

STATE OF NEW YORK

1773--C

2021-2022 Regular Sessions

IN ASSEMBLY

January 11, 2021

Introduced by M. of A. PRETLOW -- read once and referred to the Committee on Racing and Wagering -- committee discharged, bill amended, ordered reprinted as amended and recommitted to said committee -- again reported from said committee with amendments, ordered reprinted as amended and recommitted to said committee -- recommitted to the Committee on Racing and Wagering in accordance with Assembly Rule 3, sec. 2 -- committee discharged, bill amended, ordered reprinted as amended and recommitted to said committee

AN ACT to amend the racing, pari-mutuel wagering and breeding law, in relation to state gaming commission occupational licenses

The People of the State of New York, represented in Senate and Assembly, do enact as follows:

1 Section 1. Subdivision 3 of section 1323 of the racing, pari-mutuel
2 wagering and breeding law, as added by chapter 174 of the laws of 2013,
3 is amended to read as follows:

4 3. The commission shall deny a casino key employee license to any
5 applicant who is disqualified on the basis of the criteria contained in
6 section one thousand three hundred eighteen of this title, subject to
7 notice and hearing. Provided however, no casino key employee license
8 shall be denied solely on the basis of a conviction of any of the
9 offenses enumerated in this article as disqualification criteria or the
10 commission of any act or acts which would constitute any offense under
11 section one thousand three hundred eighteen of this title, provided that
12 the applicant has affirmatively demonstrated the applicant's rehabili-
13 tation, pursuant to article twenty-three-A of the correction law, and
14 that the applicant has a demonstrated and continuing history of employ-
15 ment with a gaming facility prior to the submission of the application.

16 § 2. This act shall take effect immediately.

EXPLANATION--Matter in italics (underscored) is new; matter in brackets
[-] is old law to be omitted.

LBD05826-08-2