

JOINT COMMITTEE ON ECONOMIC DEVELOPMENT & EMERGING TECHNOLOGIES SECTION BY SECTION SUMMARY

SECTION 1. This section would provide that the sums set forth in section 2A are appropriated from the General Fund and for the purposes specified.

SECTION 2A. This section would appropriate \$5M to Governor to cover costs related to the negotiation and execution of compact with a federally recognized Indian tribe in the Commonwealth.

SECTION 3. This section would establish a new definition for the term “illegal gaming” for the purposes of statutory construction.

SECTION 4. This section would repeal section 48 of chapter 6 of the General Laws relative to the elimination of the State Racing Commission.

SECTION 5. This section would make a technical correction to section 35 of chapter 10 of the General Laws to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund.

SECTION 6. This section would make a technical correction to section 39 of chapter 10 to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund.

SECTION 7. This section would repeal sections 64 and 65 of chapter 10 of the General Laws for the Retired Greyhound Care and Adoption Council and the Greyhound Adoption Trust Fund

SECTION 8. This section would amend chapter 10 of the General laws by adding a new section that creates a gaming liquor enforcement unit within the alcoholic beverages control commission to enforce, regulate and control the distribution of alcoholic beverages in a gaming establishment.

SECTION 9. This section would establish a division of gaming enforcement within the Office of the Attorney General. The division of gaming enforcement will have the authority to investigate and prosecute allegations of criminal activity related to the operation of a gaming establishment or games.

SECTION 10. This section would repeal chapter 12B of the General Laws, the enabling statute for the State Gambling Advisory Commission.

SECTION 11. This section would make a technical correction to subsection (b) of section 9 of chapter 13 of the General Laws relative to the elimination of the State Racing Commission.

SECTION 12. This section would make a technical correction to subsection (e) of section 9B of chapter 13 of the General Laws relative to the elimination of the State Racing Commission.

SECTION 13. This section would make a technical correction to subsection (e) of section 9B of chapter 13 of the General Laws relative to the elimination of the State Racing Commission.

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SECTION 14. This section would make a technical correction to section 38 of chapter 22C of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 15. This section would require the colonel of the State Police to establish a Gaming Enforcement Unit which would work in conjunction with the bureau of investigations and enforcement in the Commission and the division of gaming enforcement in the Office of the Attorney General to investigate criminal violations of gaming laws.

SECTION 16. This section would insert a new Chapter 23K of the General Laws, establishing the Massachusetts Gaming Commission.

Section 1. This section would establish the objectives of the General Court in the legalization of expanded gaming.

Section 2. This section would establish definitions for use in the chapter.

Section 3. This section would establish the Massachusetts Gaming Commission. The Commission would consist of 5 commissioners appointed by a majority vote of the governor, attorney general, and treasurer for 5 year terms, with a chairman to be selected by the nominating group. Commissioners would be subject to a background check prior to appointment, and any person with a felony conviction would be ineligible for appointment. This section would also authorize the Commission to appoint an executive director and other staff as necessary, and provide for the terms and conditions of their employment. Members and employees of the Commission would be prohibited from gambling at any establishment in the Commonwealth.

Section 4. This section grants certain powers and duties to the Commission. These powers and duties include developing additional criteria to assess the value of applications for gaming licenses and to determine which applicants shall be awarded gaming licenses, gaming vendor licenses and other licenses required under the chapter.

Section 5. This section would require the Commission to promulgate certain regulations and sets out the areas over which the Commission could promulgate regulations.

Section 6. This section would establish an investigations and enforcement bureau within the Commission, to be the primary enforcement agent for regulatory matters and to work in conjunction with the state police unit of gaming enforcement. This section further provides for concurrent jurisdiction with local law enforcement over all other policing matters and requires the execution of a memorandum of understanding between the state police and local law enforcement.

Section 7. This section would authorize the Commission to administer and enforce existing simulcasting statutes.

Section 8. This section would require the Commission to issue a request for applications for category 1 and category 2 licenses; provided that the request for applications for the category 2 licenses is issued first. The Commission must advertize the applications and establish deadlines for receipt.

Section 9. This section allows the Commission to set out the terms of the application for a gaming establishment license, and sets out certain requirements for that application. These requirements include detailed descriptions of timelines, location and hiring practices, as well as plans to identify, evaluate and mitigate social, economic, cultural and public safety impacts on surrounding communities.

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Section 10. This section would require applicants for a category 1 resort casino license to make a capital investment of no less than \$500 million into the proposed resort casino. Each licensee would be required to pay a licensing fee of at least \$85 million.

Section 11. This section would require applicants for category 2 slot license to make a capital investment of no less than \$125 million into the race track. Each licensee would be required to pay a licensing fee of at least \$25 million.

Section 12. This section requires the bureau to investigate the background, reputation and character of any applicant for a gaming establishment license. If the bureau does not find the applicant suitable, the application will be denied. If the bureau finds the applicant to be suitable, the bureau would make a recommendation to the Commission to commence a review of the applicant's entire application.

Section 13. This section requires applicants for a gaming license or any person required to be licensed by the Commission to provide all information requested by the Commission and creates an affirmative duty to provide truthful information or risk ineligibility for licensure.

Section 14. This section would require anyone with a financial interest in a gaming license or associated with gaming licensees to be qualified for licensure.

Section 15. This section would set evaluation criteria for the Commission in reviewing applications for gaming licenses, including including agreeing to be a lottery reseller and obtaining a MOU with the host community. This section further requires a referendum vote from the host community and the payment of community impact fees to the host community

Section 16. This section would establish certain criteria that would disqualify an applicant from a gaming license. Applications shall be denied if applicants have been involved in criminal activities, have lied to the Commission, have committed acts that form a pattern of misconduct that makes the applicant unsuitable, or keeps close associates whose relationship with the applicant could pose injury to the gaming industry or Commonwealth.

Section 17. This section requires the Commission to conduct a review of any suitable applicant. The Commission would be required to identify which communities shall be designated as the surrounding communities of a proposed gaming establishment, which live entertainment venues should be designated as impacted entertainment venues, hold a public hearing on the application, and take action on the application

Section 18. This section would require the Commission evaluate and application and issue a statement of findings including the applicant's proposal in advancing certain objectives. These objectives include protecting the lottery from adverse impact; the use of local businesses; utilizing sustainable development principles; maximizing revenues received by the Commonwealth and creating a secure and robust gaming market.

Section 19. This section would allow the Commission to issue 3 category-1 resort casino licenses, in 3 separate geographic regions. The licenses are renewable every 15 years. This section also requires any gaming license awarded to an applicant with simulcasting or live horse racing to continue to conduct either simulcasting or live horse racing or the Commission will suspend the license.

Section 20. This section would allow the Commission to issue 1 category-2 slot licenses. The Commission may grant 1 competitively bid slot license to a qualified applicant. This license is renewable every 5 years. This section also requires any gaming

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license awarded to an applicant with simulcasting or live horse racing to continue to conduct either simulcasting or live horse racing or the Commission will suspend the license.

Section 21. This section would require the Commission to prescribe the form of the gaming license, which must contain certain license conditions for each licensee. These conditions include abiding by statements made in the application; complying with all laws of the Commonwealth; making capital expenditures of 3.5% of net gaming revenue and paying gross gaming revenue daily to the Commission.

Section 22. This section requires that the sale, assignment, transfer, pledge of any security issued by a corporation which holds a gaming license be conditional on approval or disapproval of the Commission.

Section 23. This section would require that each licensee issue an annual report to the Commission explicitly stating its progress on meeting each of the stated goals and stipulations put forth in the licensee's original application. This section also grants the Commission the power to condition, suspend or revoke any gaming license following a hearing procedure.

Section 24. This section would require an applicant for a gaming license to maintain existing live racing facilities, with a minimum number of live racing days, incrementally increased each year. After 3 years, the Commission may adjust the number of required racing days.

Section 25. This section would establish conditions of operation for all gaming establishments and require that the establishment receive an operations certificate from the Commission.

Section 26. This section allows the Commission to grant a gaming establishment a license to serve alcohol and provides the division of gaming liquor enforcement within the Alcohol Beverage Control Commission with the authority to enforce, regulate and control the distribution of alcoholic beverages in a gaming establishment.

Section 27. This section would authorize a procedure for gaming licensees to issue credit to patrons. This section would also authorize patrons to place themselves on a list of persons banned from accessing credit.

Section 28. This section would authorize gaming licensees to provide certain complimentary services to patrons.

Section 29. This section would govern rules regarding cashless wagering systems, if offered by gaming establishments, and allows patrons to limit their betting on cashless wagering systems. Patrons may also receive monthly win/loss statements from gaming establishments.

Section 30. This section would require the licensing or registration of all employees of gaming establishments and establish requirements to be included in the application form. This section would also require the registration of gaming employees, key gaming employees for gaming establishments.

Section 31. This section establishes licensing and registration requirements for gaming vendors and associates. All gaming and non-gaming vendors are required to be licensed or registered with the Commission every 3 years and to pay a fee for the license or registration as set by the Commission.

Section 32. This section would require labor organizations, unions, and affiliates representing casino employees to register with the Commission and prohibit said

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organizations from holding a financial interest in a casino with employees they represent.

Section 33. This section would set licensing and operational requirements for junket representatives.

Section 34. This section would establish a process for a conservator to take temporary control of a gaming establishment in the event of a revocation or suspension of a gaming license. The conservator is required to have experience in the field of gaming management and experience operating a high caliber gaming facility.

Section 35. This section would authorize the Investigations and Enforcement Bureau to issue orders as necessary for enforcement.

Section 36. This section would allow the Investigations and Enforcement Bureau to assess a civil administrative penalty on a licensee or registrant for noncompliance. Under this section, the Bureau may assess civil administrative penalties following written notice of the Bureau's intent to assess a penalty and provides a licensee or registrant with the right to an adjudicatory hearing.

Section 37. This section would establish penalties for criminal violations of this chapter. This section includes criminal penalties for: operating a game or gaming device in violation of this chapter; employing unlicensed or unregistered individuals; working without a license or registration; conducting gaming after a licensee has expired; knowingly failing to exclude those placed on the exclusion list; and willfully failing to report, evade or pay fees and/or taxes.

Section 38. This section would establish penalties for false, fictitious or fraudulent statements to the Commission or other agents.

Section 39. This section would establish penalties for the offense of cheating or swindling.

Section 40. This section would establish penalties for possession of a cheating and swindling device or game.

Section 41. This section would establish penalties for whoever manufactures, distributes, sells or services a gaming device.

Section 42. This section subjects any device, game or gaming device possessed, used, manufactured, distributed, sold or serviced in violation to seizure and forfeiture.

Section 43. This section would establish penalties for a person under the age of 21 who participates in unlawfully gaming in a gaming establishment.

Section 44. This section would direct all penalties collected under this chapter to the Gaming Revenue Fund.

Section 45. This section would establish a list of persons to be banned from gaming establishments, to include persons identified as criminal threats and persons placing themselves on a self-exclusion list. This section would provide for a list of excluded persons and a process for which patrons can be placed on this list.

Section 46. This section would prohibit gaming license holders, officers, directors, gaming key employees, principal employees of a gaming license applicant or holder, or agents from making political campaign contributions.

Section 47. This section would require that all political contributions or contributions in kind made by an applicant to a municipality or a municipal employee be disclosed to the board and the city or town clerk of the host community.

