Tables; Physical Characteristics
- 146.18: Baccarat, Midi-baccarat, and Mini-baccarat Tables; Physical Characteristics
- 146.19: Big Six Wheel and Layout; Physical Characteristics
- 146.20: Sic Bo Table; Sic Bo Shaker; Physical Characteristics
- 146.21: Pai Gow Poker Table; Pai Gow Poker Shaker; Physical Characteristics; Computerized Random Number Generator
- 146.22: Pai Gow Table; Pai Gow Shaker; Physical Characteristics
- 146.23: RESERVED
- 146.24: Poker Table; Physical Characteristics
- 146.25: Double Down Stud Table; Physical Characteristics
- 146.26: Caribbean Stud Poker Table; Physical Characteristics
- 146.27: Let It Ride Poker Table; Physical Characteristics
- 146.28: RESERVED
- 146.29: Fast Action Hold'em Table; Physical Characteristics
- 146.30: Casino War Table; Physical Characteristics
- 146.31: Colorado Hold'em Poker Table; Physical Characteristics

- 146.32: Boston 5 Stud Poker Table; Physical Characteristics
- 146.33: Double Cross Poker Table; Physical Characteristics
- 146.34: Double Attack Blackjack Table; Physical Characteristics
- 146.35: Four-card Poker Table; Physical Characteristics
- 146.36: Texas Hold'em Bonus Poker Table; Physical Characteristics
- 146.37: Flop Poker Table; Physical Characteristics
- 146.38: Two-card Joker Poker Table; Physical Characteristics
- 146.39: Asia Poker Table, Asia Poker Shaker; Physical Characteristics; Computerized Random Number Generator
- 146.40: Ultimate Texas Hold'em Table; Physical Characteristics
- 146.41: Winner's Pot Poker Table; Physical Characteristics
- 146.42: Supreme Pai Gow Table; Pai Gow Poker Shaker; Physical Characteristics; Computerized Random Number Generator
- 146.43: Mississippi Stud; Physical Characteristics
- 146.44: Red Dog Table; Physical Characteristics
- 146.45: Dice; Physical Characteristics
- 146.46: Dice; Receipt; Storage; Inspections; and Removal From Use
- 146.47: Manual and Automated Dice Shakers; Security Procedures
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- 146.50: Pre-shuffled and Pre-inspected Cards
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- 146.52: Pai Gow Tiles; Physical Characteristics
- 146.53: Pai Gow Tiles; Receipt; Storage; Inspections and Removal From Use
- 146.54: Inspection and Approval of Gaming Equipment and Related Devices and Software
- 146.55: Approval of Gaming Equipment / Approval of New Gaming Equipment
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- 146.57: RESERVED
- 146.58: Crazy 4 poker; Physical Characteristics
- 146.59: Criss Cross poker; Physical Characteristics
- 146.60: Free Bet BlackJack; Physical Characteristics
- 146.61: Heads Up Hold'em; Physical Characteristics
- 146.62: High Card Flush; Physical Characteristics

146.01: Gaming Chips and Plaques (General Rules)

- (1) No gaming chip shall be utilized by a gaming licensee in a gaming establishment until:
- (a) The design specifications of the proposed gaming chip, prior to the manufacture of the gaming chip, are submitted to and approved by the Bureau, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:
 - 1. Each “face” of the gaming chip, which is the flat surface across which the diameter of the chip can be measured including any indentations or impressions;
 - 2. The “edge” of the gaming chip, which is the surface of the chip across which its thickness can be measured in a perpendicular line from one face to the other; and
 - 3. Any colors, words, designs, graphics or security measures contained on or within the gaming chip;
 - (b) A sample stack of 20 gaming chips, manufactured in accordance with its approved design specifications, is submitted to and approved by the Bureau; and
 - (c) The Bureau has confirmed that the identification requirements of 205 CMR 146.01 are visible using the gaming licensee’s closed circuit television system.
- (2) Each gaming chip issued by a gaming licensee shall be designed and manufactured with sufficient graphics or other security measures including, at a minimum, those features specifically required to appear on the face or edge of a gaming chip pursuant to 205 CMR 146.01 so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.
- (3) No gaming licensee shall use or redeem in its gaming establishment any gaming chip that it knows, or reasonably should know, is materially different from the approved sample or no longer conforms to the requirements of 205 CMR 146.01.
- (4) No gaming licensee or other person licensed by the Commission shall manufacture for, sell to, distribute to, or use in any facility outside of Massachusetts any gaming chips having the same edge spot and design specifications as those approved for use in Massachusetts gaming establishments.
- (5) A gaming licensee may issue promotional non-gaming chips that are prohibited from use for gaming in any gaming establishment. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any gaming licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such promotional non-gaming chips shall:
- (a) Be unique in terms of size or color;
 - (b) Have no edge designs unique to gaming chips; and

(c) Bear the name of the gaming licensee issuing them and language on both faces stating that they have no redeemable value.

(6) A gaming licensee shall remove a set of gaming chips in use from active play whenever it has reason to believe the gaming establishment has accepted counterfeit chips or whenever any other impropriety or defect in the utilization of that set of chips makes removal of the chips in active use necessary or whenever the Bureau so directs. An approved back-up set of value chips or non-value chips shall be placed into active play whenever an active set is removed.

(7) Whenever chips in active use are removed from play, the gaming licensee shall immediately notify the Bureau of the removal and the reason for removal.

(8) Each set of gaming chips approved by the Bureau for use by a gaming licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the gaming licensee during the design schematic approval process and shall be used for all inventory procedures required by 205 CMR 146.02. If a gaming licensee elects to commingle gaming chips pursuant to 205 CMR 146.02, in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

(9) If a licensee uses RFID chips or plaques they must submit a detailed description of the technology and devices proposed for use at the gaming establishment. Any certifications or testing done by an independent testing lab that is certified by the Commission pursuant to 205 CMR 144.06 must be included in the submission. Policies and procedures describing how the RFID chips and related equipment will be used must be submitted to the Commission.

146.02: Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques

(1) When gaming chips or plaques are received from the manufacturer or distributor, they shall be opened and inspected by at least three employees, one of whom shall be from the accounting or auditing department of the gaming licensee, one of whom shall be from the games department, and one from any mandatory department other than the surveillance department of the gaming licensee.

(2) Each gaming licensee shall report to the Bureau promptly after an inspection performed pursuant to 205 CMR 146.02(1) if the inspection discloses any discrepancy between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques.

(3) After inspecting the gaming chips or plaques received, the gaming licensee shall cause to be recorded in a chip inventory ledger (manual or electronic) the assigned alphabetical designation, the denomination of the value chips and gaming plaques received, the number of each denomination of value chip and gaming plaque received, the number and description of all non-value chips received, the date of such receipt, and the signatures of the employees who inspected such chips and plaques. If the chips or plaques are required to have a unique serial number, the numeric number shall also be recorded. If the gaming chips or plaques are not put into active use, the ledger shall also identify the storage location.

(4) Any gaming chips or plaques not in active use shall be stored in:

- (a) An approved vault;
- (b) The cashiers' cage; or
- (c) A comparable secure area, approved by the Bureau, which is adjacent to and accessible exclusively from the gaming floor.

(5) Whenever any gaming chips or plaques are removed from or returned to an approved storage area, at least two employees shall be present, one of whom shall be a supervisor from the games or security department, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the employees involved:

- (a) The alphabetical designation and, if applicable, any numeric designation;
- (b) The number and dollar amount for each denomination of value chip or gaming plaque removed or returned;
- (c) The number and description of the non-value chips removed or returned;
- (d) The specific storage area being entered; and
- (e) The reason for the entry into the storage area.

(6) At the end of each gaming day, a gaming licensee shall compute and record the unredeemed liability for each denomination of value chips and gaming plaques. At least once every 30 days, at a minimum, each gaming licensee shall inventory all sets of value chips and gaming plaques in its possession and shall record the result of such inventory in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory value chips and gaming plaques shall be submitted to the Bureau. A physical inventory of value chips and gaming plaques not in active use shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment. If a gaming licensee elects to commingle gaming chips, a member of the gaming establishment's accounting department shall, at least once every six months, inventory all gaming chips of a particular sample and readjust the starting inventory for those gaming chips which are no longer in the possession of the gaming licensee. The adjusted inventory figure shall be recorded in the chip inventory ledger and shall be the new beginning inventory figure for the next six-month period for purposes of computing the daily outstanding chip liability required by this section.

(7) The Bureau shall approve the process for the destruction of chips and plaques. Prior to the destruction of gaming chips and plaques, the gaming licensee shall notify the Bureau, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of value chips and plaques to be destroyed, and the description and number of non-value chips to be destroyed. Unless otherwise authorized by the Bureau, the destruction of gaming chips and plaques shall be carried out in the presence of at least two employees of the gaming licensee, one of whom shall be from the accounting department and one of whom shall be from any other mandatory department other than the surveillance department. The denomination, number and amount of value chips and plaques or, in the case of non-value chips, the description and number so destroyed shall be recorded in the chip inventory ledger together with the signatures of the individuals carrying out such destruction, and the date on which the destruction occurred. The gaming licensee shall also maintain a written log of the names and credential numbers of all individuals involved in each such destruction.

(8) A gaming licensee shall ensure that at all times there is adequate security, as approved by the Bureau, for all gaming chips and plaques in its possession.

146.03: Value Gaming Chips

(1) Each gaming chip which contains a denomination on its face shall be known as a "value chip." Value chips shall only be utilized on the gaming floor, unless otherwise authorized by the Bureau.

(a) Each gaming licensee shall be authorized to issue and use value chips in denominations of \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000, \$5,000, \$20,000, and \$25,000 and in such quantities as the gaming licensee may deem appropriate to conduct gaming in its gaming establishment.

(b) Each value chip issued by a gaming licensee shall be in the form of a disk. Value chips with a denomination of \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, and \$100.00, shall have a uniform diameter of one and 9/16ths inches. Any value chip issued by a gaming licensee in the denomination of \$500.00 shall have a uniform diameter of one and 9/16ths inches or one and 11/16ths inches. Any value chip issued in the denomination of \$1,000, \$5,000, \$20,000, or \$25,000 shall have a uniform diameter of one and 11/16ths inches.

(c) Each value chip issued in a denomination of \$20,000 or \$25,000, in addition to satisfying the requirements set forth in this section, shall be impressed with a unique serial number.

(d) A gaming licensee may file a petition for Commission approval requesting a different denomination value chip than listed in 205 CMR 146.03(1)(a)-(c).

(2) Each denomination of value chip issued by a gaming licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Bureau authorizes a gaming licensee to include on the face or edge of the chip as a

contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

(3) Each licensed gaming chip manufacturer shall submit sample color disks to the Bureau that identify all primary and secondary colors to be used for the manufacturing of gaming chips for gaming licensees in Massachusetts. Once a gaming chip manufacturer has received approval from the Bureau for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the following colors.

- (a) \$1.00 - "White;"
- (b) \$2.50 - "Pink;"
- (c) \$5.00 - "Red;"
- (d) \$10.00 - "Blue;"
- (e) \$20.00 - "Yellow;"
- (f) \$25.00 - "Green;"
- (g) \$100.00 - "Black;"
- (h) \$500.00 - "Purple;"
- (i) \$1,000 - "Fire Orange;"
- (j) \$5,000 - "Gray;"
- (k) \$20,000 - "Mustard Yellow;" and
- (l) \$25,000 - "Gold."

(4) Each value chip issued by a gaming licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and are applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. These characteristics shall, at a minimum, include:

- (a) The denomination of the value chip, expressed in numbers;
- (b) The name, trade name, or other approved identification of the gaming licensee issuing the value chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;
- (c) For each value chip with a denomination below \$25.00 at least one anti-counterfeiting measure and for each value chip with a denomination of \$25.00 or more at least two anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by 205 CMR 146.01 and 146.03(1);
- (d) The word "Massachusetts" if the gaming licensee has gaming properties in other gaming jurisdictions; and
- (e) The primary color of the value chip.

(5) In addition to the characteristics specified in 205 CMR 146.02(4), each value chip in a denomination of \$25.00 or more shall contain a third anti-counterfeiting measure and a design or other identifying characteristic that is unique to the gaming chip manufacturer that makes the chip. Upon approval of a particular design or characteristic by the Bureau, the gaming chip manufacturer shall thereafter be precluded from using that same design or characteristic on any other denomination of value chip that it manufactures. The approved unique design or characteristic may only be changed upon a showing by the gaming chip manufacturer that, despite the change, each value chip in a denomination of \$25.00 or more shall nonetheless be readily identifiable to the manufacturer.

(6) Each value chip issued by a gaming licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

- (a) Be applied in a manner which ensures that the edge spot shall:
 - 1. Be clearly visible on the edge and, to the extent required by the Bureau, on each face of the value chip; and
 - 2. Remain a permanent part of the value chip.
- (b) Be created by using:
 - 1. The primary color of the chip; and
 - 2. One or more secondary colors.
- (c) Include a design, pattern or other feature that a person with adequate training could readily use to identify, when viewed through the closed circuit television system of the gaming licensee, the denomination of the particular value chip when placed in a stack of gaming chips, in the table inventory or in any other location where only the edge of the value chip is visible; provided, however, that the design, pattern or feature created by the primary and secondary colors required by 205 CMR 146.03 shall be sufficient by themselves to satisfy the requirements of this paragraph if approved for that purpose by the Bureau.

(7) When determining the secondary colors to be used to make the edge spot on a particular denomination of value chip, a gaming licensee shall, unless otherwise approved by the Bureau, use only those secondary colors that are reasonably likely to differentiate its value chip from the same denomination of value chip issued by any other gaming licensee.

(8) In addition to any other requirement of 205 CMR 146.03, the edge spots on a value chip that has non-identical faces and a denomination of \$25.00 or more shall appear uniform in design, pattern, or other feature when viewed from the perspective of the same face on any other value chip in the set. The edge spots on a value chip that has non-identical faces and a denomination below \$25.00 may appear uniform in design, pattern or other feature or as an inverted mirror image thereof when viewed from the perspective of either face on any other value chip in the set.

(9) Unless otherwise authorized by the Bureau, for each value gaming chip that a gaming licensee elects to issue pursuant to this section whose denomination is greater than

\$10.00, or equal to \$1,000 or \$5,000, it shall also have at least one approved set of gaming chips that may be used as a back-up for the gaming chips in active use. Each set of value chips maintained for use by a gaming licensee shall have different secondary colors. All sets of value gaming chips shall conform to the color and design requirements set forth in 205 CMR 146.03.

(10) A gaming licensee may obtain Bureau approval of two or more different samples within a single set of value chips for a particular denomination with a value of \$100.00 or less ("commingling"), provided that each sample of a particular denomination shall have the same secondary color and edge design. Any approved sample of a particular denomination of value chip within a single set of chips may be placed in or removed from active use by the gaming licensee at any time.

146.04: Non-value Gaming Chips

(1) Each gaming chip which does not contain a denomination on either face thereof shall be known as a "non-value" chip.

(2) Each non-value chip utilized in a gaming establishment shall be issued solely for the purpose of gaming at roulette.

(3) Each non-value chip issued by a gaming licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. The characteristics required by 205 CMR 146.04 shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system. The identifying characteristics of a non-value chip, at a minimum, shall include:

(a) The name, trade name, or other identification of the gaming licensee issuing the non-value chip;

(b) A design, insert, or symbol that will permit a set of non-value chips being used at a particular gaming table to be distinguished from the non-value chips being used at every other gaming table in the gaming establishment;

(c) The word "Roulette;" and

(d) Such color and/or design combinations as the Bureau may approve so as to readily distinguish the non-value chips of each player at a particular gaming table from the non-value chips of every other player at the same gaming table and the value chips issued by any gaming licensee.

(4) Each non-value chip issued by a gaming licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

(a) Be applied in a manner which ensures that the edge spot shall:

1. Be clearly visible on the edge and, to the extent required by the Bureau on each face of the non-value chip; and

2. Remain a permanent part of the non-value chip;
 - (b) Be created by using the colors approved for the face of the particular non-value chip pursuant to 205 CMR 146.04 in combination with one or more other colors that provide a contrast with the color on the face of the chip and that enable it to be distinguished from the non-value chips issued by any other gaming licensee; and
 - (c) Include a design, pattern or other feature approved by the Bureau that a person with adequate training could readily use to identify, when viewing the non-value chip through the closed circuit television system of the gaming licensee, the player to whom the non-value chip has been assigned when the non-value chip is placed in a stack of gaming chips or in any other location where only the edge of the non-value chip is visible; provided, however, that the design, pattern or feature created by the colors required by 205 CMR 146.04 shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Bureau.

(5) Each gaming licensee shall have a reserve non-value chip for each color utilized in the gaming establishment with a design insert or symbol different from those non-value chips comprising the primary set.

146.05: Non-value Chips; Permitted Uses; Inventory and Impressionment

(1) Each non-value chip shall be assigned to a particular gaming table and shall be issued and used for gaming at that table only. All non-value chips utilized at a particular gaming table shall have the same design, insert or symbol as required by 205 CMR 146.04. No gaming licensee or any employee thereof shall allow any patron to remove a non-value chip from the gaming table at which it was issued. If a patron removes a non-value chip from the gaming table at which it was issued, the gaming licensee may redeem such chip at the lowest denomination in use at the table.

(2) No patron at a gaming table shall be issued or permitted to game with non-value chips that are identical in color and design to any non-value chip issued to any other patron at the same table. When a patron purchases non-value chips, a non-value chip of the same color and design shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel or in such other device as approved by the Bureau. At that time, a marker button denoting the value of a stack of 20 non-value chips of the same color and design shall be placed in the slot, receptacle or other device.

(3) An impressionment of the non-value chips assigned to each gaming table shall be completed at least once every 30 days. The gaming licensee shall record the results of the impressionment in the chip inventory ledger required pursuant to 205 CMR 146.02 and shall perform the impressionment as follows:

- (a) A gaming department supervisor shall complete a "Non-Value Chip Impressionment" ledger (electronic or manual) to record missing or excess chips and

- shall deliver the ledger and any excess chips to the main bank or chip bank;
- (b) Upon receipt of the "Non-Value Chip Impression" ledger, a main bank cashier or chip bank cashier shall, if appropriate, immediately prepare any chips needed to impress the table; and
- (c) The gaming department supervisor shall then, if applicable, deliver the non-value chips needed to restore the impress to the appropriate gaming table.

- (4) The completed "Non-Value Chip Impression" form shall be maintained by the accounting department and shall contain, at a minimum, the following:
 - (a) The date and time of preparation;
 - (b) The design schematic of the chip including its primary color and the applicable table number;
 - (c) The signature of the gaming department supervisor who completes the "Non-Value Chip Impression" form and the impression for such table; and
 - (d) The signature of the main bank cashier or chip bank cashier who reviewed the form and, if necessary, prepared the chips to restore the impression.
- (5) Each gaming licensee shall record in the chip inventory ledger required by 205 CMR 146.02, a monthly summary of the non-value chip inventory for each gaming table. This monthly summary shall include, at a minimum, the following information for each non-value chip color and design:
 - (a) The balance on hand at the beginning of the month;
 - (b) The number of non-value chips distributed to the gaming table during the month;
 - (c) The number of non-value chips returned to inventory during the month; and
 - (d) The balance on hand at the end of the month.

146.06: Tournament Chips

- (1) If a licensee conducts table game tournaments, the tournaments shall be conducted using tournament chips.
- (2) The identifying characteristics of a tournament chip must include, at a minimum:
 - (a) The name, logo or other approved identification of the licensee issuing the tournament chip;
 - (b) The word "Tournament";
 - (c) The denomination of the chip;
 - (d) The phrase "No Cash Value"; and
 - (e) Color or design combinations so as to readily distinguish the tournament chips from:
 - (i) The Roulette Non-Value chips used for the play of Roulette at the licensed facility.
 - (ii) The value chips issued by any gaming licensee.
 - (iii) Poker room rake chips.

- (3) Tournament chips shall be stored in a secure area approved by the Bureau.
- (4) An inventory of all tournament chips shall be conducted by the licensee prior to the start and after the completion of each tournament.
- (5) Discrepancies in the inventory shall be immediately reported to the casino compliance representatives. The discrepancy report must include the balance for each denomination of tournament chip on hand at the beginning of the tournament and the balance on hand at the end of each tournament.
- (6) Tournament chips shall be assigned only to those tables utilized in a tournament. No casino licensee or any employee thereof shall allow any patron to remove a tournament chip from a tournament.
- (7) Whenever tournament chips are taken from or returned to an approved storage area, at least two employees shall be present, one of whom shall be a supervisor from the casino games or security department or other department approved by the Bureau, and the following information shall be recorded in the tournament chip inventory ledger together with the date and signatures of the employees involved:
 1. The alphabetical designation and, if applicable, any numeric designation;
 2. The number and dollar amount for each denomination of tournament chip removed or returned;
 3. The number and description of the tournament chips removed or returned;
 4. The specific storage area being entered; and
 5. The reason for the entry into the storage area.

146.07: Poker rake chips

- (1) To facilitate the collection of the rake, a licensee may use Poker rake chips in the Poker room.
- (2) Poker rake chips shall only be used by dealers and may only be substituted for value chips that have been collected as part of the rake prior to the rake being placed in the drop box.
- (3) Unused Poker rake chips shall be kept by the dealer in the table inventory container.
- (4) The denominations that may be used for Poker rake chips are \$2, \$3 or \$4.
- (5) The identifying characteristics of a Poker rake chip must include, at a minimum:
 - (a) The name, logo or other approved identification of the licensee;
 - (b) The words "Poker Rake Chip";
 - (c) One of the following denominations: "\$2," "\$3" or "\$4"; and

- (d) Color or design combinations to readily distinguish the Poker rake chips from:
 - (i) The Roulette Non-Value chips used for the play of Roulette at the licensed facility.
 - (ii) The tournament chips used for tournament play at the licensed facility.
 - (iii) The value chips issued by any gaming licensee.

146.08: Gaming Plaques; Issuance and Use; Denominations; Physical Characteristics

(1) Each gaming plaque issued by a gaming licensee shall be a solid, one-piece object constructed entirely of plastic or other substance approved by the Bureau and shall have no more than six, and at least two, smooth, plane surfaces. At least two of the plane surfaces, each to be known as a "face," shall be opposite and parallel to each other and identical in shape, which shall be a square, rectangle or ellipse. All other surfaces of a gaming plaque shall be known collectively as the "edge."

(2) No gaming plaque shall be issued by a gaming licensee or utilized in a gaming establishment unless and until:

(a) The design specifications of the proposed gaming plaque are, prior to the manufacture of the gaming plaque, submitted to and approved by the Bureau, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

1. Each face;
2. The edge; and
3. Any colors, words, designs, graphics or security measures contained on the gaming plaque;

(b) A sample gaming plaque, manufactured in accordance with its approved design specifications, is submitted to and approved by the Bureau; and

(c) The gaming licensee has submitted to the Bureau internal control procedures which document the distribution, redemption, receipt and inventory of gaming plaques, by serial number, as required by 205 CMR 146.02.

(3) Each face of a square gaming plaque shall measure no smaller than nine square inches. Each face of a rectangular or elliptical gaming plaque shall measure no smaller than three inches in length by two inches in width. In the case of an elliptical gaming plaque, the length and width of the plaque shall be measured at its axes.

(4) Each gaming plaque issued by a gaming licensee shall be designed and manufactured with sufficient graphics or other security measures so as to prevent, to the greatest extent possible, the counterfeiting of such gaming plaque.

(5) Each gaming licensee shall be authorized to issue and use gaming plaques in denominations of \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000, and in such quantities as the gaming licensee may deem proper to conduct gaming in its gaming establishment. Each gaming plaque of a specific denomination utilized by a gaming

licensee shall be in a shape and of a size, as approved by the Bureau, which is identical to the shape and size of all other gaming plaques of that denomination issued by that gaming licensee. The size and shape of each denomination of gaming plaque issued by a gaming licensee shall be readily distinguishable from the size and shape of every other denomination of gaming plaque issued by that gaming licensee.

(6) Each gaming plaque issued by a gaming licensee shall contain certain identifying characteristics which shall appear at least once on each face of the gaming plaque and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming plaque. These characteristics shall, at a minimum, include:

- (a) The denomination of the gaming plaque, expressed in numbers of no less than three-eighths inch in height;
- (b) The name, trade name, or other approved identification of the gaming licensee issuing the gaming plaque, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system; and
- (c) A unique serial number.

146.09: Exchange and Redemption of Gaming Chips, Plaques and Coupons

(1) All wagering on authorized games, other than slot machines, in a gaming establishment shall be conducted with gaming chips or plaques; provided, however, that coupons shall be permitted for use in wagering at authorized games in accordance with 205 CMR 146.09. A gaming licensee shall submit to the Bureau a sample of its coupons. Value chips previously issued by a gaming licensee which are not in active use by that gaming licensee shall not be used for wagering at authorized table games and shall not be accepted or exchanged for any purpose. Such chips shall only be redeemed at the cashiers' cage pursuant to 205 CMR 146.09(7).

