

## COMMITTEE ON REVENUE ~ BILL SUMMARY

**Bill Number:** H.4105  
**Name:** AN ACT RELATIVE TO OPEN SPACE AND AID TO AGRICULTURE  
**Sponsor(s):** Rep. Natalie M. Blais (Deerfield) (By Request)  
**Hearing Date:** July 15, 2025  
**Reporting Date:** September 13, 2025  
**Prior History:** N/A

### CURRENT LAW:

*M.G.L. c. 23K § 2 – Massachusetts Gaming Commission, Category 1 and 2 Licenses:*

**Category 1 License:** a license issued by the commission that permits the licensee to operate a gaming establishment with table games and slow machines.

**Category 2 License:** a license issued by the commission that permits the licensee to operate a gaming establishment with no table games and not more than 1,250 slot machines.

*M.G.L. c. 23k § 59: Gaming Revenue Fund*

Clause (1): 100% of the revenue received from category 2 licensees is transferred to the Gaming Local Aid fund established in section 63.

Clause (2): 100% of the revenue received from category 1 licensees is transferred as follows:

- a. 2% of the revenue goes to the Massachusetts Cultural Council. 1/4 of the revenues received will be designated to the organization support program of the MCC and 3/4 will be dedicated to support non-profit and municipally-owned performing arts centers impacted as a result of the gaming facilities. Funds dedicated to these performing arts centers have to be used to subsidize fees paid to touring shows or artists and the funding has to be appropriated through a competitive grant process that is developed and administered by the MCC;
- b. 1% of the revenue goes to the Massachusetts Tourism Trust Fund to fund tourist promotion agencies under subsection (b) of section 13T of chapter 23A;
- c. 6.5% goes to the Community Mitigation Fund established in section 61;
- d. 4.5% goes to the Local Capital Projects Fund established in section 2EEEE of chapter 29;
- e. 20% goes to the Gaming Local Aid Fund established in section 63;
- f. 10% goes to the Commonwealth Stabilization Fund established in 2H of chapter 29 as long as the total amounts this fund receives is less than that of the previous fiscal year, if said amount received exceeds the previous year's amount than 1/2 of the difference will be transferred to the Gaming Local Aid fund in addition to the 20% under subclass (e);
- g. 14% goes to the Education Fund established in section 64;
- h. 9.5% goes to the Gaming Economic Development Fund established in section 2DDDD of chapter 29;
- i. 10% is credited to the Debt and Long-Term Liability Reduction Trust Fund established in section 2ZZZZ of chapter 29;
- j. 15% goes to the Transportation Infrastructure and Development fund established in section 62;
- k. 5% goes to the Public Health Trust Fund established in section 58; and,
- l. 2.5% goes to the Race Horse Development Fund established in section 60.

### PROPOSED CHANGE(S):

This bill modifies the distribution of gaming revenue from casinos by making several key changes. Specifically, it reduces the percentage of daily gross gaming revenue allocated to certain funds from 9% to 0.5% and from 2.5% to 0.2%, while simultaneously redirecting those funds to the Healthy Incentives Program (HIP) under the Department of Transitional Assistance (DTA), which helps low-income families purchase fruits and vegetables.

The bill requires an immediate transfer of \$10 million from the Race Horse Development Fund to Healthy Incentives Program, with the remainder transferred to the Community Preservation Trust Fund established under Section 9 of Chapter 44B of the General Laws.

Additionally, the bill stipulates that any future funds in the Race Horse Development Fund will be used exclusively for health and pension benefits for retired or permanently disabled former jockeys, drivers, and Suffolk Downs backstretch workers, with the Massachusetts Gaming Commission determining eligibility using its existing standards for disabled or retired jockeys.