

December 7th, 2022



COMMUNITY MITIGATION FUND

2023 Application Workshop

Joseph Delaney- Chief of Community Affairs

Mary Thurlow- Senior Program Manager

Lily Wallace-Program Assistant

HOUSEKEEPING

- This meeting is being recorded and will be made available on the Mass Gaming Commission website.
- We will break for questions at the end of each major section.
- You can also utilize the chat function at any time to ask questions.
- For people on the phone use *6 to mute and unmute your phone.

MEETING AGENDA



- **I. Overview of 2023 Community Mitigation Fund** – *Community Affairs Staff*
 - About the CMF
 - CMF Timeline
 - Application Tips and Budget Overview
 - Waivers
 - Grant Categories
 - Regional Incentives
- **II. Gambling Harm Reduction** - *Mark Vander Linden, Director of Research and Responsible Gaming*
- *Bonnie Andrews, Research Manager*
- **III. Projects of Regional Significance** - *Joe Delaney, Chief of Community Affairs*

ABOUT THE COMMUNITY MITIGATION FUND



- The Expanded Gaming Act created the Community Mitigation Fund (CMF) to support communities and governmental entities in offsetting impact costs related to the construction and operation of gaming facilities.
- 6.5% of the taxes on Gross Gaming Revenue from Category 1 facilities go into the Community Mitigation Fund.
- Available Funds for 2023
 - Region A - \$20 million
 - Region B - \$7 million
 - Category 2 - \$1 million



TIMELINE OF MGC GRANT CYCLE

- **November 2022** - Grant Applications Available on COMMBUYS and MGC Website
- **January 31, 2023, by 11:59 p.m.** - Grant Applications due to MCGCMF@Massgaming.gov
- **February-May 2023** - Staff Review of 2023 Grant Applications
- **Applicants may be asked to meet with the review team or provide supplementary information on their application.**
- **June 2023** - Commissioners Vote to Award Grants to Applicants
- **June/July 2023** - Contracts sent to Awardees
- **Fall 2023** - Funding is available when Grant and State contract are fully executed.

APPLICATION SUBMISSION



- Applications are to be submitted via email to MGCCMF@Massgaming.gov **NOT COMMBUYS**
- Applicants should be sure that they are applying under the correct category.
- Applications may have no more than 20 pages of attachments and the attachments must be addressed in the Application.

BUDGET INSTRUCTIONS (NEW!)



- All grant budgets will be reviewed based on the following sheet in the Application.
- You are encouraged to submit any consultant scopes, invoices, or quotes as an attachment to your Application, but you must fill out the form provided.

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Budget Form

2023 Community Mitigation Fund Scope, Budget, and Timeline Form	
Applicant Project Name: <i>Rockport_22_TC_Paving</i>	Vendor Code: <i>VC6000191960</i>
Total Grant Amount Requested: <i>\$400,000</i>	Estimated Total Project Cost: <i>\$1,300,000</i>



Scope of Work
<i>To mitigate the impacts of the Casino on Route 123 in Rockport the town is proposing to pave the stretch of road between Smith St and West St. The paving will be done by Rockport Bros Paving Co. and supported by Rockport Police details.</i>

Budget and Timeline

Proposed MGC Grant Budget:

Timeline	Description of Purchase/Work	QTY	Budget
<i>Fall 2023</i>	<i>Asphalt, Pitch, Rocks, Sand (see quote attached)</i>		<i>\$200,000</i>
<i>September 2023- November 2023</i>	<i>Labor for RBPC workers (see quote attached "Rockport Bros") Pouring Asphalt</i>		<i>\$200,000</i>

TOTAL: \$400,000



A SUCCESSFUL APPLICANT WILL...

- Review the 2023 CMF Guidelines
- Review previously awarded grants on the MGC website
- File their Application under the correct category
- Fill out all forms thoroughly and completely
- Document an impact of the gaming establishment
- Explain how your solution will help mitigate the impact



WAIVERS



- Applicants may request a waiver of a condition set forth in the Application for the Commission's consideration. All requests for waivers or variances shall be submitted with the Application.
- The Waiver Form can be found at:
<https://massgaming.com/about/community-mitigation-fund/forms/>
- The Commission may grant a waiver or variance, deny a waiver or variance, or grant a waiver or variance subject to such terms, conditions and limitations as the Commission may determine.

2023 AVAILABLE GRANTS



<u>Category</u>	<u>Funding Cap</u>
Community Planning	\$200,000
Public Safety	\$200,000
Transportation Planning	\$250,000
Transportation Construction	\$1,500,000
Workforce Development	\$500,000
Specific Impact	\$500,000
Projects of Regional Significance (NEW!)	\$5 Million- Region A \$3 Million- Region B
Gambling Harm Reduction (NEW!)	\$200,000
Gambling Harm Reduction Planning (NEW!)	\$20,000

REGIONAL INCENTIVE AWARDS



	Base Funding	Regional Incentive Award	Total Allowable Request
Community Planning Projects Involving Two (2) Communities	\$200,000 for each community	\$20,000	$\$400,000 + \$20,000 = \$420,000$
Community Planning Project Involving Three (3) or More Communities	\$200,000 for each community	\$30,000	$\$600,000 + \$30,000 = \$630,000$
Transportation Planning Projects Two (2) Communities	\$250,000 for each community	\$50,000	$\$500,000 + \$50,000 = \$550,000$
Transportation Planning Projects Three (3) or more Communities	\$250,000 for each community	\$75,000	$\$750,000 + \$75,000 = \$825,000$

QUESTIONS?



NEW GRANTS FOR 2023



- Gambling Harm Reduction
- Gambling Harm Reduction Planning
- Projects of Regional Significance

GAMBLING HARM REDUCTION GRANTS



The objective of community-engaged research is to more deeply understand and address the impact of the introduction of casino gambling in Massachusetts's communities. **The specific research topic or question should be developed by the community through a community driven process.**



- **Type 1: \$20,000**

For Applicant to develop a plan to engage the community to identify a casino or gambling related topic or issue which warrants further investigation.

- **Type 2: \$200,000**

For Applicants that have a specific research topic and/or question and are prepared to propose a research strategy.



TYPE 1 PLANNING STUDY \$20,000

- Seed funding to shape a research question
- May use funding for such costs as consultants, focus groups, preliminary secondary data review, literature review
- The product of this process should be a research strategy which may be considered for Type 2 funding in subsequent funding cycles. We expect these types of grants to be a one-year term.
- Example of final product from this funding: a brief report discussing the question, finding and process



TYPE 2 \$200,000

- For implementation—Applicants that have a specific research topic and/or question and are prepared to propose a research strategy.
- Applicants must have a full research proposal including:
 - Specific aims
 - Research strategy
 - Section on collaboration and knowledge of the community
 - Section on knowledge translation and exchange: how an answer to the question or insight on the topic may mitigate gambling related harms in the community



ASIAN CARES STUDY

There are many root causes of problem gambling in the Asian community, including poverty, social, and cultural loss due to immigration, and unhealthy stress relief. Gambling harm can have short and long-term impacts on children, families, and the community.

This research was motivated by the desire to fill in the gap of understanding how problem gambling manifests in the Asian community and to understand whether existing programs, services, and interventions are adequately serving this immigrant community. This report provides an in-depth look at gambling's harmful impacts on family and community as it pertains specifically to the Asian community. This report also looks at the role of the casinos in exacerbating gambling in the Asian community and whether this community is being adequately served.



ASIAN CARES STUDY

Specific Aims:

Aim 1: review the state of the science, strategically selecting bodies of literature relevant to gambling problems in Asian communities and family-centered approaches to resiliency, prevention, and harm mitigation.

Aim 2: conduct focus groups in each ethnic community to better understand the nature of problem gambling across heterogeneous cultural and social Asian subpopulations.

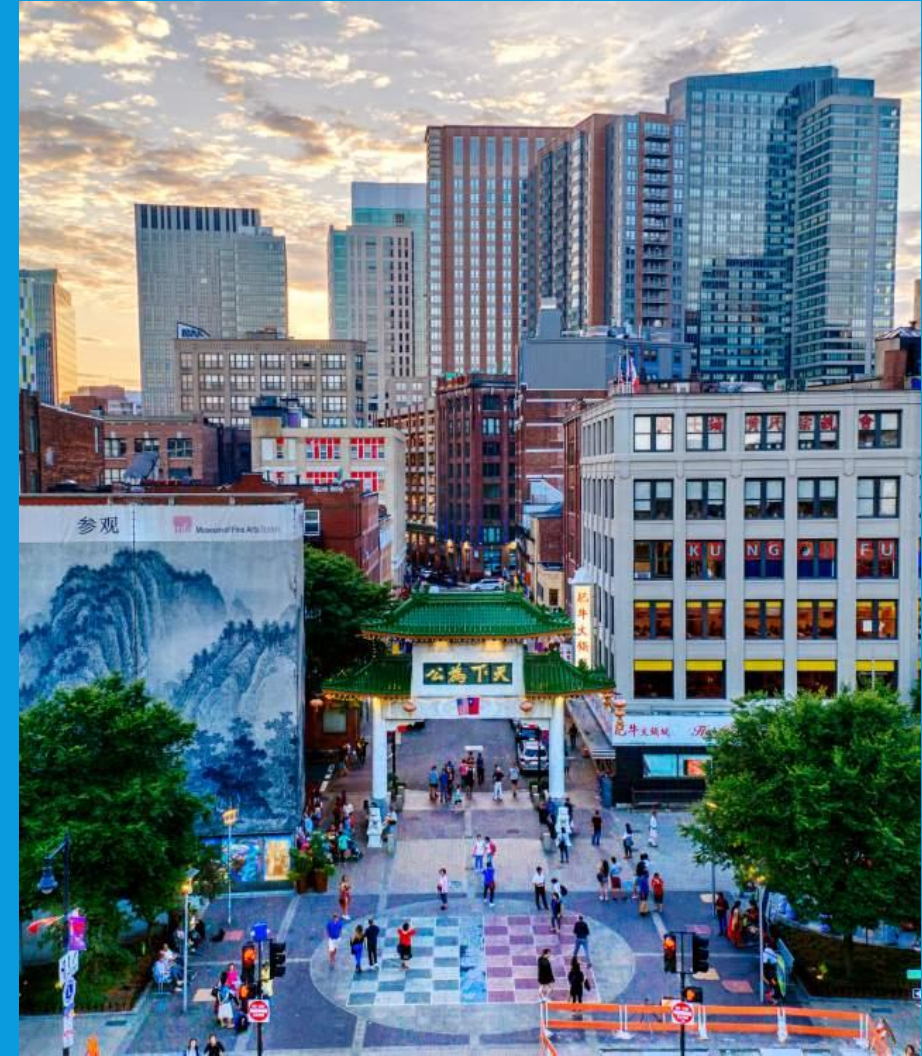
Aim 3: conduct a community-level assessment of resources and needs at each organization, focusing on an inter-organizational audit of existing services within the coalition group service areas to understand the programmatic assets that can be leveraged to address problem gambling through culturally-appropriate, family-centered education and services.

For Aim 4 we will use information from Aims 1, 2, and 3 to inform a broader, inclusive research agenda for evidence-based prevention and intervention efforts that can be implemented and scaled with additional funding.

Overall objectives were to inform the development of tools and resources to support tailored education, treatment referral, and other harm reduction efforts among at-risk and hard-to-reach Asian American populations.

RESEARCH PROCESS

- Bilingual/bicultural community fieldworkers conducted 40 in-depth qualitative interviews to better understand the nature and impact of problem gambling. Participants were community members from the Cambodian, Chinese, Korean, and Vietnamese communities.
- Researchers also reviewed the state of the science relevant to gambling problems in Asian communities and looked nationally at a few existing programs. Authors identified existing resources within a coalition of organizations assisting Asian immigrants/refugees and Asian American families in Boston's Chinatown and surrounding communities that can be leveraged to engage hard-to-reach and at-risk populations.



RESEARCH FINDINGS

- **Lack of economic opportunity propels many to turn to gambling as an alternative source or to supplement income.**
- **Social and cultural isolation due to immigration results in a lack of social and recreational opportunities, often expressed as boredom.**
- Casinos exacerbate this problem by capitalizing on this void, providing an environment in which the Asian community feels welcome and accepted.
- There is a lack of culturally appropriate treatment options available to the community and a lack of knowledge and trust in what is available.
- Ethnic specific and community-based organizations are best suited to provide programs, services, and interventions for problem gambling in the Asian community.





SUGGESTED IMPLEMENTABLE SOLUTIONS FOR RESEARCH FINDINGS

- **Develop programs geared towards helping working-class immigrants gain the language and occupational skills needed to acquire meaningful employment with benefits and wages.**
- **Invest in the neighborhoods where immigrants work, live and play by creating spaces of belonging where communities can meet for safe recreational and social opportunities.**
- **Develop a steering committee of key community leaders to guide the development of policy practice, and services around addressing the root causes of problem gambling.**
- Provide funding for ethnic-based community-based organizations to deliver culturally and linguistically appropriate services and programs for problem gambling prevention and intervention.
- Explore innovative reimbursement models for community-based organizations doing gambling treatment and intervention work beyond the traditional clinical model.
- Conduct an equity audit about responsible gambling and responsible advertising in the Asian community that includes assessing whether the casino industry engages in predatory practices.



QUESTIONS?

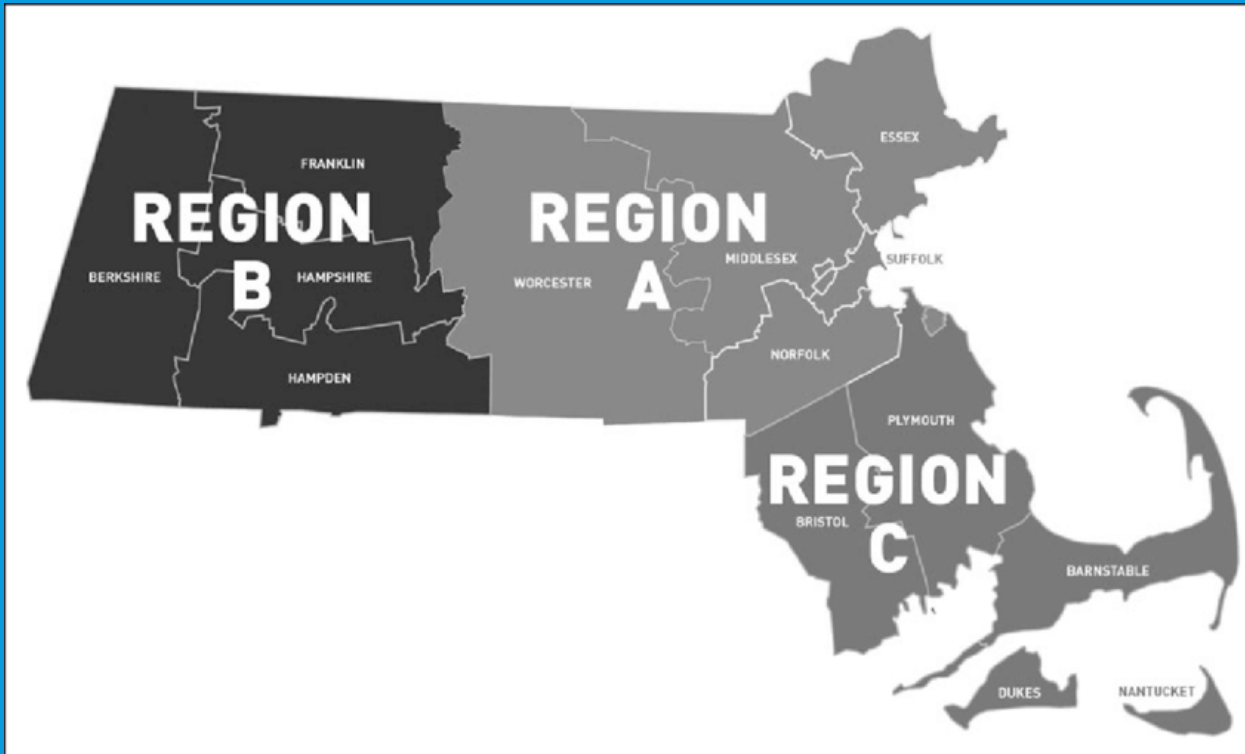
PROJECTS OF REGIONAL SIGNIFICANCE

(NEW FOR 2023!)

- Application must demonstrate that the project is regional in nature and mitigates a casino related impact.
- Project can address any impact identified in the Expanded Gaming Act of 2011 including:
 - Transportation
 - Infrastructure
 - Housing
 - Education
 - Public Safety
- Government agencies or districts may apply for funds for projects that impact more than one municipality.



PROJECTS OF REGIONAL SIGNIFICANCE



- Target of one project in Region A and Region B
- \$5 million earmarked for Region A
- \$3 million earmarked for Region B
- CMF funds may cover up to 15% of the total project cost
- Projects have 2 years to start construction



QUESTIONS?



HELPFUL LINKS

- **About Community Mitigation Fund and Sample Application Forms**

<https://massgaming.com/about/community-mitigation-fund/>

- **2022 Guidelines**

<https://massgaming.com/about/community-mitigation-fund/application-guidelines/>

- **Research Reports**

<https://massgaming.com/about/research-agenda/>

- **Previously Awarded Grants**

<https://massgaming.com/about/community-mitigation-fund/awards/>

CONTACTS



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