(2) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Unless otherwise authorized by 205 CMR 146.09, gaming chips and plaques shall be issued only by dealers to gaming patrons at gaming tables. Gaming chips may be issued by chip persons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall be redeemed by gaming patrons only at the cashiers' cage; provided, however, that value chips may be:

- (a) Issued to a patron in payment of a manual slot machine jackpot;
- (b) Exchanged by a patron at the slot booths or with change persons for currency, coin or slot tokens to play the slot machines;
- (c) Exchanged for a gaming check upon a patron request to redeem value chips by mail in any amount. The chips shall be redeemed only by a cage supervisor, in accordance with internal controls which, at a minimum, shall detail procedures for the issuance of the gaming check and the transfer of the surrendered value chips

to the chip bank in a transaction fully supported by proper documentation; and
(d) Exchanged by a patron for a pit counter check redemption as permitted by 205 CMR 148.41(1).

(3) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the gaming establishment. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron for gaming in the gaming establishment or redeemed in the same manner as any other value chip.

(4) Each gaming licensee may permit, limit or prohibit the use of value chips in gaming at roulette, provided, however, that:

- (a) No person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are permitted to be used; and
- (b) When value chips are in use, it shall be the responsibility of the gaming licensee and its employees to keep an accurate account of the wagers being made at roulette with value chips so that the wagers made by one player are not confused with those made by another player at the table.

(5) Each gaming chip and plaque is solely evidence of a debt that the issuing gaming licensee owes to the person legally in possession of the gaming chip or plaque, and shall remain the property of the issuing gaming licensee. Each gaming licensee shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item for redemption.

(6) Each gaming licensee shall redeem promptly its own genuine gaming chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A gaming licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

- (a) Upon request by a patron who surrenders value chips or gaming plaques in any amount over \$100.00, a gaming licensee shall exchange them for a gaming check of that gaming licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption; and
- (b) A gaming licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron, or to the payment of any returned check, provided that the gaming licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof.

(7) Each gaming licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have

been issued by any other person, except that a gaming licensee may accept and redeem:

- (a) Gaming chips or plaques issued by another legally operated gaming licensee from a patron upon the patron's representation that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises; or
- (b) Gaming chips issued by any other legally operated gaming licensee from one of its employees who is authorized to receive gratuities, upon the employee's representation that such chips were received as gratuities in the normal course of his or her duties while on the premises of the gaming licensee.

(8) Employees of a gaming licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashier's cage or at another secure location in the gaming establishment as approved by the Bureau. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashier's cage in accordance with the gaming licensee's internal control procedures.

(9) Each gaming licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated gaming licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed in accordance with the provisions of 205 CMR 146.09(8). Each gaming licensee shall submit to the Bureau a system for the exchange, with other legally operated gaming licensees, of value chips and gaming plaques that are in its possession and that have been issued by any other legally operated gaming licensee, or that it has issued and that are presented to it for redemption by any other legally operated gaming licensee.

(10) Each gaming licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage and any satellite cage a sign that reads as follows: "By law, gaming chips or plaques issued by another gaming licensee may not be exchanged or redeemed in this gaming establishment."

146.10: Roulette Wheel and Table; Physical Characteristics; Double Zero Roulette Wheel Used as a Single Roulette Wheel

(1) Roulette shall be played on a table having a roulette wheel of not less than 30 inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) Each roulette wheel shall be of a single zero variety or a double zero variety.

(a) Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel

shall also have a ring of 37 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black. Unless otherwise approved by the Bureau, the numbers shall be arranged clockwise around the wheel in the following order: 0, 32, 15, 19, 4, 21, 2, 25, 17, 34, 6, 27, 13, 36, 11, 30, 8, 23, 10, 5, 24, 16, 33, 1, 20, 14, 31, 9, 22, 18, 29, 7, 28, 12, 35, 3, and 26. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(b) Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black. Unless otherwise approved by the Bureau, the numbers shall be arranged clockwise around the wheel in the following order: 0, 28, 9, 26, 30, 11, 7, 20, 32, 17, 5, 22, 34, 15, 3, 24, 36, 13, 1, 00, 27, 10, 25, 29, 12, 8, 19, 31, 18, 6, 21, 33, 16, 4, 23, 35, 14, and 2. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(c) If a gaming licensee offers the optional six numbers color wager authorized by Section 1 of the authorized Rules of the Game of Roulette:

1. The areas on the ring of a single zero roulette wheel shall have one marked zero (0) and colored green, and the others marked in the order specified in 205 CMR 146.10(2)(b), but colored as follows: purple - 4, 21, 2, 25, 17, 34; green - 6, 27, 13, 36, 11, 30; black - 8, 23, 10, 5, 24, 16; blue - 33, 1, 20, 14, 31, 9; gold - 22, 18, 29, 7, 28, 12; and red - 35, 3, 26, 32, 15, 19. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Bureau.

2. The areas on the ring of a double zero roulette wheel shall have one marked zero (0) and colored green, one marked double-zero (00) and colored green, and the others marked in the order specified in 205 CMR 146.10(2)(c)(1), but colored as follows: blue - 30, 11, 7, 20, 32, 17; gold - 5, 22, 34, 15, 3, 24; red - 36, 13, 1, 27, 10, 25; purple - 29, 12, 8, 19, 31, 18; green - 6, 21, 33, 16, 4, 23; and black - 35, 14, 2, 28, 9, 26. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color.

(3) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:

- (a) The "00" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and
- (b) Appropriate signage is posted at the roulette table to notify players that:

1. A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;
2. If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be spun again; and
3. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

- (4) The layout for a roulette table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee offering the game; and
 - (b) Specific areas for the placement of the wagers authorized by Section 1 of the authorized Rules of the Game of Roulette.
- (5) If a gaming licensee offers an optional wager authorized by Section 1 of the authorized Rules of the Game of Roulette, the layout for that roulette table shall also include designated areas for the placement of such wagers.
- (6) Each roulette table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.11: Roulette Balls

Balls used in gaming at roulette shall be made completely of a non-metallic material and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter unless otherwise approved by the Bureau.

146.12: Roulette; Inspection Procedures; Security Procedures

- (1) Prior to opening a roulette table for gaming activity, a casino supervisor or member of the security department shall:
 - (a) Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
 - (b) Inspect the roulette wheel to assure that it is level and rotating freely and evenly;
 - (c) Inspect the roulette wheel to assure that all parts are secure and free from movement;
 - (d) Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and
 - (e) Confirm that the layout and signage comply with 205 CMR 146.10(3), if a double zero roulette wheel is being used as a single zero roulette wheel.
- (2) If a gaming licensee uses a roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a gaming establishment supervisor or a member of the gaming establishment maintenance department, in the presence of a security department member. Adjustments to the movable parts of a roulette wheel that

is located on the gaming floor shall only be made when the roulette table is not open to the public or if the roulette wheel is moved to a secure location outside the gaming establishment as approved by the Bureau.

(3) All adjustments shall be completed prior to the inspections required pursuant to 205 CMR 146.12(1).

(4) The gaming licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external then an inspection must be completed in accordance with 205 CMR 146.12(1) and notification of what was replaced provided to the Bureau, prior to reopening the roulette wheel and table for gaming activity.

(5) A log of adjustments shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the signature of the person making the adjustment or replacement.

(6) When a roulette table is not open for gaming activity, the roulette wheel shall be secured by placing a cover over the entire wheel and securely locking such cover to the roulette table.

146.13: Blackjack Table; Card Reader Device; Physical Characteristics; Inspections

(1) Blackjack shall be played at a table having on one side places for the players and on the opposite side a place for the dealer. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a blackjack table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game; and
- (b) Specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number, with the exception of the 6 to 5 blackjack variation, which shall contain no more than six betting areas.

(3) The following inscriptions shall appear on the blackjack layout:

- (a) Blackjack pays 3 to 2;
- (b) Dealer must draw to 16 and stand on all 17s or Dealer must hit on soft 17s;
and
- (c) Insurance pays 2 to 1.

(4) If a gaming licensee offers blackjack rule variations, the blackjack layout shall have imprinted on it, at a minimum, the following inscriptions instead of the inscriptions set forth in 205 CMR 146.13(3):

- (a) Blackjack pays 1 to 1;

- (b) Dealer must draw to 16 and stand on all 17s or Dealer must hit on soft 17s;
and
- (c) Dealer's hole card dealt face up.

(5) Each blackjack table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table, but on opposite sides of the dealer, as previously approved by the Bureau.

(6) If a gaming licensee offers one of the additional wagers authorized by Section 17 of the authorized Rules of the Game of Blackjack, the blackjack layout shall have designated areas for the placement of the additional wager and shall have the payout odds for the additional wager imprinted on the layout or a separate sign located at the table containing the payout odds for the additional wager.

(7) A blackjack table may have attached to it an approved card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance with Section 6 of the authorized Rules of the Game for Blackjack. If a blackjack table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day to insure that there has been no tampering with the device and that it is in proper working order. A card reader device may not be used on a blackjack table offering a progressive blackjack wager pursuant to Section 19 of the authorized Rules of the Game of Blackjack.

(8) Notwithstanding the requirements of 205 CMR 146.13(2), if a gaming licensee offers multiple action blackjack in accordance with the requirements of Section 18 of the authorized Rules of the Game of Blackjack, the blackjack layout shall contain, at a minimum:

- (a) Three separate designated betting areas for each player position at the table with each separate betting area being numbered one through three, provided, however, that the number of player positions at each table shall not exceed six;
- (b) A separate designated area on the layout for each player position for the placement of insurance wagers;
- (c) A separate designated area on the layout for each player position for the placement of double down wagers;
- (d) A separate designated area on the layout for each player position for the placement of split pair wagers; and
- (e) Three separate areas designated for the placement of the dealer's original face up card with each separate area being numbered one through three.

(9) In order to collect the cards at the conclusion of a round of play as required by Section 6 of the authorized Rules of the Game of Blackjack and at such other times as provided in 205 CMR 146.49, each blackjack table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall

equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used to play the game at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used to play the game at that table. Whenever a double shoe is used at a blackjack table, the same number of decks shall be used in each side of the double shoe, and the height and marking requirements for that table's discard rack shall be determined from the number of decks used in one side of the shoe.

(10) If a gaming licensee offers a progressive blackjack wager pursuant to Section 19 of the authorized Rules of the Game of Blackjack, the blackjack layout shall have designated areas for the placement of the progressive blackjack wager and shall contain the following equipment:

- (a) A separate acceptor device for the placement of a progressive wager. Each acceptor device shall have a light which shall illuminate upon placement and acceptance of a gaming chip;
- (b) A method to ensure that only one progressive blackjack wager is made per person, per round of play;
- (c) A device or method to indicate that a progressive blackjack wager has been won;
- (d) A sign describing the winning wagers and the payouts to be awarded on winning progressive blackjack wagers at a location near the table;
- (e) A table controller panel which shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player's gaming chip from being recognized in the acceptor device; and
- (f) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Bureau may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

(11) If a gaming licensee offers a blackjack bonus wager pursuant to Section 20 of the authorized Rules of the Game of Blackjack, the blackjack layout shall have designated areas for the placement of the blackjack bonus wager, and shall contain the following equipment:

- (a) A table controller located in an area of the table or the pit which area shall be secured by dual locking mechanisms, which are unique from one another. One locking mechanism shall be maintained and controlled by a gaming establishment security supervisor, and the second locking mechanism shall be maintained and controlled by a gaming establishment supervisor;

1. One table controller shall control no more than four blackjack tables. Procedures for the operation, security and control of the table controller shall be submitted to the Bureau prior to implementation;
 2. Whenever it is required that a table controller or any device connected thereto which may affect the operation of the blackjack bonus system be accessed or opened, certain information shall be recorded on a form entitled "Controller Access Authorization Log," which shall include, at a minimum, the date, time, purpose of accessing or opening the controller or device, and the signature of the authorized employee accessing or opening the machine or device. The Controller Access Authorization Log shall be maintained in the same secured location as the table controller, and shall have recorded thereon a sequential number and the manufacturer's serial number or the asset number of the controller;
- (b) A blackjack bonus button, which shall be located at the table by the dealer, and used by each player with a winning blackjack bonus wager to generate a bonus amount to be won by that player. The blackjack bonus button shall be attached to the table in a manner that will enable the dealer to place the blackjack bonus button directly in front of each winning player;
- (c) A blackjack bonus display, which shall be located at the table and shall display the amount of the winning blackjack bonus on both sides of the device, so that the amount is visible to all players, the dealer and supervisory personnel; and
- (d) A sign containing the amount of the blackjack bonus wager, as well as the minimum and maximum possible blackjack bonus amounts to be awarded, pursuant to 205 CMR 147.03.

(12) If a gaming licensee offers a streak wager pursuant to Section 22 of the authorized Rules of the Game of Blackjack, the blackjack table shall also contain:

- (a) A layout which shall include, at a minimum:
1. Four additional separate designated betting areas for each of the player positions at the table, which areas shall be numbered "2" through "5"; and
 2. The inscriptions "Two consecutive wins pays 3 to 1," "Three consecutive wins pays 7 to 1," "Four consecutive wins pays 17 to 1," and "Five consecutive wins pays 37 to 1"; and
- (b) The following equipment:
1. Marker buttons ("lammers") with the gaming licensee's name or logo, to indicate how many consecutive blackjack hands a patron has won or another device or method approved by the Bureau; and
 2. A sign containing the permissible amount of the streak wager, posted pursuant to 205 CMR 147.03.

(13) If a gaming licensee offers a match-the-dealer wager pursuant to Section 23 of the authorized Rules of the Game of Blackjack, the blackjack table shall contain:

- (a) A layout which shall include, at a minimum, an additional designated betting area bearing the inscription "Match-the-Dealer" at each of the player positions at the table; and
- (b) A sign approved by the Bureau setting forth the payout odds for the match-the-dealer wager.

(14) If a gaming licensee offers the 6 to 5 blackjack variation:

(a) The layout shall have imprinted on it, at a minimum, the following inscriptions:

1. Blackjack pays 6 to 5;
2. Dealer must draw to 16 and soft 17 or Dealer must hit on soft 17s; and
3. Insurance pays 2 to 1; and

(b) A notice shall be posted in accordance with 205 CMR 147.03 indicating that all wagers shall be made in increments of \$5.00 as required by Section 3 of the authorized Rules of the Game of Blackjack.

(15) If a gaming licensee offers the twenty point bonus wager pursuant to Section 24 of the authorized Rules of the Game of Blackjack, the layout otherwise required by this section shall also include, at a minimum, an additional designated betting area for the twenty point bonus wager at each of the player positions at the table. The blackjack table shall also contain a sign setting forth the payout odds for the twenty point bonus wager.

(16) If a gaming licensee offers the option set forth in Section 12 of the authorized Rules of the Game of Blackjack that requires the dealer to draw additional cards on a soft 17, the blackjack layout shall have imprinted on it, at a minimum, the following inscription instead of the inscription set forth in 205 CMR 146.13(3)(b):

"Dealer must draw to 16 and soft 17 and stand on hard 17's and all 18's."

(17) If a gaming licensee offers the optional bonus wager pursuant to Section 25 of the authorized Rules of the Game of Blackjack, the layout otherwise required by this section shall include, at a minimum, an additional designated betting area for such wager at each of the player positions at the table. In addition, payout odds for the optional bonus wager shall be inscribed on the layout or posted on a sign at each such blackjack table.

(18) If a gaming licensee requires a hand fee, the approved layout otherwise required by this section shall include, at a minimum, an additional designated area at each player position for the placement of the hand fee.

146.14: Three-card Poker Table; Physical Characteristics

(1) Three-card poker shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. Such betting positions shall not exceed nine in number depending on the size of the table.

(2) A true-to-scale rendering and color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a three-card poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game;
- (b) A separate designated betting area at each betting position for the placement of "ante" wagers;
- (c) A separate designated betting area located immediately in front of each ante wager betting area for the placement of "play" wagers;
- (d) A separate designated betting area located immediately behind each ante wager betting area for the placement of "pair plus" wagers;
- (e) If the gaming licensee offers the six card bonus wager authorized by the authorized Rules of the Game of Three Card Poker, a separate designated betting area at each betting position for the placement of a six card bonus wager; and
- (f) Inscriptions that advise patrons, in accordance with the authorized Rules of the Game of Three Card Poker, of the payout odds for ante and play wagers, pair plus wagers, six card bonus wagers and ante bonuses and that "Dealer Plays with Queen High or Better."

(3) Each three-card poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.15: Spanish 21 Table; Physical Characteristics

(1) Spanish 21 shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Spanish 21 table shall have imprinted thereon, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game;
- (b) A separate designated betting area at each betting position for the placement of the following wagers:
 1. The required Spanish 21 wager; and
 2. An optional match-the-dealer wager;
- (c) The following inscriptions:
 1. "Blackjack Pays 3 to 2";
 2. "Dealer Must Draw to 16 and Stand on All 17's;"
 3. "Insurance Pays 2 to 1";
- (d) The payout odds for each of the wagers listed in Section 5 of the authorized Rules of the Game of Spanish 21; and
- (e) The payout odds for the match-the-dealer wager, unless the odds are included in the sign required by 205 CMR 146.15(3).

- (3) A gaming licensee shall post a sign at each Spanish 21 table, which explains:
 - (a) That doubled down hands and split hands are not eligible for the additional payouts in Section 5 of the authorized Rules of the Game of Spanish 21; and
 - (b) The payout odds for the match-the-dealer wager, if those payout odds are not imprinted on the layout.
- (4) Each Spanish 21 table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.
- (5) In order to collect the cards at the conclusion of a round of play as required by Section 7 of the authorized Rules of the Game of Spanish 21 and at such other times as provided in 205 CMR 146.49, each Spanish 21 table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.
- (6) A Spanish 21 table may have attached to it, as approved by the Bureau, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance Section 1 of the authorized Rules of the Game of Spanish 21. If a Spanish 21 table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order.

146.16: Blackjack Switch Table; Physical Characteristics

- (1) Blackjack switch shall be played at a table having betting positions for no more than five players on one side of the table and a place for the dealer on the opposite side.
- (2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a blackjack switch table shall have imprinted thereon, at a minimum, the following:
 - (a) The name or trade name of the gaming licensee offering the game;
 - (b) Two adjacent designated betting areas at each betting position for the placement of the required two initial blackjack switch wagers;
 - (c) A separate designated area on the layout at each betting position for the placement of the optional match wager;
 - (d) The following inscriptions, unless they are included on the sign required by 205 CMR 146.16(3):
 - 1. "Blackjack pays 1 to 1";
 - 2. "Insurance pays 2 to 1";

3. "Dealer must hit a soft 17"; and
 4. "Dealer pushes on 22"; and
- (e) The payout odds for the optional match wager, unless they are included on the sign required by 205 CMR 146.16(3).

(3) A gaming licensee shall post a sign at each blackjack switch table, which shall include:

- (a) A statement that, if more than one match occurs in a player's initial four cards, the match wager will only be paid once, using the highest payoff that occurs within those cards; and
- (b) The payout odds for the optional match wager, if they are not imprinted on the layout.

(4) Each blackjack switch table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(5) In order to collect the cards at the conclusion of a round of play as required by 205 CMR 147.6(i), each blackjack switch table shall have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(6) A blackjack switch table may have attached to it a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack. If a blackjack switch table has an approved card reader device attached to it, such device shall be inspected at the beginning of each gaming day, to insure that there has been no tampering with the device and that it is in proper working order.

146.17: Craps and Mini-craps Tables; Physical Characteristics

(1) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides. A craps table shall not be larger than 14 feet in length. A mini-craps table shall be no longer than 9 1/2 feet in length, and shall have seating locations for a maximum of nine players.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a craps or mini-craps table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game;
- (b) Specific areas designated for the placement of wagers as authorized by Section 2 of the authorized Rules of the Game of Craps and Mini Craps; and

(c) The words “No call bets.”

(3) Each craps and mini-craps table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) In addition to the requirements of 205 CMR 146.17(2), if the fire bet in the game of craps is offered by a gaming licensee, the craps table shall include, at a minimum:

- (a) No more than 16 designated areas for the placement of fire bets, which areas shall be located around the perimeter of the layout, correspond to player positions at the table, and be sequentially numbered in a clockwise direction, with the area numbered “1” being located immediately to the left of the game personnel;
- (b) A designated area of the layout for the relocation and identification of all fire bets placed by players prior to the come out roll of a shooter, which area shall be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in 205 CMR 146.17(4)(a); and
- (c) The following information on the inside wall of the table, which information shall be visible to all player positions:
 - 1. The payout odds for four, five and six different (unique) points made;
 - 2. That fire bets shall only be accepted prior to a shooter’s initial come out roll; and
 - 3. The wager limitations applicable to the fire bet.

146.18: Baccarat, Midi-baccarat Mini-baccarat, and Baccarat-Chemin de Fer Tables; Physical Characteristics

(1) Baccarat shall be played on a table having numbered places for 10 to 14 seated players.

(2) Baccarat-chemin de fer shall be played on a table having numbered places for nine to 14 seated players.

(3) Mini-baccarat shall be played at a table having on one side places for a maximum of nine seated players, and on the opposite side a place for the dealer; provided however, that unless the cards are changed after each shoe, a mini-baccarat table using the dealing procedure in the authorized Rules of the Game of Minibaccarat shall have places for a maximum of six seated players. The dimensions of a mini-baccarat table shall be submitted to the Bureau.

(4) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a baccarat, midi-baccarat, mini-baccarat, or baccarat-chemin de fer table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game;

- (b) For baccarat, midi-baccarat and mini-baccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand," "Players Hand," and "Tie Hand;"
- (c) For baccarat-chemin de fer layouts, specific areas for the placement of the wagers authorized by the authorized Rules of the Game of Baccarat – Chemin de Fer;
- (d) For baccarat, midi-baccarat and mini-baccarat layouts, the phrase "Tie Bets pay 8 to 1;"
- (e) Numbered areas that correspond to the seat numbers for the purpose of marking vigorish; provided, however, that the numbered areas are not required if:
1. For baccarat, the gaming licensee offers a no vigorish variation of the game in accordance with the authorized Rules of the Game of Baccarat;
 2. For mini-baccarat, the gaming licensee only charges vigorish in accordance with the provisions of the authorized Rules of the Game of Minibaccarat or offers a no vigorish variation of the game in accordance with the provisions of the authorized Rules of the Game of Minibaccarat;
- (f) An area designated for the placement of cards for the "Player's" and "Banker's" hands;
- (g) If a gaming licensee offers the optional total card wagers in the games of baccarat, midi-baccarat and mini-baccarat;
1. Three specific areas at each player position designated for the placement of total card wagers on a total of four cards, five cards and six cards, and identified with the numerals "4," "5," and "6," respectively, which areas shall be located between the areas designated for the placement of wagers on a "Tie Hand" and the "Banker's Hand"; and
 2. An inscription on the layout indicating the payout odds for all total card wagers;
- (h) If a gaming licensee offers the optional bonus wager authorized by the authorized Rules of the Game of Baccarat or Minibaccarat:
1. Two separate areas at each betting position designated for the placement of the optional bonus wager which shall be located, from the player's perspective, immediately to the right of the areas designated for the placement of wagers on the "Banker's Hand" and "Player's Hand"; and
 2. An inscription identifying the payout odds for the optional bonus wager unless the gaming licensee chooses to comply with 205 CMR 146.18(7)-(9); and
- (i) If a gaming licensee offers the no vigorish variation of baccarat, midi-baccarat or mini-baccarat pursuant to the authorized Rules of the Game of Baccarat, Baccarat-Midi Baccarat, or Minibaccarat, respectively:
1. An area at each player position designated for placement of the "dragon 7" wager and inscribed with "dragon 7," which area shall be located on the

right side of the area designated for the placement of a “Tie Hand” wager when viewed by the player; and
2. An inscription identifying the payout odds for the dragon 7 wager unless the gaming licensee chooses to comply with 205 CMR 146.18(8).

(5) If marker buttons are used for the purpose of marking vigorish, these marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons and such rack shall be placed in front of the table inventory float container during gaming activity.

(6) Each baccarat and mini-baccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(7) If the payout odds are not inscribed on the layout as provided by 205 CMR 146.18(4)(h)(2), a sign shall be posted at each baccarat, midi-baccarat and mini-baccarat table offering the optional bonus wager authorized by the authorized Rules of the Game of Baccarat or Minibaccarat listing the payout odds for the optional bonus wager.

