

MAINE STATE LEGISLATURE

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STATE OF MAINE
123RD LEGISLATURE
FIRST REGULAR SESSION



Summaries of bills and adopted amendments and laws enacted or finally passed during the First Regular Session of the 123rd Maine Legislature coming from the

**JOINT STANDING COMMITTEE ON LEGAL AND
VETERANS' AFFAIRS**

July 2007

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STATE OF MAINE

123RD LEGISLATURE

FIRST REGULAR SESSION

LEGISLATIVE DIGEST OF BILL SUMMARIES AND ENACTED LAWS



This *Legislative Digest of Bill Summaries and Enacted Laws* summarizes all bills and adopted amendments and all laws enacted or finally passed during the First Regular Session of the 123rd Maine Legislature, which was in session from December 6, 2006 to June 21, 2007.

The *Digest* is arranged alphabetically by committee, and within each committee by LD number. The committee report(s), prime sponsor and lead co-sponsor(s), if designated, are listed below each bill title. All adopted amendments are summarized and listed by paper number. A subject index is included with each committee. The appendices include a summary of relevant session statistics, an index of all bills by LD number and an index of enacted laws by law type and chapter number.

Final action on each bill is noted to the right of the bill title. The abbreviations used for various categories of final action are as follows:

CON RES XXX.....	Chapter # of Constitutional Resolution passed by both Houses
CONF CMTE UNABLE TO AGREE.....	Committee of Conference unable to agree; bill died
DIED BETWEEN BODIES.....	House & Senate disagree; bill died
DIED IN CONCURRENCE.....	One body accepts ONTP report; the other indefinitely postpones the bill
DIED ON ADJOURNMENT.....	Action incomplete when session ended; bill died
EMERGENCY.....	Enacted law takes effect sooner than 90 days
FAILED EMERGENCY ENACTMENT/FINAL PASSAGE.....	Emergency bill failed to get 2/3 vote
FAILED ENACTMENT/FINAL PASSAGE.....	Bill failed to get majority vote
FAILED MANDATE ENACTMENT.....	Bill imposing local mandate failed to get 2/3 vote
NOT PROPERLY BEFORE THE BODY.....	Ruled out of order by the presiding officers; bill died
INDEF PP.....	Bill Indefinitely Postponed
ONTP (or Accepted ONTP report).....	Ought Not To Pass report accepted
OTP-ND.....	Committee report Ought To Pass In New Draft
P&S XXX.....	Chapter # of enacted Private & Special Law
PASSED.....	Joint Order passed in both bodies
PUBLIC XXX.....	Chapter # of enacted Public Law
RESOLVE XXX.....	Chapter # of finally passed Resolve
UNSIGNED.....	Bill held by Governor
VETO SUSTAINED.....	Legislature failed to override Governor's Veto

Please note that the effective date for non-emergency legislation enacted in the First Regular Session is **September 20, 2007**. The effective date for legislation enacted as an emergency measure is specified in the enacted law summary for those bills.

Joint Standing Committee on Legal and Veterans Affairs

LD 1828

An Act To Allow a Casino in Oxford County

**ACCEPTED ONTP
REPORT**

<u>Sponsor(s)</u>	<u>Committee Report</u>	<u>Amendments Adopted</u>
PATRICK BRYANT B	ONTP MAJ OTP-AM MIN	

Part A of this bill authorizes Evergreen Mountain Enterprises, LLC to operate a gaming facility at a single site in Oxford County, subject to approval of the voters at the general election held in November 2008. The legislative body and voters of any municipality in which the site is located must approve the site for the operation of the gaming facility. The gaming facility is authorized to contain 4,500 slot machines, bazaar games conducted solely for merchandise prizes, lottery games, video facsimiles, card games, table games and other games of chance, including without limitation blackjack, poker, dice, roulette, baccarat, money-wheels and bingo. The minimum age to play a slot machine or gaming device is lowered from 21 years of age to 19 years of age. The bill provides that, other than the approved commercial race tracks in the State that operate slot machines, the gaming facility operated by Evergreen Mountain Enterprises, LLC must be the only gaming facility in the State for at least 10 years. The bill provides for regulation of the gaming facility by the Department of Public Safety, Gambling Control Board. The bill requires the gaming operator to collect and distribute 1% of gross gaming device income to the Treasurer of State for deposit in the General Fund for the administrative expenses of the Gambling Control Board. The gaming operator must pay to the State 39% of the net gaming device income. This money paid to the State must be used for the following purposes:

1. Five percent of the net gaming device income must be distributed to repay student loans of residents of this State;
2. Four percent of the net gaming device income must be distributed to the research and development of an east-west highway in the State;
3. Three percent of the net gaming device income must be distributed to develop and construct a facility to produce biofuels, including fuel for heating homes;
4. Three percent of the net gaming device income must be distributed for revenue sharing with municipalities, with the intent of providing local property tax relief;
5. Two percent of the net gaming device income must be distributed to a Maine prepaid college plan to allow residents of this State to prepay the cost of college tuition, fees and dormitory housing before a child goes to college;
6. Two percent of the net gaming device income must be used to assist the elderly with the cost of prescription drugs;
7. Two percent of the net gaming device income must be used for the improvement of secondary rural roads in the State;
8. Three percent of the net gaming device income must be distributed to make health care more affordable for employees of businesses and the self-employed in this State. This endeavor must include expanding membership in the Dirigo Health Program and allowing such health care to be offered as a self-insured product;
9. Two percent of the net gaming device income must be distributed for the program cost portion of general purpose aid for local schools;
10. Two percent of the net gaming device income must be distributed for the expansion of facilities and course

Joint Standing Committee on Legal and Veterans Affairs

selection in the Maine Community College System;

11. One percent of the net gaming device income must be distributed to the Finance Authority of Maine for its NextGen First Step Grant program to assist residents of this State in saving for college tuition;

12. One percent of the net gaming device income must be distributed to towns to be used for regionalization efforts of towns that express interest in reducing and eliminating duplicative municipal services;

13. One percent of the net gaming device income must be distributed to help fund raising the minimum wage to a level comparable with a livable wage for the resident workers in this State of \$7.70 per hour in 2008 and \$8.40 in 2009 and in accordance with the Consumer Price Index for Urban Wage Earners and Clerical Workers, CPI-W index, thereafter;

14. One percent of the net gaming device income must be distributed for grants to residents of this State who demonstrate energy efficiency and conservation proficiency, such as rebates for purchasers of hybrid and biodiesel-capable vehicles and biofuel for home and business heating, and grants for residents of this State to develop such clean and efficient fuel technologies;

15. One percent of the net gaming device income must be distributed for the improvement of the water quality of the rivers of this State and the technology to allow paper mills and waste treatment plants to eliminate the toxins they release into rivers;

16. One percent of the net gaming device income must be distributed to public access television stations in this State for the improvement of technology and programming;

17. One percent of the net gaming device income must be distributed for funding residents of this State who are 15 years of age to 30 years of age to support ideas and projects that will stimulate the creative economy in this State, enhance technology, improve civic engagement or otherwise effect positive community change;

18. One percent of the net gaming device income must be distributed for programs to protect gaming patrons against the risks of gambling, including gambling addiction counseling services and monitoring patrons who may be at risk and have a propensity for problem gambling;

19. Two percent of the net gaming device income must be forwarded directly to any municipality in which the gaming facility is located; and

20. One percent of the net gaming device income must be forwarded directly to Oxford County to pay for mitigation of costs resulting from gaming operations.

Part B requires the Department of Public Safety, Gambling Control Board to report by January 15, 2008 to the Governor and the Legislature on including in the board's regulatory authority games of chance and gaming devices other than slot machines. Part B requires another report by the board by March 15, 2008 on the effectiveness of the board in regulating the operation of gaming devices and slot machines.

**LD 1854 An Act Regarding Campaign Finance Reporting and the Maine Clean
Election Act**

PUBLIC 443

Sponsor(s)

Committee Report

Amendments Adopted

OTP-AM

S-279