

**SENATE . . . . . No. 211**

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**The Commonwealth of Massachusetts**

PRESENTED BY:

***Kenneth J. Donnelly***

*To the Honorable Senate and House of Representatives of the Commonwealth of Massachusetts in General Court assembled:*

The undersigned legislators and/or citizens respectfully petition for the adoption of the accompanying bill:

An Act relative to the workforce competitiveness trust fund.

PETITION OF:

NAME:	DISTRICT/ADDRESS:
<i>Kenneth J. Donnelly</i>	<i>Fourth Middlesex</i>
<i>Robert M. Koczera</i>	<i>11th Bristol</i>
<i>Kenneth I. Gordon</i>	<i>21st Middlesex</i>
<i>Mary S. Keefe</i>	<i>15th Worcester</i>
<i>Daniel A. Wolf</i>	<i>Cape and Islands</i>

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By Mr. Donnelly, a petition (accompanied by bill, Senate, No. 211) of Kenneth J. Donnelly, Robert M. Koczera, Kenneth I. Gordon, Mary S. Keefe and others for legislation relative to the workforce competitiveness trust fund. Economic Development and Emerging Technologies.

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[SIMILAR MATTER FILED IN PREVIOUS SESSION  
SEE SENATE, NO. 169 OF 2013-2014.]

**The Commonwealth of Massachusetts**

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**In the One Hundred and Eighty-Ninth General Court  
(2015-2016)**  
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An Act relative to the workforce competitiveness trust fund.

*Be it enacted by the Senate and House of Representatives in General Court assembled, and by the authority of the same, as follows:*

1           SECTION 1. Section 2WWW of chapter 29 of the General Laws, as appearing in the  
2           2012 Official Edition, is hereby amended by striking subsection (d) beginning at line 60, and  
3           inserting the following new subsection (d):-

4           (d) There shall be credited to the fund amounts as described below:

5           (i) an amount equal to 40% of the total revenue deposited into the Gaming Economic  
6           Development Fund transferred annually from that fund to the Workforce Competitiveness Trust  
7           Fund;

8           (ii) an amount totaling any excess above \$2,000,000 that may exist in the Gaming  
9 Economic Development Fund as measured on December 31 and transferred annually from the  
10 Gaming Economic Development Fund, not to exceed an annual transfer above \$5,000,000; and,

11           (iii) any revenue from appropriations or other monies authorized by the general court  
12 and specifically designated to be credited to the fund, and any gifts, grants, private contributions,  
13 investment income earned on the fund's assets and all other sources.

14           Money remaining in the fund at the end of a fiscal year shall not revert to the General  
15 Fund.