(8) If the payout odds are not inscribed on the layout as provided by 205 CMR 146.18(4)(h)(2), a sign shall be posted at each baccarat, midi-baccarat and mini-baccarat table offering the dragon 7 wager authorized by the authorized Rules of the Game of Baccarat, Baccarat-Midi Baccarat, or Minibaccarat, respectively, indicating the payout odds for the dragon 7 wager.

(9) If the payout odds are not inscribed on the layout as provided by 205 CMR 146.18(4)(h)(2), a sign shall be posted at each baccarat, midi-baccarat and mini-baccarat table offering the panda 8 wager authorized by the authorized Rules of the Game of Baccarat, Baccarat-Midi Baccarat, or Minibaccarat, respectively, indicating the payout odds for the panda 8 wager.

146.19: Big Six Wheel and Layout; Physical Characteristics

(1) Gaming at Big Six shall be conducted at a wheel circular in shape and no less than five feet in diameter. The rim of the wheel shall be divided into 54 equally spaced sections with 23 sections containing a \$1.00 bill, 15 sections containing a \$2.00 bill, eight sections containing a \$5.00 bill, four sections containing a \$10.00 bill, two sections containing a \$20.00 bill, one section containing a picture of a flag or the name or logo of the gaming licensee, and one section containing a picture of a joker, each of which sections shall be covered with transparent protective cover.

(2) The sections required by 205 CMR 146.19(1) shall be arranged clockwise around the rim of the wheel in the following order: joker, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2, \$1, flag, \$2, \$5, \$2, \$1, \$2, \$1, \$10, \$1, \$5, \$1, \$2, \$1, \$20, \$1, \$2, \$1, \$5, \$2, \$1, \$10, \$1, \$2, \$5, \$1, \$2, and \$1.

- (3) Each section of the Big Six Wheel shall also display the payout odds for the wager contained therein, pursuant to the authorized Rules of the Game of Big Six Wheel.
- (4) Each Big Six Wheel table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.
- (5) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Big Six Wheel table shall have imprinted thereon, at a minimum:
- (a) The name or trade name of the Gaming licensee offering the game;
 - (b) Spaces which shall be used by patrons to place their wagers, and which shall contain:
 - 1. Depictions of a \$1.00 bill, \$2.00 bill, \$5.00 bill, \$10.00 bill, and \$20.00 bill, or numbers representing those monetary denominations;
 - 2. A flag or the name or logo of the gaming licensee, as it appears on the Big Six Wheel; and
 - 3. A joker; and
 - (c) The payout odds for each of the permitted wagers.

146.20: Sic Bo Table; Sic Bo Shaker; Physical Characteristics

- (1) Each sic bo table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.
- (2) Each sic bo table shall have an electrical device which, when the numeric value of each die has been entered, shall cause the winning combinations to be illuminated. The sic bo table shall have an area, which depicts all permissible wagers pursuant to the authorized Rules of the Game of Sic Bo. Each combination shall have the capability to be illuminated, if it is a winning combination, after the numeric value of each die has been entered into the electrical device by the dealer.
- (3) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a sic bo table shall contain, at a minimum:
- (a) The name or trade name of the gaming licensee; and
 - (b) Specific areas designated for the placement of the wagers authorized by the authorized Rules of the Game of Sic Bo; and
 - (c) The payout odds currently being offered in accordance with the authorized Rules of the Game of Sic Bo.
- (4) Sic bo shall be played with a sealed container, to be known as a "sic bo shaker," which shall be used to shake the dice in order to arrive at the winning combinations.
- (a) A manual sic bo shaker shall be designed and constructed to contain any

feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The sic bo shaker shall have a compartment to secure the three dice required by the authorized Rules of the Game of Sic Bo and a separate cover which conceals the dice while the dealer is shaking the sic bo shaker. The compartment to secure the three dice shall be transparent and the cover which conceals the dice shall be opaque;
 2. The sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein;
 3. The sic bo shaker shall have the name or trade name of the gaming licensee or identifying logo imprinted or impressed thereon; and
 4. The sic bo shaker shall be secured to the sic bo table when the table is open for gaming activity.
- (b) An automated sic bo shaker may be used in the game of sic bo, provided that:
1. The shaker meets the requirements of 205 CMR 146.20(4)(a), except that a separate opaque cover shall not be used; and
 2. The shaker, its location on the sic bo table and the procedures for shaking the dice are submitted to the Bureau.

146.21: Pai Gow Poker Table; Pai Gow Poker Shaker; Physical Characteristics; Computerized Random Number Generator

- (1) Pai gow poker shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.
- (2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a pai gow poker table shall contain, at a minimum:
 - (a) Six separate designated betting areas for the players at the table with each area being numbered one through six;
 - (b) Two separate areas located below each betting area which shall be designated for the placement of the high and second highest or low hands of that player;
 - (c) If a gaming licensee offers the optional bonus wager and/or insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker:
 1. A separate area for each player, located to the right of the numbered betting areas, designated for the placement of a bonus wager by each player;
 2. A separate area for each player, located to the left of the numbered betting areas, designated for the placement of an insurance wager by each player;
 3. Notice of signage for payout odds for the bonus wager and insurance wager and payout amounts for the "envy bonus" as defined at the authorized Rules of the Game of Pai Gow Poker; and

4. The inscription indicating the payout limit per round of play for the bonus wager and the insurance wager established by the gaming licensee pursuant to the authorized Rules of the Game of Pai Gow Poker or a generic inscription indicating the wagers are subject to the posted payout limit;

(d) If the gaming licensee offers the additional wager authorized by the authorized Rules of the Game of Pai Gow Poker, a separate area for each player, designated for the placement of that additional wager by each player, as well as the payout odds for the additional wager;

(e) Two separate areas designated for the placement of the high and second highest or low hands of the dealer;

(f) The name or trade name of the gaming licensee offering the game;

(g) If the gaming licensee offers the optional bonus wagers authorized by the authorized Rules of the Game of Pai Gow Poker, separate areas for each player, designated for the placement of the three-card bonus wager and seven-card bonus wager; and

(h) If the gaming licensee offers the imperial pai gow bonus wager authorized by the authorized Rules of the Game of Pai Gow Poker:

1. A separate area for each player, located to the right of the area for the placement of a player's pai gow wager, designated for the placement of the imperial pai gow bonus wager; and

2. An inscription or notice of signage, as approved by the Bureau, for payout odds for both the "player hand bonus" and "banker hand bonus" as defined in the authorized Rules of the Game of Pai Gow Poker.

(3) If a gaming licensee offers the optional bonus wager and/or the insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker, a sign shall be posted at each pai gow poker table offering any of these wagers that explains the following:

(a) For the optional bonus wager and the insurance wager authorized by the authorized Rules of the Game of Pai Gow Poker, the details of the payout limit established pursuant to the authorized Rules of the Game of Pai Gow Poker and, if a generic inscription is used pursuant to 205 CMR 146.21, established payout limit; or

(b) For the optional wagers authorized by the authorized Rules of the Game of Pai Gow Poker, the payout odds for each bonus wager.

(4) Each pai gow poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(5) Pursuant to the authorized Rules of the Game of Pai Gow Poker, pai gow poker may be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow shaker shall be

designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

- (a) The pai gow poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
- (b) The pai gow poker shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(6) As an alternative to using the shaker and dice described in 205 CMR 146.21(5) a gaming licensee may, unless the gaming licensee offers the optional bonus wagers authorized by the authorized Rules of the Game of Pai Gow Poker, determine the starting position for the dealing or delivery of the cards in pai gow poker by utilizing a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Any computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

(7) If a gaming licensee offers a progressive payout wager pursuant to 205 CMR 138.62, the pai gow poker table shall include the following features:

- (a) A separate acceptor device mounted for the placement of the progressive wager, which acceptor device shall have a light that illuminates upon the insertion and acceptance of a gaming chip;
- (b) A sign describing each winning progressive payout wager and the payout to be awarded therefore;
- (c) A table controller panel located in an area of the table as approved by the Bureau and which shall be equipped with a "lock-out" button that, once activated by the dealer as set forth in 205 CMR 138.62, shall prevent any player from depositing a gaming chip in the acceptor device; and
- (d) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor device referenced in 205 CMR 146.13(7)(a) to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

(8) If a gaming licensee offers the dragon's eye variation of pai gow poker pursuant to the authorized Rules of the Game of Pai Gow Poker, in addition to the requirements set forth in 205 CMR 146.21, the layout shall include six separate betting areas at each player position for the placement of the following six optional wagers:

- (a) An even wager;
- (b) An odd wager;
- (c) A match wager;
- (d) A double wager;

- (e) A triple wager; and
- (f) A dice bonus wager.

(9) If a gaming licensee offers the "dealer queen's dragon" wager, "dynasty bonus" wager, "protection" wager, and the "red/black" wager authorized by the authorized Rules of the Game of Pai Gow Poker then the following shall apply:

- (a) A separate area for each player, located above the numbered betting areas, designated "queen's dragon" for the placement of the "dealer queen's dragon" wager.
- (b) A separate area for each player, located to the right of the numbered betting areas, designated "dynasty bonus" for the placement of the "dynasty bonus" wager.
- (c) A separate area for each player, located to the left of the numbered betting areas, designated "P" for the placement of the "protection" wager.
- (d) Two separate areas for each player, one located to the right of the "queen's dragon" betting area and colored red and the other located to the left of the "queen's dragon" betting area and colored black, for the placement of the "red/black" wager.
- (e) Notice of signage, as approved by the Bureau, providing the payout odds for the "dealer queen's dragon" wager, "dynasty bonus" wager, "protection" wager, "red/black" wager, and payout amounts for the "envy bonus" as defined in the authorized Rules of the Game of Pai Gow Poker.
- (f) Inscriptions indicating the aggregate payout limit per round of play for the "dealer queen's dragon" wager, the "dynasty bonus" wager, the "protection" wager, and the "red/black" wager established by the gaming licensee pursuant to the authorized Rules of the Game of Pai Gow Poker a generic inscription indicating the wagers are subject to the posted payout limit.

146.22: Pai Gow Table; Pai Gow Shaker; Physical Characteristics

- (1) Pai gow shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.
- (2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a pai gow table shall contain, at a minimum:
 - (a) Six separate designated betting areas for the players at the table with each area being numbered one through six;
 - (b) A separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "dead hand"; and
 - (c) The name or trade name of the gaming licensee offering the game.
- (3) Each pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) Pai gow shall be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow is dealt in order to determine the starting position for the dealing of the pai gow tiles. The pai gow shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

- (a) The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
- (b) The pai gow shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) If a gaming licensee offers the dragon's eye variation of pai gow pursuant to the authorized Rules of the Game of Pai Gow, in addition to the requirements set forth in 205 CMR 146.22 the layout shall include:

- (a) Five separate betting areas at each player position for the placement of the following five optional wagers:
 - 1. An even wager;
 - 2. An odd wager;
 - 3. A match wager;
 - 4. A double wager; and
 - 5. A triple wager; and
- (b) A separate location to the left of dealer's table inventory container with six areas for the dealer's placement of player dice bonus wagers, which areas are designated with the numeric player position at the table.

146.23 RESERVED

146.24: Poker Table; Physical Characteristics

(1) Poker shall be played on a table which is oval in shape and which has places for up to 11 players and a dealer. Each poker table shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee offering the game; and
- (b) A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

- (3) Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the table inventory container.
- (4) Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, in locations approved by the Bureau.
- (5) If a gaming licensee offers a bad beat payout at a designated poker table, a transparent locked box or container shall be attached to the table on the same side as the drop box and shall be used to hold the pot contributions that fund the bad beat payout.

146.25: Double Down Stud Table; Physical Characteristics

- (1) Double down stud shall be played on a table having seven places on one side for the players, and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a double down stud table contain, at a minimum:
 - (a) The name or trade name of the gaming licensee offering the game;
 - (b) Seven separate designated betting areas for the placement of wagers by the players;
 - (c) A separate designated area located below each betting area for the placement of double down wagers; and
 - (d) A separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards.
- (3) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A gaming licensee shall post a sign at each double down stud table explaining the details and the ramifications of this payout limit.
- (4) Each double down stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.26: Caribbean Stud Poker Table; Physical Characteristics

- (1) Caribbean stud poker shall be played on a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a Caribbean stud poker table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;

- (b) A separate designated betting area at each betting position for the placement of "ante" wagers;
 - (c) A separate designated betting area located immediately behind each ante betting area for the placement of "bet" wagers; and
 - (d) The inscriptions "Payout Limit of \$5,000 per Hand on Bet Wagers" and "Bet Wager Void Unless Dealer has Ace/King or Better."
- (3) A sign shall be posted at each Caribbean stud poker table that explains the details of the \$5,000 payout limit authorized by Section 12 of the authorized Rules of the Game of Caribbean Stud Poker.
- (4) Each Caribbean stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.
- (5) Each Caribbean stud poker table shall also have an approved table game progressive payout wager system for the placement of progressive wagers. A table game progressive payout wager system shall include, without limitation:
- (a) A wagering device at each betting position that acknowledges or accepts the placement of the progressive wager;
 - (b) A control device that controls or monitors the placement of progressive wagers at the gaming table, including a mechanism, such as a "lock-out" button, that prevents the recognition of any progressive wager that a player attempts to place after the dealer has announced "No more bets";
 - (c) One or more devices that meet the requirements of 205 CMR for progressive wagers and payouts at table games;
 - (d) Any other equipment or device that contributes to the efficient operation or integrity of the game; and
 - (e) Written procedures for the operation and use of the system and its components.

146.27: Let It Ride Poker Table: Physical Characteristics

- (1) Let it ride poker shall be played on a table having betting positions for seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a let it ride poker table shall contain, at a minimum:
- (a) The name or trade name of the gaming licensee;
 - (b) Three separate designated betting areas at each betting position for the placement of wagers in accordance with the authorized Rules of the Game of Let it Ride Poker;
 - (c) A separate designated area at each betting position for the placement of the cards of each player;

- (d) A separate designated area located directly in front of the table inventory container for the placement of the community cards;
- (e) The payout odds for all authorized wagers, including the let it ride bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker and the three-card bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, if the gaming licensee offers either optional wager;
- (f) The inscription indicating the payout limit per hand established by the gaming licensee pursuant to the authorized Rules of the Game of Let it Ride Poker or a generic inscription indicating the game is subject to the posted payout limit; and
- (g) If a gaming licensee offers the optional three-card bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, a separate designated area at each betting position for the placement of the three-card bonus wager.

(3) A sign shall be posted at each let it ride poker table that explains the details of the payout limit established pursuant to the authorized Rules of the Game of Let it Ride Poker and if a generic inscription is used pursuant to 205 CMR 146.27(2)(f), the sign shall also contain the established payout limit.

(4) Each let it ride poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(5) If a gaming licensee offers the let it ride bonus wager authorized by the authorized Rules of the Game of Let it Ride Poker, the let it ride poker table shall also include the following equipment or devices, which shall be submitted to and approved by the Bureau, together with the procedures for their operation and use:

- (a) A wagering device at each betting position that acknowledges or accepts the placement of the let it ride bonus wager;
- (b) A control device that controls or monitors the placement of let it ride bonus wagers at the gaming table, including a mechanism that prevents the recognition of any let it ride bonus wager that a player attempts to place after the dealer has announced "No more bets"; and
- (c) Any other equipment or device that contributes to the efficient operation or integrity of the game.

146.28: RESERVED

146.29: Fast Action Hold 'em Table; Physical Characteristics

(1) Fast action hold 'em shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. Such betting positions shall not exceed nine in number depending on the size of the table. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

- (2) The layout for the fast action hold 'em table (the layout) shall include, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position;
 - (c) A separate area located immediately to the right of each betting area designated for the placement of cards to be discarded by a player pursuant to the authorized Rules of the Game of Fast Action Hold 'Em;
 - (d) Five separate areas aligned in a row in the center of the layout for placement of the five community cards; and
 - (e) An inscription indicating that a "natural" pays five to one.
- (3) Each fast action hold 'em table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.30: Casino War Table; Physical Characteristics

- (1) Casino war shall be played at a table having betting positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a Casino war table shall include, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position for the placement of initial and war wagers;
 - (c) A separate designated betting area for the placement of tie wagers; and
 - (d) The payout odds for a tie wager and war wager.
- (3) Each Casino war table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.31: Colorado Hold 'em Poker Table; Physical Characteristics

- (1) Colorado hold 'em poker shall be played at a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for the Colorado hold 'em poker table (the layout) shall include, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position for ante and bet wagers, and if a gaming licensee offers a bonus wager pursuant to the authorized Rules of the Game of Colorado Hold 'Em Poker, a separate designated betting area for the bonus wager;

- (c) A separate area located immediately to the left of each betting area designated for the placement of the card to be discarded by a player pursuant to the authorized Rules of the Game of Colorado Hold 'Em Poker or;
- (d) Three separate areas aligned in a row in the center of the layout for placement of the three community cards; and
- (e) The payout odds for all winning authorized wagers, including an "immediate winner" as defined at the authorized Rules of the Game of Colorado Hold 'Em Poker.

(3) Each Colorado hold 'em poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.32: Boston 5 Stud Poker Table; Physical Characteristics

- (1) Boston 5 stud poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a Boston 5 stud poker table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position for the placement of ante wagers;
 - (c) A separate designated area shall be located immediately to the right of each ante betting area for the placement of first wagers;
 - (d) A separate designated area shall be located immediately to the right of each first wager betting area for the placement of second wagers;
 - (e) A separate designated area shall be located immediately above each ante betting area for the placement of optional bonus wagers; and
 - (f) Notice of signage for payout odds for all authorized wagers.
- (3) A sign shall be posted at each Boston 5 stud poker table that lists the payout odds for all authorized wagers.
- (4) Each Boston 5 stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.33: Double Cross Poker Table; Physical Characteristics

- (1) Double cross poker shall be played on a table having positions for seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

- (2) The layout for a double cross poker table shall contain at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position for the placement of the ante wager;
 - (c) Four separate designated betting areas at each betting position for the placement of raise wagers, with one raise wager area located to the left of the ante betting area, one raise wager area located to the right of the ante betting area, one raise wager area located above the ante betting area and one raise wager area located below the ante betting area, so that the ante betting area and the four raise wager areas, when viewed from above, form the shape of a cross;
 - (d) A separate designated area at each betting position for the placement of a three-card wager, located to the right of the designated areas for the placement of ante and raise wagers;
 - (e) A separate designated area, located between the table inventory container and the player betting areas on the right hand side of the dealer, for the placement of the five community cards in the same type of cross formation created by the five wager areas described in 205 CMR 146.33(2)(b)-(c);
 - (f) A separate designated area, located between the table inventory container and the player betting areas on the left hand side of the dealer, for the placement of the dealer's two cards; and
 - (g) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds for all authorized wagers posted at each double cross poker table.
- (4) Each double cross poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.34: Double Attack Blackjack Table; Physical Characteristics

- (1) Double attack blackjack shall be played on a table having positions for six or seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a double attack blackjack table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee; and
 - (b) Separate designated betting areas at each betting position for the placement of the initial wager, the double attack wager, and the optional bonus wager.
- (3) The following inscriptions shall appear on the double attack blackjack layout:
 - (a) Blackjack pays 1 to 1;
 - (b) Dealer must draw to 16, and stand on all 17's; and
 - (c) Insurance pays 5 to 2.

(4) Payout odds for the optional bonus wager authorized by the authorized Rules of the Game of Double Attack Blackjack shall be inscribed on the layout or posted on a sign at each double attack blackjack table.

(5) Each double attack blackjack table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.35: Four-Card Poker Table; Physical Characteristics

(1) Four-card poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a four-card poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) Separate designated betting areas at each betting position for the placement of the ante wager and the play wager;
- (c) Separate designated betting areas at each betting position for the placement of the aces up wager; and
- (d) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds for all authorized wagers posted at each four-card poker table.

(4) Each four-card poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.36: Texas Hold 'em Bonus Poker Table; Physical Characteristics

(1) Texas hold 'em bonus poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Texas hold 'em bonus poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) A separate designated betting area at each player position for the placement of ante wagers;
- (c) Three separate designated areas at each player position for the placement of flop, turn and river wagers, which areas shall be located immediately above the ante betting area as viewed by a player;
- (d) A separate designated area at each player position for the placement of an optional bonus wager, which area shall be located immediately above and to the right of the flop wager betting area as viewed by a player;

- (e) A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
- (f) A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in 205 CMR 146.36(2)(e); and
- (g) An inscription indicating that an ante wager shall receive a payout if a winning hand has a qualifying rank, as elected by the gaming licensee, of straight or higher or flush or higher.

(3) A sign that lists the payout odds for all authorized wagers shall be posted at each Texas hold 'em bonus poker table.

(4) Each Texas hold 'em bonus poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.37: Flop Poker Table: Physical Characteristics

(1) Flop poker shall be played on a table having positions for nine players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a flop poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) Three separate designated betting areas at each player position for the placement of ante, pot and flop wagers, with the pot wager area closer to the dealer than the ante and flop wager areas;
- (c) An arc extending across all player positions with the areas designated for players' pot wagers on the side of the arc closer to the dealer and with the areas designated for players' ante and flop wagers on the side of the arc farther from the dealer;
- (d) A designated area at each player position for the placement of player cards located between the designated areas for the placement of the ante wager and the flop wager;
- (e) A designated area at the center of the gaming table for the placement of the three community cards;
- (f) A designated area at the center of the gaming table for the placement of collected pot wagers, which area shall be located farther from the dealer than the designated area described in 205 CMR 146.37(2)(b); and
- (g) Unless the gaming licensee complies with 205 CMR 146.37(3), an inscription listing the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(3) If the information required by 205 CMR 146.37(2)(g) is not inscribed on the layout, a sign shall be posted at each flop poker table that lists the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(4) Each flop poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

(5) In addition to the requirements of 205 CMR 146.37(2), if a gaming licensee offers the three-card bonus wager, the flop poker table shall include a designated betting area at each player position for the placement of the three-card bonus wager. The flop poker table shall also contain a sign setting forth the payout odds for the three-card bonus wager.

146.38: Two-Card Joker Poker Table; Physical Characteristics

(1) Two-card joker poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a two-card joker poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) Four separate designated betting areas at each player position for the placement of the ante wager, call wager, pair up wager and super flush bonus wager;
- (c) An inscription identifying the payout odds for all authorized wagers unless the gaming licensee chooses to comply with 205 CMR 146.38(3); and
- (d) An inscription indicating that a joker may only be used to complete a pair unless the gaming licensee chooses to comply with 205 CMR 146.38(4).

(3) If the payout odds are not inscribed on the layout as provided in 205 CMR 146.38(2)(c) a sign identifying the payout odds for all authorized wagers shall be posted at each two-card joker poker table.

(4) If the layout is not inscribed with the information described in 205 CMR 146.38(2)(d) a sign shall be posted at each two-card joker poker table indicating that a joker may only be used to complete a pair.

(5) Each two-card joker poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.39: Asia Poker Table; Asia Poker Shaker; Physical Characteristics; Computerized Random Number Generator

(1) Asia poker shall be played at a table having places for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for an Asia poker table shall contain, at a minimum, the following:

- (a) The name or trade name of the gaming licensee;
- (b) Six separate designated betting areas for the players at the table with each area being numbered one through six;
- (c) Three separate areas located below each betting area, which shall be designated for the placement of the high, medium and low hands of that player and configured with the high hand area farthest from the betting area, the low hand area closest to the betting area, and the medium hand area arrayed between the high hand area and the low hand area; and
- (d) Three separate areas located in front of the table inventory container designated for the placement of the high, medium and low hands of the dealer and configured with the dealer's high hand area closest to the dealer, the dealer's low hand area farthest from the dealer, and the dealer's medium hand area arrayed between the dealer's high hand area and the dealer's low hand area.

(3) Each Asia poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of the dealer.

