



# 22

COMMUNITY  
MITIGATION  
FUND

## APPENDIX C – SPECIFIC IMPACT GRANT APPLICATION

BD-22-1068-1068C-1068L-68403

*Please complete each section of this Application*

### 1. PROJECT INFORMATION

**- NAME OF MUNICIPALITY/GOVERNMENT ENTITY/DISTRICT AND VENDOR CODE**

City of Boston

Mayor's Office of Arts & Culture (MOAC)

**VENDOR CODE:** VC6000192075

**- PROJECT NAME (LIMIT 10 WORDS)**

Arts and Cultural Programs to Prevent Problem Gambling

**- BRIEF PROJECT DESCRIPTION (LIMIT 50 WORDS)**

The Mayor's Office of Arts & Culture seeks funding to support a pilot program of community-defined and culturally specific activities that will serve as preventive strategies to address the incidence of problem gambling related to the opening and operation of the Encore casino, and offer treatment in appropriate circumstances.

**- CONTACT PERSON(S)/TITLE (Persons with responsibility for this grant)**

Naida Faria

Director of Administration & Finance

**- PHONE # AND EMAIL ADDRESS OF CONTACT PERSON(S)**

617-635-3914

[naida.faria@boston.gov](mailto:naida.faria@boston.gov)

**- MAILING ADDRESS OF CONTACT PERSON(S)**

Naida Faria

Director of Administration and Finance

Mayor's Office of Arts & Culture

One City Hall Plaza

Boston, MA 02201

**2. IMPACT DESCRIPTION/CONNECTION TO GAMING FACILITY**

**a) Please describe in detail the impact that is attributed to the operation of a gaming facility.**

Gambling disorder is the uncontrollable urge to keep gambling despite the toll it takes on a person's life. Those affected are willing to risk the things they value in the hope of getting something of even greater value. Research findings show that gambling disorder is similar to substance-related disorders and behavioral addictions in clinical expression, brain origin, comorbidity, physiology and treatment.

People who experience gambling disorder may continually chase bets that lead to losses, hide their behavior, deplete their savings, accumulate debt, or even resort to unlawful activities to support the addiction. Gambling disorder can have profound and long-lasting consequences, including relationship problems; financial problems, including bankruptcy; legal problems, including incarceration; poor work performance or job loss; poor health overall; and in extreme situations, thoughts or actions that may lead to suicide.

The burden of problem gambling falls heavily upon people who experience low economic opportunity, housing instability, neighborhood disadvantage, and various forms of social disconnection.

The [2019 Massachusetts Gambling Impact Cohort \(MAGIC\)](#) studied the incidence of problem gambling in Massachusetts immediately after the introduction of the 4 new gambling venues. It found that the following variables could predict problem gambling behavior:

- Having a large gambling loss in the past 12 months (which is related to intensity of involvement)
- Having a large gambling win in the past 12 months (which is related to intensity of involvement)
- Greater intensity of gambling involvement (i.e., greater number of formats engaged in; higher total frequency of involvement; higher total monetary losses)
- Current gambling category (Non-Gambler, Recreational Gambler, At-Risk Gambler, Problem Gambler)
- Gambling being identified as an important or very important recreational activity
- Participation in daily lotteries
- Participation in traditional lotteries
- Participation in sports betting
- Having a higher number of gambling fallacies

In [“Gambling Harms and the Prevention Paradox in Massachusetts” \(November 2021\)](#) the MAGIC researchers found that “In Massachusetts, approximately 70% of all gambling harms occur in the low-risk adult general population due to the high number of people in these groups, even though people in the high risk population suffer the greatest amount of harm per individual. “

**b) Please provide documentation, specificity or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e. surveys, data, reports)**

MAGIC is the first adult longitudinal cohort study of gambling and problem gambling in the US. With an initial sample of 3,139 Massachusetts residents, the MAGIC study surveyed the same individuals five times over six years (2013-2019). This research accomplishes three key objectives: first, it provides information on how gambling and problem gambling develops, progresses, and remits over time. Second, it identifies demographic groups



particularly at risk of experiencing gambling related problems. Finally, it highlights risk and protective factors important in developing effective prevention, treatment, and policies to support player health.

The Prevention Paradox analysis is based on 5,852 individuals who gambled at least once a month on one or more types of gambling. Descriptive analyses were conducted to summarize the prevalence of harms reported by different severity groups. The goal of the study was to assess whether the Prevention Paradox, in relation to gambling harms, holds up in the Massachusetts context. The report examined the distribution of different gambling harms in the population and assessed the extent to which different types of harm are concentrated in higher risk groups.

