



**MASSACHUSETTS GAMING COMMISSION
PUBLIC MEETING# 356**

**September 23, 2021
10:00 a.m.**

**VIA CONFERENCE CALL NUMBER: 1-646-741-5292
PARTICIPANT CODE: 112 713 1742**



Massachusetts Gaming Commission

101 Federal Street, 12th Floor, Boston, Massachusetts 02110 | TEL 617.979.8400 | FAX 617.725.0258 | www.massgaming.com



**NOTICE OF MEETING and AGENDA
September 23, 2021**

Pursuant to the Massachusetts Open Meeting Law, G.L. c. 30A, §§ 18-25, and Section 20 of Chapter 20 of the Acts of 2021, notice is hereby given of a meeting of the Massachusetts Gaming Commission. The meeting will take place:

Thursday, September 23, 2021

10:00 a.m.

Massachusetts Gaming Commission

VIA CONFERENCE CALL NUMBER: 1-646-741-5292

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Please note that the Commission will conduct this public meeting remotely utilizing remote collaboration technology. Use of this technology is intended to ensure an adequate, alternative means of public access to the Commission's deliberations for any interested member of the public. If there is any technical problem with the Commission's remote connection, an alternative conference line will be noticed immediately on www.MassGaming.com. All documents and presentations related to this agenda will be available for your review on the morning of September 23, 2021 by [clicking here](#).

PUBLIC MEETING - #356

1. Call to order
2. Welcome Commissioner Brad Hill – Chair Cathy Judd-Stein
3. Administrative Update – Karen Wells, Executive Director
 - a. On-site Casino Updates – Loretta Lillios, Director of Investigations and Enforcement Bureau; Bruce Band, Assistant Director, Gaming Agents Division Chief
 - b. Internal Re-Opening Plan Update – Karen Wells, Executive Director
4. Independent Monitor Report - Chair Cathy Judd-Stein; Commissioner Eileen O'Brien
 - a. Update from Independent Compliance Monitor (Wynn Resorts) – Miller & Chevalier, Alejandro Montenegro Alamonte



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5. Legal Division – Todd Grossman, General Counsel
 - a. Table Game Rules – Ultimate Texas Hold’Em – Bruce Band, Gaming Agents Division Chief; Burke Cain, Senior Supervising Gaming Agent; Carrie Torrisi, Associate General Counsel **VOTE**
6. Finance and Accounting Division – Derek Lennon, Chief Financial and Accounting Officer
 - a. Financial Update – Gaming Position – First Quarter Spending – Derek Lennon, Chief Financial and Accounting Officer, Agnes Beaulieu, Finance and Budget Office Manager; Doug O’Donnell, Revenue Manager
7. Research and Responsible Gaming – Mark Vander Linden, Director
 - a. Recognition of Responsible Gaming Education Week
8. Community Affairs Division – Joseph Delaney, Community Affairs Division Chief
 - a. Community Mitigation Fund Reserve Applications Review
 - Hampden **VOTE**
 - North Attleborough **VOTE**
 - Mansfield **VOTE**
 - Joseph Delaney, Community Affairs Division Chief; Mary Thurlow, Senior Program Manager
 - b. Community Mitigation Fund Policy Questions Discussion – Joseph Delaney, Community Affairs Division Chief; Mary Thurlow, Senior Program Manager
9. Commissioners Update
10. Other business – reserved for matters the Chair did not reasonably anticipate at the time of posting.

I certify that on this date, this Notice was posted as “Massachusetts Gaming Commission Meeting” at www.massgaming.com and emailed to: regs@sec.state.ma.us, melissa.andrade@state.ma.us.

September 21, 2021

Cathy Judd-Stein, Chair

Date Posted to Website: September 21, 2021 at 10:00 a.m.



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Miller & Chevalier

**Independent Compliance Monitor Phase III
Interim Report**

September 23, 2021

Agenda

- Introduction
 - Goals of Phase III review
 - Overview of company business
 - Summary of review and testing activities
 - Overall observations
- Findings by compliance hallmark
- Concluding observations
- Q&A

Goals of Phase III Review

- Phase III review focused on:
 - Evaluation of Company's implementation of the Baseline Assessment and Phase II Recommendations
 - Continued review and assessment of key elements of Company's HRCP:
 - Culture of Compliance and Conduct at the Top
 - Proper Authority, Oversight, and Independence
 - Policies and Procedures
 - Third Party Relationships
 - Training and Guidance
 - Internal Reporting and Investigation
 - Incentives and Discipline
 - Risk-Based Review
 - Monitoring and Testing
 - Controls Environment

Overview of Company Business

- Reopening and ramp up efforts ongoing
 - Operations ramped up in LV and EBH
 - Continued personnel changes in key compliance-facing roles, including at senior levels
- Impact of COVID-19 pandemic
 - Continued delay in implementation of certain recommendations
 - All testing by Monitor Team conducted remotely

Summary of Review and Testing Activities

- During this review period:
 - **Documents:** Monitor Team reviewed approximately 400 documents produced by the Company
 - **Interviews:** Monitor Team conducted 20 interviews (via video), which included speaking to employees, Compliance Committee members, and Board members
 - **Testing:** Monitor Team observed a Compliance Committee meeting and Board meeting
 - Monitor Team did not conduct on-site testing (e.g., interviews, focus groups) due to the COVID-19 pandemic

Overall Observations

- Continued cooperation from the Company
- Increased focus and effort on addressing the Monitor Team's observations and recommendations
 - Weekly meetings
 - Engagement from key functional leaders
- Majority of the 58 Baseline and Phase II Recommendations are completed or in the process of being completed
 - Updated policies and procedures
 - Updated trainings
 - Increased communication on HRCP issues, including on reporting and responding to Patron misconduct

Overall Observations

- Developing understanding of the work required to build an effective and sustainable HRCP
- Opportunity remains for the Board to demonstrate ongoing engagement and active oversight of HRCP
- Lack of formal recruiting and hiring procedures for senior positions
- Continued opportunities to improve upon internal investigations procedures

Culture of Compliance and Conduct at the Top

- Company has taken steps to develop communications plan focused on creating a speak-up culture
 - EBH year-long plan of quarterly communications to employees regarding reporting
 - WLV year-long plan includes quarterly spotlight on a compliance policy
- Company has filled key positions
 - WRL Vice President of Diversity and Inclusion
 - EBH Executive Director, Human Resources, Legal
 - EBH Executive Director, Labor and Employment, Legal
- Other key positions are vacant
 - EBH Director of Employee Relations
 - WLV Director of Compensation and Employment

Culture of Compliance and Conduct at the Top

- Opportunities remain to increase Board engagement and oversight of HRCP
 - Management has expanded reporting beyond allegations of harassment and discrimination
 - Board meeting observed by the Monitor Team included updates on WLV HRCP policies, procedures, and trends
- Resource allocation
- By the end of the Phase III review period, the Monitor Team expects to see:
 - Personnel in key roles
 - Increased Board engagement

Proper Authority, Oversight, and Independence

- New member with HR expertise added to the Compliance Committee
- Self-evaluation of roles and responsibilities related to HRCP conducted but not produced to Monitor Team
- Recruiting for senior roles lacking in formal process
- By the end of the Phase III review period, the Monitor Team expects to see:
 - Evaluation of roles and responsibilities
 - Evaluation of resourcing and skills set
 - Documented process for recruiting and hiring of senior roles

Policies and Procedures

- Significant enhancements to HRCP compliance policy landscape in line with the Monitor's recommendations
 - Preventing Harassment and Discrimination, Personal Relationships, Personal Presentation, Employee Patronization, and Company Policy Review Policy
- Communication campaigns focused on reporting and the Preventing Harassment and Discrimination Policy
 - 2021 quarterly communications campaign
- Formalization of Policy Review Committee
 - Members include: CGCO, Property GCs, property VPs of HR, VP Legal – Labor and Employment, ED HR, and ED Global Compliance
- Initiatives to promote key HRCP policies underway
 - Events held at WLV and EBH to promote and test key policies

Policies and Procedures

- By the end of the Phase III review period, the Monitor Team expects to see:
 - An enhanced Code of Business Conduct and Ethics to encourage employee engagement and awareness
 - A review of the Code of Personal Conduct to identify the core behaviors that are most fundamental to the Company and relaunch of both Codes to drive awareness and communication around compliance
 - Evidence provided to the Monitor Team that department-specific policies are available and accessible to employees to whom they apply
 - Continued periodic efforts to promote key HRCP policies

Third Party Relationships

- The Monitor Team has observed meaningful progress with respect to HRCP risks associated with Patron behaviors
 - Final policy address remaining observations and rolled out
 - Training videos
 - Development of patron standards of behavior
- Increased messaging intended to encourage employees to speak up against Patron misconduct

Third Party Relationships

- By the end of the Phase III review period, the Monitor Team expects to see:
 - Alignment of third-party management procedures with Security procedures
 - Continued focused messaging to middle managers
 - Sustained efforts to promote a speak-up culture with respect to harassment and discrimination by patrons

Training and Guidance

- Employee Interaction with Guests and Other Third Parties Training
 - Interactive video with introductory message from WLV and EBH property Presidents
- Focus on roll-out of the Company's new reporting platform
 - 2021 Wynn Resorts Harassment Reporting Communication Plan
 - Monthly leadership newsletters
 - Compliance station
- Continued implementation of the Company's Preventing Harassment and Discrimination Training
- D&I Initiatives:
 - External training video implemented as part of onboarding for all employees
 - Onboarding of new VP of Diversity & Inclusion

Training and Guidance

- By the end of the Phase III review period, the Monitor Team expects to see:
 - Formalized training plan for ER that includes annual trainings on all HR subject matter policies and procedures for which ER is responsible
 - Incorporation of additional topics into trainings for managers and supervisors
 - Continued development of short, tailored trainings that address gaps in knowledge in position-specific realities
 - Updated Security Academy training to specifically cover harassment and discrimination
 - Continued leveraging of existing communications channels to regularly enforce messages from trainings

Internal Reporting and Investigation

- Workplace Misconduct Investigations policy in process of being updated with attention to Monitor Team recommendations
- Roll-out of communications from senior management regarding speak-up culture and campaigns regarding the new reporting platform
- By the end of the Phase III Review Period, the Monitor Team expects to see:
 - A finalized Workplace Misconduct Investigations policy
 - Development of mandatory training for personnel authorized to conduct investigations and planned implementation of the same

Incentives and Discipline

- Updated Progressive Discipline and Performance policy, including guidance on appropriate discipline and clarifying roles, responsibilities, and authority
- Revised Employee of the Month program description and eligibility criteria
- Monitor Team reviewed evidence of paper program and of an in-person compliance program event in Las Vegas
- By the end of the Phase III Review Period, the Monitor Team expects to see:
 - A plan for a formal performance evaluation and incentive program
 - Ongoing efforts to incentivize and reward behavior consistent with HRCP values
 - Active communications to employees regarding updated Employee of the Month program

Risk-Based Review

- Internal Audit concluded 2020 HRCP Risk Assessment, which focused on testing each element of the HRCP
- Guided by compliance guidance issued by the Department of Justice and Equal Employment Opportunity Commission
- Included review of documentation and interviews of management and HR-related functions
- By the end of the Phase III Review Period, the Monitor Team expects to see:
 - Completion of the 2021 HRCP Risk Assessment

Monitoring and Testing

- Sexual harassment and discrimination allegations continue to be escalated to the WRL General Counsel and to the Compliance Committee
- New reporting platform implemented, but reporting and trend analysis functionality remains under development
- Online trainings include questions on modules designed to reinforce key policy elements

Monitoring and Testing

- By the end of the Phase III review period, the Monitor Team expects to see:
 - Increased functionality of new reporting platform
 - Reports to Executive Management
 - Continued reports to Board of Directors
 - Analysis of trends with action plans to address those trends as appropriate

Controls Environment

- Updated policy and procedures for the initiation, review, and approval of settlements related to claims of harassment and discrimination
 - Dual approval required for sexual harassment and discrimination settlements involving officer and senior management
- Revision of separation agreements not yet complete
- By the end of the Phase III review period, the Monitor Team expects to see:
 - Continued adherence to and implementation of updated policies and procedures

Next Steps

- Monitoring of Recommendation completion and implementation
- Employee focus groups to test enhanced policies and procedures and other programmatic elements
- Shadowing of Internal Audit risk assessment procedures, including interviews
- Observing HR-related portions of Compliance Committee and Board of Directors meetings

Monitor Team



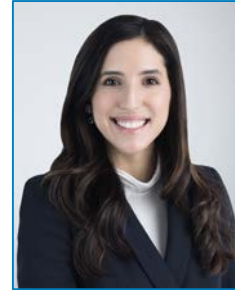
**Alejandra
Montenegro Almonte**
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Vice Chair
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Ann K. Sultan
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ULTIMATE TEXAS HOLD 'EM

Rules

1. Definitions

The following words and terms, when used in the Rules of the Game of Ultimate Texas Hold 'Em, shall have the following meanings unless the context clearly indicates otherwise:

Ante - or "ante wager" means an initial wager, separate from but equal in amount to the player's blind wager, required to be made prior to any cards being dealt in order to participate in the round of play.

Blind - or "blind wager" means an initial wager, separate from but equal in amount to the player's ante, required to be made prior to any cards being dealt in order to participate in the round of play.

Burn - means to remove the top or next card from the deck and place it face down in the discard rack without revealing it to anyone.

Check - means that the player waives the right to place a play wager but remains in the round of play.

Community card - means any of the five cards dealt face up in the center of the table, all of which may be used by each player and the dealer together with their own two cards to form the best possible five-card poker hand.

Flop - means the first three community cards dealt face up in the area designated for the placement of the community cards.

Fold - means the withdrawal of a player from a round of play by discarding their two cards and not making a play wager.

Hand - or "poker hand" means the highest ranking five-card hand that can be formed from the five community cards and the two cards dealt to the dealer or a player.

Play wager - means a wager made after two cards have been dealt to each player and the dealer, which wager can be made before the flop is dealt, after the flop is dealt but before the final two community cards are dealt, or after the final two community cards are dealt but before the dealer reveals their two cards.

Push - means a tie, as defined in Section 9(h)(3).

Rank - or "ranking" means the relative position of a card or group of cards as set forth in Section 5.

Round of play - or “round” means one complete cycle of play during which all players playing at the table have been dealt a hand, have folded or wagered upon it, and have had their wagers paid or collected in accordance with the Rules of the Game of Ultimate Texas Hold ‘Em.

Stub - means the remaining portion of the deck after all cards in the round of play have been dealt.

Suit - means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

Trips wager - means an optional wager that a player may make prior to any cards being dealt that the player’s best five-card hand will be a three-of-a-kind or better, with a winning trips wager being paid in accordance with a posted pay table regardless of the outcome of the player’s hand against the dealer’s hand.

2. Cards; number of decks

- (a) Except as provided in (b) below, the game of Ultimate Texas Hold ‘Em shall be played with one deck of cards that meets the requirements of 205 CMR 146.48 and two additional solid yellow or green cover cards.
- (b) If an automated card shuffling device is used, a gaming licensee shall be permitted to use a second deck of cards to play the game, provided that:
 - (1) Each deck of cards complies with the requirements of 205 CMR 146.48;
 - (2) The backs of the cards in the two decks are of different color;
 - (3) One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - (4) Both decks are continually alternated in and out of play, with each deck being used for every other round of play; and
 - (5) The cards from only one deck shall be placed in the discard rack at any given time.

3. Opening of the table for gaming

- (a) After receiving the cards at the table in accordance with 205 CMR 146.49, the dealer shall, as applicable, comply with the requirements of 205 CMR 146.49 and (b) through (d) below.
- (b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. The cards shall be spread out in horizontal fan shaped columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.
- (c) After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a “washing” or “chemmy shuffle” of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Section 4.

- (d) If a gaming licensee uses an automated card shuffling device to play the game and two decks of cards are received at the table pursuant to 205 CMR 146.49 and Section 2, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (a) through (c) above.

4. Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack, provided, however, that nothing in this section shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe. The automated shuffler may also be advanced and programed to deal the appropriate number of cards during each round of play to each gaming position.
- (b) After the cards have been shuffled and stacked, the dealer shall use an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Sections 7 or 8.
- (c) If a cut of the cards is required, the dealer shall:
 - (1) Cut the deck, using one hand, by:
 - (i) Placing the cover card on the table in front of the deck of cards;
 - (ii) Taking a stack of at least 10 cards from the top of the deck and placing them on top of a cover card;
 - (iii) Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (c)(1)(ii) above; and
 - (iv) Removing the cover card and placing it in the discard rack; and
 - (2) Deal the cards in accordance with the procedures set forth in Sections 7 or 8.
- (d) Notwithstanding (c) above, after the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if they determine that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
- (e) Whenever there is no gaming activity at an Ultimate Texas Hold ‘Em table that is open for gaming, the cards shall be spread out on the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures set forth in Section 3(c) and, if applicable, (d) shall be completed.

5. Ultimate Texas Hold ‘Em hand rankings

- (a) The rank of the cards used in Ultimate Texas Hold ‘Em, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with a 2, 3, 4 and 5.

- (b) The permissible poker hands at the game of Ultimate Texas Hold'Em, in order of highest to lowest rank, shall be:
- (1) "Royal flush" is a hand consisting of an ace, king, queen, jack and ten of the same suit;
 - (2) "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with ace, king, queen, jack and ten being the highest ranking five-card straight flush and ace, two, three, four and five being the lowest ranking five-card straight flush;
 - (3) "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - (4) "Full house" is a hand consisting of a "three-of-a-kind" and a "pair" with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - (5) "Flush" is a hand consisting of five cards of the same suit, not in consecutive order, with ace, king, queen, jack and nine being the highest ranking flush and two, three, four, five and seven being the lowest ranking flush;
 - (6) "Straight" is a hand consisting of five unsuited cards of consecutive rank, with an ace, king, queen, jack and ten being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two and three);
 - (7) "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - (8) "Two pairs" is a hand consisting of two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - (9) "One pair" is a hand consisting of two cards of the same rank, with two aces being the highest ranking pair and two twos being the lowest ranking pair.
- (c) When comparing two hands which are of identical poker rank pursuant to the provisions of this section, or which contain none of the hands authorized in this section, the hand that contains the highest ranking card as provided in (a) above which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered a push.

6. Wagers

- (a) All wagers at Ultimate Texas Hold 'Em shall be made by placing gaming chips or plaques, and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.
- (b) All ante, blind and trips wagers shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedure in Sections 7 or 8. Except as provided in Section 9, no wager shall be made, increased, or withdrawn after the dealer has announced "No more bets."

- (c) Upon placing an ante wager and a blind wager, a player may also place a trips wager by placing a wager on the designated betting area of the layout. The outcome of the trips wager shall have no bearing on any other wager made by the player at the game of Ultimate Texas Hold 'Em.
- (d) Play wagers shall be made in accordance with the provisions of Section 9.
- (e) Only players who are seated at the Ultimate Texas Hold 'Em poker table may place a wager at the game. Once a player has placed a wager and received cards, that player must remain seated until the completion of the round of play.

7. Procedure for dealing the cards from a manual dealing shoe

- (a) If a gaming licensee chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of 205 CMR 146.51 and shall be located on the table in a location as approved by the Commission. Once the procedures required by Section 4 have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by the automated card shuffling device.
- (b) The dealer shall announce "No more bets" prior to dealing any cards.
- (c) Each card shall be removed from the dealing shoe with the hand of the dealer that is the closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
- (d) The dealer shall, starting with the player farthest to their left and continuing around the table in a clockwise manner, deal the cards as follows:
 - (1) One card face down to each player who has placed wagers in accordance with Section 6;
 - (2) One card face down to the area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the cards;
 - (3) A second card face down to each player who has placed wagers in accordance with Section 6; and
 - (4) A second card face down to an area designated for the dealer's hand under a cover card in a manner as to not disclose the value of the cards.
- (e) After two cards have been dealt to each player and to the area designated for the dealer's hand, and after all community cards have been dealt in accordance with the provisions of ~~Section 9~~ steps in section (f), the dealer shall remove the stub from the manual dealing shoe and, except as provided in (g) below, place the stub in the discard rack without exposing the cards.
- (f) ~~After the dealing procedures required by Sections 7 or 8 have been completed, e~~ Each player shall examine their cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then

- (1) Starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the dealing of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.
 - (i) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (ii) If a player checks, the player shall remain in the game and defer their decision to place a play wager to the next betting opportunity.
- (2) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next three cards in the deck (the flop) face up to the designated area for the community cards.
- (3) After the flop has been dealt, the dealer shall, starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if they wish to place a play wager prior to the dealing of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player's ante wager.
 - (i) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (ii) If a player checks, the player shall remain in the game and defer their decision to place a play wager to the next betting opportunity.
- (4) Once all players have either placed a play wager or checked, the dealer shall burn the next card. The dealer shall then deal the next two cards in the deck face up to the designated area for the community cards.
- (5) After the final two community cards have been dealt, the dealer shall, starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether they wish to fold their hand or place a play wager equal in amount to their ante wager.
 - (i) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (ii) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.
 - a. If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player's trips wager pending its resolution at the conclusion of the round of play.
 - b. If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.
- (6) After each player has either folded or placed a play wager, the dealer shall remove the cover card from the top of the dealer's cards and place it on the table layout. The dealer shall then turn their two cards face up, position their cards near the three community cards that can be used to form the best possible five-card hand and announce the

dealer's hand to the players.

(7) The dealer shall then follow the steps outlined in Section 9 (g)-(i) to complete the hand.

(g) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.

(1) If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.

(2) If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards were misdealt (a player or the area designated for the placement of the dealer's hand has more or less than two cards) but 52 cards remain in the deck, all hands shall be void pursuant to Section 15. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table pursuant to 205 CMR 146.49.

(h) Notwithstanding the provisions of (g) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with the provisions of 205 CMR 146.49.

8. Procedures for dealing the cards from an automated dealing shoe/machine

(a) Notwithstanding any other provision of 205 CMR 146 or this chapter, a gaming licensee may, in its discretion, choose to have the cards used to play Ultimate Texas Hold 'Em dealt from an automated dealing shoe/machine which dispenses cards in stacks of two cards, provided that the shoe/machine, its location and the procedures for its use are approved by the Commission.

(b) If a gaming licensee chooses to have the cards dealt from an automated dealing shoe/machine, the following requirements shall be observed:

(1) Once the procedures required by Section 4 have been completed, the cards shall be placed in the automated dealing shoe/machine.

(2) The dealer shall then announce "No more bets" prior to the shoe/machine dispensing any stacks of cards.

(c) The dealer shall deliver the first stack of **five community cards in a manner as to not disclose the value of the cards in accordance with the provisions of Section 9. The dealer shall then place the two card hands** dispensed by the automated dealing shoe/machine face down to the player farthest to their left who has placed wagers in accordance with Section 6. As the remaining stacks are dispensed to the dealer by the

automated dealing shoe/machine, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed wagers in accordance with Section 6. ~~At this time, the dealer's two card hand shall remain in the nest until all patrons have acted on their hand. The dealer shall then place a cover card on top of the dealer's stack of two cards in the automated dealing shoe/machine and deliver the stack face down with the cover card on top to the area designated for the dealer's hand.~~

- ~~(d) After each stack of two cards has been dispensed and delivered in accordance with this subsection, the dealer shall remove the remaining cards from the automated dealing shoe/machine and deal from their hand the five community cards in a manner as to not disclose the value of the cards in accordance with the provisions of Section 9. After all community cards have been dealt, the dealer shall, except as provided in (e) below, place the stub in the discard rack without exposing the cards.~~
- (e) The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still in the deck. The dealer shall count the stub in accordance with the provisions of Section 7(g) and (h).

9. Procedures for completion of each round of play; collection and payment of wagers

- (a) After the dealing procedures required ~~in by Sections 7 or 8~~ have s been completed, each player shall examine their cards without exposing them to any person and replace the cards face down on the layout. The dealer shall then, starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player if the player wishes to place a play wager prior to the ~~dealing exposing~~ of the first three community cards. The player may either check or place a play wager in an amount equal to three or four times the amount of the player's ante wager.
- (1) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (2) If a player checks, the player shall remain in the game and defer their decision to place a play wager to the next betting opportunity.
- (b) Once all players have either placed a play wager or checked, the dealer shall ~~burn the next card. The dealer shall~~ then ~~expose~~ the ~~next~~ first three cards in the ~~deck~~ community area (the flop). ~~face up to the designated area for the community cards.~~
- (c) After the flop has been ~~dealt-exposed~~, the dealer shall, starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player who has not placed a play wager if they wish to place a play wager prior to the ~~dealing exposing~~ of the final two community cards. The player may either check or place a play wager in an amount equal to two times the amount of the player's ante wager.
- (1) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (2) If a player checks, the player shall remain in the game and defer their decision to place a play wager to the next betting opportunity.

- (d) Once all players have either placed a play wager or checked, the dealer shall ~~burn the next card. The dealer shall then deal~~ expose the ~~next final~~ two cards in the ~~deck face up to the designated area for the~~ community area cards.
- (e) After the final two community cards have been ~~dealt-exposed~~, the dealer shall, starting with the player farthest to their left and proceeding in a clockwise manner around the table, ask each player who has not yet placed a play wager whether they wish ~~es~~ to fold their hand or place a play wager equal in amount to their ante wager.
- (1) If a player places a play wager, the wager shall be placed in the designated play betting area.
 - (2) If a player folds, the ante and blind wagers of the player shall be collected by the dealer and placed in the table inventory container.
 - (i) If the player has also placed a trips wager, the dealer shall place the cards of the player face down underneath the player's trips wager pending its resolution at the conclusion of the round of play.
 - (ii) If the player has not placed a trips wager, the dealer shall immediately spread the cards of the folded hand face down and place them in the discard rack.
- (f) After each player has either folded or placed a play wager, the dealer shall remove their ~~cover~~ cards from the ~~top of the dealer's cards nest~~ and place it on the table layout. The dealer shall then turn their two cards face up, position their cards near the three community cards that can be used to form the best possible five-card hand and announce the dealer's hand to the players.
- (g) If the dealer's best possible five-card hand is lower than a pair, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, return each player's ante wager and resolve all other wagers in accordance with (h) below.
- (h) If the dealer's best possible five-card hand is a pair or above, the dealer shall, starting with the player farthest to the dealer's right who has placed a play wager and proceeding in a counterclockwise manner around the table, turn the two cards of each player who has placed a play wager face up and announce the best possible five-card poker hand that can be formed using the player's two cards and the five community cards. The wagers of each player shall be resolved one player at a time regardless of outcome. After all wagers placed by a player are settled, the player's cards shall then be immediately collected by the dealer and placed in the discard rack.
- (1) If the player's five-card hand is ranked lower than the dealer's five-card hand, the player shall lose and the dealer shall immediately collect any ante, blind and play wagers made by the player and place the wagers in the table inventory container.
 - (2) If the player's five-card hand is ranked higher than the dealer's five-card hand, the player shall win and the dealer shall pay any ante, blind and play wagers made by the player in accordance with the payout odds set forth in Section 10; provided, however, that the blind wager shall not be paid unless the player's winning hand has a rank of straight or higher.
 - (3) If the player's five-card hand and the dealer's five-card hand are of equal rank, the player's hand shall be a push. In such case, the dealer shall not collect or pay the player's

ante, blind or play wagers.

- (4) After settling a player's ante, blind and play wagers, the dealer shall settle any trips wager made by the player by determining whether the player's five-card hand qualifies for a payout in accordance with Section 10(d). A winning trips wager shall be paid without regard to the outcome of any other wager made by the player.

- (i) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

10. Payout odds

- (a) The payout odds for winning wagers at Ultimate Texas Hold 'Em printed on any sign or in any brochure or other publication distributed by a gaming licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."
- (b) A gaming licensee shall pay each winning ante and play wager at odds of 1 to 1.
- (c) If a player's five-card hand ranks higher than the dealer's five card hand, a gaming licensee shall pay the player's blind wager in accordance with the following odds:

Player's Five-Card Hand	Payout Odds
Royal flush	500 to 1
Straight flush	50 to 1
Four-of-a-kind	10 to 1
Full house	3 to 1
Flush	3 to 2
Straight	1 to 1
Less than a straight	Push

- (d) A gaming licensee shall pay each winning trips wager at the game of Ultimate Texas Hold 'Em at no less than the odds set forth in the alternative pay table set forth below that was pre-selected by the gaming licensee:

Hand	PayTable A	PayTable B	PayTable C	PayTable D
Royal flush	50 to 1	50 to 1	50 to 1	50 to 1
Straight flush	40 to 1	40 to 1	40 to 1	40 to 1
Four-of-a-kind	30 to 1	30 to 1	30 to 1	20 to 1
Full house	9 to 1	8 to 1	8 to 1	7 to 1
Flush	7 to 1	6 to 1	7 to 1	6 to 1
Straight	4 to 1	5 to 1	4 to 1	5 to 1
Three-of-a-kind	3 to 1	3 to 1	3 to 1	3 to 1

- (e) Notwithstanding the payout odds set forth in (b) through (d) above, the aggregate payout limit on all winning ante, play, blind and trips wagers for any hand shall be \$50,000 or the

maximum amount that one patron could win per round when betting the minimum wager, whichever is greater.

11. Prohibition against a player wagering on more than one player position

A player shall not be permitted to wager on more than one player position at an Ultimate Texas Hold ‘Em table.

12. Cover All Bonus Wager

- (a) If players make the Cover All bonus, they must do so before the start of the round.
- (b) The bet wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
- (c) Payouts are dynamic: they change depending on the number of players in the round.
- (d) Casinos must set the i-Deal Plus shuffler to the “Ultimate Texas Hold ‘Em Cover All” mode.
- (e) After the dealer removes their hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.

- (f) Below is the payable for seven players; includes the dealer:

Highest Hand	7
Royal Flush	70 to 1
Straight Flush	30 to 1
Quads	20 to 1
Full House	4 to 1

- (g) Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
- (h) The dealer resolves the game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that’s a straight or higher (even if it’s theirs), they will leave the cards exposed on the table
- (i) If the dealer finds a higher hand, they will leave those cards exposed and remove any previous cards left on the table.
- (j) Once the dealer has finished reconciling all player bets, they will go back and reconcile the Cover All bets.
- (k) Below is the matrix for 1-6 players, including the dealer’s hand:

	Player's and Dealer					
Highest Hand	7	6	5	4	3	2
Royal Flush	70 to 1	80 to 1	100 to 1	125 to 1	150 to 1	200 to 1
Straight Flush	30 to 1	40 to 1	40 to 1	70 to 1	80 to 1	100 to 1
Quads	20 to 1	30 to 1	35 to 1	40 to 1	50 to 1	70 to 1
Full House	4 to 1	4 to 1	5 to 1	6 to 1	8 to 1	12 to 1

13. Progressive Wager; Multi Game Link Progressive

- (a) When placing a Progressive bet it must be \$5. No more. No less.
- (b) The Progressive bet may be placed when the player has placed the mandatory main game wager. The patron may not play it alone.
- (c) The Progressive bet shall be settled in sequence, along with the Ante, Blind and Trips wagers.
Aggregate Payout:
- (d) THE MAXIMUM AGGREGATE PAYOUT FOR ALL BETS COMBINED PER HAND PER ROUND EXCLUDING THE PROGRESSIVE PAYOUT IS \$75,000.
- (e) If the licensee offers the Multi Game Link Progressive option it must use one of the paytables below.

Multi Game Link Paytables

	PTMGL01	
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**	\$10,000	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

	PTMGL04	
Hand	Pays*	Envy**
Straight Flush	100%	\$250
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**	\$1,000	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

	PTMGLML02	
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	10 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega	\$10,000	
Meter Seed** - Major	\$1,000	
Meter Seed** - Minor	\$250	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

	PTMGL02	
Hand	Pays*	Envy**
Royal Flush	100%	\$5,000
Straight Flush	10%	\$1,500
4 of a Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
3 of a Kind	9 for 1	
*Original Wager is NOT Returned		
Meter Seed**	\$10,000	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

	PTMGLML01	
Hand	Pays*	Envy**
Royal Flush	100% Major	\$1,000
Straight Flush	100% Minor	\$300
4 of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Major	\$10,000	
Meter Seed** - Minor	\$1,000	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

	PTMGLML03	
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
4 of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
3 of a Kind	9 For 1	
*Original Wager is NOT Returned		
Meter Seed** - Mega	\$10,000	
Meter Seed** - Major	\$1,000	
Meter Seed** - Minor	\$250	
**Meter Seed adjust up or down accordingly with changes made to the progressive wager amount. Listed seed amounts are for \$1 wager.		

- (f) Patrons on the game of Ultimate Texas Hold Em Poker will use the two (2) cards original dealt to them for their hand in the Multi Game Link and the three (3) cards for the Flop in front of the dealer as their five (5) card hand.
- (g) When the different game titles are linked to a single progressive jackpot the payable, wager amount and number of decks must be the same between all linked Poker games.

14. Irregularities

- (a) If any card dealt to the dealer in Ultimate Texas Hold 'Em is exposed prior to each player having either folded or placed a play wager pursuant to Section 9, all hands shall be void. Notwithstanding the foregoing, if a player has placed a trips wager, the community cards shall be dealt and each trips wager shall be settled in accordance with the payout odds set forth in Section 10(d).
- (b) A card that is found face up in the shoe or the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the shoe or the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled. Notwithstanding the foregoing, if the card(s) are found face up after each player and the dealer has received their initial two cards, the community cards shall be dealt and any trips wager shall be settled in accordance with the payout odds set forth in Section 10(d).
- (c) A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
- (d) If a player is dealt an incorrect number of cards, that player's hand shall be void. If the dealer is dealt an incorrect number of cards, all players' hands shall be void unless the dealer can deal himself or herself the correct number of cards in sequence, provided that such cards have not already been turned face up and the deck contains the correct number of cards.
- (e) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with procedures approved by the Commission.
- (f) If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt, in accordance with procedures approved by the Commission.

MASSACHUSETTS GAMING COMMISSION

MEMORANDUM

To: Chair Judd-Stein and Commissioners Cameron, Hill, and O'Brien
From: Derek Lennon, Chief Financial and Accounting Officer
Date: 9/23/2021
Re: Fiscal Year 2021 (FY21) Budget Closeout

Summary:

The Massachusetts Gaming Commission approved an FY21 budget for the Gaming Control Fund of \$32.4M, which required an initial assessment of \$29.67M on licensees. After three quarters of adjustments, the MGC's revised budget was \$32.9M, which required a \$27.6M assessment on licensees. Included in both the final spending and revenue figures are the costs for the independent monitor at Encore Boston Harbor (EBH).

Actual spending for FY21 in the gaming control fund was \$31.25M and revenues were \$33.2M. Again, in FY21, there were expenses for the central monitor, which are a direct cost to EBH and, due to timing issues, the revenue was realized in FY22. This is because the Commonwealth operates on a modified cash basis of accounting. Therefore, while the credit to licensee's assessments in FY22 is the difference between FY21 spending and revenue, the surplus must also consider the ~\$97.9K in EBH independent monitoring expenses paid in FY21 and reimbursed in FY22.

FY21 Closeout:

Gaming Control Fund 1050-0001

The most recently approved FY21 budget for the Massachusetts Gaming Commission's Gaming Control Fund was \$32.9M. The budget was composed of the following areas:

- \$27.43M for gaming regulatory costs
- \$2.015M assessment from the Commonwealth for indirect costs
- \$3.38M assessment for the Office of the Attorney General's (AGO) gaming operations inclusive of Massachusetts State Police (MSP) assigned to the AGO
- \$75K for the Alcohol and Beverage Control Commission (ABCC).

FY21 Final Spending:

The Gaming Control Fund spending for FY21 was \$31.25M, which was \$1.65M (5.03%) less than the approved spending level. MGC Regulatory costs underspent by \$1.67M (6.1%), while Indirect spending was \$28.5K (1.4%) more than budgeted, and the Office of the Attorney General and ABCC spent almost all their allocated budgets, each underspending by less than 1%. The chart below shows final spending and variances to budgeted amounts, by budget areas of the Gaming Control Fund, as well as brief explanations for large variances.

Fiscal Year 2021	Budget Projections					
				Variance (Revised Budget - % Final Spending)	Variance	Explanation
10500001--Gaming Control Fund	Initial Budget	Revised Budget	Final Spendig	Final Spending		
MGC Regulatory Cost						
AA REGULAR EMPLOYEE COMPENSATION	\$ 6,794,180.09	\$ 6,590,683.08	\$ 6,654,986.71	(64,303.63)	-0.98%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ -	\$ 4,561.40	\$ 7,158.28	(2,596.88)	-56.93%	All travel was budgeted under EE and there is a surplus there
CC SPECIAL EMPLOYEES	\$ 331,950.00	\$ 231,950.00	\$ 143,297.39	88,652.61	38.22%	Civilian investigators and contract employee for communications underspent
DD PENSION & INSURANCE RELATED EX	\$ 2,552,451.33	\$ 2,475,142.82	\$ 2,486,864.86	(11,722.04)	-0.47%	
EE ADMINISTRATIVE EXPENSES	\$ 503,889.84	\$ 428,328.44	\$ 253,816.58	174,511.86	40.74%	Underspending on travel.
FF PROGRAM, FACILITY, OPERATIONAL SUPPLIES	\$ -	\$ 36,000.00	\$ 35,901.02	98.98	0.27%	
GG ENERGY COSTS AND SPACE RENTAL	\$ 1,318,586.22	\$ 1,318,586.22	\$ 1,335,154.85	(16,568.63)	-1.26%	
HH CONSULTANT SVCS (TO DEPTS)	\$ 705,094.48	\$ 1,820,169.83	\$ 1,909,974.65	(89,804.82)	-4.93%	May and June invoices for central monitor hit budget as realized.
JJ OPERATIONAL SERVICES	\$ 10,335,644.70	\$ 9,960,644.70	\$ 8,706,032.82	1,254,611.88	12.60%	Drastic underspending in straight time for GEU and prudent use of overtime during COVID-19 capacity restrictions. In addition, Springfield did not submit final invoice of \$271.5K for April-June of 2021, which will be paid in FY22.
KK Equipment Purchase	\$ 57,500.00	\$ 21,500.00	\$ 1,200.00	20,300.00	94.42%	Limited staff in office.
LL EQUIPMENT LEASE- MAINTAIN/REPAIR	\$ 44,994.25	\$ 44,994.25	\$ 26,189.16	18,805.09	41.79%	Limited staff in office.
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ 20,000.00	\$ 20,000.00	\$ 9,020.71	10,979.29	54.90%	Limited staff in office.
PP STATE AID/POL SUB/OSD	\$ 150,000.00	\$ 150,000.00	\$ 110,203.75	39,796.25	26.53%	Timing of final grant for Women in Construction revenue and payment in FY22.
TT PAYMENTS & REFUNDS	\$ -	\$ -	\$ -	-		
UU IT Non-Payroll Expenses	\$ 4,078,393.44	\$ 4,328,393.44	\$ 4,078,841.09	249,552.35	5.77%	IT did not utilize most of the \$250K that was allocated at the 3rd quarterly adjustment.
MGC Regulatory Cost Subtotal:	\$ 26,892,684.35	\$ 27,430,954.18	\$25,758,641.87	1,672,312.31	6.10%	
EE--Indirect Costs	\$ 1,966,560.63	\$ 2,015,652.30	\$ 2,044,194.02	(28,541.72)	-1.42%	
Office of Attorney General				-		
ISA to AGO	\$ 2,510,000.00	\$ 2,410,000.00	\$ 2,123,034.76	286,965.24	11.91%	
TT Reimbursement for AGO 0810-1024	\$ -	\$ -	\$ 408,103.06	(408,103.06)	#DIV/0!	
AGO State Police	\$ 976,948.80	\$ 976,948.80	\$ 844,935.59	132,013.21	13.51%	
Office of Attorney General Subtotal:	\$ 3,486,948.80	\$ 3,386,948.80	\$ 3,376,073.41	10,875.39	0.32%	
ISA to ABCC	\$ 75,000.00	\$ 75,000.00	\$ 74,900.66	99.34	0.13%	
Gaming Control Fund Total Costs	\$ 32,421,193.78	\$ 32,908,555.28	\$31,253,809.96	\$ 1,654,745.32	5.03%	

Final FY21 Revenue:

The Commission's revenue is generated from a daily fee for slot machines, licensing fees, and an assessment on licensees. Initial revenue projections for FY21 were \$32.42M. After revising the assessment for a credit of \$2.06M, related to surplus revenue from F20, and three quarters of adjustments, to reflect lagging licensing revenues and account for the revenue associated with the billings for the independent monitor, the most recent revenue projections were \$32.96M, relying on an assessment of \$27.6M. FY21 final revenue received was \$33.21M and variances between estimates and final amounts are included in the chart

below. Revenue exceeded spending by \$1.95M, however, \$97.9K in monitoring fees that should have been paid solely by EBH were paid in FY21 and revenue was not received until FY22. The \$97.9K is added to the surplus revenue of \$1.95M to result in a credit to licensees FY22 assessment totaling \$2.05M.