(4) Pursuant to the authorized Rules of the Game of Asia Poker, Asia poker may be played with a container, to be known as an "Asia poker shaker," which shall be used to shake three dice before each hand of Asia poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The Asia poker shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

- (a) The Asia poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
- (b) The Asia poker shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) As an alternative to using the shaker and dice described 205 CMR 146.39(4), a gaming licensee may determine the starting position for the dealing or delivery of the cards in Asia poker by utilizing a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Any computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

146.40: Ultimate Texas Hold 'em Table; Physical Characteristics

- (1) Ultimate Texas hold 'em shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for an ultimate Texas hold 'em table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) Four separate designated betting areas at each player position for the placement of ante, blind, play and trips wagers, configured with the trips wager area closest to the dealer, the play wager area farthest from the dealer, the ante wager area arrayed between the trips wager area and the play wager area, and the blind wager area to the right of and separated from the ante wager area by an "=" symbol;
 - (c) A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
 - (d) A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in 205 CMR 146.40(2)(c);
 - (e) An inscription indicating that an ante wager shall push if the dealer has less than a pair; and
 - (f) Unless the gaming licensee complies 205 CMR 146.40(3) an inscription at each player position describing the following:
 1. The payout odds for blind and trips wagers;
 2. That a blind wager shall not be paid unless the player's hand ranks higher than the dealer's hand; and
 3. The rules governing the required amount of a play wager as a multiple of the player's ante wager (three or four times the ante if made prior to any community cards being dealt; two times the ante if made after the flop is dealt but prior to the final two community cards being dealt; or equal to the ante if made after all community cards are dealt but prior to the dealer's cards being revealed).
- (3) If the information required by 205 CMR 146.40(2)(f) is not inscribed on the layout, a sign shall be posted at each ultimate Texas hold 'em table that sets forth such information.
- (4) Each ultimate Texas hold 'em table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.41: Winner's Pot Poker Table; Physical Characteristics

- (1) Winner's pot poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a winner's pot poker table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) Four separate designated betting areas at each player position for the placement of ante, bet, double and jacks plus bonus wagers, configured in an array so that the jacks plus bonus wager area is closest to the dealer, the double wager area is second closest to the dealer, the bet wager area is third closest to the dealer, and the ante wager area is farthest from the dealer;
 - (c) Three separate designated betting areas for the placement of the ante, bet and double wagers of the dealer, configured in an array in front of the dealer so that the double wager area is closest to the dealer, the bet wager area is the second closest to the dealer, and the ante wager area is farthest from the dealer;
 - (d) A designated area at each player position for the placement of the face up cards of the player, which area shall be located to the left of and adjacent to the wagering areas of the player;
 - (e) A designated area at the center of the gaming table for the placement of the face up cards of the dealer;
 - (f) A designated area at the center of the gaming table for the placement of the collected wagers comprising the winner's pot; and
 - (g) Unless the gaming licensee complies with 205 CMR 146.41(3), inscriptions:
 1. Listing the payout odds for the jacks plus bonus wager; and
 2. Indicating that the winner's pot shall be awarded to the highest ranking hand of a player or the dealer.
- (3) If the information required by 205 CMR 146.41(2)(g) is not inscribed on the layout, a sign shall be posted at each winner's pot poker table that lists the payout odds for the jacks plus bonus wager and indicates that the winner's pot shall be awarded to the highest ranking hand of a player or the dealer. In addition, a sign shall be posted at each winner's pot poker table indicating that:
 - (a) The ante wager of a player who folds after the first three cards are dealt does not increment the winner's pot and is placed in the table inventory container;
 - (b) The percentage or, if applicable, the dollar amount of the commission that shall be deducted from the winner's pot and placed in the table inventory container; and
 - (c) The outcome of a jacks plus bonus wager of a player who has folded his or her hand shall be determined on the cards dealt to the player prior to folding.

(4) Each winner's pot poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

146.42: Supreme Pai Gow Table; Pai Gow Poker Shaker; Physical Characteristics;
Computerized Random Number Generator

(1) Supreme pai gow shall be played at a table having places for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a supreme pai gow table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) Six separate designated betting areas for the players at the table for placement of the supreme pai gow wager with each area being numbered one through six;
- (c) Two separate areas located below each betting area which shall be designated for the placement of the high and low hands of that player and configured with the high hand area farther from the betting area;
- (d) Two separate areas located in front of the table inventory container designated for the placement of the high and low hands of the dealer and configured with the dealer's high hand closer to the dealer; and
- (e) A separate designated area at each player position for placement of the bonus wager, which area shall be located immediately above and to the right of the supreme pai gow wagering area as viewed by the player.

(3) Each supreme pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) Pursuant to the authorized Rules of the Game of Supreme Pai Gow, supreme pai gow may be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of supreme pai gow is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow shaker shall be designed and constructed to contain any feature the Bureau may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

- (a) The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
- (b) The pai gow shaker shall have the name or identifying logo of the gaming licensee imprinted or impressed thereon.

(5) As an alternative to using the shaker and dice described in 205 CMR 146.42(4), a gaming licensee may determine the starting position for the dealing or delivery of the cards in supreme pai gow by utilizing a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Any

computerized random number generator proposed for use by a gaming licensee shall be approved by the Bureau.

146.43: Mississippi Stud; Physical Characteristics

- (1) Mississippi stud shall be played on a table having betting positions for six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a Mississippi stud table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;
 - (b) A separate designated betting area at each betting position for the placement of the ante wager;
 - (c) Three separate designated betting areas at each betting position for the placement of the 3rd street, 4th street and 5th street wagers, which areas shall be located closer to the player than the ante wager betting area and, when viewed by the player, arrayed from left to right;
 - (d) Inscriptions at each betting position providing that:
 1. All bet wagers shall be in an amount equal to one, two or three times the amount of the player's ante; and
 2. The payout odds for all authorized wagers; and
 3. Three separate designated areas in front of the dealer for the placement of the community cards, with one area inscribed "3rd street," a second area inscribed "4th street," and a third area inscribed "5th street."
- (3) Each Mississippi stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer.

146.44: Red Dog Table; Physical Characteristics

- (1) Red dog shall be played at a table having on one side places for no more than seven players and on the opposite side a place for the dealer. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.
- (2) The layout for a red dog table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee offering the game;
 - (b) Two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager;
 - (c) An area designated for the placement of the first, second and third card; and
 - (d) The payout odds currently being offered in accordance with the authorized

Rules of the Game of Red Dog.

- (3) Each red dog table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer.

146.45: Dice: Physical Characteristics

- (1) Except as otherwise provided in 205 CMR 146.45(2), each die used in gaming shall:
- (a) Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
 - (b) Be transparent and made exclusively of cellulose except for the spots, name or trade name of the gaming licensee and serial number or letters contained thereon;
 - (c) Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
 - (d) Have all edges and corners perfectly square and forming perfect 90 degree angles;
 - (e) Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
 - (f) Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
 - (g) Have its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
 - (h) Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch; and
 - (i) Have imprinted or impressed thereon the name or trade name of the gaming licensee in which the die is being used.
- (2) Each die used in gaming at pai gow, pai gow poker, supreme pai gow or Asia poker shall comply with the requirements 205 CMR 146.45(1) except as follows:
- (a) Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;
 - (b) Instead of the name of the gaming licensee, a gaming licensee may, with the approval of the Bureau, have an identifying mark or logo imprinted or impressed on each die; and
 - (c) The spots on each die do not have to be equal in diameter.

(3) Each die used in gaming at mini-dice shall comply with the requirements of 205 CMR 146.45(1) or (2).

146.46: Dice: Receipt, Storage, Inspections, and Removal From Use

(1) When boxes of dice are received for use by the gaming licensee from the manufacturer or distributor thereof, at least two individuals, one of whom shall be from the games department and the other from the security department or accounting department, shall record on an inventory log as required in 205 CMR 146.46(2) the number of dice received. The individuals shall place boxes of dice in a locked cabinet in the cashiers' cage or within a primary or other secure storage area approved by the Bureau. Secure storage areas shall be used for the storage of surplus dice. Dice maintained in secure storage areas shall not be distributed to gaming pits or tables for use in gaming until the dice have been moved to a primary storage area.

(2) The gaming licensee shall maintain a log for each approved storage area to separately account for dice in accordance with an inventory system. The inventory system shall include the following:

(a) A dice inventory system, which shall include, at a minimum, the recordation of the following:

1. Balance of dice on hand and their location;
2. Dice received from the vendor;
3. Dice removed from storage;
4. Dice returned to storage;
5. Date of:
 - a. Receipt from vendor;
 - b. Removal from storage;
 - c. Return to storage; and
 - d. Physical inventory of dice.
6. Signatures of the games department and security and/or accounting department representatives participating in the procedure;
7. A reconciliation, on a daily basis, of the dice distributed, destroyed, and cancelled; returned to the storage area; in use on an open gaming table for more than 24 hours; and in dice reserve, if any; and
8. A physical inventory of the dice at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand as required in accordance with 205 CMR 146.46(2). Any discrepancies shall immediately be reported to the Bureau.

(3) All approved storage areas and pit stands used to store dice for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the games department or cashiers' cage shall maintain the

other key; provided, however, that no person employed by the games department below the table games shift manager in the organization hierarchy shall have access to the games department key. Dice stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or games supervisor thereof.

(4) When removing dice from the primary storage area, a representative of the games department, in the presence of a security officer, shall remove the appropriate number of dice. The representative of the games department may be the table games shift manager or a games supervisor thereof, or an employee of the games department who reports directly to the shift manager, but shall in any event be licensed as a key gaming employee and shall have no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. This individual shall distribute sufficient dice to the table games supervisor. Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or supervisor thereof. If dice are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department. The security lock on the pit stand shall be used whenever the pit is closed.

(5) All envelopes and containers used in this section for dice pre-inspected at the pit stand or in a primary storage area and for those collected by security shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(6) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

(a) Alternative No. 1: Distribution to and inspection at craps, mini-craps, mini-dice, or sic bo tables shall be as follows:

1. The table games shift manager or games supervisor thereof and the security officer who removed the dice from the primary storage area shall distribute sufficient dice directly to the games supervisor in each pit, or place them in a locked compartment in the pit stand, the keys to which shall be in the possession of the games supervisor or a supervisor thereof;
2. Immediately upon opening a table for gaming, the games supervisor shall distribute a set of dice to the table. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo, mini-dice, mini-craps table, in order to ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR 146, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet, which instruments shall be kept in a compartment at each craps table or pit stand

and shall be at all times readily available for inspection and use by the Bureau;

3. Following the inspection in 205 CMR 146.46(2):

- a. For craps, the boxperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended;
- b. For mini-craps, the floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended; and
- c. For sic bo and mini-dice, the floorperson shall, in the presence of the dealer, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and
- d. The games supervisor shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or a supervisor thereof. No dice taken from this reserve shall be used for actual gaming until and unless inspected in accordance with 205 CMR 146.46(2).

(b) Alternative No. 2: Distribution to and inspection at the pit stand shall be as follows:

1. The table games shift manager or supervisor thereof and the security officer who removed the dice from the primary storage area shall distribute the dice directly to the games supervisor identified, who will perform the inspection in each pit.
2. The inspection of the dice at the pit stand shall be performed by:
 - a. For craps and mini-craps, a boxperson or floorperson in the presence of another boxperson or floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of a craps game; and
 - b. For sic bo, mini-dice, pai gow, pai gow poker, supreme pai gow, or asia poker, a floorperson, in the presence of another floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of such games.
3. To ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR 146, the dice shall be inspected with a micrometer or any other approved instrument that

performs the same function, a balancing caliper, a steel set square, and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for inspection and use by the Bureau. The inspection shall be performed on a flat surface, which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand.

4. After completion of the inspection, the dice shall be distributed as follows:

- a. For craps and mini-craps, the boxperson or floorperson who inspected the dice shall, in the presence of the other boxperson or floorperson who observed the inspection, distribute such dice to the boxperson assigned at each craps table or to the floorperson assigned at each mini-craps table. The craps boxperson or the mini-craps floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table they shall never be left unattended;
- b. For sic bo and mini-dice, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the other floorperson who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and
- c. For pai gow, pai gow poker, supreme pai gow, or asia poker, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute such dice directly to the dealer at each pai gow, pai gow poker, supreme pai gow, or asia poker table. The dealer shall immediately place the dice in the pai gow, pai gow poker, supreme pai gow, or asia poker shaker.

5. The games supervisor shall place extra sets of dice for dice reserve in the pit stand, as follows:

- a. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or a supervisor thereof.
- b. Except as otherwise provided in 205 CMR 146.46(6), all dice taken from the reserve shall be re-inspected by a games supervisor in the presence of another games supervisor in accordance with the inspection procedures set forth in 205 CMR 146.46(6)(a)2, prior to their use for actual gaming.

c. In accordance with 205 CMR 146.46(6), previously inspected reserve dice may be used for gaming without being reinspected, if they are maintained in a locked compartment in the pit stand, the key for which shall be in the possession of the games supervisor or games supervisor thereof.

d. In accordance with 205 CMR 146.46(6) and as an additional alternative to 205 CMR 146.46(6)(a)-(b), previously inspected reserve dice may be used for gaming without being reinspected, if they are maintained in a locked compartment in the pit stand in accordance with the following procedures:

i. For craps and mini-craps, a set of at least five dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

ii. For sic bo and mini-dice, the required number of dice, after being inspected, shall be placed in a sealed envelope or container or sealed or locked in a sic bo or mini-dice shaker. A label or seal that identifies the date of inspection and contains the signatures of those responsible for the inspection shall, respectively, be attached to each envelope or container or placed over the area that allows access to open the sic bo or mini-dice shaker.

iii. For pai gow, pai gow poker, supreme pai gow, and asia poker, a set of three dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

(c) Alternative No. 3: Inspection in primary storage area and distribution to tables shall be as follows:

1. Inspection of dice for all table games in an approved primary storage area shall be performed by a games supervisor and a table games shift manager, in the presence of a security officer.
2. The dice shall be inspected with a micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to M.G.L. c. 23K and 205 CMR. These instruments shall be maintained in the storage area and shall be at all times readily available for inspection and use by the Bureau.
3. After completion of the inspection, the person performing the inspection shall seal the dice as follows:
 - a. For craps and mini-craps, after each set of at least five dice are inspected, they shall be placed in a sealed envelope or container;

- provided, however, that reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container;
- b. For sic bo and mini-dice, after each set of dice are inspected, they shall be sealed or locked in a manual shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall then be placed over the area that allows access to open the shaker;
 - c. For pai gow, pai gow poker, supreme pai gow, or asia poker, after each set of three dice are inspected, they shall be placed in a sealed envelope or container. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container; and
4. At the beginning of each gaming day and at such other times as may be necessary, a table games shift manager or games supervisor thereof and a security officer shall distribute the dice as follows:
- a. For craps and mini-craps, the sealed envelopes or containers of dice shall be distributed to a games supervisor in each craps or mini-craps pit or placed in a locked compartment in the pit stand by the games supervisor. When the sealed dice are distributed to the craps or mini-craps table, a boxperson at each craps table or a floorperson at each mini-craps table, after assuring the seals are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in a cup on the table for use in gaming. While dice are on the table, they shall never be left unattended.
 - b. For sic bo and mini-dice, the sealed manual shakers shall be distributed to the games supervisor supervising the game. For sic bo, the games supervisor shall then secure the manual sic bo shaker to the table. For mini-dice, the games supervisor shall give the sealed mini-dice shaker to the dealer who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table.
 - c. For pai gow, pai gow poker, supreme pai gow, or asia poker, the sealed envelope or container shall be distributed to a games supervisor in each pai gow, pai gow poker, supreme pai gow, or asia poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow, pai gow poker, supreme pai gow, or asia poker table by the games supervisor, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow, pai gow poker, supreme pai gow, or asia poker shaker.

- d. When the envelope or container or the seal is damaged, broken, or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are re-inspected as follows:
 - i. For craps, mini-craps, mini-dice, and sic bo, in accordance with the procedures in 205 CMR 146.46(6)(a)(2); and
 - ii. For pai gow, pai gow poker, supreme pai gow, or asia poker, in accordance with the procedures in 205 CMR 146.46(6)(a)(2).
 - e. The games supervisor shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, the key to which shall be in the possession of the games supervisor or supervisor thereof.
 - f. A micrometer or any other approved instrument that performs the same function, a balancing caliper, a steel set square, and a magnet shall also be maintained in a locked compartment in each pit stand, and each such instrument shall be at all times readily available for inspection and use by the Bureau.
 - g. Any primary storage area in which dice are inspected in accordance with this section, shall be equipped with closed circuit television camera coverage capable of observing the entire inspection procedure.
5. The gaming licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws, or other defects that might affect the integrity or fairness of the game or at the request of the Bureau.
6. At the end of each gaming day or at such other times as may be necessary, the games supervisor shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the security department and the Bureau. A security department member shall complete a two-part Discrepancy Report (Report) comprised of an original and duplicate, which along with the evidence, shall be retrieved by an agent of Bureau. The original and duplicate shall contain at a minimum:
- a. Date and shift of inspection;
 - b. Name of games supervisor conducting the inspection. The inspection required by this subsection shall be performed by a games supervisor other than the one who originally inspected the dice;
 - c. Pit number, table number, and type of game;
 - d. Description (for example, shaved corners);
 - e. Signature of games supervisor conducting the inspection;
 - f. Signature of security representative taking custody of the die; and

g. The signature of the agent of the Bureau inspecting or accepting the die. The Bureau agent shall retain the original and return the duplicate to the security department. A receipt shall be issued to the agent of the Bureau for any die retained by the Bureau. The receipt shall be signed by the security representative releasing the die to the Bureau and the agent of the Bureau accepting the die. The receipt shall be retained with the security department copy of the Report. Any die not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures.

7. Any dice showing evidence of tampering shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container, which shall identify the table number, date, and time and shall be signed by a person assigned to directly operate and conduct the game at that table and a games supervisor assigned the responsibility for supervising the operation and conduct of such game. The security officer taking custody of the dice and delivering the dice to the Bureau shall also sign the label.

8. All other dice not showing evidence of tampering shall be put into envelopes or containers at this time. A label shall be attached to each envelope or container which shall identify the table number, date, and time and shall be signed by the appropriate persons identified in 205 CMR 146.46(4). The envelope or container shall be appropriately sealed and maintained within the pit until collection by a security officer.

9. All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container that identifies the date and time and is signed by the games supervisor.

10. At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the security department for cancellation or destruction. No dice that have been placed in a cup or shaker for use in gaming shall remain on a table for more than 24 hours.

11. At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee and, and at such other times as may be necessary, a table games shift manager or games supervisor thereof may collect all extra dice in dice reserve. If collected, dice shall be returned to the primary storage area; provided, however, that any dice that have not been inspected and sealed pursuant to the requirements in 205 CMR 146.46(6)(c) shall, prior to use for actual gaming, be inspected as follows:

- a. For craps, mini-craps, mini-dice, or sic bo, in accordance with the requirements in 205 CMR 146.46(6)(b)(4)(b); and
- b. For pai gow, pai gow poker, supreme pai gow, or asia poker, in accordance with the requirements in 205 CMR 146.46(6). If not collected, all dice in dice reserve must be reinspected prior to their use for gaming, except for those dice maintained in a locked compartment.

12. Other than dice retained for Bureau inspection, dice shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once dice retained as evidence by the Bureau are released to the security department, the dice shall immediately be destroyed or cancelled. Destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau. Destruction of dice shall be by shredding by the security department or a vendor approved by the Bureau. Cancellation of dice by the security department shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each die.

146.47: Manual and Automated Dice Shakers: Security Procedures

(1) Manual sic bo shakers and mini-dice shakers which have been filled with dice in accordance with 205 CMR 146.46 may only be stored in a locked compartment in the primary storage area. Manual sic bo shakers and mini-dice shakers which have not been filled with dice may be stored in a locked compartment in the pit stand. An automated dice shaker which has been filled with dice must be secured to the gaming table at all times. An automated dice shaker which has not been filled with dice may be stored in a locked compartment in the pit stand.

(2) At the end of each gaming day a pit manager shall inspect all sic bo shakers, mini-dice shakers and automated dice shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Bureau. At a minimum, such reports shall include:

- (a) The date and time when the tampering was discovered;
- (b) The table number where the shaker was used; and
- (c) The name and license number of the individual discovering the tampering.

146.48: Cards: Physical Characteristics

(1) Cards used to play authorized table games shall be in decks of 52 cards, except as otherwise authorized by 205 CMR 146.48(8), with each card identical in size and shape to every other card in such deck.

- (2) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts, or as otherwise authorized by 205 CMR 146.48(8).
- (3) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. The face of the ace, king, queen, jack, and 10 value cards may contain an additional marking, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.
- (4) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.
- (5) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.
- (6) The design to be placed on the backs of cards used by gaming licensees shall contain the name or trade name of the gaming licensee and shall be submitted to the Bureau prior to use of such cards in gaming activity.
- (7) Each deck of cards shall be packaged separately or in a set containing the number of decks authorized by 205 CMR 146.48 and selected by a gaming licensee for use in a particular table game. Each package of cards shall be sealed in a manner so as to provide evidence of any tampering with the package. If multiple decks of cards are packaged and sealed in a set:
- (a) The package shall have a label affixed thereto that indicates or contain a window that reveals an adequate description of the contents of the package, including without limitation, the name of the gaming licensee for which the cards were manufactured, the type of cards, the color(s) of the backs of the cards, the date and time that the cards were manufactured, and the total number of cards in the set; and
 - (b) No deck of cards shall be separated from the set for independent use at a table game.
- (8) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the gaming licensee in the play of any game other than pai gow poker, two-card joker poker, Asia poker or supreme pai gow in accordance with the provisions of the authorized Rules of the Game of Pai Gow Poker, Two Card Joker Poker, Asia Poker, and Supreme Pai Gow.
- (9) In addition to satisfying the requirements of this section, the cards used by a gaming licensee at poker must:

- a. Be visually distinguishable from the cards used by that gaming licensee to play any other table game; and
- b. Be made of plastic.

10. Each gaming licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least four visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

146.49: Cards: Receipt, Storage, Inspections, and Removal From Use

(1) When decks of cards are received for use in the gaming establishment from the manufacturer or distributor thereof, at least two individuals, one of whom shall be from the casino games department and the other from the security department or accounting department, shall record on an inventory log required in 205 CMR 146.46(2), the number of decks received. The individuals shall place the decks of cards in a locked cabinet in the cashiers' cage or within a primary or secondary storage area located in the cashiers' cage or in another secure place approved by the Bureau. Secondary storage areas shall be used for the storage of surplus decks of cards. Decks of cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the decks have been moved to a primary storage area. A gaming licensee may have a separate storage area approved by the Bureau for decks of cards to be used at the game of poker.

(2) The gaming licensee shall maintain an inventory log (manual or electronic) for each approved storage area, to separately account for decks of cards packaged individually and in sets of multiple decks in accordance with the gaming licensee's card inventory system, which shall include the recordation of the following:

- (a) The decks of cards received from the vendor;
- (b) The decks of cards removed from storage;
- (c) The decks of cards returned to storage;
- (d) The date of receipt of, removal from, return to, or physical inventory;
- (e) The signatures of the games, security and/or accounting department personnel participating in the procedure;
- (f) A reconciliation on a daily basis of the decks of cards distributed, destroyed and cancelled, returned to the storage area, in use on an open gaming table for more than 24 hours and, if any, in card reserve; and
- (g) A physical inventory of the decks of cards at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of decks of cards on hand as required in accordance with 205 CMR 149(1).
- (h) Any discrepancies shall immediately be reported to the Bureau.

(3) All primary, secondary, poker storage areas, and pit stands used to store cards for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the games department below the table games shift manager in the organizational hierarchy shall have access to the games department key for the primary and secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the games department key to the poker storage area. Decks of cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or supervisor thereof.

(4) When removing cards from the primary storage area, a representative of the games department, in the presence of a security officer, shall remove the appropriate number of decks of cards. The representative of the games department may be the table games shift manager or a supervisor thereof, or an employee of the games department who reports directly to the shift manager, and shall be licensed as a gaming key employee and shall have no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. This individual shall distribute sufficient decks to the table games supervisor and, if applicable, to the poker shift supervisor. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

- (a) If the decks are to be inspected at open gaming tables pursuant to 205 CMR 149(6), the table games supervisor shall distribute the decks to the dealer at each table or the poker shift supervisor shall transport the decks to the poker pit stand for subsequent distribution to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer.
 - (i) Prior to distributing decks to each poker table, the poker shift supervisor or floorperson shall examine each deck to determine if any replacement cards are necessary pursuant to 205 CMR 149(6). If needed, the poker shift supervisor or floorperson shall place the appropriate replacement cards into the deck from the cards held in reserve at the pit stand. Upon insertion of the replacement cards into the deck, the poker shift supervisor or floorperson shall re-examine the front of each card and the back of each card to ensure a consistent shading pattern and to ensure that the condition of the deck with the inclusion of the replacement cards has sufficient quality in order to maintain the integrity of gaming at poker.
 - (ii) If the integrity of gaming at poker would in any way be compromised by the use of the deck with the replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and

shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a security officer.

(5) When removing cards from the poker storage area, the poker shift supervisor or supervisor thereof and a casino security officer shall, prior to the commencement of each gaming day and at such other times as may be necessary, remove the appropriate number of decks from the poker storage area and distribute the decks in accordance with the provisions of 205 CMR 146.49(4)(a). The number of decks distributed shall include extra decks that shall be placed in the pit stand for card reserve. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

(6) With the exception of cards which are pre-inspected and pre-shuffled, each deck of cards shall be inspected by a dealer and the inspection verified by a table games supervisor prior to the use of the cards on a gaming table.

(a) Card inspection at an open gaming table shall require each deck of cards to be sorted into sequence and into suit and a visual inspection of the back of each card. If, after inspecting the cards, the dealer finds that a card is unsuitable for use or an extra card is found, the following procedures shall be observed:

(i) If a card is unsuitable for use:

1. A poker shift supervisor or games supervisor shall bring a substitute card from the card reserve in the pit stand;
2. The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table; and
3. The poker shift supervisor or games supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer; or

(ii) If an extra card is found:

1. The poker shift supervisor or games supervisor shall place the extra card in a sealed envelope or container, identified by table number, date and time and signed by the dealer and floorperson assigned to that table; and
2. The poker shift supervisor or games supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(b) The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(7) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. Notwithstanding the foregoing:

- (a) Except as otherwise provided in 205 CMR 146.49(7)(e) for baccarat and in 146.18(c) for mini-baccarat, cards opened for use on a baccarat, mini-baccarat, or fast action hold 'em table shall be changed at least once during the gaming day;
- (b) Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, two-card joker poker, flop poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from a dealing shoe and cards opened for use on a double down stud table and dealt from the hand shall be changed at least every eight hours;
- (c) Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from the dealer's hand shall be changed at least every four hours;
- (d) Cards opened for use on a blackjack table offering the 6 to 5 blackjack variation shall be changed at least every four hours;
- (e) Cards opened for use on a baccarat table using the alternative dealing procedure shall be changed after each shoe;
- (f) Cards opened for use on a poker table shall be changed at least every six hours; and
- (g) Cards opened for use on a blackjack, Spanish 21 or double attack blackjack table, or on a mini-baccarat table using the alternative dealing procedures set forth in Section 14 of the Authorized Rules of the Game for Mini-Baccarat, may be used for no more than 48 hours if the following requirements are satisfied:
 - 1. The gaming table shall remain open for gaming during the entire period of card usage;
 - 2. At least six decks of cards shall be used to play the game; and
 - 3. A table games shift manager shall identify for the surveillance department those gaming tables at which cards are in use for the extended period.

(8) Cards damaged during course of play shall be replaced by the dealer who shall request a floorperson or supervisor thereof for the game of poker or casino supervisor for all other games to bring cards in substitution from the pit stand.

- (a) The damaged cards shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and the individual who brought the replacement card to the table.
- (b) The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(9) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, or at the end of the extended period pursuant to 205 CMR 146.49(7)(g), and at such other times as may be necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards required to be removed from play.

- (a) These cards shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and floorperson assigned to the table.
- (b) The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(10) The gaming licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Bureau.

(11) Except for decks that have been pre-shuffled and pre-inspected in accordance with 205 CMR 146.50, all extra decks or packaged sets of multiple decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container that contains the number of decks or packaged sets of multiple decks, as applicable, included therein, the date and time and the signature of the floorperson or supervisor thereof for poker and the pit boss for all other games.

(12) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers with damaged cards, cards required to be removed that gaming day, and all extra decks in card reserve with broken seals, except those that have been pre-shuffled and pre-inspected in accordance with 205 CMR 146.50, and shall return the envelopes or containers to the security department.

(13) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the gaming licensee, and at such other times as may be necessary, a table games shift manager or games supervisor thereof may collect all extra decks in card reserve. If the gaming licensee maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be cancelled or destroyed or returned to the storage area.

(14) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

- (a) For cards used in blackjack, Spanish 21, double attack blackjack, double cross poker, red dog, casino war, fast action hold 'em, or mini-baccarat using the dealing procedures in the authorized Rules of the Game, the gaming licensee shall cause to be inspected either:
- (i) All decks used during the day; or
 - (ii) A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Bureau. This sample shall be collected, stored and inspected separately from the sample required by 205 CMR 146.49(14)(b), and shall not be commingled with any cards from that sample.
- (b) For cards used in baccarat, or cards used in mini-baccarat using the dealing procedures in the authorized Rules of the Game, the gaming licensee shall cause to be inspected all decks used during the day. Notwithstanding the foregoing, for any decks that are opened for a single use in a shoe (the cards are not reshuffled for a subsequent use and are removed from the table), a gaming licensee may cause to be inspected a sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Bureau.
- (c) The gaming licensee shall also inspect:
- (i) Any cards which the Bureau requests the gaming licensee to remove for the purpose of inspection;
 - (ii) Any cards the gaming licensee removed for indication of tampering;
 - (iii) All cards used for pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker; and
 - (iv) All cards used for poker.
- (d) The procedures for inspecting all decks required to be inspected under this subsection, shall, at a minimum, include:
- (i) The sorting of cards sequentially by suit or utilizing a machine approved by the Bureau capable of reading the cards to determine whether any deck contains missing or additional cards;
 - (ii) The inspection of the backs with an ultra- violet light;
 - (iii) The inspection of the sides of the cards for crimps, bends, cuts and shaving; and
 - (iv) The inspection of the front and back of all plastic cards for consistent shading and coloring.

- (e) If, during the inspection procedures required in 205 CMR 146.49 one or more plastic cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container and a two-part Card Discrepancy Report shall be completed in accordance with 205 CMR 146.49(14)(j).
- (f) Upon completion of the inspection procedures required by 205 CMR 146.49, each deck of plastic cards which is determined suitable for continued use shall be placed in sequential order, repackaged and returned to the primary or poker storage area for subsequent use. If a deck has any missing cards, the individual who repackages the cards shall indicate the need for the appropriate replacement card(s) in a manner documented in the gaming licensee's internal control procedures.
- (g) The gaming licensee shall develop internal control procedures for returning the repackaged cards to the storage area.
- (h) The individuals performing said inspection shall complete a work order form which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.
- (i) The gaming licensee shall submit the training procedures for those employees performing the inspection to the Bureau.
- (j) Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Bureau by the completion and delivery of a two-part Card Discrepancy Report.
- (k) At the end of each gaming day or at such other times as may be necessary, the gaming supervisor identified in 205 CMR 146.49(13) shall visually inspect each card for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the security department and the Bureau. A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Bureau. The original and duplicate Report shall contain, at a minimum:
 - (i) The date and shift of inspection;
 - (ii) The name of the supervisor conducting the inspection. The inspection required by this subsection shall be performed by a games supervisor other than the one who originally inspected the cards;
 - (iii) The pit number, table number, and type of game;
 - (iv) A description (for example, cut corners);

(v) The signature of the supervisor conducting the inspection;
(vi) The signature of the security representative taking custody of the card; and
(vii) The signature of the agent of the Bureau inspecting or accepting the card, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Bureau for any card retained by the Bureau. The receipt shall be signed by the security representative releasing the card to the Bureau and the agent of the Bureau accepting the card. The receipt shall be retained with the Security copy of the Discrepancy Report. Any card not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures. The report shall accompany the cards.

- (l) Notwithstanding any provision in this subsection to the contrary, for cards used:
- (a) In any authorized game or variation thereof which permits a player to touch them, the gaming licensee shall cause to be inspected all decks used during the day; and
 - (b) At any gaming table for more than 24 hours pursuant to 205 CMR 146.49(7)(g), the gaming licensee shall cause to be inspected a sample of decks that is separate from the sample of decks selected pursuant to 205 CMR 146.49(14)(a)(ii), provided that the procedures for selecting the sample size and for assuring a proper stratification of the sample shall be submitted to and approved by the Bureau.

(15) If a deck of plastic cards has been reused 12 or more times and the deck has been determined to be suitable for reuse by the individual performing the inspection procedures required by 205 CMR 146.49(14)(c), before that deck may be reused at a poker table, the deck must be inspected by a poker shift supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to 205 CMR 146.49(16)

(16) Where cards in an envelope or container are inspected and found to be without any indication of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker that are of sufficient quality for reuse, shall within 72 hours of collection be destroyed or cancelled. In addition, once cards retained as evidence by the Bureau are released to the security department, the cards shall immediately be destroyed or cancelled.

- (a) Destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau.
- (b) Destruction of cards shall be by shredding by the security department or a vendor approved by the Bureau.
- (c) Cancellation of cards shall be by drilling a circular hole of at least one-fourth of an inch in diameter through the center of each card in the deck.
- (d) Documentation supporting the actual destruction and/or cancellation of the cards shall be prepared by the casino security department or vendor performing the process. At a minimum, such documentation shall include:
 - (i) The date and time that the cards were destroyed;
 - (ii) The name and signature of the individual(s) who performed the destruction/cancellation process;
 - (iii) The amount of cards that were destroyed or cancelled; and
 - (iv) The signature of the representative of the games department attesting to the number of cards (decks of cards) destroyed when the procedure is performed at the casino.

146.50: Pre-shuffled and Pre-inspected Cards

- (1) In lieu of the card shuffling and inspection procedures to be followed at an open gaming table set forth in 205 CMR 146.50, a gaming licensee may elect to:
 - (a) Pre-inspect and pre-shuffle cards prior to the delivery of the cards to an open gaming table; or
 - (b) Use a licensed vendor to supply pre-shuffled and pre-inspected cards.
- (2) If a gaming licensee elects to pre-inspect and pre-shuffle cards, the process shall occur at a closed gaming table or another location approved by the Bureau and shall be performed by a dealer and verified by a gaming establishment supervisor with no concurrent supervisory responsibility for open gaming tables. The procedures required by 205 CMR 146.50(2)(a)-(g) shall be recorded by the surveillance department and each such recording shall be retained by the gaming licensee for not less than seven days.
 - (a) Upon receipt of the decks of cards pursuant to 205 CMR 146.50(3)(b), the dealer shall perform the procedures in 205 CMR 146.50(2)(b)-(g) independently for each batch of cards that will be sealed in a container, with the number of decks of cards in each batch being equal to the number of decks of cards required for the table game in which they are intended to be used.
 - (b) The dealer shall visually inspect the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game.

- (c) The dealer shall then shuffle the cards, manually or using an approved automated shuffling device, in a manner permitted by the applicable regulations governing the table game at which the cards will be utilized.
- (d) To ensure that there are no missing or extra cards, the dealer shall inspect the cards utilizing a machine approved by the Bureau. The machine shall issue a receipt that shall, at a minimum, include:
1. The manufacturer, model and serial number of the card inspection machine;
 2. The name or identification number of the dealer who operates the machine;
 3. The location at which the inspection is performed;
 4. The date and time of the inspection;
 5. The manufacturer and type of cards, the number of decks, and the table game for which the cards are inspected;
 6. The result of the inspection and, if failed, the identification of any missing or extra card(s); and
 7. The number of the seal to be used on the clear container in which the cards will be placed pursuant to 205 CMR 146.50(2)(g).
- (e) If the inspection fails, the gaming licensee shall follow the procedures set forth in 205 CMR 146.49(6).
- (f) Upon completion of the pre-inspection and pre-shuffling of the cards in the batch, the dealer and supervisor shall sign the receipt certifying that the cards were pre-inspected and pre-shuffled in accordance with this subsection.
- (g) For each batch of pre-inspected and pre-shuffled cards the dealer shall place the cards together with the receipt required 205 CMR 146.50(2)(d) in a clear container that conforms to the requirements of 205 CMR 146.50(5). The container shall be sealed with a pre-numbered label unique to such container. Procedures for the maintenance and security of unused seals, and the distribution, return and reconciliation of seals used on containers holding pre-inspected and pre-shuffled cards shall be detailed in the gaming licensee's internal controls.
- (h) The sealed containers of cards shall be transported by a:
1. Table games supervisor to the gaming pit of the gaming tables where they will be utilized and either locked in the pit stand in accordance with 205 CMR 146.50(3) or (4), or placed in a locked cabinet in the gaming pit, the keys to which shall be available only to table games supervisors and subject to sign-out and sign-in procedures; or
 2. Table games supervisor or a gaming key employee designated in accordance with the provisions of 205 CMR 146.50(3) and a casino security officer to an approved primary card storage area or poker card storage area where they shall be placed back into card inventory and segregated from cards that have not been pre-inspected and pre-shuffled. A record of the transport of the sealed containers of cards to the card storage area shall be maintained by the casino security department.

(i) When cards are needed for play, each container of cards shall be delivered by a table games supervisor to an open gaming table. Upon delivery, the table games supervisor shall unseal the container, place the decks of cards on the gaming table in front of the dealer. The supervisor shall record on the receipt contained within the container, the date, time and shift that the container was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the supervisor shall sign the receipt, and retain the receipt and container at the gaming table.

(3) If a gaming licensee elects to use a licensed vendor to supply pre-inspected and pre-shuffled cards, the manufacturer shall:

(a) Obtain approval from the Bureau for the automated shuffling device used to pre-shuffle cards; and

(b) Implement a process for shuffling and packaging cards which shall, at a minimum, include:

1. Visual inspection of the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game;
2. Verification that each package of cards contains the correct number and is constituted in accordance with the specific rules of the game the cards are intended for use;
3. Inserting the cards in a package with a tamper-proof seal(s) that bears a conspicuous indication if the package has been opened. The exterior of the package shall indicate:
 - a. The total number of decks contained within the package; and
 - b. The game(s) the cards are intended for use; and
 - c. Generation by the automated shuffling device in use, of a receipt to be inserted in the sealed package which shall include the following information:
 - (i) The total number of cards and decks contained within the package;
 - (ii) The date and time the cards were shuffled and verified;
 - (iii) Identification of the manufacturer's employee who performed the process in 205 CMR 146.50(3)(b); and
 - (iv) The manufacturer, model and serial number of the device used to shuffle the cards.

(4) Cards inspected and shuffled in accordance with 205 CMR 146.50(3) shall be delivered to an open gaming table in the manufacturer's sealed packaging. Prior to using the cards at a gaming table, a games supervisor shall inspect the package for evidence of tampering. If there is evidence of tampering, all cards in the package shall not be used and the gaming licensee shall follow the procedures set forth in 205 CMR 146.49(6). Upon opening the package, the table games supervisor shall record on the receipt

contained within the package, the date and time that the package was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the table games supervisor shall sign the receipt, place the cards on the table in front of the dealer, and retain the receipt and original package at the gaming table.

(5) For all pre-inspected and pre-shuffled cards, upon the initial use and patron request the dealer shall perform a strip or riffle shuffle of the cards and then cut the cards in the manner prescribed by the regulations governing the particular table game.

(6) Upon removal from a gaming table, pre-inspected and pre-shuffled cards shall be placed in the original container or package in which they were delivered to the table together with the receipt, and returned to the security department for inspection as required by 205 CMR 146.49(16).

(7) The Bureau may, at any time, require a gaming licensee to provide any container or package of pre-inspected and pre-shuffled cards.

146.51: Dealing Shoes; Automated Shuffling Devices

(1) ~~(4)~~ A gaming licensee and gaming device vendor shall comply with, and the commission adopts and incorporates by reference *Gaming Laboratories International, LLC Standard GLI-29: Card Shufflers and Dealer Shoes*, version 1.0, released July 20, 2012, subject to the following amendments:

(a) Delete section 1.1.1 and replace with the following: "The following sets forth the technical standards for card shufflers and dealer shoes as identified in 205 CMR 146. This GLI standard is adopted in whole subject to the modifications described in 205 CMR 146.51. The standard and modifications should at all times be read in conjunction with 205 CMR and the standards referenced in section 1.4.1 so as to create a harmonious regulatory framework.

(b) Delete section 1.2.

(2) The following words and terms, when used in this section, shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.
"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(3) Cards used for blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, Caribbean stud poker, let it ride poker, three-card poker, fast action hold 'em, Colorado hold 'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and

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secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at:

- (a) Pai gow poker, double down stud, Caribbean stud poker, three-card poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, flop poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and two-card joker poker may be dealt from the dealer's hand in accordance with the rules for each game authorized pursuant to 205 CMR 147;
- (b) The 6 to 5 blackjack variation shall be dealt from the dealer's hand in accordance with the Authorized Rules of the Game for Blackjack; and
- (c) Blackjack may be dealt from the dealer's hand in accordance with the Authorized Rules of the Game for Blackjack.

(4) A device which automatically shuffles cards may be utilized at the game of blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, poker, Caribbean stud poker, let it ride poker, three-card poker, fast action hold'em, Colorado hold 'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud in addition to a manual or automated dealing shoe, provided that:

- (a) The automated card shuffling device approved by the Bureau and the procedures for shuffling and dealing the cards through the use of the device are documented in the internal controls; and
- (b) The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant 205 CMR 146.51.

(5) Each manual or automated dealing shoe shall be designed and constructed with such features as the Bureau may require maintaining the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

- (a) At least the first four inches of the base plate shall be white;
- (b) The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and
- (c) A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance.

(6) A baccarat dealing shoe, in addition to meeting the requirements of 205 CMR 146.51, shall also adhere to the following specifications:

- (a) A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;

- (b) The sides and back above the base plate shall be opaque; and
- (c) A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.
- (d) A Harrigan plate be used in all baccarat shoes so the backs of the cards cannot be seen until drawn

(7) A pai gow poker dealing shoe, in addition to meeting the requirements of 205 CMR 146.51, may, in the discretion of the gaming licensee, also contain a device on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(8) All dealing shoes and shuffling devices in the casino shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(9) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the discard rack shall be on the side of the gaming table opposite such device or shoe.

146.52: Pai Gow Tiles: Physical Characteristics

- (1) Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.
- (2) Each tile used in gaming at pai gow shall:
 - (a) Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;
 - (b) Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;
 - (c) Have on the back of each tile an identifying feature unique to each casino;
 - (d) Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all the other sides;
 - (e) Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and
 - (f) Have identifying spots on the front of the tiles which are either red or white or both.
- (3) Each set of tiles shall be composed of 32 tiles as set forth in the Authorized Rules of

the Game for Pai Gow.

(4) Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

146.53: Pai Gow Tiles: Receipt; Storage; Inspections, and Removal From Use

(1) When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the security department and a supervisor to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Bureau standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact, and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Bureau. Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the tiles have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Bureau.

(2) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(3) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the table games shift manager or supervisor thereof, in the presence of a security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area. Tiles are to be inspected by surveillance prior to the game beginning for the gaming day or when new tiles are being put into play.

(4) All envelopes and containers used to hold or transport tiles shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(5) The table games shift manager or casino supervisor thereof shall distribute sufficient sets of tiles to the pit boss in each pai gow pit. The pit boss shall then distribute the sets

to the dealer at each table, and shall place extra sets in reserve at the pit stand. Sets of tiles in reserve shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor thereof.

(6) If during the course of play any damaged tile is detected, the entire set of tiles shall be immediately replaced. The dealer or floorperson shall request that the pit boss bring a substitute set of tiles to the table from the reserve in the pit stand. The set of damaged tiles shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and casino supervisor. The pit boss shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(7) Tiles used at pai gow shall be changed at least every 12 hours. The supervisor shall collect used tiles which shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and casino supervisor. The pit boss shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(8) The gaming licensee shall remove any tiles at any time of the gaming day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or the Bureau.

(9) All extra sets of tiles in reserve which have been opened shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

(10) At the end of each gaming day or at such other times as may be necessary, a security officer shall collect and sign all envelopes or containers with damaged tiles, tiles used during the gaming day, and all extra tiles in reserve which have been opened, and shall return the envelopes or containers to the security department.

(11) At the end of each gaming day or at such other times as may be necessary, a table games shift manager or supervisor thereof may collect all extra sets of tiles in reserve which have not been opened. If collected, all unopened sets of tiles shall either be cancelled or destroyed or returned to the storage area.

(12) When the envelopes or containers of used tiles and reserve sets of tiles which have been opened are returned to the security department, they shall be inspected for tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

(a) The gaming licensee shall cause to be inspected all sets of tiles used during the gaming day.

(b) The procedures for inspecting all sets of tiles shall at least include the

following:

1. The sorting of tiles by pairs;
2. The visual inspection of the sides and back of each tile for tampering, markings or alterations;
3. The inspection of the sides and back of each tile with an ultra-violet Light; and
4. White light to ensure no light can be seen coming through the tile ensuring that it is not transparent or translucent

(c) The individual performing the inspection required by 205 CMR 146.53 shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

(d) Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the security department and the Bureau. A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Bureau.

The original and duplicate Report shall contain at a minimum:

1. The date and shift of inspection;
2. The name of the supervisor conducting the inspection. The inspection required by this subsection shall be performed by a supervisor other than the one who originally inspected the tiles;
3. The pit number, table number, and type of game;
4. A description (for example, shaved corners);
5. The signature of the supervisor conducting the inspection;
6. The signature of the security representative taking custody of the tile; and
7. The signature of the agent of the Bureau inspecting or accepting the tile, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Bureau for any tile retained by the Bureau. The receipt shall be signed by the security representative releasing the tile to the Bureau and the agent of the Bureau accepting the tile. The receipt shall be retained with the Security copy of the Discrepancy Report. Any tile not retained by the Bureau shall be destroyed in accordance with the licensee's destruction procedures.

(e) If after completing the inspection procedures required in 205 CMR 146.53, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings, or alterations, that set may be returned to the pai gow storage area for subsequent gaming use in accordance with the gaming licensee's internal control procedures. In no event may individual tiles from different sets

be used to make a complete set for subsequent gaming use.

- (13) The gaming licensee shall include in their internal control, procedures for:
- (a) An inventory system which shall include the recordation of at least the following:
 - 1. The balance of sets of tiles on hand;
 - 2. The sets of tiles removed from storage;
 - 3. The sets of tiles returned to storage or received from the manufacturer;
 - 4. The date of the transaction; and
 - 5. The signatures of the individuals involved;
 - (b) A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve; and
 - (c) A physical inventory of the sets of tiles at least once every three months. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required 205 CMR 146.53(13)(a)(1). Any discrepancies shall immediately be reported to the Bureau.
- (14) Other than tiles retained for Bureau inspection, tiles shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once tiles retained as evidence by the Bureau are released to the security department, the tiles shall immediately be destroyed or cancelled.
- (15) Destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall be approved by the Bureau. The adequacy of the destruction and cancellation process shall be approved by the Bureau. Destruction of tiles shall be by shredding by the security department or a vendor approved by the Bureau. Cancellation of tiles shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.

146.54 Inspection and Approval of Gaming Equipment and Related Devices and Software

- (1) No gaming equipment or any related device or software shall be used in a gaming establishment unless it is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the independent testing lab certified by the commission.
- (2) The following equipment shall be certified by an approved internal or independent testing lab followed by an on-site inspection by the Bureau prior to initial use or following any modification:
- 1. Slot machines;
 - 2. Multiplayer systems;
 - 3. Electronic table games;
 - 4. Server supported slot systems;

5. Slot machine bonus systems;
6. Progressive equipment;
7. Kiosks;
8. Account based wagering systems;
9. Wireless wagering devices;
10. Slot monitoring systems;
11. Gaming voucher systems; and
12. Devices used in conjunction with a slot monitoring system.

(3) Any evidence that an item of gaming equipment or a related device or software used in a gaming facility has been tampered with or altered in any way which would affect the integrity, fairness, or suitability of the item for use in a casino shall be immediately reported to the Bureau. The Bureau shall ensure that any such item is maintained in a secure manner.

(4) A gaming licensee and gaming device vendor shall comply with, and the commission adopts and incorporates by reference, *Gaming Laboratories International, LLC Standard GLI-25: Dealer Controlled Electronic Table Games*, version 1.2, released September 6, 2011, subject to the following amendments:-

(a) Delete section 1.1 and replace with the following: “The following sets forth the technical standards for dealer controlled electronic table games as identified in 205 CMR 146. This GLI standard is adopted in whole subject to the modifications described in 205 CMR 146.54(4). The standard and modifications should at all times be read in conjunction with 205 CMR and the standards referenced in section 1.3.1 so as to create a harmonious regulatory framework.

146.55 Approval of Gaming Equipment / Approval of New Gaming Equipment

(1) At the Bureau’s request, the manufacturer will supply a sample of suggested equipment for review and testing.

(2) A gaming licensee, in conjunction with other interested parties, may petition the Bureau in writing for the approval of new gaming equipment in accordance with the process set forth in 205 CMR 147 related to petitions for a new game or game variation. New gaming equipment pending approval shall be permitted to be used during new game or game variation field trials conducted pursuant to 205 CMR 147.04(5).

146.56 Security of Gaming Equipment

(1) Any equipment used for the operation of a gaming table that is stored in inventory shall be secured in a locked area with dedicated closed circuit television system coverage. This shall include, but not be limited to cards, dice, pai gow tiles, shuffle

machines, wheels or devices that can affect or determine the outcome of the game. The areas to be secured shall include pit stands, card and dice storage rooms or any other back of house table games equipment storage areas and any other areas so designated by the Commission.

(2) Any gaming equipment that will be sold by a gaming licensee to an outside party shall require a notification to the Bureau office within the gaming establishment with the specific details. Cards and dice may be sold at the gift shop after the licensee has submitted their procedure for the process to the Bureau.

(3) All gaming equipment included in 205 CMR 146.00 shall be imprinted with a unique serial number.

