

SENATE No.

The Commonwealth of Massachusetts

PRESENTED BY:

Bruce E. Tarr, (BY REQUEST)

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 to establish the Institute of Gaming.

PETITION OF:

NAME:

Joseph Toolan

DISTRICT/ADDRESS:

*71 Pine Ridge Rd. North Andover, MA
01845-2122*

SENATE No.

By Mr. Tarr (by request), a petition (subject to Joint Rule 12) (accompanied by bill, Senate, No.) of Joseph Toolan for legislation to establish the Institute of Gaming. Economic Development and Emerging Technologies.

The Commonwealth of Massachusetts

**In the One Hundred and Eighty-Ninth General Court
(2015-2016)**

An Act to establish the Institute of Gaming.

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

1 Emergency Preamble-

2 “Whereas, the deferred operation of this act would tend to defeat its purpose, which is
3 forthwith to administer gaming as a contract of demonstration and education to the public to act
4 free from immoral acts of corruption and to protect all person(s) and property involved in
5 gaming from the damages and losses they may otherwise be exposed, therefore, it is hereby
6 declared to be an emergency law, necessary for the immediate preservation of the public
7 convenience.”

8 Authorization and appropriation to demonstrate, educate and administer gaming as a
9 charitable public service organization.

10 Section 1-The appropriation for Institute of Gaming is set at \$100,000,000 with a 1000%
11 daily interest of the principle balance of the Institute of Gaming Trust and investment record.

12 Section 2-Corporations, facilities and investments contributing to the demonstration,
13 education and administration of gaming is collected, commissioned and reported on to the
14 General Court on an annual basis issued by the Institute of Gaming.

15 Section 3-Appropriation administration provide collection and coverage of labor and
16 materials of institutionalized public gaming contracts.

17 a. Examples of public gaming contracts include applicant coverage for providers and
18 consumer investment transfers at individual gaming demonstrations, administration of teams and
19 team competitions, gaming facilities, sports, electronic games, corporations and investments.