	Revenue Projections					
Gaming Control Fund Revenue Category	Initial Projection	Actual+Apvd Adjmts	Actuals To Date Total	Variance	% Variance	Explanation
Gaming Control Fund Beginning Balance 0500	\$ -	\$ 1,060,392.28	\$ 1,060,392.28	-	0.00%	
EBH Security Fees 0500/Monitoring	\$ -	\$ 1,815,075.35	\$ 2,028,050.58	212,975.23	11.73%	Collections for March, and April independent monitoring fees.
IEB Background/Investigative Collections 3000	\$ -	\$ 46,405.01	\$ 138,563.87	92,158.86	198.60%	Completion and billing for qualifier changes
Region A slot Machine Fee 0500	\$ 1,092,773.08	\$ 1,092,773.08	\$ 1,071,000.00	(21,773.08)	-1.99%	Actual numbers differ from initial estimates
Region B Slot Machine Fee 0500	\$ 456,057.69	\$ 456,057.69	\$ 483,715.38	27,657.69	6.06%	Actual numbers differ from initial estimates
Slots Parlor Slot Machine Fee 0500	\$ 451,350.00	\$ 451,350.00	\$ 404,861.54	(46,488.46)	-10.30%	Actual numbers differ from initial estimates
Gaming Employee License Fees (GEL) 3000	\$ 450,000.00	\$ 125,000.00	\$ 71,800.00	(53,200.00)	-42.56%	Employee Licensing figures lagged due to Covid-19 impacts
Key Gaming Executive (GKE) 3000	\$ 60,000.00	\$ 10,000.00	\$ 2,000.00	(8,000.00)	-80.00%	Employee Licensing figures lagged due to Covid-19 impacts
Key Gaming Employee (GKS) 3000	\$ 40,000.00	\$ 20,000.00	\$ 21,500.00	1,500.00	7.50%	
Non-Gaming Vendor (NGV) 3000	\$ 30,000.00	\$ 50,000.00	\$ 73,698.00	23,698.00	47.40%	Renewals for NGVs processed quickly
Vendor Gaming Primary (VGP) 3000	\$ 75,000.00	\$ 135,000.00	\$ 212,100.00	77,100.00	57.11%	Primary renewal investigations completed and billed
Vendor Gaming Secondary (VGS) 3000	\$ 25,000.00	\$ 25,000.00	\$ 15,000.00	(10,000.00)	-40.00%	
Gaming School License (GSB)	\$ -	\$ -	\$ 4,000.00	4,000.00	#DIV/0!	
Gaming Service Employee License (SER) 3000	\$ 30,000.00	\$ 15,000.00	\$ 7,275.00	(7,725.00)	-51.50%	Employee Licensing figures lagged due to Covid-19 impacts
Subcontractor ID Initial License (SUB) 3000	\$ -	\$ -	\$ -	-	0.00%	
Temporary License Initial License (TEM) 3000	\$ 15,000.00	\$ 15,000.00	\$ -	(15,000.00)	-100.00%	
Veterans Initial License (VET) 3000	\$ -	\$ -	\$ -	-	0.00%	
Transfer of Licensing Fees to CMF 0500	\$ -	\$ -	\$ -	-	0.00%	
Assessment 0500	\$ 29,671,013.01	\$ 27,610,620.73	\$ 27,610,619.28	(1.45)	0.00%	
Misc/MCC Grant	\$ 25,000.00	\$ 25,000.00	\$ -	(25,000.00)	-100.00%	Timing of payment from MCC changed to the beginning of FY22
Misc/Bank Interest 0500	\$ -	\$ 7,603.29	\$ 8,108.35	505.06	6.64%	
Grand Total	\$ 32,421,193.78	\$ 32,960,277.43	\$ 33,212,684.28	\$ 252,406.85	0.77%	

FY21 Surplus: Credit to FY22 Assessment on Licensees:

Final spending in the Gaming Control Fund of \$31.2M, combined with final revenue in the Gaming Control Fund of \$33.2M, resulted in revenue exceeding spending by \$1.95M. There was a small portion of the independent monitoring fees that were paid in FY21, and the corresponding revenue was not received until FY22 (\$97.9K). Because the independent monitor fees should be paid by Encore Boston Harbor, that \$97.9K is added to the surplus revenue of \$1.95M resulting in a total FY21 surplus of \$2.05M, to be credited to licensees FY22 assessment.

Gaming Control Fund		
Revenue		\$ 33,212,684.28
Less Spending	\$ 31,253,809.96	
Plus FY21 May and June Independent Monitor Expense (Revenue Received in FY22)		\$ 97,943.40
Total FY21 Surplus to be Credited to FY22 Assessment		\$ 2,056,817.72

205 CMR 121.00 describes how the commission shall assess its operational costs on casino licensees, including any increases or decreases that are the result of over or under spending. 205 CMR 121.05, paragraph (2) specifically states:

“(2) In the event that actual revenues exceed actual costs for a given fiscal year, the commission, in its sole discretion may either return any excess revenue (Excess Assessment) in the same manner in which Excess Assessment was assessed or the commission may credit such Excess Assessment to the Annual Assessment due for the next fiscal year.”

The tables below depict each licensee's approved gaming positions, utilized to determine their proportional share of the FY21 assessment. By combining the two halves of the year the Commission can determine the amount each licensee is to be credited in FY22.

FY21 Gaming Positions as of 7/1/2020 for First Half Year Assessment					
Licensee	Slots Machines	Table Games	Table Gaming Positions*	Total Gaming Positions	Percentage of Gaming Positions
MGM	822	30	113	935	23.05%
Encore	1,820	189	601	2,421	59.67%
Penn	688	-	-	701	17.28%
TOTAL	3,330	219	714	4,057	100.00%
FY21 Gaming Positions as of 1/1/2021 for Second Half Year Assessment					
Licensee	Slots Machines	Table Games	Table Gaming Positions*	Total Gaming Positions	Percentage of Gaming Positions
MGM	1,175	30	90	1,265	28.01%
Encore	1,819	198	643	2,462	54.52%
Penn	743	-	-	789	17.47%
TOTAL	3,737	228	733	4,516	100.00%
FY21 Annual Percentage Share of Gaming Positions for Credit to FY22 Assessment					
Licensee	1st Half FY21 Gaming Positions	2nd Half FY21 Gaming Positions	Gaming Positions (1st + 2nd Halves)	% of Gaming Positions	Credit to FY22 Assessment
MGM	935	1265	2200	25.66%	527,819.78
Encore	2,421	2462	4,883	56.96%	1,171,520.00
Penn	701	789	1490	17.38%	357,477.94
TOTAL	4,057	4516	8,573	100.00%	2,056,817.72

Attachment A to this document is the budget to actual spending and revenue for the Gaming Control Fund for FY21.

Conclusion:

After the third quarterly update for FY21, the Gaming Control fund estimated to spend \$32.9M, requiring a \$27.6M assessment on licensees. The Gaming Control Fund final spending for FY21 was \$31.25M, which was \$1.65M (5.03%) less than the approved spending level. FY21, Gaming Control Fund final revenue was \$32.2M. The net impact of spending under budget, spending for the independent monitor, reimbursement lagging until the next fiscal year, and overbilling of the assessment, resulted in a \$2.05M FY21 surplus in the Gaming Control Fund. The surplus will be credited to licensees' FY22 assessments.

Attachment A: FY21 Spending and Revenue Final

2021		Budget Projections							
Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments		Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
10500001--Gaming Control Fund									
MGC Regulatory Cost									
AA REGULAR EMPLOYEE COMPENSATION	\$ 6,794,180.09	\$ (203,497.01)	\$ -		\$ 6,590,683.08	\$ 6,654,986.71	101%	100%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ -	\$ 4,561.40	\$ -		\$ 4,561.40	\$ 7,158.28	157%	100%	
CC SPECIAL EMPLOYEES	\$ 331,950.00	\$ (100,000.00)	\$ -		\$ 231,950.00	\$ 143,297.39	62%	100%	
DD PENSION & INSURANCE RELATED EX	\$ 2,552,451.33	\$ (77,308.51)	\$ -		\$ 2,475,142.82	\$ 2,486,864.86	100%	100%	
EE ADMINISTRATIVE EXPENSES	\$ 503,889.84	\$ (75,561.40)	\$ -		\$ 428,328.44	\$ 253,816.58	59%	100%	
FF PROGRAM, FACILITY, OPERATIONAL SUPPLIES	\$ -	\$ 36,000.00	\$ -		\$ 36,000.00	\$ 35,901.02	100%	100%	
GG ENERGY COSTS AND SPACE RENTAL	\$ 1,318,586.22	\$ 2,400.00	\$ -		\$ 1,320,986.22	\$ 1,335,154.85	101%	100%	
HH CONSULTANT SVCS (TO DEPTS)	\$ 705,094.48	\$ 1,115,075.35	\$ -		\$ 1,820,169.83	\$ 1,909,974.65	105%	100%	
JJ OPERATIONAL SERVICES	\$ 10,335,644.70	\$ (375,000.00)	\$ -		\$ 9,960,644.70	\$ 8,706,032.82	87%	100%	
KK Equipment Purchase	\$ 57,500.00	\$ (36,000.00)	\$ -		\$ 21,500.00	\$ 1,200.00	6%	100%	
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 44,994.25	\$ -	\$ -		\$ 44,994.25	\$ 26,189.16	58%	100%	
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ 20,000.00	\$ -	\$ -		\$ 20,000.00	\$ 9,020.71	45%	100%	
PP STATE AID/POL SUB/OSD	\$ 150,000.00	\$ -	\$ -		\$ 150,000.00	\$ 110,203.75	73%	100%	
TT PAYMENTS & REFUNDS	\$ -	\$ -	\$ -		\$ -	\$ -	#DIV/0!	100%	
UU IT Non-Payroll Expenses	\$ 4,078,393.44	\$ 250,000.00	\$ -		\$ 4,328,393.44	\$ 4,078,841.09	94%	100%	
MGC Regulatory Cost Subtotal:	\$ 26,892,684.35	\$ 540,669.83	\$ -		\$ 27,433,354.18	\$ 25,758,641.87			
EE--Indirect Costs	\$ 1,966,560.63	\$ 49,091.67	\$ -		\$ 2,015,652.30	\$ 2,044,194.02	101%	100%	
Office of Attorney General									
ISA to AGO	\$ 2,510,000.00	\$ (100,000.00)	\$ -		\$ 2,410,000.00	\$ 2,123,034.76	88%	100%	
TT Reimbursement for AGO 0810-1024	\$ -	\$ -	\$ -		\$ -	\$ 408,103.06	#DIV/0!	100%	
AGO State Police	\$ 976,948.80				\$ 976,948.80	\$ 844,935.59	86%	100%	
Office of Attorney General Subtotal:	\$ 3,486,948.80	\$ (100,000.00)	\$ -		\$ 3,386,948.80	\$ 3,376,073.41		100%	
ISA to ABCC	\$ 75,000.00	\$ -	\$ -		\$ 75,000.00	\$ 74,900.66	100%	100%	
Gaming Control Fund Total Costs	\$ 32,421,193.78	\$ 489,761.50	\$ -		\$ 32,910,955.28	\$ 31,253,809.96	95%		
		Revenue Projections							
Revenues	Initial Projection	Approved Adjustments	Proposed Adjustments		Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Gaming Control Fund Beginning Balance 0500	\$ -	\$ 1,060,392.28	\$ -		\$ 1,060,392.28	\$ 1,060,392.28			
EBH Security Fees 0500/Monitoring	\$ -	\$ 1,815,075.35	\$ -		\$ 1,815,075.35	\$ 2,028,050.58			
IEB Background/Investigative Collections 3000	\$ -	\$ 46,405.01	\$ -		\$ 46,405.01	\$ 138,563.87			
Category/Region Collection Fees 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Phase 1 Refunds 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Phase 2 Category 1 Collections (restricted) 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Region C Phase 1 Investigation Collections 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Region C Phase 2 Category 1 Collections 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Grant Collections (restricted) 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Region A slot Machine Fee 0500	\$ 1,092,773.08	\$ -	\$ -		\$ 1,092,773.08	\$ 1,071,000.00			
Region B Slot Machine Fee 0500	\$ 456,057.69	\$ -	\$ -		\$ 456,057.69	\$ 483,715.38			
Slots Parlor Slot Machine Fee 0500	\$ 451,350.00	\$ -	\$ -		\$ 451,350.00	\$ 404,861.54			
Gaming Employee License Fees (GEL) 3000	\$ 450,000.00	\$ (325,000.00)	\$ -		\$ 125,000.00	\$ 71,800.00			
Key Gaming Executive (GKE) 3000	\$ 60,000.00	\$ (50,000.00)	\$ -		\$ 10,000.00	\$ 2,000.00			
Key Gaming Employee (GKS) 3000	\$ 40,000.00	\$ (20,000.00)	\$ -		\$ 20,000.00	\$ 21,500.00			
Non-Gaming Vendor (NGV) 3000	\$ 30,000.00	\$ 20,000.00	\$ -		\$ 50,000.00	\$ 73,698.00			
Vendor Gaming Primary (VGP) 3000	\$ 75,000.00	\$ 60,000.00	\$ -		\$ 135,000.00	\$ 212,100.00			
Vendor Gaming Secondary (VGS) 3000	\$ 25,000.00	\$ -	\$ -		\$ 25,000.00	\$ 15,000.00			
Gaming School License (GSB)	\$ -	\$ -	\$ -		\$ -	\$ 4,000.00			
Gaming Service Employee License (SER) 3000	\$ 30,000.00	\$ (15,000.00)	\$ -		\$ 15,000.00	\$ 7,275.00			
Subcontractor ID Initial License (SUB) 3000	\$ -	\$ -	\$ -		\$ -	\$ -			
Temporary License Initial License (TEM) 3000	\$ 15,000.00	\$ -	\$ -		\$ 15,000.00	\$ -			
Assessment for PHTF	\$ 3,750,000.00	\$ -	\$ -		\$ 3,750,000.00	\$ -			
Tranfer PHTF Assessment to PHTF	\$ (3,750,000.00)	\$ -	\$ -		\$ (3,750,000.00)	\$ -			
Veterans Initial License (VET) 3000	\$ -	\$ -	\$ -		\$ -	\$ -			
Transfer of Licensing Fees to CMF 0500	\$ -	\$ -	\$ -		\$ -	\$ -			
Assessment 0500	\$ 29,671,013.01	\$ (2,060,392.28)	\$ -		\$ 27,610,620.73	\$ 27,610,619.28			
Misc/MCC Grant	\$ 25,000.00	\$ -	\$ -		\$ 25,000.00	\$ -			
Misc/Bank Interest 0500	\$ -	\$ 7,603.29	\$ -		\$ 7,603.29	\$ 8,108.35			
Grand Total	\$ 32,421,193.78	\$ 539,083.65	\$ -		\$ 32,960,277.43	\$ 33,212,684.28			
2021		Budget Projections							
Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments		Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
4000-1101 Research and Responsible Gaming/Public Health Trust Fund									
AA REGULAR EMPLOYEE COMPENSATION	\$ 212,145.42	\$ -	\$ -		\$ 212,145.42	\$ 212,842.00	100%	100%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 10,000.00	\$ -	\$ -		\$ 10,000.00	\$ 372.00	4%	100%	
CC SPECIAL EMPLOYEES	\$ -	\$ -	\$ -		\$ -	\$ -	#DIV/0!	100%	
DD PENSION & INSURANCE RELATED EX	\$ 80,594.05	\$ -	\$ -		\$ 80,594.05	\$ 80,123.36	99%	100%	
EE ADMINISTRATIVE EXPENSES	\$ 319,389.54	\$ -	\$ -		\$ 319,389.54	\$ 296,164.60	93%	100%	
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 1,000.00	\$ -	\$ -		\$ 1,000.00	\$ -	0%	100%	
HH CONSULTANT SVCS (TO DEPTS)	\$ 2,851,750.00	\$ -	\$ -		\$ 2,851,750.00	\$ 2,635,957.58	92%	100%	
JJ OPERATIONAL SERVICES	\$ 10,000.00	\$ -	\$ -		\$ 10,000.00	\$ 1,300.92	13%	100%	
MM PURCHASED CLIENT/PROGRAM SVCS	\$ -	\$ -	\$ -		\$ -	\$ -	#DIV/0!	100%	

PP STATE AID/POL SUB	\$	1,139,870.99	\$	-	\$	-	\$	1,139,870.99	\$	1,294,528.03	114%	100%
UU IT Non-Payroll Expenses	\$	2,000.00	\$	-	\$	-	\$	2,000.00	\$	33,933.50	1697%	100%
ISA to DPH	\$	-	\$	-	\$	-	\$	-	\$	-	#DIV/0!	100%
Research and Responsible Gaming/Public Health Trust Fund												
Subtotal:	\$	4,626,750.00	\$	-	\$	-	\$	4,626,750.00	\$	4,555,221.99	98%	100%

Revenue Projections

Revenues	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total
Public Health Trust Fund ISA	\$ 4,626,750.00	\$ -	\$ -	\$ 4,626,750.00	\$ 4,626,750.00

Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
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10500002							
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%
RSF							

Revenue Projections

Revenues	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
Greyhound Balance Forward Simulcast 7200	\$ -	\$ 304,458.62	\$ -	\$ 304,458.62	\$ 304,458.62		
Plainridge Greyhound Import Simulcast 7200	\$ 27,500.00	\$ -	\$ -	\$ 27,500.00	\$ 14,375.05		
Raynham Greyhound Import Simulcast 7200	\$ 95,000.00	\$ -	\$ -	\$ 95,000.00	\$ 77,070.07		
Suffolk Greyhound Import Simulcast 7200	\$ 1,500.00	\$ -	\$ -	\$ 1,500.00	\$ 7,979.81		
TVG Greyhound Import Simulcast 7200	\$ 25,000.00	\$ -	\$ -	\$ 25,000.00	\$ 34,820.25		
TWS Greyhound Import Simulcast 7200	\$ 2,000.00	\$ -	\$ -	\$ 2,000.00	\$ 10,228.81		
Wonderland Greyhound Import Simulcast 7200	\$ 1,000.00	\$ -	\$ -	\$ 1,000.00	\$ 1,660.71		
	\$ 152,000.00	\$ 304,458.62	\$ -	\$ 456,458.62	\$ 450,593.32		

Budget Projections

Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10500003							
AA REGULAR EMPLOYEE COMPENSATION	\$ 709,011.74	\$ -	\$ -	\$ 709,011.74	\$ 684,336.24	97%	100%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ -	\$ -	\$ -	\$ -	\$ 947.70	#DIV/0!	100%
CC SPECIAL EMPLOYEES	\$ 450,000.00	\$ -	\$ -	\$ 450,000.00	\$ 317,015.81	70%	100%
DD PENSION & INSURANCE RELATED EX	\$ 269,353.54	\$ -	\$ -	\$ 269,353.54	\$ 267,702.40	99%	100%
EE ADMINISTRATIVE EXPENSES	\$ 42,385.00	\$ -	\$ -	\$ 42,385.00	\$ 7,616.49	18%	100%
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 2,000.00	\$ -	\$ -	\$ 2,000.00	\$ 4,091.32	205%	100%
HH CONSULTANT SVCS (TO DEPTS)	\$ 25,000.00	\$ -	\$ -	\$ 25,000.00	\$ -	0%	100%
JJ OPERATIONAL SERVICES	\$ 769,268.17	\$ -	\$ -	\$ 769,268.17	\$ 596,083.10	77%	100%
KK EQUIPMENT PURCHASES	\$ -	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 915.00	\$ -	\$ -	\$ 915.00	\$ -	0%	100%
MM PURCHASED CLIENT/PROGRAM SVCS	\$ 85,000.00	\$ -	\$ -	\$ 85,000.00	\$ 65,000.00	76%	100%
NN INFRASTRUCTURE:	\$ -	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ -	#VALUE!	\$ 581,061.65	#VALUE!	100%
UU IT Non-Payroll Expenses	\$ 65,000.00	\$ -	\$ -	\$ 65,000.00	\$ 2,721.57	4%	100%
EE --Indirect Costs	\$ 195,328.00	\$ -	\$ -	\$ 195,328.00	\$ 153,053.39	78%	100%
ISA to DPH	\$ 70,000.00	\$ -	\$ -	\$ 70,000.00	\$ 70,000.00	100%	100%
Grand Total	\$ 2,683,261.45	\$ -	\$ -	#VALUE!	\$ 2,749,629.67	#VALUE!	100%

Revenue Projections

Revenues	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total
Racing Oversight and Development Balance Forward 0131		\$ 732,712.39	\$ -	\$ 732,712.39	\$ -
Plainridge Assessment 4800	\$ 400,000.00	\$ -	\$ -	\$ 400,000.00	\$ 106,332.25
Plainridge Daily License Fee 3003	\$ 175,000.00	\$ -	\$ -	\$ 175,000.00	\$ 97,480.00
Plainridge Occupational License 3003/3004	\$ 105,000.00	\$ -	\$ -	\$ 105,000.00	\$ 65,950.00
Plainridge Racing Development Oversight Live 0131	\$ 20,000.00	\$ -	\$ -	\$ 20,000.00	\$ 2,596.16
Plainridge Racing Development Oversight Simulcast 0131	\$ 15,000.00	\$ -	\$ -	\$ 15,000.00	\$ 71,150.10
Raynham Assessment 4800	\$ 95,000.00	\$ -	\$ -	\$ 95,000.00	\$ 125,722.16
Raynham Daily License Fee 3003	\$ 76,500.00	\$ -	\$ -	\$ 76,500.00	\$ 110,700.00
Raynham Racing Development Oversight Simulcast 0131	\$ 85,000.00	\$ -	\$ -	\$ 85,000.00	\$ 105,887.12
Suffolk Assessment 4800	\$ 470,000.00	\$ -	\$ -	\$ 470,000.00	\$ 548,254.71
Suffolk Commission Racing Development Oversight Simulcast 0131	\$ 145,000.00	\$ -	\$ -	\$ 145,000.00	\$ 55,583.27
Suffolk Daily License Fee 3003	\$ 75,000.00	\$ -	\$ -	\$ 75,000.00	\$ 48,300.00
Suffolk Occupational License 3003/3004	\$ 3,000.00	\$ -	\$ -	\$ 3,000.00	\$ -
Suffolk Racing Development Oversight Live 0131	\$ -	\$ -	\$ -	\$ -	\$ -
Suffolk TVG Commission Live 0131	\$ -	\$ -	\$ -	\$ -	\$ -
Suffolk TVG Commission Simulcast 0131	\$ 160,000.00	\$ -	\$ -	\$ 160,000.00	\$ 510,522.94
Suffolk Twin Spires Commission Live 0131	\$ -	\$ -	\$ -	\$ -	\$ -
Suffolk Twin Spires Commission Simulcast 0131	\$ 90,000.00	\$ -	\$ -	\$ 90,000.00	\$ 183,397.97
Suffolk Xpress Bet Commission Live 0131	\$ -	\$ -	\$ -	\$ -	\$ -
Suffolk Xpress Bet Commission Simulcast 0131	\$ 45,000.00	\$ -	\$ -	\$ 45,000.00	\$ 93,915.66
Suffolk NYRA Bet Commission Live 0131	\$ -	\$ -	\$ -	\$ -	\$ -
Suffolk NYRA Bet Commission Simulcast 0131	\$ 50,000.00	\$ -	\$ -	\$ 50,000.00	\$ 102,557.95
Transfer to General Fund 10500140 0000	\$ -	\$ -	\$ -	\$ -	\$ -
Wonderland Assessment 4800	\$ 10,000.00	\$ -	\$ -	\$ 10,000.00	\$ 2,458.63

Wonderland Daily License Fee 3003	\$	66,000.00	\$	-	\$	-	\$	66,000.00	\$	43,200.00
Wonderland Racing Development Oversight Simulcast 0131	\$	5,000.00	\$	-	\$	-	\$	5,000.00	\$	900.63
Plainridge fine 2700	\$	25,000.00	\$	-	\$	-	\$	25,000.00	\$	9,825.00
Suffolk Fine 2700	\$	-	\$	-	\$	-	\$	-	\$	-
Plainridge Unclaimed wagers 5009	\$	175,000.00	\$	-	\$	-	\$	175,000.00	\$	173,507.17
Suffolk Unclaimed wagers 5009	\$	220,000.00	\$	-	\$	-	\$	220,000.00	\$	263,731.41
Raynham Unclaimed wagers 5009	\$	135,000.00	\$	-	\$	-	\$	135,000.00	\$	140,009.95
Wonderland Unclaimed wagers 5009	\$	3,000.00	\$	-	\$	-	\$	3,000.00	\$	3,813.12
Misc/Bank Interest 0131	\$	500.00	\$	-	\$	-	\$	500.00	\$	100.00
Grand Total		\$2,649,000.00		\$732,712.39		\$0.00		\$3,381,712.39		\$2,865,896.20

Budget Projections									
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
10500004									
AA REGULAR EMPLOYEE COMPENSATION	\$	153,497.01			\$ 153,497.01	\$ 137,984.01			
BB TRAVEL	\$	2,500.00			\$ 2,500.00				
DD PENSION & INSURANCE RELATED EX	\$	58,313.52			\$ 58,313.52	\$ 52,875.48			
EE ADMINISTRATIVE EXPENSES	\$	5,000.00			\$ 5,000.00	\$ 18,226.40			
EE INDIRECT	\$	15,349.70			\$ 15,349.70				
GG LEASE SPACE	\$	2,400.00			\$ 2,400.00				
UU IT Non-Payroll Expenses	\$	100,000.00			\$ 100,000.00	\$ 5,000.00			
PP Grants and Subsidies (Community Mitigation Fund)	\$	-			\$ -	\$ 2,514,922.78	#DIV/0!	100%	
Grand Total	\$	337,060.23				\$ 2,729,008.67			

Revenue Projections									
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Balance forward prior year	\$	-	\$ 23,107,265.85	\$ -	\$ 23,107,265.85	\$ -			
Grand Total	\$	-	\$ 23,107,265.85	\$ -	\$ 23,107,265.85				

Budget Projections									
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
10500005									
TT LOANS AND SPECIAL PAYMENTS (Race Horse Dev Fund)	\$	14,500,000.00	\$ -	\$ -	\$ 14,500,000.00	\$ 12,174,960.52	84%	100%	
Revenue Projections									
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Balance forward prior year 3003			\$ 17,041,274.92		\$ 17,041,274.92	\$ -			
Race Horse Development Fund assessment 3003	\$	15,000,000.00	\$ 301,446.89		\$ 15,301,446.89				
Grand Total	\$	15,000,000.00	\$ 17,342,721.81	\$ -	\$ 32,342,721.81				

10500008									
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
Casino forfeited money MGC Trust MGL 267A \$4	\$	-			\$ -	\$ -			
Grand Total	\$	-	\$ -	\$ -	\$ -				

Budget Projections									
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
10500012/ P promo									
TT LOANS AND SPECIAL PAYMENTS	\$	-	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%	
Revenue Projections									
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Plainridge Import Harness Horse Simulcast 0131	\$	3,500.00	\$ -	\$ -	\$ 3,500.00	\$ 10,743.42			
Plainridge Racing Harness Horse Live 0131	\$	9,000.00	\$ -	\$ -	\$ 9,000.00	\$ 1,712.10			
Raynham Import Plainridge Simulcast 0131	\$	3,500.00	\$ -	\$ -	\$ 3,500.00	\$ 3,542.55			
Suffolk Import Plainridge Simulcast 0131	\$	25,000.00	\$ -	\$ -	\$ 25,000.00	\$ 910.16			
Plainridge Racecourse Promo Fund Beginning Balance	\$	-	\$ 153,515.23	\$ -	\$ 153,515.23	\$ -			
TVG Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -			
TVG Simulcast 0131	\$	12,000.00	\$ -	\$ -	\$ 12,000.00	\$ 18,856.07			
Twin Spires Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -			
Twin Spires Simulcast 0131	\$	14,500.00	\$ -	\$ -	\$ 14,500.00	\$ 9,194.89			
Xpress Bets Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -			
Xpress Bets Simulcast 0131	\$	3,500.00	\$ -	\$ -	\$ 3,500.00	\$ 3,677.58			
NYRA Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -			
NYRA Simulcast 0131	\$	1,000.00	\$ -	\$ -	\$ 1,000.00	\$ 3,017.08			
Grand Total	\$	72,000.00	\$ 153,515.23	\$ -	\$ 225,515.23	\$ 51,653.85			

Budget Projections									
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Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10500013/ P Cap								
TT LOANS AND SPECIAL PAYMENTS	\$	-	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%
Revenue Projections								
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Plainridge Import Harness Horse Simulcast 0131	\$	27,500.00	\$ -	\$ -	\$ 27,500.00	\$ 18,297.91		
Plainridge Racing Harness Horse Live 0131	\$	15,000.00	\$ -	\$ -	\$ 15,000.00	\$ 4,322.81		
Raynham Import Plainridge Simulcast 0131	\$	2,500.00	\$ -	\$ -	\$ 2,500.00	\$ 6,297.01		
Suffolk Import Plainridge Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 1,971.67		
Plainridge Capital Improvement Fund Beginning Balance 7205	\$	-	\$ 534,709.14	\$ -	\$ 534,709.14	\$ -		
TVG Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
TVG Simulcast 0131	\$	30,000.00	\$ -	\$ -	\$ 30,000.00	\$ 46,804.81		
Twin Spires Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Twin Spires Simulcast 0131	\$	30,000.00	\$ -	\$ -	\$ 30,000.00	\$ 22,956.62		
Xpress Bets Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Xpress Bets Simulcast 0131	\$	6,500.00	\$ -	\$ -	\$ 6,500.00	\$ 8,185.65		
NYRA Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
NYRA Simulcast 0131	\$	1,200.00	\$ -	\$ -	\$ 1,200.00	\$ 7,576.62		
Grand Total		\$112,700.00	\$534,709.14	\$0.00	\$647,409.14	\$116,413.10		

Budget Projections								
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10500021/ S promo								
TT LOANS AND SPECIAL PAYMENTS	\$	-	\$ -	\$ -	\$ -	\$ -	#DIV/0!	100%
Revenue Projections								
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Plainridge Import Suffolk Simulcast 7205	\$	-	\$ -	\$ -	\$ -	\$ 13,911.91		
Raynham Import Suffolk Simulcast 7205	\$	-	\$ -	\$ -	\$ -	\$ 19,405.82		
Suffolk Import Running Horse Simulcast 7205	\$	-	\$ -	\$ -	\$ -	\$ 12,781.22		
Suffolk Racing Running Horse Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Suffolk Promotional Fund Beginning Balance	\$	-	\$ 154,703.76	\$ -	\$ 154,703.76	\$ -		
TVG Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
TVG Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 157,022.17		
Twin Spires Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Twin Spires Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 54,979.21		
Xpress Bets Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Xpress Bets Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 29,866.42		
NYRA Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
NYRA Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 33,027.15		
Grand Total		\$0.00	\$154,703.76	\$0.00	\$154,703.76	\$320,993.90		

Budget Projections								
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10500022/ S Cap								
TT LOANS AND SPECIAL PAYMENTS	\$	-	\$ -	\$ -	\$ -	\$ 1,550.00	#DIV/0!	100%
Revenue Projections								
Revenues		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Plainridge Import Suffolk Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 48,259.25		
Raynham Import Suffolk Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 64,893.92		
Suffolk Import Running Horse Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 54,387.36		
Suffolk Racing Running Horse Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Suffolk Capital Improvement Fund Beginning Balance 7205	\$	-	\$ 2,883,873.58	\$ -	\$ 2,883,873.58	\$ 13,755.24		
TVG Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
TVG Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 565,661.73		
Twin Spires Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Twin Spires Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 217,984.19		
Xpress Bets Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
Xpress Bets Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 109,515.92		
NYRA Live 0131	\$	-	\$ -	\$ -	\$ -	\$ -		
NYRA Simulcast 0131	\$	-	\$ -	\$ -	\$ -	\$ 131,597.86		
Grand Total		\$0.00	\$2,883,873.58	\$0.00	\$2,883,873.58	\$1,206,055.47		

Budget Projections								
Row Labels		Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10500140								
TT LOANS AND SPECIAL PAYMENTS	\$	721,350.00	\$ -	\$ -	\$ 721,350.00	\$ 721,350.00	100%	100%



TO: Chair Cathy Judd-Stein and Commissioners Eileen O'Brien, Gayle Cameron and Bradford Hill

FROM: Joseph Delaney and Mary Thurlow

CC: Karen Wells, Executive Director

DATE: September 16, 2021

RE: Hampden Reserve Application Request

The Town of Hampden submitted an application to use \$100,000 in Community Mitigation Fund Reserves to construct pedestrian safety improvements to Allen Street/Somers Road.

Background

The Town of Hampden was awarded a \$100,000 One-time Community Mitigation Reserve Grant (Reserve) in 2016. As a requirement of Reserve Grants, the recipient must receive approval by the Commission for the uses of such funding once the uses are determined by the community.

Hampden petitioned to be a surrounding community but was not granted surrounding community status. However, as a community that petitioned to be a surrounding community, they were eligible to receive a Reserve Grant due to increased traffic to the community associated with patrons and employees of the casino.

Purposes Identified in the Grant Request

Somers Road/Allen Street is the major north/south corridor through Hampden that extends from the Connecticut line to the south to the East Longmeadow line to the north. This is the main route that patrons and employees of the casino would use to get from Hampden, and points to the east and south, to Springfield. The Town recently completed a study of the corridor to identify pedestrian safety improvements between the Senior Center to the north and Springmeadow Lane to the south. This request would start the implementation of these improvements.

Hampden is proposing to implement the identified pedestrian safety improvements to Somers Road/Allen Street including the installation of a crosswalk, flashing crossing lights and digital radar speed signs. This project will also include the construction of a sidewalk on Somers Road/Allen Street. These improvements will allow safe pedestrian crossing of Somers Road from the Centennial Commons senior housing complex to an adjacent grocery store and provide the start of sidewalk construction to the north. The construction of safe pedestrian crossings and sidewalk will mitigate the impact that increased traffic may have on area pedestrians.



Massachusetts Gaming Commission

Based on the above, we recommend that the Commission approve Hampden's request to use \$100,000 of its Reserve for the purposes outlined in its application. Following the Commission's approval, Commission staff will execute a grant agreement with the Town of Hampden.



Massachusetts Gaming Commission



21

COMMUNITY
MITIGATION
FUND

APPENDIX G – RESERVE PLANNING/TRIBAL GAMING TECHNICAL ASSISTANCE PROGRAM APPLICATION

BD-21-1068-1068C-1068L-56499

Please complete entire Application

1. PROJECT INFORMATION

a) NAME OF MUNICIPALITY/GOVERNMENT ENTITY/DISTRICT

Town of Hampden

b) PROJECT NAME (LIMIT 10 WORDS)

Crosswalk and flashing signage on Somers Road

c) BRIEF PROJECT DESCRIPTION (LIMIT 50 WORDS)

Install a safe crosswalk across Somers Road/Allen Street to enable residents of Centennial Commons, a senior housing project, to cross this busy road safely. Somers & Allen are main arteries into downtown Springfield and the MGM Casino.

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

Robert T. Markel, Town Administrator

e) PHONE # AND EMAIL ADDRESS OF CONTACT PERSON(S)

(413) 566-2151 townadmin@hampdenma.gov

f) MAILING ADDRESS OF CONTACT PERSON(S)

625 Main Street, Hampden, MA 01036

2. IMPACT DESCRIPTION/CONNECTION TO GAMING FACILITY

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

Allen Street/Somers Road are main arterial streets leading into downtown Springfield and the MGM Casino

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).

This grant was provided in 2016, before my time here as interim Town Administrator. I do not have data, but Allen/Somers is used by Massachusetts and Connecticut residents to travel into Springfield.

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

This is an arterial street where the legal speed limit is 40 MPH. It is dangerous for seniors to cross the street to get to the Village Mart to buy groceries and other items.

3. PROPOSED MITIGATION (Please attach additional sheets/supplemental materials if necessary.)

a) Please identify the amount of funding requested

The Town has been allocated \$100,000.

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

The crosswalk, flashing signs and digital radar device should cost \$45,000. The town also proposes to buy two mobile digital radar devices to use in the corridor to slow chronically speeding traffic. Leftover funds may be used to help build a new sidewalk, already designed, along the corridor.

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 proposed gaming establishment.

The cost estimates will be sent soon. We have requested proposals from several firms.

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

The crosswalk, flashing signs and digital radar devices will make the Allen/Somers Road corridor from Centennial Commons to the Senior Center on Allen Street safer for pedestrians as well as automobile traffic.

4. INTERNAL CONTROLS/ADMINISTRATION OF IMPACT FUNDS

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

This project will be monitored by the Town Administrator and periodic reports to the Board of Selectmen.

b) 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.

The Town will receive and use the funds to contract with several businesses to build various phases of the project.

5. CONSULTATION WITH REGIONAL PLANNING AGENCY (RPA) / NEARBY COMMUNITIES

Please provide details about the Applicant's consultation with the Regional Planning Agency serving the community and nearby communities to determine the potential for cooperative regional efforts regarding planning activities.

The Town Administrator has acquired and read a traffic calming manual developed by the Pioneer Valley Planning Commission.

6. MATCHING FUNDS FROM GOVERNMENTAL OR OTHER ENTITY

a) Please demonstrate that the governmental or other entity will provide significant funding to match or partially match the assistance required from the Community Mitigation Fund.

No matching funds are anticipated. Some additional local funds may be required to complete the sidewalk project.

b) Please provide detail on what your community will contribute to the planning projects such as in-kind services or planning funds.

This project is being coordinated by the Town Administrator in consultation with the Highway Superintendent and Board of Selectmen.

7. RELEVANT EXCERPTS FROM HOST OR SURROUNDING COMMUNITY AGREEMENTS AND MASSACHUSETTS ENVIRONMENTAL POLICY ACT (MEPA") DECISION

a) Please describe and include excerpts regarding the transportation impact and potential mitigation from any relevant sections of any Host or Surrounding Community Agreement.

None.

b) Where applicable, please also briefly summarize and/or provide page references to the most relevant language included in the most relevant MEPA certificate(s) or comment(s) submitted by the community to MEPA.

Not applicable

c) Please explain how this impact was either anticipated or not anticipated in that Agreement or such MEPA decision.

Not applicable

d) If transportation planning funds are sought for mitigation not required under MEPA, please provide justification why funding should be utilized to plan for such mitigation. For example, a community could provide information on the significance of potential impacts if trip generation totals exceed projected estimates.

N.A.

8. 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.

Signature of Responsible Municipal
Official/Governmental Entity

Robert T. Markel

(print name)

Robert T. Markel, PhD

Title:

Town Administrator

Date:

07-15-2021



March 4, 2016

John D. Flynn, Selectman
Board of Selectmen
Town of Hampden
625 Main Street
Hampden, MA 01036

Re: 2016 Community Mitigation Reserve Fund

Dear Selectman Flynn:

On behalf of the Massachusetts Gaming Commission ("Commission"), I am writing regarding the establishment of the one-time 2016 Community Mitigation Reserve Fund ("Reserve") for Hampden. I am pleased to notify you that at the December 3, 2016 Commission meeting, the Commission authorized the establishment of a \$100,000 reserve for Hampden pursuant to the 2016 Community Mitigation Fund Guidelines (attached).

The purpose of this Reserve is to assist communities in offsetting costs related to impacts that may arise in 2016 or thereafter and for planning purposes, either to determine how to achieve further benefits from a facility or to avoid or minimize any adverse impacts. Once Hampden determines impacts or planning needs, Hampden should contact the Ombudsman's Office, which will assist the community in completing the application for Reserve funds. Upon completion of the application, the funding request will be forwarded to the Commission for its review.

Please note that when the Commission first established the Reserve fund the Commission noted its intention to authorize communities to utilize the Reserve in future years. As such, it is anticipated that the Commission will for the foreseeable future yearly reauthorize the use of reserves it has previously authorized, subject to the ability of the Commission to discontinue reserves as determined by the Commission.



Massachusetts Gaming Commission

John D. Flynn, Selectman

Page 2

March 4, 2016

If you have any questions, please don't hesitate to contact the Ombudsman's Office at 617-979-8423 or via e-mail at john.s.ziemba@state.ma.us.

Sincerely,



Edward Bedrosian, Executive Director

Enclosure

cc: Massachusetts Gaming Commissioners
John S. Ziemba, Ombudsman
Derek Lennon, Chief Financial Officer
Dennis DiZoglio, Gaming Policy Advisory Committee Chair
Eva Wiseman, Hampden Town Clerk



Massachusetts Gaming Commission

101 Federal Street, 12th Floor, Boston, Massachusetts 02110 | TEL 617.979.8400 | FAX 617.725.0258 | www.massgaming.com



TO: Chair Cathy Judd-Stein and Commissioners Eileen O'Brien, Gayle Cameron and Bradford Hill

FROM: Joseph Delaney and Mary Thurlow

CC: Karen Wells, Executive Director

DATE: September 16, 2021

RE: North Attleborough Reserve Application Request

The Town of North Attleborough submitted an application to use \$100,000 in Community Mitigation Fund Reserves to perform a traffic study on Kelley Boulevard (Route 152) in North Attleborough.

Background

The Town of North Attleborough is a Surrounding Community to the Plainridge Park Casino and was awarded a \$100,000 One-time Community Mitigation Reserve Grant (Reserve) in 2016. As a requirement of Reserve Grants, the recipient must receive approval of the Commission of the uses of such funding once the uses are determined by the community.

Purposes Identified in the Grant Request

Kelley Boulevard is a major north/south corridor through North Attleborough from Attleborough in the south to Plainville in the north. Several locations on Route 152 were included in the Plainridge Park Casino (PPC) traffic monitoring program, including a location near the border of North Attleborough and Plainville. The traffic monitoring program conducted a baseline study just before the opening and follow up studies annually for four years. The first study conducted after the opening of PPC showed an increase in traffic on the average weekday on Route 152 going from 19,560 vehicles per day to 22,410 vehicles per day. While not all of this increase is attributable to PPC, they are certainly a significant contributing factor.

Given this increase in traffic, the Town of North Attleborough proposes to hire a traffic consultant to study the Kelley Boulevard corridor to analyze the congestion and safety issues and propose alternatives to correct the identified deficiencies.

Based on the above, we recommend that the Commission approve North Attleborough's request to use \$100,000 of its Reserve for the purposes outlined in its application. Following the Commission's approval, Commission staff will execute a grant agreement with the Town of North Attleborough.



Massachusetts Gaming Commission



21

COMMUNITY
MITIGATION
FUND

EMERGENCY IMPACT GRANT APPLICATION

BD-21-1068-1068C-1068L-56499

Please complete entire the Application

1. PROJECT INFORMATION

a) NAME OF MUNICIPALITY/GOVERNMENT ENTITY/DISTRICT

Town of North Attleborough, MA

b) PROJECT NAME (LIMIT 10 WORDS)

Funding for Kelley Boulevard Traffic Study

c) BRIEF PROJECT DESCRIPTION (LIMIT 50 WORDS)

Kelley Boulevard (part of Rt 152) runs about two miles through North Attleborough from the Attleboro border to the Plainville border. When in Plainville, it intersects with Rt. 1 almost adjacent to the entrance to Plain Ridge Casino. Since the casino opened, traffic on Kelley Boulevard has increased substantially, to the point where a study needs to be done on how to make the road safer and easier to travel on.

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

Lyle Pirnie, Housing and Economic Development Coordinator, Town of North Attleborough

e) PHONE # AND EMAIL ADDRESS OF CONTACT PERSON(S)

l.pirnie@nattleboro.com; 774-362-0701

f) MAILING ADDRESS OF CONTACT PERSON(S)

North Attleboro Town Hall
43 South Washington Street
North Attleborough, MA 02760

2. EMERGENCY IMPACT DESCRIPTION

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

Since Plain Ridge Casino opened, the amount of traffic on Kelley Boulevard has increased dramatically. It's at the point where delays on Kelley Boulevard are excessive, and entrance and exit from Kelley Boulevard is becoming dangerous. An engineering study is necessary to determine the best way to mitigate this situation.

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 emergency impact (i.e surveys, data, reports)

Data kept by NAPD substantiates that Kelley Boulevard has become one of the most incident prone roads in the town. Also, North Attleborough is working with SRPEDD on a new Master Plan. In a preliminary survey, residents said that their highest priority in the Transportation and Circulation section is solving the dangerous traffic issues on Kelley Boulevard.

3. How do you anticipate your proposed remedy will address the impact.

The traffic engineering study will analyze the congestions issues in detail. It will determine the best solutions for minimizing dangerous conditions, and will recommend whether or nor Kelley Boulevard should be expanded from being a two lane road to a four lane road.

4. PROPOSED USE OF EMERGENCY IMPACT MITIGATION FUNDS. (Please attach additional sheets/supplemental materials if necessary.)

a) Please identify the amount of funding requested.

\$100,000

b) Please identify below the manner in which these emergency funds are proposed to be used.

We have spoke with SRPEDD, who has estimated the cost of the study if they were to perform it. SRPEDD would use several of their transportation planners to do perform traffic studies, analyze the potential use of adjacent side roads, calculate the benefits of adding one or more traffic lights, and recommend how to proceed with courses of action: road construction, traffic light installation, side road configuration, etc.

c) Please provide detailed scope, budget and timetable for the use of these emergency funds.

The scope of the project is to perform a detailed traffic engineering study for the portion of Kelley Boulevard which is in North Attleboro. One of the potential engineering and planning professional organizations has estimated that the study will cost \$100K for detailed studies, report preparation and presentation. Once the funds are received, the town will follow state procurement regulations to pick an engineering professional, and then schedule the traffic study.

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 emergency impact from the operation of a proposed gaming establishment.

SRPEDD has indicated that they will provide a written estimate for the project upon request. They are reluctant to do so now because there is no guarantee they will be awarded the

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

Once we receive the funding, we will hire a firm capable of performing the detailed study explained above. Because of the size of the project, we will have to follow state procurement practices to hire a firm. There is no guarantee that SRPEDD will be awarded the project.

5. EMERGENCY IMPACT CONNECTION TO GAMING FACILITY

a) Please provide specificity/evidence that the requested funds will be used to address emergency issue or emergency impacts directly related to the gaming facility.

One of the purposes of the study will be to sequester the impact of the casino from other possible causes of traffic increase. Understanding this is a key element to finding an acceptable solution for the traffic issues.

6. 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 emergency impact.

Grant funds are paid to the North Attleboro town treasurer, who uses accepted and audited control procedures to manage the funds. It is our practice to account for fund expenses ongoing, and to report on their use to the funder on a quarterly basis.

b) 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.
Our control procedures are identical for all entities contracted for specific projects. We require detailed invoices for all work performed, and account for the fund expenses ongoing.

7. 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
N/A

b) Please explain how this emergency impact was either anticipated or not anticipated in that Agreement.
N/A

8. 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.	
<div><div></div><div>Signature of Responsible Municipal Official/Governmental Entity</div><div>Lyle Pirnie</div><div></div><div>(print name)</div><div>Housing and Economic Development Coordinator</div><div></div><div>Title:</div></div> <div><div></div><div>Date:</div><div></div></div>	



PLAINRIDGE PARK CASINO

August 5, 2021

Mary Thurlow
Sr. Program Manager
Massachusetts Gaming Commission
101 Federal Street
Boston, MA 02110

Re: North Attleborough's Request for Community Mitigation Reserve Funding

Dear Mary,

Thank you for allowing us to comment on North Attleborough's request for funding. As we reviewed the request for funding, we noted several omissions in Section 7 of the grant application. For ease of reference, we provide below our answers to the questions in section 7.

SECTION 7.A: PLEASE DESCRIBE AND INCLUDE EXCERPTS REGARDING THE TRANSPORTATION IMPACT AND POTENTIAL MITIGATION FROM ANY RELEVANT SECTIONS OF ANY HOST OR SURROUNDING COMMUNITY AGREEMENT.

Plainridge Park Casino entered into a Surrounding Community Agreement with the Town of North Attleborough on October 24, 2013. At the time, Plainridge Park was known as "Springfield Gaming and Redevelopment", and any references to "SF Gaming" should be construed as the entity now doing business as Plainridge Park Casino. The relevant section of the SCA states as follows:



PLAINRIDGE PARK CASINO

4. Assessment and Mitigation of Impacts.

- (i) SF Gaming and the Town shall jointly select a reputable and unbiased third party transportation engineering firm ("Consultant") to assess verifiable and incremental impacts to traffic and public safety in the Route 152/Route 106 signaled intersection, the Route 152 and Plain Street intersection and Route 1 at the intersection of Park Street and Elmwood Street caused directly by the Project. This information shall be generated by two individual studies; the first study shall be measured immediately prior to the Project's pre-opening. This study shall serve as the baseline of existing traffic conditions and Level of Service at the indicated intersections. The second study ("Impact Study") shall be performed within 30 days of the first anniversary of Commencement of Operations. The cost of such Consultant's services and any studies and reports are to be paid by SF Gaming. These studies shall perform traffic counting, turning movement counts and analysis of Level of Service at the Route 152/Route 106 signaled intersection, the Route 152 and Plain Street intersection and Route 1 at the intersection of Park Street and Elmwood Street. The two studies shall compare traffic volumes, turning count movement and Level of Service at the indicated intersections and note any changes. SF Gaming agrees to pay for the design and implementation of all mitigation of all net impacts directly attributable to the Project based upon the recommendations of the Consultant. The Town and SF Gaming shall collaborate and cooperate with the Consultant during the design process to assure mutually agreeable mitigation measures and design consistent with all state and local requirements concerning roadway construction.

A complete copy of the SCA with the Town of North Attleborough is attached for your review.

The property conducted both the baseline and impact studies as required by the SCA. While the complete versions of both the baseline and impact studies are attached for your review, Plainridge Park Casino notes the following conclusion from the impact study published on January 4, 2017.

"In consideration of these findings, we have concluded that the measured impact of the Project on traffic volumes, trip patterns, motor vehicle crash trends, traffic operations (levels of service, motorist delays and vehicle queuing) and emergency vehicle response times has been relatively minor, with operating conditions at the monitored intersections found to be similar to or improved over the conditions that were documented as a part of the 2015 Baseline Study."



PLAINRIDGE PARK CASINO

SECTION 7.C: PLEASE EXPLAIN HOW THIS IMPACT WAS EITHER ANTICIPATED OR NOT ANTICIPATED IN THAT AGREEMENT OR SUCH MEPA DECISION.

The SCA anticipated potential impacts to the following intersections:

1. Route 152/Route 106
2. Route 152/Plain Street
3. Route 1/Park Street/Elmwood Street

These three intersections were included in the listing of 20 monitored intersections referenced in both the baseline and impact studies. As mentioned in Section 7.A, the impact study found that:

“the measured impact of the Project on traffic volumes, trip patterns, motor vehicle crash trends, traffic operations (levels of service, motorist delays and vehicle queuing) and emergency vehicle response times has been relatively minor, with operating conditions at the monitored intersections found to be similar to or improved over the conditions that were documented as a part of the 2015 Baseline Study.”

Thank you again for soliciting our comment. We are available for any other information you need.

Sincerely,

Northcott Grounsell
General Manager, PPC



TO: Chair Cathy Judd-Stein and Commissioners Eileen O'Brien, Gayle Cameron and Bradford Hill

FROM: Joseph Delaney and Mary Thurlow

CC: Karen Wells, Executive Director

DATE: September 16, 2021

RE: Mansfield Reserve Amendment Request

The Town of Mansfield is requesting an amendment to their Reserve Grant to allow for police training.

Background

The Town of Mansfield was awarded a \$100,000 One-time Community Mitigation Reserve Grant (Reserve) to hire an analyst to review data from the Mansfield Police Department Records Management System to help gauge the direct and indirect effects of the Plainridge Park Casino (PPC) on Mansfield. While this work is ongoing, only a small amount of the Reserve funds are used each year.

Purposes Identified in the Grant Request

The Town of Mansfield has submitted a request to amend their Reserve Grant to allow \$45,000 of the Reserve to be spent to train every officer in the concepts of inclusion, diversity, and sensitivity as well as the fundamental concepts contained in the Massachusetts Reform Law.

Given Mansfield's proximity to PPC, it is reasonable to conclude that the Mansfield Police Department would likely come in contact with either patrons or employees of PPC in their regular duties. In addition, the 2021 Community Mitigation Fund Guidelines specifically identified public safety training as an eligible cost.

Based on the above, we recommend that the Commission approve Mansfield's request to use \$45,000 of its Reserve for the purposes outlined in its amendment request.



Massachusetts Gaming Commission



MGM SPRINGFIELD
ONE MGM WAY
SPRINGFIELD, MA 01103

413.273.5000
MGMSPRINGFIELD.COM

September 7, 2021

BY EMAIL ONLY (joseph.delaney@massgaming.gov)

Joseph E. Delaney
Chief of Community Affairs
Massachusetts Gaming Commission
101 Federal Street, 12th Floor
Boston, Massachusetts 02119

Re: Hampden Community Mitigation Fund Application

Dear Mr. Delaney:

The Town of Hampden has applied for \$100,000 in mitigation funds to install a crosswalk across Somers Road/Allen Street to enable residents of Centennial Commons, a senior housing project, to safely cross a busy street. Per the application, Somers Road and Allen Street are main arteries into downtown Springfield. Although the application does not so state, it would be reasonable to conclude that given their status as main arteries, the 40 miles per hour speed limit has been in place long before the construction of MGM Springfield.

Nothing in the application suggests that MGM Springfield caused the need for the crosswalk. However, we support the Town of Hampden's application to create a safer environment for the residents of Centennial Commons.

Sincerely,

Augustine Kim
Vice President and Legal Counsel





Town of Mansfield Police Department

500A East Street, Mansfield, Massachusetts 02048

Deputy Police Chief

Michael E. Ellsworth

Training Proposal Utilizing Mass Gaming Grant Funds

Statement: The Town of Mansfield, contiguous to The Town of Plainville, contains major thoroughfares leading or providing direct access to the Plainridge Park Casino located in Plainville, MA. Those roads include Routes 95, 495, 106 and 140. Patrol officers in Mansfield conduct motor vehicle traffic enforcement, investigate accidents as well as respond to calls for service on those roads. As such, our officers are in constant contact with operators and passengers contained within those vehicles. Many of those motor vehicle occupants are passing through Mansfield to access the Plainridge Park Casino.

In today's climate of Police Reform, and in support of the recently passed Massachusetts law, "An Act Relative to Justice, Equity and Accountability in Law Enforcement in the Commonwealth," it has never been more important for our officers to have a holistic understanding of the diverse culture in which we live and work. A firm and intimate grasp of concepts such as inclusion, diversity, and sensitivity are key components in leaving all with whom we interact, a positive memory of that exchange. Equally important is the need to understand the motivation behind the enactment of such a sweeping legislative initiative and an in-depth knowledge of what the law actually mandates from our officers.

Training: I would like to utilize funds from the Mass Gaming Grant to train every officer employed by the Mansfield Police Department in the philosophy and practice of inclusion, diversity, and sensitivity as well as the fundamental concepts contained within the Massachusetts Reform Law. Training would consist of two days of instruction comprised of both classroom and scenario-based curriculum. We will utilize the services of APD Management, with whom we have contracted numerous times in the past, as well as our own staff, to conduct specialized courses focused specifically on our agency and our community.

The first 8-hour block will cover the aforementioned concepts in-depth by specialized instructors from APD Management. The second 8-hour block will support those concepts through scenario-based training. The scenario-based training will place officers into real-world situations with actors who will challenge their knowledge base and practice of cultural sensitivity and the appropriate application of the new reform law. Classroom training will be broken into two groups, managers and patrol officers, which will help to focus the curriculum on specific job tasks. The scenario-based training will simulate a typical shift one would work with a patrol supervisor and four police officers.

The cost of this training, broken down on the next page, will consist of APD Management services, overtime costs for officers to attend or to backfill shift, and equipment used in the scenario-based training. Due to the large number of personnel to be trained, there will be 4 classroom sessions and 4 scenario training sessions for a total of 8 classes. The cost of this training would be approximately \$45,000.00.

Michael E. Ellsworth

Costs Associated with Training				
Classroom Instruction				
Instructor for 4-day course	1		\$ 5,000.00	\$ 5,000.00
PERSONNEL				
Officers Attending	# OFCs	#HRs.	AVG OT RATE	COST
Day 1 - front-line Supervisors	7	8	\$ 69.42	\$ 3,887.25
Day 2 - Patrol officers	8	8	\$ 56.71	\$ 3,629.44
Day 3 - Patrol officers	9	8	\$ 56.71	\$ 4,083.12
Day 4 - Patrol officers	9	8	\$ 56.71	\$ 4,083.12
Totals (weighted OT average)	33		\$ 59.41	\$ 15,682.93
PERSONNEL				
Practical Instruction	# OFCs	#HRs.	AVG OT RATE	COST
Instructors for 4-day course	4	32	\$ 59.41	\$ 7,603.84
Equipment for training (simmunitions/Taser)				\$ 2,000.00
Day 5 - Practical application	7	8	\$ 59.41	\$ 3,326.68
Day 6 - Practical application	7	8	\$ 59.41	\$ 3,326.68
Day 7 - Practical application	7	8	\$ 59.41	\$ 3,326.68
Day 8 - Practical application	8	8	\$ 59.41	\$ 3,801.92
Totals (weighted OT average)	33			\$ 23,385.81
GRAND TOTAL				\$ 44,068.73

26	Patrol	OT	7	Sergeants	OT
		\$ 56.71			\$ 69.42
	Archer, Nicole	\$ 59.18		Armstrong, John	\$ 71.26
	Birnie, Meg	\$ 51.59		Boldrighini, Nicole M.	\$ 68.01
	Ellender, Joshua	\$ 55.83		Bombard, Jeffrey	\$ 78.86
	Fenore, Michael	\$ 59.90		Maclean, Donald	\$ 59.14
	Fitzgerald, Michael	\$ 56.13		Pierce, Robert	\$ 71.11
	Hurley, Bryan	\$ 41.57		Schepis, David	\$ 63.95
	Kelley, Andrew	\$ 62.34		Thibault, Brian	\$ 73.59
	Kennedy, Gregg S.	\$ 57.19			
	Kerr, David D.	\$ 51.97			
	Kinahan, David W.	\$ 59.15			
	Lattanzio, Anthony	\$ 61.56			
	Martell, Gregory S.	\$ 64.00			
	McCune, Derek	\$ 59.76			
	O'Connor, Mark	\$ 39.22			
	Palanza, Beau	\$ 39.22			
	Pennie, Patrick J	\$ 56.13			
	Pepicelli, David	\$ 61.42			
	Puller, Langston	\$ 39.22			
	Sennott, David M.	\$ 67.00			
	Sorge, Christopher D.	\$ 65.10			
	Souza, Matthew	\$ 58.91			
	Sparrow, Jay	\$ 67.00			
	Stark, Derek	\$ 43.14			
	Titus, Danielle C.	\$ 59.04			
	Trudell, William	\$ 55.83			
	Walsh, Christopher P.	\$ 60.80			
	Wright, Kenneth E.	\$ 61.56			



DRAFT FOR DISCUSSION PURPOSES ONLY

Review of Policy Questions to be discussed by the Local Community Mitigation Advisory Committees and the Subcommittee on Community Mitigation relative to the 2022 Community Mitigation Fund ("CMF") Guidelines

As a reminder, 23K says this about the CMF: "to assist the host community and surrounding communities in offsetting costs related to the construction and operation of a gaming establishment including, but not limited to, communities and water and sewer districts in the vicinity of a gaming establishment, local and regional education, transportation, infrastructure, housing, environmental issues and public safety, including the office of the county district attorney, police, fire and emergency services."

New or Continuing Policy Questions to be Considered for 2022

1. Should limitations on grant amounts be increased? Current limits are:

- a. \$500,000 – Specific Impact (\$200,000 for Public Safety)
- b. \$200,000 – Transportation Planning
- c. \$400,000 – Workforce Development (one per Region)
- d. \$1,000,000 – Transportation Construction
- e. \$100,000 – Community Planning
- f. \$200,000 - Emergency Mitigation Grants
- g. \$200,000 – Tribal Regional Assistance

Background: In the 2021 Grant round, the Commission authorized the award of \$4.7 million out of the \$12.5 million spending cap. This leaves a significant surplus rolling over into 2022. These grant limitations were established early in the program when CMF funds were more limited. With a full year of CMF funds, plus the rollover funds, some of these limits could be increased to help ensure that the CMF funds are being more fully utilized.

2. Should target spending caps be raised or eliminated? Current caps are:

- a. Specific Impact – No Limit
- b. Transportation Planning - \$1,000,000
- c. Workforce Development - \$800,000
- d. Transportation Construction - \$4,000,000
- e. Community Planning – No Limit
- f. Emergency Mitigation – No Limit
- g. Tribal Regional Assistance – No Limit



Massachusetts Gaming Commission

Background: Target spending was identified early in the program when the amount of funding available each year was more limited to ensure that there were sufficient funds for each type of grant. Given the fact that the program has not fully expended the funding allocation for the last two years, these caps are somewhat arbitrary. Early estimates of available CMF funds for 2022 exceed \$20 million. These target spending amounts could be raised or eliminated to better align with the available funding.

3. Should the number of grants per community be limited?
 - a. Specific Impact – One per community
 - b. Workforce Development – one per Region

Background: The limitation of one specific impact grant per community was initially put in place to ensure that the community's CEO was aware of all grants that were being submitted by the community. Early in the program, different agencies within a community (planning, police, schools) were submitting their own applications without them being coordinated. More recently, it was determined that it is generally easier to administer separate grants to the different agencies, than one centralized grant. Regardless of the number of grants, the community is still capped by the grant limitation absent a waiver from the Commission.

The limitation on one Workforce Development grant per Region was established to encourage a collaborative program that would include multiple groups within the Region.

4. Should the Commission pursue an expansion of CMF eligibility via either a statute change or within the current framework?

Background: For the last two years the CMF has under-expended its allotment of funds. In 2020, the CMF authorized awards of \$6.7 million against a target amount of \$11.5 million and in 2021, the CMF authorized awards of \$4.8 million against a target amount of \$12.5 million. While some of this is almost certainly Covid related, this downward trend is concerning. One of the major impediments to securing CMF funds, is making the connection between an impact of the casino and the proposed grant. Modifying the eligibility requirements could increase the utilization of the CMF.

5. Should the Commission authorize the use of funds for large transportation projects or economic development projects? If so, what would be the limit per application and per region? Should such grants require a particular match (waivable by the Commission)?

Background: There are potentially several large construction and economic development projects on the horizon. While nothing appears imminent, there will most likely be requests from communities in the upcoming years. Some of the costs of these projects could be attributable to the casinos, but these would likely be a relatively small percentage of the overall project costs.

6. Should a separate category be added for public safety grants, and should any new limits be placed on these grants?

Background: Public Safety Grants are a subset of the Specific Impact Grant. In 2021, all but two of the Specific Impact Grants were for Public Safety. In 2021, the Guidelines were changed to reflect that police training costs were eligible, but only one community applied for training funds. Most of the Public Safety requests were for equipment.

7. Should local match provisions be reconsidered?

Background: Each of the grant categories, except Transportation Construction, does not have a specific local match requirement. Each application must detail what the applicant will contribute to the project such as in-kind services, etc. For Transportation Construction Grants, CMF funds can make up no more than 1/3 of the total cost of the project. The other 2/3 must come from other federal, state, local or private sources of funding.

8. Should the CMF use a fiscal year rather than a calendar year?

Background: The CMF essentially works on the State Fiscal Year (July 1-June 30). Applications are received in February and the Commission works to have all applications evaluated and approved by June 30 each year. Most of the communities and other entities that have been provided funds similarly work on a July 1-June 30 fiscal year.

9. Reserves – Should any Reserves be allowed to carry over to 2022?

Background: The 2021 CMF Guidelines established a policy to roll back into the CMF any Reserves that have not been committed by December 31, 2021. Even if Reserves are rolled back into the CMF, these communities would still be eligible to apply for CMF funds should a casino related impact be identified.

Items Under Consideration Each Year

The following items are considered each year and are generally uncontroversial and agreed upon by the various parties that review these policy questions. If there are any particular concerns with any of these items, please comment as appropriate.

1. **Overall limit on Grants** – The overall limit on Grants is the amount of CMF funds generated from casino taxes through the end of 2021 plus any uncommitted funds from previous years. The early estimate for the 2022 Grant round is just over \$20 million.
2. **Allocation of funds by Region** – Should CMF funds generated by Encore Boston Harbor continue to be dedicated to Region A and CMF funds generated by MGM Springfield continue to be dedicated to Region B? Should unused funds still be set aside for that Region for a period of three years? We are currently in the third year of this policy.
3. **Workforce Development Grants** – Should the 2022 CMF continue to be used to help residents of Springfield and Everett areas obtain their high school or work readiness

credentials? Workforce grants have been in place for several years and there is still a need to train workers for careers in the casino/hospitality industry.

4. **Transportation Construction Grants** – Should the Commission continue to fund a portion of the construction costs of transportation projects? These grants have proven to be very successful in addressing casino related transportation impacts.
5. **Community Planning Grants** – Should the Commission continue to fund Community Planning Grants? Community Planning Grants have been in place for several years that have allowed communities to take on economic development, marketing and tourism type plans.
6. **Emergency Mitigation Grants** – Should the Commission continue to fund Emergency Mitigation Grants? Last year was the first for this category and there were no applications. Funds set aside for this category are only surplus funds.
7. **Joint Applications** - Should the Commission continue to expressly authorize joint applications by communities? Joint applications have been allowed for several years and have proven to be successful.
8. **Region C Status** – Should the Commission continue to reserve \$200,000 per year for technical assistance to Taunton and surrounding communities to address potential impacts of a tribal casino? These funds have been set aside each year in case the issues surrounding the tribal casino are resolved and the project moves ahead. The litigation involving the potential tribal casino remains unresolved.
9. **Private Parties** – Should the Commission revisit its Guideline regarding grants involving private parties? The 2021 Guidelines stated that “private non-governmental parties may not apply for Community Mitigation Funds.”
10. **Hampden County Sheriff Lease Assistance** – Should the Commission continue to fund lease assistance for the Hampden County Sheriff? For 2021 it was determined that the Sheriff’s office is an eligible entity under the CMF and as such, may apply for CMF grants as would any other applicant. They did receive a grant from the Commission for 2021.