

# SENATE . . . . . No. 228

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## The Commonwealth of Massachusetts

PRESENTED BY:

***Bruce E. Tarr***

*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 gaming.

PETITION OF:

NAME:

*Bruce E. Tarr*

DISTRICT/ADDRESS:

*First Essex and Middlesex*

# SENATE . . . . . No. 228

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By Mr. Tarr, a petition (accompanied by bill, Senate, No. 228) of Bruce E. Tarr for legislation relative to gaming. Economic Development and Emerging Technologies.

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[SIMILAR MATTER FILED IN PREVIOUS SESSION  
SEE SENATE, NO. 200 OF 2017-2018.]

## The Commonwealth of Massachusetts

\_\_\_\_\_  
In the One Hundred and Ninety-First General Court  
(2019-2020)  
\_\_\_\_\_

An Act relative to 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           SECTION 1. There is hereby established and set up on the books of the Commonwealth  
2 a fund to be known as the “Priority Expense Fund”, in which shall be deposited all of the  
3 proceeds from the internet gaming, so-called, as authorized by Section 2 of this act, together with  
4 any sums appropriated from time to time by the General Court, and any funds obtained by grants,  
5 gifts or other means.

6           SECTION 2. Chapter 23K of the general laws is hereby amended by adding the  
7 following new section:

8           Section 2A. Notwithstanding any general or special law to the contrary, a gaming license  
9 pursuant to Chapter 23K of the general laws may also be licensed, subject to the other provisions  
10 of said chapter and such other rules and regulations as the commission may establish, to conduct

11 gaming operations via the internet, provided that such operations do not include or reflect  
12 gaming mechanisms operated by the state lottery program of those simulating or resembling slot  
13 machines, so-called, provided that such license obtains an Internet Gaming License pursuant to  
14 this section. An applicant for an Internet Gaming License shall conform to all other relevant  
15 provisions of this chapter.