146.57: RESERVED

146.58: Crazy 4 Poker Table; Physical Characteristics

(1) Crazy 4 poker shall be played on a table having positions for no more than six players on one side of the table and a place for the dealer on the opposite side. A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design.

(2) The layout for a Crazy 4 poker table shall contain, at a minimum:

- (a) The name or trade name of the gaming licensee;
- (b) Separate designated betting areas at each betting position for the placement of the Ante, Play, Super Bonus and Queens Up Wagers for each player. The Super Bonus betting area must be located to the right of the Ante Wager betting area and be separated by an “=” symbol;
- (c) If the licensee offers either the Four or Five-Card Progressive Payout Wager authorized under Section 7 of the Authorized Rules of the Game for Crazy 4 Poker, a separate area designated for the placement of the Progressive Payout Wager for each player;
- (d) If a licensee offers the Five Card Hand Bonus Wager authorized under Section 7 of the Authorized Rules of the Game for Crazy 4 Poker, each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager;
- (e) An inscription identifying the payout odds for all authorized wagers or a sign identifying the payout odds or amounts for all permissible wagers posted at each Crazy 4 Poker table;
- (f) Inscriptions that advise patrons of the following:
 - (i) The best four-card hand plays.
 - (ii) The dealer qualifies with a king or better.
 - (iii) A player who has a pair of aces or better may place a Play Wager in

an amount up to three times the player's Ante Wager.

(iv) The player's Super Bonus Wager shall be returned if the player beats or ties the dealer with a hand that is not a straight or better.

(4) Each Crazy 4 poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

(5) If the gaming licensee offers either a Four or Five-Card Progressive Payout Wager in accordance with Section 7 of the Authorized Rules of the Game for Crazy 4 Poker, the Crazy 4 Poker table must have a progressive table game system, in accordance with 205 CMR 143.02 for the placement of Progressive Payout Wagers. If the gaming licensee is offering a Progressive Payout Wager on multiple linked tables or games in the same gaming establishment, the progressive table game system must comply with 205 CMR 143.02. The progressive table game system must include:

(a) A wagering device at each betting position that acknowledges or accepts the placement of the Progressive Payout Wager; and

(b) A device that controls or monitors the placement of Progressive Payout Wagers at the gaming table, including a mechanism, such as a lock-out button, that prevents the recognition of any Progressive Payout Wager that a player attempts to place after the dealer has announced "no more bets."

(6) If the gaming licensee offers the Five Card Hand Bonus Wager authorized under Section 7 of the Authorized Rules of the Game for Crazy 4 Poker, the Crazy 4 Poker table must have a table game system, in accordance with 205 CMR 138.62 and an electronic wagering system in accordance 205 CMR 146.63. Each betting position must contain an electronic wagering system for the placement of the Five Card Hand Bonus Wager. The system must include a mechanism, such as a lockout button, that prevents the placement of any Five Card Hand Bonus Wagers that a player attempts to place after the dealer has begun dealing the cards. If the certificate holder is offering a Five Card Hand Bonus Wager on multiple linked tables or games in the same gaming establishment, the progressive table game must comply with 205 CMR 143.02.

146.59: RESERVED

146.60: Free Bet Blackjack

(1) Free Bet Blackjack shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side of the table.

(2) A true-to-scale rendering and a color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Free Bet Blackjack table shall contain, at a minimum:

(a) The name or logo of the gaming licensee;

(b) A separate betting area designated for the placement of the Blackjack Wager for each player;

- (c) The following inscriptions:
- (i) Blackjack pays 3 to 2;
 - (ii) Insurance pays 2 to 1;
 - (iii) Dealer shall draw to 16 and stand on all 17s or other similar language approved by the Bureau;
 - (iv) Blackjack Wagers will push if the dealer's hand has a total point count of 22 or other similar language approved by the Bureau; and
 - (v) Surrender is not available on a Free Bet Blackjack table or other similar language approved by the Bureau, unless the gaming licensee posts a sign at each Free Bet Blackjack table specifying that surrender is not available.
- (d) If the licensee offers the Push 22 Wager, a separate area designated for the placement of the wager for each player;
- (e) Inscriptions that advise patrons of the payout odds or amounts for all permissible wagers offered by the certificate holder unless a sign identifying the payout odds or amounts for all permissible wagers is posted at each Free Bet Blackjack table.

(3) Each Free Bet Blackjack table must have a drop box and a tip box attached on the same side of the table as, but on opposite sides of, the dealer.

(4) Each Free Bet Blackjack table must have a card reader device attached to the top of the dealer's side of the table. The floorperson assigned to the Free Bet Blackjack table shall inspect the card reader device at the beginning of each gaming day to ensure that there has been no tampering with the device and that it is in proper working order.

(5) Each Free Bet Blackjack table must have a discard rack securely attached to the top of the dealer's side of the table. The height of each discard rack must either:

- (a) Equal the height of the cards, stacked one on top of the other, in the total number of decks that are to be used in the dealing shoe at that table; or
- (b) Be taller than the height of the total number of decks being used if the discard rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards in the number of decks to be used in the dealing shoe at that table.

146.61: Heads Up Hold 'Em

- (1) Heads Up Hold 'em shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side.
- (2) A true-to-scale rendering and color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a Heads Up Hold 'em table shall contain, at a minimum:
 - (a) The name or trade name of the gaming licensee;

- (b) A separate designated betting area at each betting position for the placement of the ante wager;
- (c) A separate designated betting area located immediately behind each ante wager betting area for the placement of the raise wager;
- (d) The odds wager, trips plus wager and pocket bonus wager authorized by Section 6 of the Authorized Rules of the Game for Heads Up Hold 'em, shall be placed in a separate designated betting area at each betting position for the placement of each wager as follows:
 - (i) The odds wager designated betting area shall be to the right of and aligned with the ante wager;
 - (ii) The trips plus wager designated betting area shall be in front of the ante wager;
 - (iii) The pocket bonus wager designated betting area shall be to the right of and aligned with the trips plus designated betting area, and in front of the odds wager designated betting area;
- (d) Heads Up Hold 'em tables shall have inscriptions that advise patrons of the payout odds of the odds wager, bad beat bonus, trips plus wager, and pocket bonus wager authorized as described in Section 11 of the Authorized Rules of the Game for Heads Up Hold 'em, respectively; and inscriptions that advise patrons of the permissible raise wagers.

- (3) Each Heads Up Hold 'em table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

146.62: High Card Flush: physical characteristics

- (1) High Card Flush shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side.
- (2) A true-to-scale rendering and color photograph of the layout(s) shall be submitted to the Bureau prior to utilizing the layout design. The layout for a High Card Flush table shall contain, at a minimum:
 - a) The name or trade name of the gaming licensee;
 - b) A separate designated betting area at each betting position for the placement of the ante wager;
 - c) A separate designated betting area located immediately in front of each ante wager betting area for the placement of the raise wager;
 - d) If a gaming licensee offers the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager authorized by Section 6 of the Authorized Rules of the Game for High Card Flush, a separate designated betting area at each betting position for the placement of each wager, which shall be located behind each ante wager betting area;

- e) If a gaming licensee offers the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager authorized by Section 6 of the Authorized Rules of the Game for High Card Flush, inscriptions that advise patrons of the payout odds for the Flush Bonus wager, the Straight Flush Bonus wager, and/or the Progressive payout wager, as described in Section 11 of the Authorized Rules of the Game for High Card Flush.
- f) Inscriptions that advise patrons of the permissible raise wagers, as described Section 6 of the Authorized Rules of the Game for High Card Flush; and;
- g) Inscriptions that advise patrons of the dealer's qualifying hand, as described in Section 1 of the Authorized Rules of the Game for High Card Flush.

(3) Each High Card Flush table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer.

(4) If a gaming licensee offers the Progressive payout wager authorized by Section 6 of the Authorized Rules of the Game for High Card Flush., each High Card Flush table shall be equipped with an approved table game progressive payout wager system for the placement of Progressive payout wagers, equipped with additional approved features or standards including, but not limited to, those required pursuant to 205 CMR 143.02.

146.63: Linked progressive table games and progressive wager equipment (RESERVED)



December 1, 2017

Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, MA 02110

RE: Blue Tarp reDevelopment Comments on Proposed 205 CMR 146

To Whom It May Concern:

Blue Tarp reDevelopment, LLC (“MGM Springfield”) submits the following comments in connection with the Massachusetts Gaming Commission’s (the “Commission”) proposed regulation 205 CMR 1146.00, *Gaming Equipment*.

Blackjack Tables

In connection with the layout for blackjack tables set forth in section 146.13, the following should be added as an optional inscription for blackjack tables in sections 146.13(3), (4) and (14): **“Dealer Must Hit on Soft 17”**.

Progressive Wagers

The equipment regulations for Blackjack (Section 146.13(10)), Pai Gow Poker (Section 146.21(7)) and Caribbean Stud Poker (146.26(5)) have specific requirements necessary for the placing of progressive wagers including additional equipment, layout requirements and signage for these games. Crazy 4 Poker (Section 146.58) and High Card Flush (Section 146.62) also have equipment requirements for placing progressive wagers albeit different than that of the blackjack and poker games. As a general rule, these additional equipment requirements for progressive wagers protect the integrity of each game.

If approved by the Commission, progressive wagers may be offered in several other table games currently included in section 146 as well as additional table games that may be proposed. Aside from the table games referenced above, the equipment regulations pertaining to many of the

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authorized games do not specify the equipment and layout needed to the extent a gaming licensee is authorized to accept a progressive wager. To allow for additional progressive wagers which may be included or added to the Commission's Rules of the Games, the Investigations and Enforcement Bureau (Bureau) should be given corresponding authority to approve the necessary equipment, table layout and signage for these wagers within the same parameters as the equipment requirements for progressive wagers in Blackjack and Pai Gow. This additional authority and process will allow gaming licensees to offer additional wager options, and, if approved, allow the Bureau to approve the corresponding equipment without formally amending the Equipment Regulations. Accordingly, MGM Springfield proposes adding a new section to 205 CMR 146 as follows:

205 CMR 146.XX Progressive Wager Equipment

To the extent not specifically provided for in this section, if a gaming licensee offers an approved progressive wager for any game authorized under the Commission's Rules of the Game, the table layout for such a game shall have designated areas for the placement of the progressive wager and may include other equipment as approved by the Bureau including but not be limited to:

- (a) A separate acceptor device for the placement of a progressive wager. Each acceptor device shall have a light which shall illuminate upon placement and acceptance of a gaming chip;
- (b) A method to ensure that only one progressive wager is made per person, per round of play;
- (c) A device or method to indicate that a progressive wager has been won;
- (d) A sign describing the winning wagers and the payouts to be awarded on winning progressive wagers at a location near the table;
- (e) A table controller panel which shall be equipped with a "lock-out" button which, once activated by the dealer, will prevent any player's gaming chip from being recognized in the acceptor device; and
- (f) A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Bureau may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to the Bureau.

Thank you in advance for your thoughtful consideration of these comments. Please do not hesitate to contact us with further comments or questions in this regard.

Sincerely,



Seth N. Stratton

Vice President and Legal Counsel

cc: Robert Westerfield, Vice President of Table Games
Patrick Madamba, Esq.
Jed M. Nosal, Esq.



STANDARD SERIES

GLI-25:

Dealer Controlled Electronic Table Games

Version: 1.2

Release Date: September 6, 2011



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ABOUT THIS STANDARD

This Standard has been produced by **Gaming Laboratories International, LLC** for the purpose of providing independent certifications to suppliers under this Standard and complies with the requirements set forth herein.

A supplier should submit equipment with a request that it be certified in accordance with this Standard. Upon certification, Gaming Laboratories International, LLC will provide a certificate of compliance evidencing the certification to this Standard.

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CHAPTER 1

1.0 STANDARD OVERVIEW

1.1 Introduction

1.1.1 General Statement. Gaming Laboratories International, LLC (GLI) has been testing gaming equipment since 1989. Over the years, we have developed numerous standards for jurisdictions all over the world. In recent years, many jurisdictions have opted to ask for the development of industry standards without creating their own standards documents. In addition, with technology changing almost monthly, new technology is not being incorporated quickly enough into existing standards due to the long process of administrative rulemaking. This document, *GLI Standard 25*, will set forth the technical Standards for Dealer Controlled Electronic Table Games (ETG).

1.1.2 Document History. This document is an essay from many standards documents from around the world. Some GLI has written; some, such as the Australian and New Zealand National Standard, were written by Industry Regulators with input from test laboratories and electronic table game manufacturers. We have taken each of the standards' documents, merged each of the unique rules together, eliminating some rules and updating others, in order to reflect both the change in technology and the purpose of maintaining an objective, factual standard. We have listed below, and given credit to, agencies whose documents we reviewed prior to writing this Standard. It is the policy of **Gaming Laboratories International, LLC** to update this document as often as possible to reflect changes in technology, testing methods, or cheating methods. This document will be distributed without charge to all those who request it. It may be obtained by downloading it from our website at www.gaminglabs.com or by writing to us at:

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1.2 Purpose of Technical Standards

1.2.1 General Statement. The Purpose of this Technical Standard is as follows:

- a) To eliminate subjective criteria in analyzing and certifying Dealer Controlled Electronic Table Games.
- b) To only test those criteria that impact the credibility and integrity of Dealer Controlled Electronic Table Games from both the Revenue Collection and Player's perspective.
- c) To create a standard that will ensure that the Dealer Controlled Electronic Table Games are fair, secure, and able to be audited and operated correctly.
- d) To distinguish between local public policy and laboratory criteria. At GLI, we believe that it is up to each local jurisdiction to set public policy with respect to gaming.
- e) To recognize that non-gaming testing (such as Electrical Testing) should not be incorporated into this standard but left to appropriate test laboratories that specialize in that type of testing. Except where specifically identified in the standard, testing is not directed at health or safety matters. These matters are the responsibility of the manufacturer, purchaser, and operator of the equipment.
- f) To construct a standard that can be easily changed or modified to allow for new technology.
- g) To construct a standard that does not specify any particular method or algorithm. The intent is to allow a wide range of methods to be used to conform to the standards, while at the same time, to encourage new methods to be developed.

1.2.2 No Limitation of Technology. One should be cautioned that this document should not be read in such a way that limits the use of future technology. The document should not be interpreted that if the technology is not mentioned, then it is not allowed. Quite to the contrary, as new technology is developed, we will review this standard, make changes and incorporate new minimum standards for the new technology.

1.3 Other Documents That May Apply

1.3.1 General Statement. The following other GLI standards may apply, depending on the features of the electronic table game and references throughout this document. All GLI standards are available on our website at www.gaminglabs.com:

- a) GLI-11 Gaming Devices in Casinos;
- b) GLI-12 Progressive Gaming Devices in Casinos;
- c) GLI-13 On-Line Monitoring and Control Systems (MCS) and Validation Systems in Casinos;
- d) GLI-16 Cashless Systems in Casinos;
- e) GLI-17 Bonusing Systems in Casinos; and
- f) GLI-18 Promotional Systems in Casinos.

NOTE: This standard covers the Technical Specifications of the operation of Dealer Controlled Electronic Table Games, as defined within section 1.4.1 below, where the table games are operated electronically, that require interaction from a live dealer. Please refer to GLI-24 for Electronic Table Game Systems that do not utilize a live dealer.

1.4 Defining Dealer Controlled Electronic Table Games

1.4.1 General Statement. Dealer Controlled Electronic Table Games (ETG) is the operation of a table game(s) that require a live dealer that utilizes electronics as part of the game's operation (i.e., game generation, electronically collecting, storing, communicating accounting and significant event data, etc.) **This standard is only to be used when the electronic table game requires a live dealer. This standard will not make assumptions as to the classification of a device in a particular jurisdiction as being a table game or a gaming device, as defined within the GLI-11 Gaming Devices in Casinos standard. Nor does GLI offer an opinion as to how many 'devices' the equipment encompasses.**

NOTE: For table game systems that do not utilize a live dealer please refer to the GLI Standard 24.

1.5 Phases of Testing

1.5.1 *General Statement.* Electronic table game submissions to the Test Laboratory may be performed in two phases:

- a) Within the laboratory setting; and
- b) On-site following the initial install of the system to ensure proper configuration of the security applications.

NOTE: In addition to the on-site testing of the system, the Test Laboratory shall provide training on this new technology to the local regulators, recommended field auditing procedures, and assistance with the compilation of Internal Controls, if requested.

CHAPTER 2

2.0 *ELECTRONIC TABLE GAME SYSTEM REQUIREMENTS*

2.1 Introduction

This chapter addresses electronic table game's that may or may not function as a component within a table game system. The regulations of each subchapter only apply when the electronic table game(s) operate as part of a 'table game system' that is independent of any external gaming system. Electronic table game's that operate in conjunction with external systems shall meet the game level and communication requirements established within the appropriate GLI Standard.

2.2 Table Game System Requirements

2.2.1 System Clock. The system must maintain an internal clock that reflects the current time (24hr format - which is understood by the local date/time format) and date that shall be used to provide for the following:

- a) Time stamping of significant events;
- b) Reference clock for reporting; and
- c) Time stamping of configuration changes.

2.2.2 Synchronization Feature. If multiple clocks are supported the system shall have a facility whereby it is able to synchronize those clocks in each system component, whereby conflicting information could not occur.

2.3 System Security

2.3.1 General Statement. All communications, including Remote Access, must pass through at least one approved application-level firewall and must not have a facility that allows for an alternate network path.

2.3.2 Firewall Audit Logs. The firewall application must maintain an audit log of the following information and must disable all communications and generate an error event if the audit log becomes full:

- a) All changes to configuration of the firewall;
- b) All successful and unsuccessful connection attempts through the firewall; and
- c) The source and destination IP Addresses, Port Numbers and MAC Addresses.

2.3.3 Surveillance/Security Functionality. The system shall provide for interrogation that enables on-line comprehensive searching of the significant event log.

2.3.4 Access Control. The system must support either a hierarchical role structure whereby user name and password define program access or individual menu item access or logon program /device security based strictly on user name and password or PIN. The system shall not permit the alteration of any significant log information without supervised access control. There shall be a provision for system administrator notification and user lockout or audit trail entry, after a set number of unsuccessful login attempts. The system shall record: Date and Time of the Login attempt, username supplied, and success or failure. The use of generic user accounts on servers is not permitted.

2.3.5 Data Alteration. The system shall not permit the alteration of any accounting or significant event log information without supervised access controls. In the event financial data is changed, an audit log must be capable of being produced to document:

- a) Data element altered;

-
- b) Data element value prior to alteration;
 - c) Data element value after alteration;
 - d) Time and Date of alteration; and
 - e) Personnel that performed alteration (user login).

2.4 Remote Access

2.4.1 Remote Access defined. Remote access defines any access made by a component outside the 'trusted' network.

2.4.2 General Statement. Remote access where permitted, shall authenticate all computer systems based on the authorized settings of the electronic table game and firewall application that establishes a connection with the electronic table game as long as the following requirements are met:

- a) Remote Access User Activity log is maintained by both the property and the manufacturer, depicting: authorized by, purpose, logon name, time/date, duration, and activity while logged in;
- b) No unauthorized remote user administration functionality (adding users, changing permissions, etc.);
- c) No unauthorized access to database;
- d) No unauthorized access to operating system; and
- e) If remote access is to be on a continuous basis then a network filter (firewall) must be installed to protect access (Dependent upon jurisdictional approval).

2.4.3 Self Monitoring. The system must implement self monitoring of all critical Interface Elements (e.g. central hosts, network devices, firewalls, links to third parties, etc.) and shall have the ability to effectively notify the system administrator of any error condition, provided the condition is not catastrophic. The system shall be able to perform this operation with a frequency of at least once in every 24-hour period and during each power-up and power reset.

2.5 Backups and Recovery

2.5.1 System Redundancy, Backup & Recovery. The system shall have sufficient redundancy and modularity so that if any single component or part of a component fails, gaming can continue. There shall be redundant copies of each log file or system database or both on the system with open support for backups and restoration.

2.5.2 Backup & Recovery. In the event of a catastrophic failure when the system cannot be restarted in any other way, it shall be possible to reload the system from the last viable backup point and fully recover the contents of that backup, recommended to consist of at least the following information:

- a) Significant events;
- b) Accounting information;
- c) Auditing information; and
- d) Specific site information such as Device file, Employee file, game profiles, etc.

2.6 Communication Protocol

2.6.1 General Statement. Each component of an electronic table game system must function as indicated by the communication protocol implemented. All protocols must use communication techniques that have proper error detection and/or recovery mechanisms which are designed to prevent unauthorized access or tampering, employing Data Encryption Standards (DES) or equivalent encryption with secure seeds or algorithms. Any alternative measures will be reviewed on a case-by-case basis, with regulator approval.

2.7 System Integrity

2.7.1 General Statement. The Laboratory will perform certain tests to determine whether or not outside influences affect game fairness to the player or create cheating opportunities. This certification applies exclusively to tests conducted using current and retrospective methodology developed by Gaming Laboratories International, LLC (GLI). During the course of testing, GLI inspects for marks or symbols indicating that a device has undergone product safety compliance testing. Gaming Laboratories International, LLC also performs, where possible, a cursory review of submissions and information contained therein related to Electromagnetic Interference (EMI), Radio Frequency Interference (RFI), Magnetic Interference, Liquid Spills, Power Fluctuations and Environmental conditions. Electrostatic Discharge Testing is intended only to simulate techniques observed in the field being used to attempt to disrupt the integrity of electronic table game systems. Compliance to any such regulations related to the aforementioned testing is the sole responsibility of the device manufacturer. GLI claims no liability and makes no representations with respect to such non-gaming testing. An electronic table game system shall be able to withstand the following tests, resuming game play without operator intervention:

- a) **Random Number Generator.** If implemented, the random number generator and random selection process shall be impervious to influences from outside the device, including, but not limited to, electro-magnetic interference, electro-static interference, and radio frequency interference;
- b) **Electro-Static Interference.** Protection against static discharges requires that the table game's conductive cabinets be earthed in such a way that static discharge energy shall not permanently damage, or permanently inhibit the normal operation of the electronics or other components within the electronic table game. The electronic table game may exhibit temporary disruption when subjected to a significant electro-static discharge greater than human body discharge, but they shall exhibit a capacity to recover and complete any interrupted play without loss or corruption of any control or critical data information associated with the electronic table game. The tests will be conducted with a severity level of a maximum of 27KV air discharge;

2.7.2 Physical Security. The server or system component(s) must reside in a secure area where access is limited to authorized personnel. It is recommended that logical access to the game be logged on the system or on a computer or other logging device that resides outside the secure area and is not accessible to the individual(s) accessing the secure area. The logged data should include the time, date, and the identity of the individual accessing the secure area. The resulting logs should be kept for a minimum of 90 days.

2.8 Random Number Generator

2.8.1 General Statement. The Random Number Generator (RNG) is the selection of game symbols or production of game outcomes. The regulations within this section are only applicable to electronic table games that utilize an RNG, which shall:

- a) Be statistically independent;
- b) Conform to the desired random distribution;
- c) Pass various recognized statistical tests; and
- d) Be unpredictable.

2.8.2 Game Selection Process.

- a) All Combinations and Outcomes Shall Be Available. Each possible permutation or combination of game elements that produces winning or losing game outcomes shall be available for random selection at the initiation of each play, unless otherwise denoted by the game.
- b) No Near Miss. After selection of the game outcome, the electronic table game shall not make a variable secondary decision, which affects the result shown to the player. For instance, the random number generator chooses an outcome that the game will be a loser.
- c) No Corruption from Associated Equipment. An electronic table game shall use appropriate protocols that effectively protect the random number generator and random

selection process from influence by associated equipment, which may be communicating with the electronic table game.

2.8.3 *Applied Tests.* The test laboratory may employ the use of various recognized tests to determine whether or not the random values produced by the random number generator pass the desired confidence level of 99%. These tests may include, but are not limited to:

- a) Chi-square test;
- b) Equi-distribution (frequency) test;
- c) Gap test;
- d) Overlaps test;
- e) Poker test;
- f) Coupon collector's test;
- g) Permutation test;
- h) Kolmogorov-Smirnov test;
- i) Adjacency criterion tests;
- j) Order statistic test;
- k) Runs tests (patterns of occurrences should not be recurrent);
- l) Interplay correlation test;
- m) Serial correlation test potency and degree of serial correlation (outcomes should be independent of the previous game);
- n) Tests on subsequences; and
- o) Poisson distribution.

2.8.4 *Background RNG Activity.* The RNG shall be cycled continuously in the background between games and during game play at a speed that cannot be timed by the player. The test laboratory recognizes that some time during the game, the RNG may not be cycled when interrupts may be suspended. The test laboratory recognizes this but shall find that this exception shall be kept to a minimum.

2.8.5 RNG Seeding. The first seed shall be randomly determined by an uncontrolled event. After every game there shall be a random change in the RNG process (new seed, random timer, delay, etc.). This will verify the RNG doesn't start at the same value, every time. It is permissible not to use a random seed; however, the manufacturer must ensure that games will not synchronize.

2.8.6 Live Game Correlation. Unless otherwise denoted on the pay glass/display, where the electronic table game plays a game that is recognizable such as Poker, Blackjack, Roulette, etc., the same probabilities associated with the live game shall be evident in the simulated game. For example, the odds of getting any particular number in Roulette where there is a single zero (0) and a double zero (00) on the wheel, shall be 1 in 38; the odds of drawing a specific card or cards in Poker shall be the same as in the live game.

2.8.7 Card Games. The requirements for games depicting cards being drawn from a deck are the following:

- a) At the start of each game/hand, the cards shall be drawn fairly from a randomly-shuffled deck; the replacement cards shall not be drawn until needed, and in accordance with game rules, to allow for multi-deck and depleting decks;
- b) Cards once removed from the deck shall not be returned to the deck except as provided by the rules of the game depicted;
- c) As cards are removed from the deck they shall be immediately used as directed by the rules of the game (i.e., the cards are not to be discarded due to adaptive behavior by the electronic table game system)

*NOTE: It is acceptable to draw **random numbers** for replacement cards at the time of the first hand random number draw. Provided the replacement cards are sequentially used as needed.*

2.9 Maintenance of Critical Memory

2.9.1 General Statement. Critical memory storage may be maintained by the player terminal or the system, where applicable. Critical memory shall be maintained by a methodology that enables errors to be identified. This methodology may involve signatures, checksums, partial checksums, multiple copies, timestamps and/or effective use of validity codes.

Note: The “Maintenance of Critical Memory” section is not intended to preclude the use of alternate storage media types, such as hard disk drives, for the retention of critical data. Such alternate storage media is still expected to maintain critical data integrity in a manner consistent with the requirements in this section, as applicable to the specific storage technology implemented.

2.9.2 Comprehensive Checks. Comprehensive checks of critical memory shall be made following game initiation but prior to display of game outcome to the player. It is recommended that critical memory is continuously monitored for corruption. Test methodology shall detect failures with an extremely high level of accuracy.

2.9.3 Unrecoverable Critical Memory. An unrecoverable corruption of critical memory shall result in an error. The memory error shall not be cleared automatically and shall result in a tilt condition, which facilitates the identification of the error and causes the electronic table game to cease further function. *The critical memory error shall also cause any communication external to the electronic table game to immediately cease.* An unrecoverable critical memory error shall require a full non-volatile memory clear performed by an authorized person.

2.9.4 Non-volatile Memory and Program Storage Device Space. Non-volatile memory space that is not critical to the electronic table game operations are not required to be validated.

2.10 Program Storage Device Requirements

2.10.1 General Statement. The term *Program Storage Device* is defined to be the media or an electronic device that contains the critical control program components. Device types include

but are not limited to EPROMs, compact flash cards, optical disks, hard drives, solid state drives, USB drives, etc. This partial list may change as storage technology evolves. All program storage devices shall:

- a) Be housed within a fully enclosed and locked logic compartment;
- b) Be clearly marked with sufficient information to identify the software and revision level of the information stored in the device. In the case of media types on which multiple programs may reside it is acceptable to display this information via the attendant menu.
- c) Validate themselves during each processor reset;
- d) Validate themselves the first time they are used; and
- e) CD-ROM, DVD, and other optical disk-based Program Storage shall:
 - i. Not be a re-writeable disk; and
 - ii. The “Session” shall be closed to prevent any further writing.

2.11 Control Program Requirements

2.11.1 Control Program Verification.

- a) EPROM-based Program Storage:
 - i. Electronic table games which have control programs residing in one or more EPROMs must employ a mechanism to verify control programs and data. The mechanism must use at a minimum a checksum; however, it is recommended that a Cyclic Redundancy Check (CRC) be used (at least 16-bit).
- b) Non-EPROM Program Storage shall meet the following rules:
 - i. The software shall provide a mechanism for the detection of unauthorized and corrupt software elements, upon any access, and subsequently prevent the execution or usage of those elements by the electronic table game. The mechanism must employ a hashing algorithm which produces a message digest output of at least 128 bits.

-
- ii. In the event of a failed authentication, after the game has been powered up, the electronic table game should immediately enter an error condition and display an appropriate error. This error shall require operator intervention to clear and shall not clear until; the data authenticates properly, following the operator intervention, or the media is replaced or corrected, and the electronic table game's memory is cleared.

NOTE: Control Program Verification Mechanisms may be evaluated on a case-by-case basis and approved by the regulator and the independent testing laboratory based on industry standard security practices.

- c) Alterable Media shall meet the following rules in addition to the requirements outlined in 2.11.1(b):
 - i. Employ a mechanism which tests unused or unallocated areas of the alterable media for unintended programs or data and tests the structure of the media for integrity. The mechanism must prevent further play of the electronic table game if unexpected data or structural inconsistencies are found.
 - ii. Employ a mechanism for keeping a record anytime a control program component is added, removed, or altered on any alterable media. The record shall contain a minimum of the last ten (10) modifications to the media and each record must contain that date and time of the action., identification of the component affected, the reason for the modification and any pertinent validation information.

NOTE: Alterable Program Storage does not include memory devices typically considered to be alterable which have been rendered "read-only" by either a hardware or software means.

2.11.2 Program Identification. Program storage devices which do not have the ability to be modified while installed in the electronic table game during normal operation, shall be clearly marked with sufficient information to identify the software and revision level of the information stored in the devices.

2.11.3 Independent Control Program Verification. The system server(s) and each component of the electronic table game that would have an effect on the integrity of the electronic table game shall have the ability to allow for an independent integrity check of the device's software from an outside source and is required for all control programs that may affect the integrity of the game. This must be accomplished by being authenticated by a third-party device, which may be embedded within the game software (see NOTE below), by having an interface port for a third-party device to authenticate the media, or by allowing for removal of the media such that it can be verified externally. This integrity check will provide a means for field verification of the software to identify and validate the program. The test laboratory, prior to device approval, shall evaluate the integrity check method.

NOTE: If the authentication program is contained within the game software, the manufacturer must receive written approval from the test laboratory prior to submission.

2.12 Player Interface Terminal Requirements

2.12.1 General Statement. Player interface terminals may either be a display mechanism where the system performs all operations of the game (Thin Client), or contain its own logic function in conjunction with the electronic table game system (Thick Client). In either case, the player interface terminal(s) must meet the hardware and software requirements outlined within each jurisdiction's applicable requirements for gaming devices, to ensure security and player safety. In the absence of these jurisdictional specific requirements, the GLI-11 requirements should be used.

NOTE: Requirements that cannot be met as a result of manual intervention performed by the live dealer must be addressed in operational procedures and submitted to the Test Laboratory.



STANDARD SERIES

GLI-29:

Card Shufflers and Dealer Shoes

Version: 1.0

Release Date: July 20, 2012



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ABOUT THIS STANDARD

This Standard has been produced by **Gaming Laboratories International, LLC** for the purpose of providing independent certifications to suppliers under this Standard and complies with the requirements set forth herein.

A supplier should submit equipment with a request that it be certified in accordance with this Standard. Upon certification, Gaming Laboratories International, LLC will provide a certificate of compliance evidencing the certification to this Standard.

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CHAPTER 1

1.0 STANDARD OVERVIEW

1.1 Purpose

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This standard and all others may be obtained by downloading it from our website at www.gaminglabs.com or by writing to us at:

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Lakewood, NJ 08701
(732) 942-3999 Tel
(732) 942-0043 Fax

1.2 Acknowledgment of Other Standards Reviewed

1.2.1 General Statement. These Standards have been developed by reviewing and using portions of the documents from the organizations listed below. We acknowledge the regulators who have assembled these documents and thank them:

- a) The Singapore Casino Regulatory Authority;
- b) The Manitoba Gaming Control Commission;
- c) The Pennsylvania Gaming Control Board;
- d) The New Jersey Division of Gaming Enforcement;
- e) The Colorado Division of Gaming;
- f) The Arizona Department of Gaming;

1.3 Purpose of Technical Standards

1.3.1 General Statement. The Purpose of this Technical Standard is as follows:

- a) To eliminate subjective criteria in analyzing and certifying Card Shufflers and Dealer Shoes.
- b) To establish the minimum integrity standards for card shufflers and card shoes that are technology neutral.
- c) To only test those criteria that impact the credibility and integrity of Card Shufflers and Dealer Shoes from both the revenue collection and player's play point of view.
- d) To create a standard that will ensure that the card shufflers and dealer shoes are fair, secure, and able to be audited and operated correctly.
- e) To distinguish between local public policy and laboratory criteria. At GLI, we believe that it is up to each local jurisdiction to set their own public policy with respect to gaming.
- f) To recognize that non-gaming testing (such as electrical testing) should not be incorporated into this standard but left to appropriate test laboratories that specialize in that type of testing.
- g) Except where specifically identified in the standard, testing is not directed at health or safety matters. These matters are the responsibility of the manufacturer, purchaser, and operator of the equipment.
- h) To construct a standard that can be easily changed or modified to allow for new technology.
- i) To construct a standard that does not specify any particular method or algorithm. The intent is to allow a wide range of methods to be used to conform to the standards, while at the same time, to encourage new methods to be developed.

1.3.2 No Limitation of Technology. One should be cautioned that this document should not be read in such a way that limits the use of future technology. The document should not be interpreted that if the technology is not mentioned, then it is not allowed. Quite to the contrary, as new technology is developed, we will review this standard, make changes and incorporate new minimum standards for the new technology.

1.4 Other Documents That May Apply

1.4.1 Other Standards. The following other GLI standards may apply, depending on the features of the Card Shufflers and Dealer Shoes and references throughout this document. All GLI standards are available on our website at www.gaminglabs.com:

- a) GLI-11 Gaming Devices in Casinos;
- b) GLI-24 Electronic Table Games Systems
- c) GLI-25 Dealer Controlled Electronic Table Systems

1.5 Card Shuffler and Card Shoe Terminology – Definitions

1.5.1 Definitions.

- a) Card Shuffler. A device that is designed, at a minimum, to have the capability to randomly rearrange a deck or decks of playing cards to eradicate any patterns introduced to the playing cards upon initial use or by prior game play.
- b) Shuffle. A procedure used to randomize a deck of playing cards to provide an element of chance in card games.
- c) Card Shoe or Dealer Shoe. A device used to hold playing cards for distribution by a dealer to each player of a card game.
- d) Program Storage Device. The media or an electronic device that contains the critical control program components.
- e) Role Based Access Control. Software control which allows different levels of access depending on the person accessing the device. For example, a dealer may only be able to access game history where a pit boss may be able to also access the device's configuration menus.

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CHAPTER 2

2.0 SOFTWARE REQUIREMENTS

2.1 Random Number Generator (RNG) Requirements

2.1.1 *Random Number Generator Requirements.* The RNG and the physical mechanics of the shuffling device will mutually result in the production of random card outcomes. The results of multiple random card outcomes will be evaluated. The outcome shall:

- a) Be statistically independent;
- b) Conform to the desired random distribution;
- c) Pass various recognized statistical tests; and
- d) Be unpredictable.

2.1.2 *Applied Tests.* The test laboratory may employ the use of various recognized tests to determine whether or not the random values produced by the random number generator pass the desired confidence level of 99%. These tests may include, but are not limited to:

- a) Chi-square test;
- b) Overlaps test;
- c) Poker test;
- d) Coupon collector's test;
- e) Permutation test;
- f) Adjacency criterion tests;
- g) Runs tests (patterns of occurrences should not be recurrent);
- h) Interplay correlation test;
- i) Serial correlation test potency and degree of serial correlation (outcomes should be independent of the previous game).

2.1.3 *Background RNG Activity Requirement.* The RNG shall be cycled continuously in the background between shuffles at a speed that cannot be timed by the player.

2.1.4 RNG Seeding. The first seed shall be randomly determined by an uncontrolled event. After every game there shall be a random change in the RNG process (new seed, random timer, delay, etc.). This will verify the RNG doesn't start at the same value, every time. Alternatively, it is permissible not to use a random seed; however, the manufacturer must ensure that shuffles will not synchronize. The test laboratory shall approve any alternative method utilized.

2.1.5 Scaling Algorithms.

- a) If a random number with a range shorter than that provided by the RNG is required for some purpose within the device, the method of scaling, (i.e., converting the number to the lower range), is to be designed in such a way that all numbers within the lower range are equally probable.
- b) If a particular random number selected is outside the range of equal distribution of scaling values, it is permissible to discard that random number and select the next in sequence for the purpose of scaling.

2.2 Non-Volatile (NV) Memory Requirements

2.2.1 General Statement. NV memory is used to store all data that is considered vital to the continued operation of the gaming device. The contents of NV memory may include, but is not limited to shuffling device configuration data (i.e. number of decks being used, different shuffle methods, etc.) and game configuration data (i.e. the type of game – Poker, Blackjack, etc. being played and any variant of the game – Draw Poker, Stud Poker, etc.).

2.2.2 Maintenance. NV memory storage shall be maintained by a methodology that enables errors to be identified and corrected in most circumstances. This methodology may include, but is not limited to signatures, checksums, partial checksums, multiple copies, and effective use of validity codes.

2.2.3 Comprehensive Checks. Comprehensive checks of NV memory shall be made following the initiation of the shuffling process, but prior to the start of the shuffle and upon completion of the shuffle prior to the cards being used for game play. The methodology shall detect failures with an extremely high level of accuracy.

2.2.4 Unrecoverable NV Memory. An unrecoverable corruption of NV memory shall result in an NV memory error. Upon detection, the device shall meet the requirements as specified in section 2.7, Program Interruption & Resumption, of this standard.

2.2.5 Non-Critical Memory Space. NV memory space that is not critical to the gaming device's security is not required to be validated.

2.3 Program Storage Device (PSD) Requirements

2.3.1 General Statement. All program storage devices shall:

- a) Be secured behind a fully closed door, panel, or compartment so that it is not openly accessible and shall meet the requirements as specified in section 2.8, Cover/Lid Open/Close, of this standard.
- b) Contain sufficient information to identify the software and revision level of the information stored on the device, which may include but is not limited to physical labels or, if applicable, electronically stored and displayed via a display screen.

NOTE: The process used in the identification of the software and revision level will be evaluated on a case-by-case basis.

- c) Contain information to allow the device to validate the contents of the program storage device upon:
 - i. Power up after initial installation; and
 - ii. Processor reset.

2.3.2 Non-Critical PSD Space. PSD space that is not critical to the gaming device's security is not required to be validated.

2.4 Control Program Requirements

2.4.1 General Statement. Each device shall contain a proven and robust mechanism which has the capability to internally authenticate the program files prior to use or loading. The control program shall ensure the integrity of all controlled program components during execution of said components. Control programs shall test themselves for possible corruption due to failure of the program storage media.

2.4.2 Authentication Method. It is recommended that the device utilize an integrity check method with a secured hashing algorithm of at least 128 bits (i.e. MD5). However, Cyclic Redundancy Check (CRC) calculations must be used at a minimum (at least 16 bit). The test laboratory shall approve any other methodologies implemented.

2.4.3 Authentication Mismatch. If unexpected data or inconsistencies are found, the device shall meet the requirements as specified in section 2.6, Error Conditions, of this standard.

2.4.4 Independent Control Program Verification. The device shall have the ability to allow for an independent integrity check of the device's software from an outside source and is required for all control programs that may affect the integrity of the device. This must be accomplished by being authenticated by a third-party device, which may be embedded within the shuffler software (see NOTE below), by having an interface port for a third-party device to authenticate the media, or by allowing for removal of the media such that it can be verified externally. This integrity check will provide a means for field verification of the software to identify and validate the program. The test laboratory, prior to device approval, shall approve the integrity check method.

NOTE: If the authentication program is contained within the device software, the manufacturer must receive written approval from the test laboratory prior to submission.

2.5 Communications Protocol

2.5.1 General Statement. For devices that are required to communicate with another system (e.g. prior game result display device, electronic card table, etc.), the device must accurately function as indicated by the communication protocol that is implemented.

2.5.2 Display of Game Results. For devices that have the capability to communicate results of the game with another device or system (e.g. prior game result display device, electronic card table, etc), it shall do so with a very high degree of accuracy.

NOTE: If any inaccuracy occurs, a dealer override feature may be permissible to correct the inaccuracy. If the device does not support a dealer override feature, then the device must meet the requirements as specified in section 2.6, Error Conditions, of this standard.

NOTE: Please refer to GLI-24 – Electronic Table Game Systems, and GLI-25 - Dealer Controlled Electronic Table Systems for additional regulations, as applicable.

2.5.3 Protection of Sensitive Information. The device must not allow any information contained in communication to or from another system that is intended by the communication protocol to be protected, or which is of a sensitive nature, to be viewable through any display mechanism supported by the device. This includes, but is not limited to validation information, secure PINs, credentials, or secure seeds and keys.

2.6 Error Conditions

2.6.1 General Statement. Shuffling devices shall be capable of detecting error conditions which shall cause the device to lock up and there shall be an appropriate indicator (e.g. audible alarm or light) to notify the operator. If a display screen is present, a message describing the type of error shall be displayed.

2.7 Program Interruption & Resumption

2.7.1 Interruption. After a program interruption (e.g., processor reset, or any error condition), the shuffling device shall enter a lock-up condition and the shuffle or deal shall be nullified. Upon detection, the device shall meet the requirements as specified in section 2.6, Error Conditions, of this standard.

2.7.2 Restoring Power. If the shuffling device is powered down while in an error condition, then upon restoring power, the specific error message shall still be displayed and the gaming device shall remain locked-up. This is unless power down is used as part of the error reset procedure, or if on power up or cover/lid closure, the gaming device checks for the error condition and detects that the error is no longer in existence.

2.7.3 Simultaneous Inputs. The program shall not be adversely affected by the simultaneous or sequential activation of the various inputs and outputs, which might, whether intentionally or not, cause malfunctions or invalid results.

2.7.4 Resumption. Upon program resumption, the device shall meet the requirements as specified in section 2.4, Control Program Requirements, of this standard.

2.8 Cover/Lid Open/Close

2.8.1 Cover/Lid Open Procedures. There shall be mechanisms in place to detect the opening of the cover, lid, or access to any other critical portion of the shuffling device which may affect the integrity and the security of the unit. Upon detection, the device shall meet the requirements as specified in section 2.6, Error Conditions, of this standard. Critical portions of the shuffling device include, but are not limited to, areas that contain:

- a) The program storage media; and
- b) The cards after the shuffling process has been initialized.

2.9 Levels of Certification

2.9.1 General Statement. All devices must pass the requirements set forth as specified in sections 2.1 through 2.8. In addition, each shuffling device must meet the requirements under, at least, one (1) of the sections as specified below. A shuffling device may qualify as being compliant with multiple levels of certification if it meets the requirements of more than one (1) of the sections as specified below.

2.9.2 Type 3 Certification. The shuffling device must pass Section 2.1.2, Applied Tests, where the statistical tests applied shall consider each card uniquely even though they may be considered indistinguishable to the player (i.e. each card will be treated as a unique card).

NOTE: Due to the inherent mechanical limitations of shuffling devices, if the submission components do not meet the requirements set forth in this section, the requirements for Type 2 Certification, below, will be applied, if allowed by the rules of the intended game(s) with which the device will be used.

2.9.3 Type 2 Certification. The shuffling device must pass Section 2.1.2, Applied Tests, where the statistical tests applied shall consider cards that are imperceptible to the player as indistinguishable (i.e. each card does not need to be treated as a unique card). For example, when shuffling eight standard 52-card decks, the ace of spades from the first deck is indistinguishable from the ace of spades from any of the other seven decks.

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CHAPTER 3

3.0 *DEVICE REQUIREMENTS*

3.1 **Hardware Requirements**

3.1.1 Device Identification. Each electronic shuffling device or card shoe shall bear, at minimum, the following information:

- a) The name of manufacturer;
- b) A unique serial number;
- c) The model number; and
- d) The date of manufacture.

3.1.2 Electro-Static Interference. Protection against static discharges requires that the electronic shuffler or card shoe device's conductive housing be earthed in such a way that static discharge energy shall not permanently damage, or permanently inhibit the normal operation of the electronics or other components within the device. The devices may exhibit temporary disruption when subjected to a significant electro-static discharge greater than human body discharge, but they shall exhibit a capacity to recover and complete any interrupted play without loss or corruption of any control or critical data information associated with the device. The tests will be conducted with a severity level of a maximum of 27KV air discharge.

3.1.3 Machine Safety. Electrical and mechanical parts and design principals of the device may not subject a person to any physical hazards. The gaming test laboratory shall not make any finding with regard to Safety and Electromagnetic Compatibility (EMC) testing, as that is the responsibility of the manufacturer of the goods or those that purchase the goods. Such Safety and EMC testing may be required under separate statute, regulation, law, or Act and should be researched accordingly, by those parties who manufacture or purchase said devices. The Gaming Test Laboratory shall not test for, be liable for, nor make a finding relating to these matters.

3.2 Device Functionality

3.2.1 Card Shuffler Functionality. Card shufflers must be designed so that:

- a) They can completely eradicate any pattern(s) introduced to the playing cards before being placed into the shuffler that would affect the outcome of the next game.
- b) Their operation cannot be interfered with or interrupted, other than by turning off the power, without being detected.
- c) During normal operation, the card shuffler must have the ability to dispense playing cards and not leave any marks, scuffs or abrasions, or cause any damage to the cards making any of the cards identifiable to the player.
- d) The card shuffler may not provide any real time information, for the current game being played, that can be used to aid in the:
 - i. Projection of the outcome of a game;
 - ii. Tracking of the cards played and cards remaining to be played;
 - iii. Analyzing the probability of the occurrence of an event relating to a game; or
 - iv. Analyzing the strategy for playing or betting to be used in a game.
- e) The card shuffler may utilize ancillary devices to assist in meeting the requirements in section 3.2.1 of this standard. Ancillary devices shall have no effect on the outcome of the shuffle or on the outcome of the cards being dealt.

NOTE: Ancillary devices shall perform according to the manufacturer's design and operating specifications.

3.2.2 Shoe Functionality. The requirements set forth in this section pertain to the specific portion of the device which is used for collecting cards to be distributed by a dealer to the players of the game. Shoes are devices that are designed and constructed to maintain the integrity of the game. There shall be mechanisms and controls in place to prevent the tampering of any card loaded into the card shoe. Card shoes, if supported, must be designed to:

- a) Facilitate the dealing of cards without revealing their face value.
- b) Have a cover that serves to obscure the back of the cards in the shoe.

NOTE: The back of the cards do not need to be completely obscured, but may be exposed to the extent necessary to permit the cards to be dealt from the shoe.

- c) Shall not leave any marking(s) on the cards that may assist, help or otherwise allow any person to predict or project the outcome of a game.
- d) Shall not contain any hidden compartments.

3.2.3 Card Recognition. If card recognition software is used, it shall:

- a) Ensure a very high degree of accuracy in identifying the value and suit of the card.
- b) Not provide any information that may be used to compromise the cards contained in the current shuffle or dealing shoe.
- c) Not interfere with or modify the device's behavior beyond what functionality is associated with that software.
- d) If supported, have Role Based Access Control to restrict access to the history of game(s) played.

3.2.4 Card Count. If card count technology is used, the card shuffler must provide an accurate count.

NOTE: Card count in this section refers to the number of cards, not the technique or strategy known as 'card counting' utilized during card games, such as Blackjack.

3.2.5 Hand Formation. If cards dealt technology is used, then the device shall:

- a) Ensure all hands dealt meet section 2.1 Random Number Generator Requirements of this standard; and
- b) Ensure the correct number of playing cards per hand with a very high degree of accuracy to ensure that extra cards are not dealt to players.

3.2.6 Game History. If the device is capable of displaying the history of the game results, it shall do so with 100% accuracy.

NOTE: Voided rounds, due to any machine malfunction, are not required to be included in the game history.

3.2.7 Multi-Game. If the device is capable of shuffling or dealing more than one type of game, the device shall give an indication (i.e. if capable, display the game and variant on the display screen, sequence of lights, etc.) to the current game being shuffled or dealt.



Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c.30A, §2 relative to the proposed amendments in 205 CMR 138.20: Possession of Firearms; notice of which was filed this day with the Secretary of the Commonwealth. These amendments were developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. The amendments update the firearms possession regulations to conform to best practices within the industry. These regulations are largely governed by M.G.L. c. 23K, §§ 4(28), 4(37) and 6(b).

These amendments apply directly to gaming licensees. Accordingly, these amendments are unlikely to have an impact on small businesses. In accordance with G.L. c.30A, §2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed regulation:

There are no small businesses that the Commission anticipates will be impacted by these amendments as they apply solely to gaming licensees.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping or administrative costs created by these regulations that would affect small businesses as these amendments apply solely to gaming licensees.

3. State the appropriateness of performance standards versus design standards:

As a general matter, these proposed amendments are design based and require changes to language present in a sign at each gaming establishment to address the possession of firearms on the gaming floor and appropriate notification to the Investigation and Enforcement Bureau.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.



Massachusetts Gaming Commission

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:

These amendments update the firearms regulations to conform to best practices within the industry and therefore are not likely to deter or encourage the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission

By:

Justin Stempeck
Staff Attorney
Legal Division

Dated: _____



Massachusetts Gaming Commission

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 138: UNIFORM STANDARDS OF ACCOUNTING PROCEDURES AND
INTERNAL CONTROLS

138.20: Possession of Firearms

(1) The system of internal controls submitted by a gaming licensee in accordance with 205 CMR 138.02 shall include a policy prohibiting any person from possessing a firearm within or upon the premises of a gaming establishment. If the gaming licensee learns that an individual possesses a firearm within or upon the premises of a gaming establishment, the gaming licensee must immediately notify an official within the on-site office of the IEB and the individual violating the policy shall be removed from the premises of the gaming establishment by officers assigned to the Gaming Enforcement Unit. Thereafter, the gaming licensee shall promptly, and in any event no later than 48 hours of such removal, or violation of the policy, notify the Chief of the Gaming Enforcement Division of the Massachusetts Attorney General's Office.

(2) Notwithstanding 205 CMR 138.20(1), the following individuals may, in the course of their official duties, possess a firearm within or upon the premises of a gaming establishment:

- (a) A member of the Massachusetts State Police assigned to the Gaming Enforcement Unit;
- (b) A law enforcement officer of the host community police department assigned to work at the gaming establishment pursuant to the memorandum of agreement required to be executed in accordance with M.G.L. c. 23K, § 6(f);
- (c) An official who is specifically authorized to do so by the commission or the IEB; and
- (d) A federal law enforcement officer.

(3) Any law enforcement officer in possession of a firearm, other than a member of the Massachusetts State Police assigned to the Gaming Enforcement Unit, shall provide notification to an official within the on-site office of the State Police Gaming Enforcement Unit at the gaming establishment prior to arrival or upon arrival at the gaming establishment. This notification shall be documented with the onsite office of the State Police Gaming Enforcement Unit.

(4) The gaming licensee shall post in a conspicuous location at each entrance to the gaming establishment a legible sign that states:

“No firearms are allowed within or upon the premises of this gaming establishment. This prohibition extends to all areas of this facility: public, non-public, restricted and non-restricted areas. Persons violating this restriction will be removed from the premises and subject to further investigation and if appropriate, prosecution. If you have any questions about this prohibition, please request to see an official from the Massachusetts Gaming Commission Office before proceeding.

Certain law enforcement officers may be exempt from this prohibition; however they must notify the Massachusetts State Police of their presence by either visiting the Massachusetts State Police Gaming Enforcement Unit Office on site or by calling the State Police Gaming Enforcement Unit at 617-533-9765 [number to be provided by the IEB].”



Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c.30A, §2 relative to the proposed amendments in 205 CMR 133.04:Duration of Exclusion and Removal from the List; notice of which was filed this day with the Secretary of the Commonwealth. These amendments were developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. The amendments update the voluntary self-exclusion regulations to conform to best practices within the industry. These regulations are largely governed by M.G.L. c. 23K, §§ 4(28) and 4(37).

These amendments apply directly to individuals. Accordingly, these amendments are unlikely to have an impact on small businesses. In accordance with G.L. c.30A, §2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed regulation:

There are no small businesses that the Commission anticipates will be impacted by these amendments as they apply solely to individuals.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping or administrative costs created by these regulations that would affect small businesses as these amendments apply solely to individuals.

3. State the appropriateness of performance standards versus design standards:

As language is being removed and not added to the regulations, neither performance nor design standards are applicable to this change.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.



Massachusetts Gaming Commission

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:

These amendments update the voluntary self-exclusion regulations to conform to best practices within the industry and therefore are not likely to deter or encourage the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

Justin Stempeck
Staff Attorney
Legal Division

Dated: _____



Massachusetts Gaming Commission

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

133.04: Duration of Exclusion and Removal from the List

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

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



Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c. 30A, § 2 relative to the proposed amendments in 205 CMR 138.07, 138.66, and 151.05; notice of which was filed this day with the Secretary of the Commonwealth. These amendments were developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. These amendments serve to update and clarify the process by which a gaming licensee may amend the floor plan for its gaming area on a temporary or regular basis.

These amendments will apply exclusively to gaming licensees. Accordingly, the amendments are unlikely to have any effect on small businesses. These regulations are largely governed by G.L. c. 23K §§ 4(28), 5, and 25(c). In accordance with G.L. c. 30A, § 2, the Commission offers the following responses:

1. Estimate of the number of small businesses subjected to the proposed regulation:

There are no small businesses that the Commission anticipates will be impacted by these regulations. The regulations will likely only impact gaming licensees.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping or administrative costs created by these regulations that would affect small businesses. Further, the proposed amendments merely update existing requirements, and do not generally create new administrative requirements.

3. State the appropriateness of performance standards versus design standards:

A design standard is useful in this situation to ensure certain minimum requirements are achieved relative to the security of the gaming area.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:



Massachusetts Gaming Commission

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicative regulations of any other agency or department of the Commonwealth.

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:

The amendments are likely a neutral factor relative to the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

Todd M. Grossman
Deputy General Counsel

Dated: December 21, 2017



Massachusetts Gaming Commission

205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 138.00: UNIFORM STANDARDS OF ACCOUNTING PROCEDURES AND
INTERNAL CONTROLS

138.07: Internal Controls A: (Reserved) Floor Plans

(1) A system of internal controls submitted by a gaming licensee in accordance with 205 CMR 138.02 shall include provisions for the production and updating of a floor plan for the gaming establishment. Further, provisions shall be included to ensure that no gaming operations occur without an approved floor plan, and that the configuration of the gaming area remains compliant with the approved plan at all times unless amended in accordance with the process outlined by 205 CMR 138.07(2) or (3). The initial floor plan for a gaming establishment resulting from the process described in 205 CMR 138.07 shall be reviewed as part of the 205 CMR 138.02 approval process.

The gaming area depicted in a floor plan shall be arranged in such a manner as to provide optimum security for the gaming operations. A floor plan shall accurately depict the entire layout, including equipment positioning, in the gaming area and support areas; shall be drawn to at least one-eighth inch scale (1/8 inch = one foot); and shall depict, at a minimum, the location of the following:

- (a) The gaming area, and any simulcasting facility, including, at a minimum, the proposed total square footage thereof and a clear delineation of the respective perimeter of each;
- (b) Each gaming pit, its pit location number, and any alternate configurations;
- (c) Each table game, noting its table number;
- (d) Each CCTV camera, noting its type and camera number;
- (e) Each slot booth, noting its booth number,
- (f) Each cashier's cage and its component offices and areas;
- (g) Each window at the cashiers' cage, noting its window number;
- (h) Each count room;
- (i) Each slot zone, its slot zone location letter or number and the total number of authorized slot machine locations within that slot zone, and at the gaming licensee's option, a maximum of four alternate configurations or locations for that slot zone and the alternate slot zone location number for each (for example, Slot Zone 2A);
- (j) Each authorized slot machine or other electronic gaming device location, which location shall contain no more than one slot machine at a time, noting its slot machine location number and any slot zone location letter or number;
- (k) Each automated coupon redemption machine, noting its location number;
- (l) Each automated jackpot payout machine, noting its location number;
- (m) Each gaming voucher redemption machine, noting its location number;
- (n) Each satellite cage and its component offices and areas;
- (o) Each area approved for the storage of gaming chips or plaques;
- (p) Each room or area approved for the storage of dice or playing cards;
- (q) Each other room or area that is accessible directly from the gaming area;
- (r) For those establishments with a simulcasting facility:
 - 1. Each simulcast counter and any ancillary simulcast counter, along with their component offices, areas and equipment,

2. Each credit voucher machine, noting its location number;
3. Each self-service pari-mutuel machine, noting its location number, and
4. Each other area or room designated by the commission.

(2) Temporary amendments to floor plan

- (a) In order to temporarily amend the floor plan approved in accordance with 205 CMR138.07(1) and reconfigure one or more approved table game pit areas or slot machine zones (areas) in the gaming area, a gaming licensee must first seek the Bureau's approval by filing a written request with the Bureau at least 24 hours prior to implementing such reconfiguration. The request shall be accompanied by a certification from the licensee's surveillance department that adequate surveillance coverage will be in place for the temporary reconfiguration. If the gaming licensee does not receive a response from the Bureau within 24 hours of submitting the request, the gaming licensee may proceed with the reconfiguration. (Movement of a slot machine must also be done in accordance with 205 CMR 144.00). The Bureau may deny any request that will result in a violation of any law, regulation, or approved internal control, or may jeopardize the safety and/or security of a patron or the integrity of the gaming operation.
- (b) A reconfigured gaming area, table game pit, or slot machine zone (area) shall not:
 1. Exceed the dimensions approved in the existing approved floor plan for the area unless the request for temporary amendment includes any required approval of the municipal building official. Such approval may be required in instances including, but not limited to, the egress from the gaming floor or area is altered, structural modification is proposed, or the use or occupancy classification for the area is modified;
 2. Result in improper surveillance coverage under the approved surveillance plan.
- (c) Each table game pit shall have an alarm system, approved by the Bureau, which enables an employee of the gaming establishment to transmit a signal that is audibly and visually reproduced in each of the following locations whenever there is an emergency in the pit:
 1. The surveillance monitoring rooms;
 2. The casino security department; and
 3. The on-site Bureau office.
- (d) A temporary reconfiguration may only remain in place for 30 days from approval. Upon request, the Bureau may approve one 30 day extension of the temporary approval. In order for an amendment to the configuration to remain in place for a longer period of time, the amendment process described in 205 CMR 138.07(3) shall be followed.
- (e) All reconfigurations made pursuant to a temporary amendment to an approved floor plan shall be subject to inspection by the Bureau to ensure compliance with all applicable laws and regulations and the gaming licensee's approved system of internal controls.
- (f) The Bureau may approve a request for a temporary amendment to an approved floor plan on less than 24 hours notice in its discretion provided that all pertinent information is provided to its satisfaction.

(3) Amendments to approved floor plan

- (a) A floor plan approved in accordance with 205 CMR138.07(1) may be amended upon request by a gaming licensee and approval by the Bureau. Such request shall be filed with the Bureau in writing at least 72 hours prior to the time for which implementation of the amendment(s) is sought. Such request shall include, at a minimum, the following information as applicable:
1. A depiction of any new configuration to the gaming area, a table game pit, or a slot machine zone (area) in comparison with the existing configuration;
 2. A depiction of any new outer perimeter of the gaming area, table game pit area, or slot machine zone (area) in comparison with the existing perimeter;
 3. A statement of the resulting square footage of the area to be amended in comparison with the existing square footage for the area;
 4. A narrative from a design professional certifying the changes to the floor plan, and/or any necessary approval from the municipal building official.
 5. Identification of any necessary amendments to the gaming licensee's surveillance plan to ensure adequate coverage of the configuration.
- (b) Within 72 hours of receipt of a request to amend a floor plan filed by a gaming licensee, the Bureau, shall review the proposed change set forth in the application to ensure that it will not result in a violation of any law, regulation, or approved internal control, or may jeopardize the safety and/or security of a patron or the integrity of the gaming operation. After review, the Bureau may preliminarily approve the request, deny the request, request further information from the gaming licensee, or request that the licensee's request be modified. The gaming licensee shall not implement any changes until receiving preliminary approval from the Bureau.
- (c) The gaming licensee shall notify the Bureau in writing upon implementing a preliminarily approved amendment to the floor plan. The Bureau shall inspect the physical changes to ensure that they conform to the approved amendment. Following such inspection the Bureau may issue a final approval for the amendment, request that changes be made to conform to the preliminary approval, or request that changes be made to ensure compliance with applicable laws, regulations, or approved internal controls, or to ensure the safety and/or security of a patron or the integrity of the gaming operation.
- (4) An approved copy of the floor plans, and amendments thereto, shall be filed with the Bureau in the gaming establishment, a copy shall be kept on file with the gaming licensee's security office, and with the gaming licensee's monitoring rooms.
- (5) Prior to commencing gaming operations with the amended configuration an updated Table Games Master List shall be filed to ensure compliance with 205 CMR 138.66(3)(a).

138.66: Master Lists of Approved Table Games, Movements of Gaming Equipment:
Amendments of Operation Certificates upon Filing Updated Master List

The system of internal controls submitted by a gaming licensee in accordance with 205 CMR 138.02 shall include provisions relative to the movements of gaming equipment that incorporate, at a minimum, the following provisions:

(1) ~~Prior to the issuance of an operation certificate and the commencement of~~ **In order to conduct** gaming or simulcast wagering, each gaming licensee shall file with the IEB office in the gaming establishment comprehensive lists of the table games in its gaming establishment (the Table Games Master List), if any.

(2) At a minimum, each Table Game Master List shall contain the following information:

- a. The date on which the list was prepared;
- b. A description of each table by:
 1. Type of authorized game;
 2. Location number; and
 3. Serial and table number; and
- c. Such other information as the commission may require.

(3) Whenever a gaming licensee proposes that gaming tables be brought into, removed from or moved within a gaming establishment, as applicable, the gaming licensee shall first:

- a. ~~Obtain any amendment to its operation certificate~~ **ensure that the resulting table game configuration will be consistent with the approved floor plan in accordance with 205 CMR 138.07 and that the number of table games is within the authorized number allowed under the operations certificate issued in accordance with 205 CMR 151.01;** and
- b. Provide an authorized agent of the IEB with written notice at least ~~72~~ **24** hours prior to the actual movement of each gaming table, ~~slot machine and bill changer.~~

(4) The gaming manager or his or her designee shall notify in writing the accounting department, the security department and the IEB, ~~72~~ **at least 24** hours in advance of all movements and removals of gaming tables. The notification shall include at a minimum:

- a. The date and time of movement or removal;
- b. The gaming table(s) or asset number(s) of slot machines, as applicable;
- c. Whether a movement or removal;
- d. The location from which gaming table ~~or slot machine~~ will be moved;
- e. The location to which the gaming table ~~or slot machine~~ will be moved; and
- f. The signature of a gaming manager or designee.

(5) Prior to moving or removing a gaming table:

- a. The table inventory shall be credited from the table; and
- b. The table drop box shall be removed during a scheduled drop box pick-up and a replacement box not placed on the table.

(6) Immediately after each gaming table is brought into, removed from or moved within a gaming establishment, the gaming licensee completing the move shall file and serve, in accordance with 205 CMR 138.66(1), updated master lists of its table games to the extent that the move causes a change in the information contained on the most recent version of the applicable list on file with the IEB.

~~(7) The number of each type of authorized game included in the gaming licensee's operation certificate or any approved amendments thereto shall be amended, upon the filing of an updated Table Games Master List to conform to the correct number of each type of authorized game that is specified in the applicable list.~~

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205 CMR: MASSACHUSETTS GAMING COMMISSION
205 CMR 151.00: REQUIREMENTS FOR THE OPERATIONS AND CONDUCT OF
GAMING AT A GAMING ESTABLISHMENT

151.01: Issuance and Posting of Operation Certificate

(2) The Operation Certificate shall be conspicuously posted within the gaming establishment and shall state the **maximum** number of gaming positions by type, *i.e.*, slot machines, electronic gaming devices, table games or such other forms of gaming positions approved by the commission.

151.02: Floor Plan

(1) Prior to the issuance ~~or amendment~~ of an Operation Certificate and the commencement of gaming or simulcast wagering, a gaming licensee shall obtain ~~commission~~ approval for the floor plans of its gaming area, simulcasting area (if any), and any restricted areas **as provided in 205 CMR 138.07: Floor Plans**. The gaming establishment shall be arranged in such a manner as to provide optimum security for the gaming establishment operations.

(2) Each floor plan required by 205 CMR 151.02(1) shall accurately depict the entire layout, including equipment positioning, in the gaming area and support areas; shall be drawn to at least one-eighth inch scale (1/8 inch = one foot); and shall depict, at a minimum, the location of the following:

- (s) ~~The gaming area, and any simulcasting facility, including, at a minimum, the proposed total square footage thereof and a clear delineation of the respective perimeter of each;~~
- (t) ~~Each gaming pit, its pit location number, and any alternate configurations;~~
- (u) ~~Each table game, noting its pit and table game location number;~~
- (v) ~~Each CCTV camera, noting its type and camera number;~~
- (w) ~~Each slot booth, noting its booth number;~~
- (x) ~~Each cashier's cage and its component offices and areas;~~
- (y) ~~Each separate master coin bank;~~
- (z) ~~Each window at the cashiers' cage, noting its window number;~~
- (aa) ~~Each count room;~~
- (bb) ~~Each slot zone, its slot zone location letter or number and the total number of authorized slot machine locations within that slot zone, and at the gaming licensee's option, a maximum of four alternate configurations or locations for that slot zone and the alternate slot zone location number for each (for example, Slot Zone 2A);~~
- (cc) ~~Each authorized slot machine or other gaming device location, which location shall contain no more than one slot machine and bill changer at a time, noting its slot machine location number and any slot zone location letter or number;~~
- (dd) ~~Each slot stool authorized for use, if any;~~
- (ee) ~~Each automated coupon redemption machine, noting its location number;~~
- (ff) ~~Each automated jackpot payout machine, noting its location number;~~
- (gg) ~~Each gaming voucher redemption machine, noting its location number;~~
- (hh) ~~Each satellite cage and its component offices and areas;~~
- (ii) ~~Each coin vault;~~

- (jj) Each area approved for the storage of gaming chips or plaques;
- (kk) Each room or area approved for the storage of dice or playing cards;
- (ll) Each other room or area that is accessible directly from the gaming area;
- (mm) For those establishments with a simulcasting facility:
 5. Each simuleast counter and any ancillary simuleast counter, along with their component offices, areas and equipment;
 6. Each credit voucher machine, noting its location number;
 7. Each self-service pari-mutuel machine, noting its location number; and
 8. Each other area or room designated by the commission.

(3) A gaming licensee, after obtaining the commission's approval of its floor plans submitted in accordance with 205 CMR 151.02, shall not commence gaming or simulcast wagering in the areas depicted on the floor plan until an Operation Certificate has been issued, and a copy of the floor plans has been delivered to the commission's IEB office in the establishment, an electronic copy has been sent to the IEB's main office, and a printed copy thereof has been delivered to each of the following:

- (a) The gaming licensee's security podium; and
- (b) The gaming licensee's monitoring rooms.

151.05: Operation Certificate: Amendment to Conform to Approved Changes

(1) Prior to making a change to any approved component of its gaming establishment, a gaming licensee shall petition the commission to amend the Operation Certificate. The application shall include, without limitation, the following:

- (a) If applicable, a description of any proposed changes in the number of authorized gaming positions, by category, to be played in the gaming establishment;
- (b) If applicable, a revised floor plan of the gaming establishment, simulcasting area, or any restricted area reflecting the proposed change, which revised floor plan shall be filed with the commission at the office of its Senior Supervising Agent in the establishment. Such petition shall also include the following information:
 1. a comparison showing the presently authorized square footage of the gaming area, simulcasting area, or restricted area to be amended with that which will result if the proposed change is made;
 2. A clear delineation of any proposed change to the perimeter of the gaming area, simulcasting area, or restricted area;
 3. A narrative from the architect certifying the floor plan that clearly describes the change to be made by the proposal, noting with particularity any such change to the perimeter of the gaming area, simulcasting area, or restricted area; and
 4. A description of any alternate gaming pit or slot zone configurations of locations. Prior to any change to and offering to the public of an approved alternate configuration or location:
 - a. The gaming licensee shall provide the Senior Supervising Agent with at least 24 hours prior written notice of the change; and

- b. A physical and CCTV inspection of the alternate configuration or location shall be performed and approved by the commission, or its designee.
- (2) Within three business days of a gaming licensee filing an application pursuant to 205 CMR 151.05(1), the commission, or its designee, shall review the proposed change set forth in the application for compliance with M.G.L. c. 23K and 205 CMR. Unless the commission, or its designee, notifies the gaming licensee in writing that the proposed change is to be scheduled for a full hearing by the commission at a public meeting or is disapproved, the gaming licensee, after obtaining all approvals required by federal, state or local government officials and providing a copy or other acceptable written evidence of such approvals to the commission, may begin implementing such change upon the earlier of the following:
- (a) The expiration of the three-day period; or
 - (b) Receipt of written commission approval for the change.
- (3) The gaming licensee shall notify the commission in writing upon final completion of any proposed change set forth in the application and for which the gaming licensee is prepared to seek final approval pursuant to 205 CMR 151.05(4). A floor plan in the form prescribed by 205 CMR 151.02(2) that depicts the changes made shall accompany the notice.
- (4) Promptly after the filing of a notice pursuant to 205 CMR 151.05(3), the commission or its designee shall inspect the physical changes made to the gaming establishment, simulcasting facility and/or any restricted area to ensure that those changes conform to the floor plan accompanying the notice and the description previously submitted to the commission. Following such inspection, the commission, or its designee, shall notify the gaming licensee in writing as to which physical change is approved and which is rejected, whereupon, in the event any change is rejected, the gaming licensee shall either:
- (a) Correct any rejected change to conform with the approved floor plan;
 - (b) Submit a new application for the proposed change; or
 - (c) Take such other action as the commission, or its designee, may direct to ensure that the currently approved floor plan accurately depicts the physical layout of the gaming establishment, the simulcasting area (if any) and/or any restricted area.
- (5) The Operation Certificate shall be amended to conform to each change approved in accordance with 205 CMR 151.05(4).

151.06: Temporary Amendments for Pit and Slot Zone Configurations or Reconstitutions

- (1) A gaming licensee may temporarily reconfigure one or more pits or slot zones by filing a notice with the commission at the IEB office in the gaming establishment to temporarily reconfigure for each specific pit or slot zone, which notice shall be filed at least 24 hours prior to implementing such alternate configuration. If the gaming licensee does not receive a response to the petition within that 24 hour period, the gaming licensee may proceed with the reconfiguration or reconstitution.
- (2) A reconfigured pit shall not:
- (a) Exceed the dimensions approved for the pit that existed immediately prior to the reconfiguration; nor
 - (b) Include any change requiring the approval of a building official without having first obtained that approval and the approval of the commission.

~~(3) Each pit operating under an approved configuration shall have an alarm system, approved by the commission, which enables a pit clerk or a pit supervisor to transmit a signal that is audibly and visually reproduced in each of the following locations whenever there is an emergency in the pit:~~

- ~~(a) The surveillance monitoring rooms; and~~
- ~~(b) The casino security department.~~

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Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c.30A, §2 relative to the proposed amendments in 205 CMR 141.06: Notice to the Commission of Changes; notice of which was filed this day with the Secretary of the Commonwealth. These amendments were developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. The amendments update the surveillance regulations to conform to best practices within the industry. These regulations are largely governed by M.G.L. c. 23K, §§ 4(28), 4(37) and 5(9).

These amendments apply directly to gaming licensees. Accordingly, these amendments are unlikely to have an impact on small businesses. In accordance with G.L. c.30A, §2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed regulation:

There are no small businesses that the Commission anticipates will be impacted by these amendments as they apply solely to gaming licensees.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping or administrative costs created by these regulations that would affect small businesses as these amendments apply solely to gaming licensees.

3. State the appropriateness of performance standards versus design standards:

As a general matter, these proposed amendments are performance based and require surveillance design standards that ensure adequate coverage of the casino and comply with best practices within the industry.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:



Massachusetts Gaming Commission

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:

These amendments update the surveillance regulations to conform to best practices within the industry and therefore are not likely to deter or encourage the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

Justin Stempeck
Staff Attorney
Legal Division

Dated: _____



Massachusetts Gaming Commission

141.06: Notice to the Commission of Changes

A surveillance plan must provide for notification to the Commission ~~upon~~ **prior to** the occurrence of any of the following:

- (1) CCTV equipment is replaced; including any change/upgrade to system hardware, firmware or software, including identifying the reason for the change;
- (2) Slot machine (**in accordance with 205 CMR 144.03**) or table game (**in accordance with 205 CMR 138.66(3)(b)**) locations are modified (so as to enable the Commission to review the new locations for adequate coverage);
- (3) Equipment Failure Occurs. Notice of such shall be immediately made to the IEB, upon discovery by the gaming licensee, and include the time and cause of the malfunction, if known, the time that the security department was apprised of the malfunction by the surveillance department and any communications with the security department by the surveillance department relating to the malfunction; or
- (4) Camera relocation occurs.