

Massachusetts House of Representatives Bill Summary

Bill #:	H.480
Title:	An Act relative to supporting veterans organizations
Sponsor:	Rep. Michelle Badger and Rep. Kathleen LaNatra
Committee:	Economic Development and Emerging Technologies
Hearing Date:	November 13, 2025
Reporting Deadline:	December 17, 2025 (Subject to extensions per House Rule 27)
Prior History:	2023-2024 (H.417): Reported out favorably- Referred to House Ways and Means
Key Terms:	<p>MGL refers to the Massachusetts General Laws.</p> <p>Gross revenue refers to the total amount of money a business earns from its sales of goods or services before any deductions or expenses are subtracted</p> <p>Limited video gaming machine/video gaming terminal (VGT) is a type of electronic gambling machine that typically features a selection of multiple games including video slot machines. They are typically available in bars and restaurants.</p> <p>Veterans' organizations refer to the veterans' organizations that are part of the state secretary's annual report. These include the Grand Army of the Republic, the United Spanish War Veterans, the American Legion, Disabled American Veterans of the World War, Marine Corps League, American Veterans of World War II, AMVETS, Italian American War Veterans of the United States, Jewish War Veterans of the United States, Veterans of Foreign Wars of the United States, Polish-American Veterans of Massachusetts, Inc., and Veterans of World War I of the United States.</p>
Current Law:	<p>Chapter 9 of MGL concerns the department of the state secretary.</p> <ul style="list-style-type: none">• Section 4E of this chapter requires the state secretary to annually procure copies of the proceedings of the annual gatherings of certain veterans' organizations in

Massachusetts. The section also prescribes how the secretary shall manage these records.

Chapter 23K of MGL governs the Massachusetts Gaming Commission.

- Section 31 of this chapter concerns the licensing or registration of any person conducting business with a gaming licensee, vendors, suppliers, and owners of common stock companies required to be licensed as a gaming vendor.
- Section 59 of this chapter establishes the Gaming Revenue Fund, which shall consist of revenues collected from the tax on gross gaming revenue received from gaming licensees. The money in this fund is directed towards local aid, education, transportation and infrastructure, local capital improvements, gaming and racehorse economic development, public health, tourism, and the Massachusetts Cultural Council.

Summary:

The bill allows qualified veterans' organizations to apply for a limited gaming license to operate up to 5 video gaming machines on-site. This bill creates a limited gaming license, which will be a new type of gaming license. A limited gaming license will specifically be available for certain veterans' organizations to operate limited video gaming machines.

Section 1 amends chapter 23K of MGL, which concerns the Massachusetts Gaming Commission, by adding a new section, section 20A. This new section 20A creates a new type of gaming license for veterans' organizations, a limited gaming license, to allow for the operation of limited gaming machines/video gaming terminals (VGTs).

Subsection (a) of this new section 20A provides definitions for the following terms: limited video gaming machine/VGT establishment; limited video gaming machine license; limited video gaming machine licensee; local licensing authority; and veterans' organization.

A limited video gaming machine/VGT establishment shall refer to the premises owned or leased by a veterans' organization for use by its patrons.

A limited video gaming machine license shall refer to a gaming license issued by the Gaming Commission that permits a veterans' organization to operate a gaming establishment with no table

games and not more than 5 video gaming terminal (VGT) machines at a limited video gaming machine establishment.

A limited video gaming machine licensee refers to a veterans' organization that holds a limited VGT machine license for its limited video gaming machine establishment. All bets are limited to \$2.00, and the maximum win is \$599 for a limited video gaming machine license.

Local licensing authority refers to the local licensing authority in the city or town in which the limited video gaming machine establishment is located.

Veterans' organization refers to any federally chartered veterans' organization that is (i) incorporated by the Congress of the United States and (ii) included in section 4E of chapter 9 of MGL.

Subsection (b) of this new section authorizes the Gaming Commission to issue a limited video gaming terminal (VGT) license to veterans' organizations in the commonwealth. This license shall only be issued to a veterans' organization that has paid all taxes and is in good standing with the Alcoholic Beverage Control Commission. No limited video gaming machine license issued to a veterans' organization pursuant to this section shall be transferred or assigned.

Subsection (c) states that a limited video gaming machine license issued by the commission may be suspended or revoked at the discretion of the commission or upon written request to the commission by the local licensing authority. The suspension or revocation of a license issued pursuant to this section may be appealed by the licensee to the full commission and the commission shall hear the appeal on the record. The decision rendered by the commission after the hearing shall be final and the licensee shall not be entitled to further review. In the case of license revocation, the licensee shall be entitled to reapply for a license not less than 5 years from the date on which the final decision was issued.

Subsection (d) requires the licensee to limit the promotion and operation of, as well as the access to video gaming machines to members in good standing of the veterans' organization and guests of members over the age of 21. No employee or member of the veterans' organization, holding a limited video gaming machine license, shall receive money in any form for time or effort devoted to the promotion or operation of the slot machines.

Subsection (e) requires all video gaming terminals to be controlled and monitored by a central computer system established by the commission. No location employees will be allowed to handle cash at any time. There shall be a kiosk connected to the central computer system to securely dispense any winnings. These terminals will only accept cash and will not accept credit or debit cards. Every terminal must have a randomly generated outcome.

Subsection (f) holds that a limited video gaming machine license shall be valid for 5 years. The Gaming Commission shall establish procedures for the application and renewal and may establish a fee for the application or renewal not to exceed \$500. Application and renewal fees shall be deposited into the Gaming Revenue Fund in section 59 of chapter 23K of MGL.

Subsection (g) requires all manufacturers/distributors, operators and employees and locations receiving a limited video gaming license to be compliant with all aspects of chapter 23K of MGL regarding background checks for all individuals. A manufacturer/distributor can only have a manufacturer/distributor license. An operator can only have an operator's license. A location can only have a location license. All licenses will be controlled and issued by the commission. No entity may possess 2 different types of licenses.

Subsection (h) requires each licensee to file a tax return with the commission, on a form prepared by the commission, and shall pay a tax of 35% of the gross profits derived from the video gaming machines located in the limited video gaming machine establishment, which shall be deposited into the Gaming Revenue Fund established in section 59 of chapter 23K of MGL.

Subsection (i) prohibits any person under the age of 21 from being permitted in the portion of any building or premises of the licensee while a video gaming machine is being played.

Subsection (j) requires a limited video gaming machine establishment to visibly keep a notice on their premises that offers information for any person dealing with a gambling addiction. This information includes the name and phone numbers for the Massachusetts Council on Gaming and Health or the Massachusetts Department of Public Health helpline.

Subsection (k) requires limited video gaming machine licensees to only acquire video gaming machines from a person licensed as a

gaming vendor under section 31 of chapter 23K of MGL. All manufacturers/distributors, operators, approved locations, and all operator employees who repair or handle the video gaming terminals must be licensed by the commission.

Subsection (l) requires the commission to promulgate regulations for the implementation, administration and enforcement of this section including:

- The method and form of application for which an applicant for licensure shall follow and complete before consideration by the commission
- The information is to be furnished by an applicant for a limited video gaming machine license or for the license renewal
- Suitability standards for applicants for licensure
- The criteria for evaluation of the application for a limited video gaming license and the qualifications for licensure
- The information is to be furnished by a veterans' organization relating to the members of the veterans' organization tasked with managing the video gaming machines
- Criteria for eligibility for licensure
- Conditions on the operation and control of a limited video gaming machine establishment
- Grounds and procedures for the revocation or suspension of a limited video gaming machine license