Other studies and sources include

- **Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition**, published by the American Psychiatric Association in 2013, where gambling disorder has been placed in a new category on behavioral addictions. This reflects research findings showing that gambling disorder is similar to substance-related disorders in clinical expression, brain origin, comorbidity, physiology and treatment.

[Asian CARES Research Report: Unpacking the Root Causes of Problem Gambling in the Asian Community](#)

Published September 2021 by Heang Leung Rubin, Mia Colby

[Talking about Casino Gambling: Community Voices from Boston Chinatown](#)

Published October 2019 by Carolyn Wong, Giles Li

[MGC Responsible Gaming Framework \(2018\)](#)

Of the Massachusetts population: The prevalence of problem gambling in Massachusetts is 2% of the adult population, with an additional 8% of the population considered to be at-risk. Based on these percentages combined with July 1, 2017 U.S. Census estimates, it is estimated that 109,483 adult residents are problem gamblers, and 459,827 adult residents are at-risk gamblers. Of Massachusetts adults who do gamble, just under one quarter (21.5%) report visiting casinos to gamble.

**c) How do you anticipate your proposed remedy will address the identified impact?**

In keeping with the findings of the MAGIC study and the Prevention Paradox study, we will work with community-based organizations to develop prevention and treatment activities for individuals currently experiencing gambling problems, as well as ongoing prevention efforts aimed at individuals not yet experiencing problems.

February 2023 – Project activities continue; second Quarterly report due from MOAC to MGC  
March 2023 – Project activities continue  
April 2023 – Project activities continue; invoices due with narrative reports to MOAC; final payment issued  
May 2023 – Project activities continue; third Quarterly Report due  
June 2023 – Project activities conclude; final reports due from subcontractors; MGC grant decision announced

Should this application receive funding in this year, the subcontractors will receive 8-month pilot awards. Funding beyond June 2023 would be conditional upon projects reaching affected individuals, families and communities, as reflected in their quarterly reports. This performance data would be presented to MGC in subsequent applications to the Community Mitigation Fund.

**c) Please provide documentation (e.g. - invoices, proposals, estimates, etc.) adequate for the Commission to ensure that the funds will be used for the cost of mitigating the impact from the operation of a gaming establishment.**

This documentation will be available after pilot projects have begun.

**d) Please describe how the mitigation request will address the impact indicated.**

The MGC Research Agenda provides valuable insight on problem gambling behavior, and recommends preventive measures as the most promising way to address these problems.

Our Request for Proposals will gather input from neighborhoods and demographic groups that can define the problems in terms that are specific to their needs, while developing regularly scheduled activities that are designed to mitigate the impact of a readily accessible gaming facility, and prevent problem gambling from taking hold of vulnerable individuals.

**e) How will you provide the data for reporting? How will you measure the effectiveness of the proposed project in mitigating impacts?**

1) Demographic data will be collected to measure where people live, how they heard about our events, how many people attend each event, and an estimate of the number of males aged 25 to 64. For gatherings attended by 50 or more people, anecdotes and social media posts will be acceptable.

2) For cultural activities, audience participation surveys will measure if attending events provides a happy experience, provides a feeling of wellness, and allows people to connect with their families, friends and communities. Surveys will be designed to provide full language access.

3) For social or recreational activities, people will be asked whether they would attend regularly.



**3. PROPOSED USE OF SPECIFIC IMPACT MITIGATION FUNDS. (Please attach additional sheets/supplemental materials if necessary.)**

**a) Please identify the amount of funding requested. In determining the funding request, please round up to the nearest hundred dollars.**

We are requesting \$500,000.

**b) Please identify below the manner in which the funds are proposed to be used. Please provide detailed scope, budget and timetable for the use of funds.**

In keeping with state procurement law and City of Boston procurement policy, we will release a request for proposals for community-based and culturally-specific projects to prevent, address, and treat problem gambling.

Selected projects will be led by organizations with the staff and organizational capacity to engage in municipal contracts and provide invoices with accompanying reports. The scope will include regularly scheduled cultural, social and recreational projects that encourage affected individuals, their families and communities to participate in primary prevention activities that serve to forestall the development of gambling harms, as indicated by the Prevention Paradox study. Pilot projects will describe marketing and communications strategies that focus on widely accessible activities that target groups most likely to have problems with gambling.

To the extent possible, and with respect for confidentiality mandates, projects will be concentrated in communities where higher-risk groups or individuals have been identified by research studies or through deidentified (e.g. zip code) data on Voluntary Self-Exclusion reported to the MGC. Data from the MGC's 2018 Responsible Gaming Framework suggest that project activities should target adult males between the ages of 25 and 64, as a group with a high prevalence of gambling behavior.

