



December 7, 2016

2017 Community Mitigation Fund

Dear Community / Potential Applicant:

The Massachusetts Gaming Commission ("Commission") is pleased to announce the availability of the 2017 Community Mitigation Fund Guidelines and applications on COMMBUYS (www.commbuys.com (Bid No.: BD-17-1068-1068C-1068L-11234)), due by February 1, 2017.

Since its inception, the Commission has worked to help the Commonwealth realize the benefits of expanded gaming. These benefits include the thousands of expected jobs for Massachusetts residents in the areas of construction, hospitality and tourism, and the generation of \$300-\$500 million in new revenue for the Commonwealth and its cities and towns. The Commission has also worked to help the Commonwealth avoid or minimize potential negative impacts associated with the arrival of expanded gaming. As part of the effort to help offset impacts that may result from the development and operation of gaming facilities in the Commonwealth, the Massachusetts Legislature created the Community Mitigation Fund as part of the Expanded Gaming Act. Pursuant to the Act, applications for funds are annually due in the beginning of February. Over the next few years while the gaming facilities are being constructed and particularly when the facilities are operational, the Community Mitigation Fund will play a pivotal role in helping communities and others address impacts.

The following are highlights of the Guidelines for the 2017 Community Mitigation Fund:

Specific Impact Grant

The 2017 Community Mitigation Fund for mitigation of specific impacts may be used only to mitigate impacts that either have occurred or are occurring as of the February 1, 2017 application date. In recognition that the Category 2 gaming facility in Plainville opened during calendar year 2015, the Commission will make available funding to mitigate operational related impacts that are being experienced or were experienced from that facility by the February 1, 2017 date.

Category 1 Gaming Facility: In recognition that no Category 1 gaming facility will be operational by February 1, 2017, the Commission has determined that the 2017 Community Mitigation Fund is available only to mitigate impacts related to the construction of Category 1 gaming facilities.

The Commission may place a per grant limit for the 2017 Specific Impact Awards of \$400,000.



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Transportation Planning Grant

The 2017 Community Mitigation Fund program also authorizes communities to apply for a Transportation Planning Grant. The communities that are eligible for a 2017 Transportation Planning Grant are those communities in Regions A & B and for the Category 2 facility, including each Category 1 and Category 2 host community, each designated surrounding community, each community which entered into a nearby community agreement with a licensee, any community that petitioned to be a surrounding community to a gaming licensee, and each community that is geographically adjacent to a host community in Regions A & B and to the Category 2 facility. The Commission approved a new limit of \$800,000 for the total allocation for 2017 Transportation Planning Grants with no more than \$150,000 per grant authorized.

Workforce Development Pilot Program in Region A and Region B

The Commission will also make available funding for certain career pathways workforce development pilot programs (Workforce Development Pilot Program Grant) in Regions A and B for service to residents of communities of such Regions, including each Category 1 host community and each designated surrounding community, each community which entered into a nearby community agreement with a licensee, any community that petitioned to be a surrounding community to a gaming licensee, and each community that is geographically adjacent to a host community.

Tribal Gaming Technical Assistance

Additionally, the Commission shall make available technical assistance funding to assist in the determination of potential impacts that may be experienced by communities in geographic proximity to the potential Tribal Gaming facility in Taunton. Such funding will only be made available, after approval of any application by the Southeast Regional Planning & Economic Development District or a comparable regional entity, if it is determined by the Commission that construction of such gaming facility will likely commence prior to or during Fiscal Year 2018.

Reauthorization of the 2015/2016 One-time Reserves

Communities that received approval for 2015/2016 Reserves **do not need to re-apply**. The 2015/2016 Reserve will automatically be preserved for use in 2017. As described in the Guidelines, this reserve may be used for impacts once they are determined (upon approval of the Commission). The reserve may be used to help communities plan how to avoid potential adverse impacts and how to best take advantage of the economic opportunities that may result from such facilities. This reserve will be disbursed by the Commission on a rolling basis after communities have time to determine, in consultation with the Commission, how best these



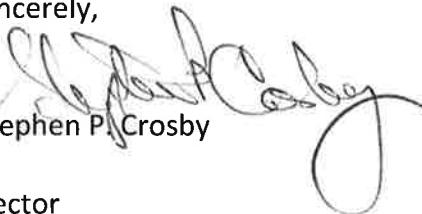
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funds should be used. Communities can still apply for funds for specific impacts now and in future Community Mitigation funding rounds.

Communities may continue to access whatever portion of their original \$100,000 reserve amounts that remain unexpended.

Further detail on this year's program may be found in the Guidelines or by contacting the Commission's Ombudsman's Office. On behalf of the Commission, I look forward to continue working with communities and other interested parties to help the Commonwealth achieve the goals of the Expanded Gaming Act.

Sincerely,



Stephen P. Crosby

cc: Edward R. Bedrosian, Jr., Executive Director
John S. Ziemba, Ombudsman