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Section 48. This section would make all gaming licensees subject to corporate tax law in chapters 62 through 62E, and chapter 63 through 63B.

Section 49. This section would prohibit gaming establishments from receiving other tax credits offered by the Commonwealth.

Section 50. This section would establish all liability of gaming licensees to the commonwealth as a debt to the commonwealth.

Section 51. This section would require a gaming licensee to establish whether any patrons winning in excess of \$600 owe past-due child support or taxes, and if so, to first distribute said winnings to the IV-D agency and the Commonwealth before distributing the remaining winnings, if any, to the patron.

Section 52. This section would require gaming licensees to report any patrons winning in excess of \$600 to the Department of Transitional Assistance and IV-D to identify whether any of said patrons are also receiving public assistance.

Section 53. This section would deposit unclaimed winnings in the Gaming Revenue Fund after a period of a year.

Section 54. This section would remit winnings by a person under the age of 21 to the Commission.

Section 55. This section would establish tax rates on gross revenue. Category 1 licensees would pay a daily fee of 25% on gross gaming revenue and category 2 licenses would pay a daily tax of 40% on gross gaming revenue, with an additional 9% to the racehorse development fund.

Section 56. This section would set fees to be assessed on gaming licensees by the Commission for the purposes of its operation, including a \$600 assessment on each licensed machine, adjusted each year for inflation. This section would also require the Commission to assess an annual fee of not less than \$5 million in proportional shares to the operator to address issues associated with compulsive gambling.

Section 57. This section would establish a Massachusetts Gaming Control Fund to fund operational activities of the Commission. The commission would be required to exist as a state agency for purposes of state finance law, participate in available commonwealth central services, and submit an annual finance plan to the secretary of A&F, the House and Senate Committees on Ways and Means and the Joint Committee on Economic Development and Emerging Technologies.

Section 58. This section would establish the Public Health Trust Fund, to be used to address issues associated with compulsive gambling.

Section 59. This section establishes the Gaming Revenue Fund. All of the money received from a category 2 licensee will be transferred to the Gaming Local Aid Fund. The remaining money from this fund will be transferred to the Massachusetts Cultural Council, Massachusetts Tourism Fund, Community Mitigation Fund, Local Capital Projects Fund, Gaming Local Aid Fund, Stabilization Fund, Education Fund, Economic Development Fund, Gaming Mitigation Trust Fund, the General Fund for debt reduction, and the Public Health Trust Fund.

Section 60. This section would create the Race Horse Development Fund.

Section 61. This section would establish the Community Mitigation Fund, to assist surrounding communities in offsetting costs related to gaming facilities.

Section 62. This section would establish the Transportation Infrastructure and Development Fund.

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Section 63. This section would establish the Gaming Local Aid Fund, to be used in addition to the State Lottery Fund for distribution to cities and towns.

Section 64. This section would establish the Education Fund.

Section 65. This section would require the commission to make an annual audit of all gaming licensees.

Section 66. This section would require the Commission to use a private testing laboratory to test slot machines and other gaming equipment.

Section 67. This section would require the Commission to evaluate the status of federally recognized Native American tribes within the Commonwealth to establish a land trust for the purposes of tribal economic development

Section 68. This section would establish a 14-member Gaming Policy Advisory Council to discuss and make recommendations on matters of gaming policy. The Committee would also have three subcommittees in the areas of community mitigation, addiction services and public safety. The host communities and surrounding communities may also form community mitigation advisory committees and submit recommendations.

Section 69. This section would require the commission report monthly to the governor, the attorney general, the treasurer, the senate and house committees on ways and means, the chairs of the joint committee on revenue and the chairs of the joint committee on economic development and emerging technology the total gaming revenues, prize disbursements and other expenses.

Section 70. This section would require the Commission to submit an annual report on its activities to the governor, the attorney general, the treasurer, the House and Senate Clerks, Joint Committee on Economic Development and Emerging Technologies, and the House and Senate Committees on Ways and Means.

Section 71. This section would require that the Commission, with the gaming policy advisory committee, develop an annual research agenda.

SECTION 17. This section would amend section 7 of Chapter 23K relative to the commission's administration of pari-mutuel wagering and simulcasting.

SECTION 18. This section would amend chapter 29 of the General Laws by adding new sections that establish the Local Aid Stabilization Fund, the Gaming Economic Development Fund, and the Local Capital Projects Fund.

SECTION 19. This section would make a technical to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund in section 38 of chapter 29 of the General Laws

SECTION 20. This section would make a technical correction to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund in section 38 of chapter 29 of the General Laws.

SECTION 21. This section would make a technical correction relative to the Gaming Commission in section 1 of chapter 32 of the General Laws.

SECTION 22. This section would make a technical correction relative to the definition of employee in the Gaming Commission in section 2 of chapter 32A of the General Laws.

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SECTION 23. This section would make a technical correction relative to illegal gaming in section 94 of chapter 41 of the General Laws.

SECTION 24. This section prohibits any person or business with an interest in a gaming establishment from making campaign contributions in excess of \$200 in a calendar year

SECTION 25. This section would make a technical correction to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund in section 18C of said chapter 58 of the General Laws.

SECTION 26. This section would repeal statute establishing distribution for pari-mutuel wagering.

SECTION 27. This section updates the income tax statute relating to non-residents to ensure that winnings at gaming establishments under Chapter 23K are taxable to non-residents as lottery or wagering transactions under section 5A of Chapter 62 of the General Laws.

SECTION 28. This section would amend withholding of taxes on wages to require withholding on horse and dog racing, slot machines, keno, and bingo winnings.

SECTION 29. This section updates the requirement that employers provide statements of wages earned and taxes withheld to employees to also include payees and entities required to withhold taxes from payees

SECTION 30. This section would amend the requirement for annual reports by entities doing business in the commonwealth to ensure that entities withholding taxes on winnings report the names of the individuals to the commissioner.

SECTION 31. This section would amend the corporate apportionment formula to source receipts from gaming operations.

SECTION 32. This section would make an additional change to the corporate apportionment receipt formula from gaming operations..

SECTION 33. This section would make a technical correction to reflect the State Lottery Fund name change to the State Lottery and Gaming Fund

SECTION 34. This section would make a technical correction to section 2 of chapter 128 of the General Laws relative to the elimination of greyhound racing in the Commonwealth.

SECTION 35. This section would make a technical correction to section 2 of chapter 128 of the General Laws relative to the elimination of greyhound racing in the Commonwealth.

SECTION 36. This section would make a technical correction to section 2 of chapter 128 of the General Laws relative to the elimination of greyhound racing in the Commonwealth.

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SECTION 37. This section would make a technical correction to section 1 of chapter 128A relative to the elimination of the state racing commission.

SECTION 38. This section would repeal the statute relative to horse and dog racing.

SECTION 39. This section would make a technical correction relative to section 1 of chapter 128C of the General Laws relative to the elimination of the state racing commission.

SECTION 40. This section would repeal the statute relative to simulcasting.

SECTION 41. This section would make a technical correction to section 1 of chapter 137 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 42. This section would make a technical correction to section 2 of chapter 137 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 43. This section would make a technical correction to section 3 of chapter 137 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 44. This section would make a technical correction to section 18 of chapter 139 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 45. This section would make a technical correction to clause 2 of section 177A of chapter 140 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 46. This section would make a technical correction to section 26A of chapter 180 of the General Laws relative to the elimination of greyhound racing in the Commonwealth.

SECTION 47. This section would establish a new Chapter 267A relative to money laundering. This chapter would establish the crime of money laundering and set penalties for the offense, including: a sentence of not more than 6 years in the state prison; a fine of not more than \$250,000 or twice the value of the property transacted, whichever is greater; or both imprisonment and fine. Subsequent offenses would result in a sentence of not less than 2 years in the state prison, a fine of not more than \$500,000 or three times the value of the property transacted, or by both imprisonment and fine. This chapter would also establish record keeping and filing requirements for financial institutions, with a penalty of \$100 for each instance of noncompliance of report filing.

SECTION 48. This section would amend section 6 of chapter 26 of the General Laws relative to legislative agents under this chapter who holds a license issued by the Massachusetts gaming commission.

SECTION 49. This section would make a technical correction to section 1 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

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SECTION 50. This section would make a technical correction to section 2 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 51. This section would make a technical correction to section 3 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 52. This section would make a technical correction to section 5 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 53. This section would make a technical correction to section 5A of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 54. This section would make a technical correction to section 6 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 55. This section would make a technical correction to section 7 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 56. This section would make a technical correction to section 8 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 57. This section would make a technical correction to section 14 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 58. This section would make a technical correction to section 16A of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 59. This section would make a technical correction to section 17 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 60. This section would make a technical correction to section 19 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 61. This section would make a technical correction to section 20 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 62. This section would make a technical correction to section 22 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 63. This section would make a technical correction to section 23 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 64. This section would make a technical correction to section 28 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

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SECTION 65. This section would make a technical correction to section 31 of chapter 271 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 66. This section would establish a new Chapter 271A relative to enterprise crime. This chapter would establish the crime of enterprise crime and set penalties for the offense, including: imprisonment for not less than 3 years and not more than 15 years in the state prison, a fine of not more than \$250,000, or both imprisonment and fine.

SECTION 67. This section would make a technical correction to section 39 of chapter 272 of the General Laws relative to the expansion of legalized gaming in the Commonwealth.

SECTION 68. This section would amend section 12A of said chapter 494 by extending to July 31, 2014, the period that dog race track licensees shall pay a daily percentage of amounts wagered by patrons into the Greyhound Capital Improvements Trust Fund and the Greyhound Promotional Trust Fund.

SECTION 69. This section would amend said section 12A of said chapter 494 by providing a new deadline of July 31, 2014, upon which funds not expended in the Greyhound Capital Improvements Trust Fund and in the Greyhound Promotional Trust Fund shall be deposited in the General Fund.

SECTION 70. This section would amend section 13 of said chapter 494 by extending to July 31, 2014, the provisions governing the issuance of licenses to conduct racing meetings.

SECTION 71. This section would make a technical correction to section 13 of chapter 494 of the Acts of 1978 relative to the elimination of greyhound racing in the Commonwealth

SECTION 72. This section would make a technical correction to clause (d) of section 13 of said chapter 494 relative to the elimination of greyhound racing in the Commonwealth.

SECTION 73. This section would make a technical correction to section 13 of said chapter 494 relative to the elimination of greyhound racing in the Commonwealth.

SECTION 74. This section would amend section 15 of said chapter 494 by extending to July 31, 2014, the provisions detailing the annual information to be provided to the General Court by the state racing commission.

SECTION 75. This section would amend section 9 of chapter 277 of the Acts of 1986 by extending to July 31, 2014, the provisions governing the distribution of winnings to patrons by dog racing meeting licensees.

SECTION 76. This section would amend section 3 of chapter 114 of the Acts of 1991 by extending to July 31, 2014, the period that the running horse track licensee shall pay into the Running Horse Capital Improvements Trust Fund and the Running Horse Promotional Trust Fund.

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SECTION 77. This section would amend said section 3 of said chapter 114 by providing a new deadline of July 31, 2014, upon which funds not expended in the Running Horse Capital Improvements Trust Fund and in the Running Horse Promotional Trust Fund shall be deposited in the General Fund.

SECTION 78. This section would amend section 4 of said chapter 114 by extending simulcasting to July 31, 2014.

SECTION 79. This section would amend said section 4 of said chapter 114 by extending simulcasting to July 31, 2014,

SECTION 80. This section would amend section 5 of said chapter 114 by extending to July 31, 2014, the provisions governing the distribution of winnings to patrons by horse racing meeting licensees.

SECTION 81. This section would repeal section 13 of chapter 101 of the Acts of 1992.

SECTION 82. This section would amend section 45 of chapter 139 of the Acts of 2001 by extending to July 31, 2014, further provisions governing the conduct of live racing and simulcast wagering in the commonwealth.

SECTION 83. This section would amend section 20 of chapter 449 of the Acts of 2006 by extending to July 31, 2014, further provisions governing the conduct of live racing and simulcast wagering in the commonwealth.

SECTION 84. This section would include provisions relative to the Racing Stabilization Fund, pursuant to section 85 of this act.

SECTION 85. This section would create the Racing Stabilization Fund.

SECTION 86. This section would stagger the terms of the appointments to the Massachusetts Gaming Commission.

SECTION 87. This section requires that the Commission consider current employees of the state racing commission as eligible for employment with the commission.

SECTION 88. This section requires that gaming licenses show preference in hiring to any qualified persons who were employed by simulcasting and live racing licensees.

SECTION 89. This section would allow the governor to enter into a compact with a federally recognized tribe for a category 1 license.

SECTION 90. This section requires that the greyhound meeting licensees shall remain licensed as greyhound racing meeting licensees until July 31, 2014.

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SECTION 91. This section establishes a Gaming Licensing Fund to receive all licensing fees collected from applicants and transfers them from the Fund to the Community Mitigation Fund, the Transportation Infrastructure and Development Fund, the Local Capital Projects Fund, the Manufacturing Fund, the Community College Fund, the Tourism Fund, the Healthcare Payment Reform Fund, the Local Aid Stabilization Fund and the Stabilization Fund.

SECTION 92. This section authorizes the transfer from the Stabilization Fund to the Commission for the start-up and operational costs of implementing chapter 23K of the General Laws. The transfer will be reimbursed from licensing fees established under chapter 23K.

SECTION 93. This section makes transfers to the Local Aid Stabilization Fund.

SECTION 94. This section would require a host community which has adopted the provisions of chapter 43D file a proposal with the interagency permitting board to designate the site proposed for a category 1 facility as priority development site.

SECTION 95. This section requires that a gaming establishment supply customer tracking data to the Commission

SECTION 96. This section would create the Manufacturing Fund.

SECTION 97. This section would establish the Community College Fund.

SECTION 98. This section would create the Healthcare Payment Reform Fund.

SECTION 99. This section would declare the Commonwealth of Massachusetts exempt from federal laws relative to the use and transportation of gambling devices.

SECTION 100. This section would deem legal all shipments of gambling devices into the Commonwealth in accordance with federal law.

SECTION 101. This section would require the Massachusetts Gaming Commission to study the existing charitable gaming laws and the need to replace the statutes. The Commission would be required to make a report to the House and Senate Clerks and Joint Committee on Economic Development and Emerging Technology by April 1, 2012.

SECTION 102. This section would require the Massachusetts Gaming Commission to study the existing pari-mutuel and simulcasting statutes and the need to replace the statutes. The Commission would be required to make a report to the House and Senate Clerks and Joint Committee on Economic Development and Emerging Technology by January 1, 2013.

SECTION 103. This section would require that the first report required under section 71 of chapter 23K be submitted not later than 2 years after the effective date of this act.

SECTION 104. This section would make clause 41 of section 4 of chapter 23K effective July 31, 2012.

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SECTION 105. This section would make section 17 of this act effective on July 31, 2014.

SECTION 106. This section would make section 31 effective for tax years beginning in January 1, 2012.

SECTION 107. This section would make section 32 of this act effective on December 31, 2018.

SECTION 108. This section would make sections 38 and 40 of this act effective July 31, 2014.

SECTION 109. This section would make section (a) of section 85 effective April 1, 2012.