20% of the budget (\$100,000) will be allocated to the Mayor's Office of Arts and Culture for staff salaries, benefits and overhead.

The remaining \$400,000 will be awarded as subcontracts through open and competitive procurement.

The timeline is estimated as follows:

Early June 2022 – MGC grant decision announced

Early July 2022 – MGC Contract executed

Mid-July 2022 – MOAC releases Request for Proposals

Late July 2022 – Initial grant payment received from MGC

Mid-August 2022 – Proposals due to MOAC

Early September – MOAC announces subawards

Mid-September – Subcontractors execute contracts with MOAC and receive initial payment

Early October 2022 – Pilot projects begin

November 2022 – Project activities continue; first Quarterly Report due from MOAC to MGC

December 2022 – Project activities continue

January 2023 – Project activities continue; invoices due with narrative reports to MOAC; second payment issued

January 31, 2023 – Mitigation Fund Application due to MGC

**4. RELEVANT EXCERPTS FROM HOST OR SURROUNDING COMMUNITY AGREEMENTS**

**a) Please describe and include excerpts from any relevant sections of any Host or Surrounding Community Agreement.**

GENERAL RECITALS:

“And whereas, Boston desires to mitigate any anticipated adverse impacts from the development and operation of the Project through the means described herein, and to work proactively with [the Licensee] to capitalize on the unique nature of Boston's community resources;”

TERMS AND CONDITIONS:

5. Responsible Gaming

The Parties shall coordinate in good faith to promote responsible gaming and to develop resources available to residents of Boston to address problem gambling. In furtherance thereof, [the Licensee] and its employees and agents will use commercially reasonable efforts to not send any marketing materials to or otherwise communicate for marketing purposes with residents of Boston who have opted to participate in [the Licensee's] self-exclusion or self-limitation programs that enable individuals to opt out of receiving marketing materials. In addition, Wynn shall provide Boston and its residents with access to all compulsive gambling services associated with the Project and shall make available to Boston its resources and employees as may be reasonably necessary to publicize the services and conduct associated educational programs. [The Licensee] agrees to reasonably support applications made by Boston to the Community Mitigation Fund and/or the Public Health Trust Fund established under the Act to address any unanticipated adverse impacts.

**b) Please explain how this impact was either anticipated or not anticipated in that Agreement.**

It would appear that problem gambling was anticipated in the above Terms and Conditions of the Surrounding Community Agreement. In addition, the Responsible Gaming Framework states: “To demonstrate a commitment to promoting responsible gaming and addressing problem gambling, it's important that each gaming licensee include responsible gaming policies within its code of ethics, create a Responsible Gaming Committee, and implement a Responsible Gaming Plan.

**5. INTERNAL CONTROLS/ADMINISTRATION OF FUNDS**

**a) Please provide detail regarding the controls that will be used to ensure that funds will only be used to address the impact.**

Boston Administrative Information Systems (BAIS) is made up of Oracle/Peoplesoft modules that support both the human capital management and financial management of the City. These systems allow the City to maintain internal controls, and allowable cost controls, for all associated business processes.

A budget authorized by the Grant Award is set up in BAIS Financials/Budget. The budget is entered online by the Department that is awarded the grant and is assigned a distinct Project/Grant number. The Project/Grant is then work-flowed for approval by the central Grants Monitoring Unit in the Auditing Department. Only those accounts authorized by the Grant Award are allowed to be established.



Financial management system process for tracking expenditures:

The BAIS Financial System offers multiple queries to track expenditures. The system allows the sponsoring department access to queries that will summarize the budgeted amount, obligated amount and total expenditures by account, for a particular Project/Grant.

Transactions are overseen by the Director of Administration and Finance for the Mayor's Office of Arts and Culture.

**b) Will any non-governmental entity receive funds? If so, please describe. If non-governmental entities will receive any funds, please describe what reporting will be required and how the applicant will remedy any misuse of funds.**

Subcontractors will carry out the activities described in 3b, above.

Subcontractors will be required to submit quarterly reports in order to receive the subawards that fund their ongoing activities. Contracts will contain explicit instructions on the allowable uses of funds and corrective action steps if necessary to remedy misuse of funds.

MOAC will monitor project activities and audit invoices for backup documentation of all expenditures.

**6. CERTIFICATION BY MUNICIPALITY/GOVERNMENTAL ENTITY**

On behalf of the aforementioned municipality/governmental entity I hereby certify that the funds that are requested in this application will be used solely for the purposes articulated in this Application.



**Date:** 1/28/22

**Signature of Responsible Municipal  
Official/Governmental Entity**

Kara Elliott-Ortega

(print name)

Chief of Arts & Culture, City of Boston

Title: