



FY 2027 Municipal Community Mitigation Fund Grant Application

Application Instructions:

- I. All applications must be received by the Massachusetts Gaming Commission by January 31, 2026, at 11:59 p.m. to be considered for funding for the FY 2027 grant round.
- II. Each municipality may only submit **ONE** application as a Word Document.
- III. Each project must have its own form within the appropriate category. Forms can be found below as Parts A-E. If there is more than one project in a category, please copy the form. All attachments should directly follow the relevant project form.
- IV. Be sure to fill in all the information requested on the application. Applications that are left incomplete will not be accepted.
- V. All applications must submit a detailed scope of work and timeline for implementation for all projects identified in the application.
- VI. All applications must contain appropriate backup materials that support the application.
- VII. The Municipal Grant Manager will be the person responsible for compiling the information for the quarterly reports. The application must be signed by the municipal administrator or an individual with signatory authority. Submit this completed form as well as any relevant attachments to MGCCMF@Massgaming.gov or as a response to the **COMMBUYS Bid BD-26-1068-1068C-1068L-121911**.

For more detailed instructions as well as the full FY 2027 Application Guidelines visit <https://massgaming.com/about/community-mitigation-fund/>

Municipal Grant Manager Information (Person for filling all Quarterly Reports, etc.):
Applicant: City of Medford
Vendor Code: VC6000192114
Name: Michael Roberts Jr.
Title: Federal Funds Manager
Email Address: mroberts@medford-ma.gov
Telephone: 781-475-5634
Address: 85 George P. Hassett Drive Medford MA 02155

Grant Budget Summary

Your community's FY 2027 proposed allocation can be found at <https://massgaming.com/about/community-mitigation-fund/>.

Use the space below to total all requests by category. Please clarify how many discreet projects your community plans to undertake per category.

Total FY 2027 Allocation:		
Application Totals by Category	# of Projects	Requested Amount
A. Community Planning		
B. Public Safety		
C. Transportation		
D. Gambling Harm Reduction	1	70,582.20
E. Specific Impact	1	175,000.00
Administration		23,317.80
TOTAL		\$268,900.00

(Applicants should indicate administrative costs by project where necessary and under specific impact when the funds will be directed across multiple projects.)

Are you requesting a waiver for any program Requirement?

Yes X

No

If yes, you must fill out a CMF Municipal Waiver Form. The waiver form can be found as Appendix E to the RFR on COMMBUYS or online at <https://massgaming.com/about/community-mitigation-fund/forms/>.

Applications without a completed waiver form will not be considered for a waiver.

Budget Category Summary

Use the space below to provide an overview of all projects to be covered by this funding. You may add as many items as is pertinent to your application (you can add rows by right clicking on the row and selecting "add row"). Please provide a category, name, brief description, and amount for each item.

Category	Project Name	Description	Amount
A. Community Planning		Appendix E Request Made	
B. Public Safety		Appendix E Request Made	
C. Transportation		Appendix E Request Made	
D. Gambling Harm Reduction	(1)	Addressing the Current State of Young Adult Gaming and Gambling in Medford	\$70,582.20
E. Specific Impact	(1)	Chevalier Theater Stair Carpeting	\$175,000
		Additional Appendix E Request Made	
		Administrative Costs	\$23,317.80

Applicant Certification

On behalf of the aforementioned applicant, I hereby certify that the funds that are requested in this application will be used solely for the purposes articulated in this application.



Signature:

01/30/26

Date:

Federal Funds Manager

Name and Title of Signatory:

Part A-Community Planning - The application should include sufficient backup information for the review team to fully understand the project(s). This information could include locus maps, requests for proposals, detailed scopes of work, drawings etc.

Project Name: _____			
Please provide below the contact information for the individual managing this aspect of the grant.			
Project Contact		Additional Project Contact (if applicable)	
Name:		Name:	
Title:		Title:	
Department: N/A		Department:	
Email Address:		Email Address:	
Telephone:		Telephone:	
Address:		Address:	
<p>I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2027 Guidelines relevant to this category. If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that supports the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)</p>			
<p>II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.</p>			
Proposed MGC Grant Budget			
Please use the following table to outline the project budget. Please include as an attachment any requests for proposals, quotes, or estimates that would quantify the costs associated with the mitigation.			
Description of Purchase/Work	Timeline	QTY	Budget
	TOTAL:		

Part B- Transportation The application should include sufficient backup information for the review team to fully understand the project(s). This information could include locus maps, requests for proposals, detailed scopes of work, etc.

Project Name: _____	
Please provide below the contact information for the individual managing this aspect of the grant. If there are multiple people involved in the grants management, please add more lines to accommodate their information.	
Project Contact:	Additional Project Contact (if applicable)
Name:	Name:
Title:	Title:
Department: N/A	Department:
Email Address:	Email Address:
Telephone:	Telephone:
Address:	Address:
<p>I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2027 Guidelines relevant to this category. If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that supports the determination that the operation of the gaming facility causes or is causing the impact (i.e., surveys, data, reports, etc.)</p>	
<p>II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.</p>	

Proposed MGC Grant Budget Please use the following table to outline the project budget. Please include as an attachment any requests for proposals, quotes, or estimates that would quantify the costs associated with the mitigation.			
Description of Purchase/Work	Timeline	QTY	Budget
	TOTAL:		

Part C- Public Safety - The application should include sufficient backup information for the review team to fully understand the project(s). This information could include locus maps, catalog cuts of proposed equipment purchases, quotes, training course syllabus, etc.

Project Name: _____			
Please provide below the contact information for the individual managing this aspect of the grant.			
Project Contact:		Additional Project Contact (if applicable)	
Name:		Name:	
Title:		Title:	
Department: N/A		Department:	
Email Address:		Email Address:	
Telephone:		Telephone:	
Address:		Address:	
Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2027 Guidelines relevant to this category. If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation 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, etc.)			
II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.			
Proposed MGC Grant Budget			
Please use the following table to outline the project budget. Please include as an attachment any requests for proposals, quotes, or estimates that would quantify the costs associated with the mitigation.			
Description of Purchase/Work	Timeline	QTY	Budget

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	TOTAL:		
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Part D- Gambling Harm Reduction- The application should include sufficient backup information for the review team to fully understand the project(s). This information could include other relevant research, Requests for Proposals, etc.

Project Name:	
Addressing the Current State of Young Adult Gaming and Gambling in Medford	
Please provide below the contact information for the individual managing this aspect of the grant	
Project Contact:	Additional Project Contact (if applicable)
Name: MaryAnn O'Connor	Name: Catherine Dhingra
Title: Health Director	Title: Manager
Department: Board of Health	Department: Office of Prevention and Outreach
Email Address: moconnor@medford-ma.gov	Email Address: cdhingra@medford-ma.gov
Telephone: 781-393-2565	Telephone: 781-393-2449
Address: 85 George P Hassett Dr., Medford 02155	Address: 85 George P Hassett Dr., Medford 02155
<p>I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2027 Guidelines relevant to this category. If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation 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, etc.)</p>	
<p>This proposal builds on the FY26 Community Strategic Planning process currently underway, informed by data from our FY25 assessment on the impact of the gaming and gambling among young adults ages 18 – 24 years old living in Medford. The assessment included surveys, focus groups and key informant interviews as well as a larger assessment that included a literature review, landscape analysis and secondary snapshots related to young adult gambling. It also had a specific focus on gambling and its intersection with substance use and mental health. Data focus included Frequency and Extent of casino engagement including sports betting and Socio-economic, Behavioral Health, and Social Consequences of gambling, particularly its impact on relationships, academics, and employment. The assessment culminated in a detailed report. Key findings were that young adults in Medford are experiencing financial and relational harms connected to problem gambling and the lack of access to trusted adults and peers as well as coordinated supports, and culturally responsive programming, resources and accurate knowledge about gambling risks exacerbate these harms. Recommendations for strategies to address priorities in partnership with local and state partners were Coordination and Planning, Education and Awareness Efforts, Integration of Problem Gambling into Existing Programs, Enhancing Access to Support Services and Resources, Supportive Policies and Regulation and Workforce Capacity Building.</p>	
<p>II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.</p>	

The data driven FY26 strategic planning work is a participatory process with an advisory group of key community partners including school counseling and athletics staff, university health staff and area behavioral treatment providers and people with lived experience. The advisory group is charged with identifying both the content and logistics of the most meaningful and effective evidenced based strategies to address the impact of problem gambling of young adults in Medford. These strategies are focused on the findings stated above. We are approaching this strategic plan with three overarching domains that build upon each other, using the Socioecological Framework as a guide. Increasing awareness and education about problem gambling will equip individuals, especially young adults with the knowledge and skills they need to engage in healthy decision making when it comes to gambling and daily financial habits. These will be reinforced by efforts that seek to bolster interpersonal wellbeing by building support and capacity among peers, parents and trusted adults. A strong foundation to address the broader society by strengthening community and systems collaboration will ensure these efforts are sustainable and have the buy-in needed for success.

Our FY27 goal is to implement a long-range plan of strategies and programming identified by the advisory group to address these findings. Prior to implementation, all tools, programs and strategies will be reviewed through multiple community feedback sessions. We are seeking funding for FY27 to accomplish the following:

Increase Education and Awareness:

- Resource Guides
- Media Campaigns
- Education Programs
- Problem Gambling Screenings

Build Supportive Environments & Relationships:

- Parent Education
- Peer Recovery Supports
- Trainings for Trusted Adults
- Peer Education Initiatives

Strengthen Community and Systems Collaboration:

- Problem Gambling Task Force
- Training and Certification for Providers
- Enhance Data Collection Efforts
- Local and Organizational Policy Improvements

Develop Problem Gambling Resource Guides:

Despite the availability of state and national problem gambling resources, community members, including young adults and those around them, are unaware of where to turn for help. A centralized, accessible resource guide would bridge this information gap, ensuring that individuals and organizations can quickly identify available supports, referral options, and educational tools – especially those located here in Medford.

Developing a local resource guide promotes awareness, accessibility, and coordination. It empowers community members and professionals to connect individuals with appropriate services more efficiently and confidently. A well-designed guide — available in print and online — could include prevention materials, helpline information, local treatment and recovery providers, and educational resources. By compiling these supports in one place, communities can reduce barriers to help-seeking, strengthen referral networks, and demonstrate a visible, coordinated response to problem gambling.

The plan is to accomplish by expanding existing community resource guides to include information on problem gambling resources and supports in Medford and to create a problem gambling-specific resource guide that outlines local, state, and national resources. Funding would be used for the development and printing of the guide.

Increase Awareness About Problem Gambling through Media Messaging:

Perceptions of gambling among young adults in Massachusetts reveal a troubling disconnect between participation and perceived risk. Many young people view gambling, especially sports betting and online gaming—as activities that carry moderate or significant risks, yet they are gambling nonetheless. Gambling literacy was considerably lower among those who recently gambled, compared to their peers, indicating that young adults who are gambling may hold inaccurate beliefs about gambling. Additionally, prevention messaging related to gambling has not achieved the same visibility or sophistication as campaigns addressing substance use or mental health, resulting in a gap in public awareness and education. This normalization, combined with the widespread availability of online and mobile gambling platforms, has increased exposure and the potential for harm.

A well-designed educational media and social marketing campaign can reshape public perceptions and empower individuals to make informed choices about gambling. Targeted efforts to engage both young adults and parents will strengthen community understanding of gambling-related harms and foster an environment where prevention and help-seeking are normalized.

The plan is to disseminate media campaigns that raise awareness of risks, promote responsible behavior, and highlight the availability of support services, such as the Massachusetts Problem Gambling Helpline. Funding would be used to create targeted and launch campaigns. We would also leverage easy plug-and-play media campaign toolkits that have already been developed such as:

- The Massachusetts Office of Problem Services' Let's Get Real About Gambling campaign
- The National Council on Problem Gambling's Gift Responsibly / Too Young to Bet campaign

Support Schools in Bolstering Classroom-Based Problem Gambling and Financial Literacy Education

Embedding problem gambling education into classroom instruction normalizes conversations about risk, probability, and the financial consequences of gambling behaviors. It helps students critically evaluate the true odds of winning, recognize warning signs of risky play, and understand how gambling can undermine financial goals. Building healthy financial habits and financial literacy skills around budgeting, saving, credit, and money management equips young people with the core skills needed to transition into adulthood.

The plan is to work with the Medford Public Schools to integrate problem gambling education as part of the standard education curriculum alongside topics related to substance use, ensuring youth understand the risks and warning signs associated with problem gambling, as well as the frequent co-occurrence of problem gambling and substance use. Identify opportunities to build or strengthen financial literacy education within a core curriculum for all students. This could be accomplished by integrating problem gambling content into high school course curriculum content pertaining to the MA High School Standards for Personal Financial Literacy. Funding would be used to purchase or create content.

Promote Problem Gambling Screenings

Problem gambling often goes undetected until it leads to significant financial, emotional, or relational harm. Many individuals at risk never disclose their gambling behaviors — and few are routinely screened in health, counseling, or community service settings. Unlike substance use or mental health issues, gambling is rarely included in standard intake processes, even though its impacts can be just as severe. Expanding systematic screening efforts can help identify at-risk individuals earlier, normalize conversations about gambling, and connect those in need to prevention, treatment, and recovery supports.

Consistent screening not only connects at-risk individuals to resources and destigmatizes help-seeking, but also produces valuable data for understanding community-level trends. By integrating gambling into existing screening frameworks, the Medford community can strengthen its public health efforts and lessen the long-term

impact of gambling-related harms on people of all ages.

The plan is to integrate brief gambling-related questions into standard behavioral health services, primary care settings, student wellness assessments, and during community events. The Brief Biosocial Gambling Screen (BBSG), NODS-CLIP and Lie/bet Tool are commonly used. Funding would be used to evaluate and/or purchase screening tools.

Integrate Problem Gambling into Parent Education Programs

Parents and caregivers play a critical role in shaping young people's attitudes and behaviors related to gambling — yet most are unaware of how early exposure begins or how easily gambling opportunities are embedded in gaming, sports, and social activities. Many parenting programs already focus on topics like substance use prevention, internet safety, and mental health promotion, but few explicitly address gambling. Integrating gambling education into these existing programs ensures that parents receive the tools and information they need to recognize early warning signs, model responsible attitudes, and engage in meaningful conversations with their children about gambling risks.

By embedding gambling education into established parenting programs, communities can reach parents where they already are—in trusted, accessible settings—and equip them with practical strategies for prevention. Parents can learn how to identify signs of risky gambling behaviors, set boundaries around gambling-related activities, and foster open, nonjudgmental communication with their children. This approach reinforces the idea that prevention starts at home and that family engagement is a key protective factor in reducing the likelihood of problem gambling later in life.

The plan is to build problem gambling topics into parenting education programs as a part of Caregiver University offerings. Funding would be used to purchase or create education programs.

Develop & Implement Peer-to-Peer Education Programs

Peer influence plays a powerful role in shaping young people's attitudes and behaviors around gambling. On both high school and college campuses, social acceptance of betting — particularly sports betting and gaming with monetary elements — is increasing. Students are often introduced to gambling through peers or social networks, with little awareness of associated risks or the early signs of problem gambling. Prevention efforts that rely solely on adult-led education may fail to resonate with this audience. By contrast, peer-to-peer programs harness existing social structures to promote awareness and encourage healthier behaviors in an authentic and relatable way.

A peer-to-peer education program allows prevention messaging to be delivered by trusted messengers who understand campus culture and communication dynamics. When young people lead the conversation, messages about risk, responsibility, and support options are more likely to resonate and reduce stigma. Implementing structured, evidence-informed peer education initiatives across high schools and colleges will strengthen early prevention, promote responsible decision-making, and contribute to a broader culture of awareness and support around problem gambling.

The plan is as part of the development of a local youth coalition led by the Department of Health, we will identify and train youth leaders on problem gambling. Also, mobilize peer educators and equip them with the resources needed to increase awareness at their schools, sports teams, and youth groups through awareness campaigns and presentations. Funding would be used for incentives to participate, stipends and training

Empower Trusted Adults with the Knowledge and Skills Needed to Prevent and Address Problem Gambling Among Young People

Teachers, coaches, mentors, youth program leaders, and other adults who regularly engage with young people are often the first to notice changes in behavior — but many lack the knowledge and confidence to address gambling-related concerns. While many youth-serving professionals receive training on topics like substance use, mental health, and bullying prevention, gambling is rarely included in those conversations. As gambling becomes increasingly embedded in sports, gaming, and online culture, frontline allies need the skills and language to talk about gambling risks, identify early warning signs, and connect youth to appropriate supports.

Equipping youth-serving professionals with the tools to address gambling strengthens prevention at the ground level. Training builds capacity to recognize early warning signs, normalize conversations about risk, and connect individuals to resources like the Massachusetts Problem Gambling Helpline or local counseling services. When adults in schools, community programs, and healthcare settings are empowered to act, gambling prevention becomes part of a coordinated, multi-layered approach to youth wellbeing. Capacity building in this area also helps bridge the gap between prevention and early intervention, reducing stigma and promoting timely support.

The plan is to integrate problem gambling-related content into existing trainings for trusted adults in schools, mental health settings, and youth-serving programs. Funding would be used to create or purchase content.

Elevate young adult voices in peer recovery programs

Young adults represent a unique population within the spectrum of gambling behavior and recovery. They are among the most likely to engage in high-risk activities, yet they are also among the least likely to seek help or identify with traditional recovery pathways. Many existing recovery programs are designed around adult experiences and language, which can feel disconnected from the realities of younger people navigating gambling-related challenges. Elevating young adult voices and leadership in peer recovery spaces ensures that recovery is visible, relatable, and inclusive of the perspectives of younger audiences whose motivators and experiences with gambling differ from those in prior generations.

Integrating young adult voices into peer recovery programs enhances cultural relevance, representation, and accessibility. By recruiting and training young adults to serve as recovery mentors, facilitators, or advocates, communities can build programs that feel authentic and empowering. This approach helps reduce stigma, normalize help-seeking, and create supportive environments where young adults can share experiences, inspire hope, and help shape the next generation of recovery-focused services. The plan is to work with Bridge Recovery and other key partners to build resources, programs, and events tailored for young adults impacted by problem gambling. We would develop opportunities for young adults in recovery to serve as leaders, mentors, recovery coaches, or educators by offering incentives, stipends and trainings through this funding.

Ensure a Coordinated Local Response Effort

Shifts in the gambling landscape elevate a need for coordinated local prevention, treatment, and recovery systems that serve to minimize gambling-related harms. A local task force offers a structure for collaboration across prevention, treatment, and recovery systems. It creates a shared forum for identifying emerging issues, leveraging community strengths, and ensuring that responses to problem gambling are informed, comprehensive, and sustainable. By bringing together diverse partners, the task force can enhance alignment of messaging, increase visibility of available services, and build the foundation for long-term, community-driven prevention efforts.

The plan is to integrate problem gambling as an area of focus into existing coalitions and workgroups, such as the Mystic Valley Public Health Coalition, and consider establishing a subcommittee or task force dedicated to problem gambling.

Increase the Availability of Local Counselors, Treatment Providers, and Peer Recovery Supports Trained in Supporting Individuals Impacted by Problem Gambling

While Massachusetts has a growing behavioral health infrastructure, not all treatment and recovery professionals receive training specific to gambling disorder. As gambling behaviors become more prevalent — especially with the expansion of online betting — the need for trained providers capable of identifying and treating gambling-related issues has increased. Many individuals experiencing problem gambling seek help for related mental health or substance use concerns without ever being asked about their gambling behaviors. Strengthening workforce capacity in this area ensures that counselors, treatment providers, and recovery specialists can recognize gambling-related harms, provide appropriate interventions, and connect clients to comprehensive care.

The plan is to increase awareness of and encourage local providers to engage with the MA Technical Assistance Center for Problem Gambling Treatment, which provides free capacity building and technical

assistance to providers. There are No-cost trainings to support individuals in pursuing the Problem Gambling Specialist certification (offered at three levels based on individual qualifications and experience in the field), with an initial certification cost of \$50. We would cover the costs of certification to reduce barriers.

Expand Data Collection Efforts

Currently, Medford lacks consistent, comprehensive data on gambling behaviors, risk, and protective factors across age groups. Most existing data focuses on the state, leaving major gaps in understanding how gambling affects young adults and other populations in Medford. Without local-level data, it is difficult to tailor prevention, treatment, and recovery strategies or to evaluate their impact over time.

Expanding data collection enables the Medford community to build a strong foundation for evidence-based decision-making. Regular assessments — such as community readiness evaluations and broader needs assessments — will help monitor trends, measure progress, and ensure that prevention and intervention efforts remain relevant and responsive. By filling data gaps and aligning partners around shared indicators, the state can more effectively allocate resources, design targeted outreach, and evaluate the impact of future programming.

The plan is to ensure successful collection of future youth and young adult data related to problem gambling, identify goals, key measures, and necessary partners. We would use funding and engage partners to support data collection, such as Tufts and Bunker Hill.

Review Local School and University Policies

K-12 schools and universities are important environments for prevention and early intervention. Few educational institutions currently address gambling within their policies, codes of conduct, or wellness frameworks. Reviewing and identifying opportunities to revise policies through a prevention and recovery lens ensures policies go beyond punitive approaches and instead proactively address gambling behaviors, support students navigating a gambling problem, and reinforce healthy norms.

The plan is to collaborate with Medford Public Schools, Tufts University, and Bunker Hill Community College to review school policies and support systems to identify opportunities for improvement, such as prohibiting gambling-related events on campus, incorporating gambling awareness into student orientation, and creating clear referral pathways to counseling or early intervention services for those who violate school policies related to gambling.

Proposed MGC Grant Budget

Please use the following table to outline the project budget. Please include as an attachment any requests for proposals, quotes, or estimates that would quantify the costs associated with the mitigation.

Description of Purchase/Work	Timeline	QTY	Budget
Prevention & Wellness Coordinator will coordinate the implementation of the Strategic Plan initiatives including managing peer to peer initiatives: (5 hours per week X \$41.82/hour X 52/hours per week)	July 1, 2026-June 30, 2027		\$ 10,873.20
OMNI- Project Consultants provide subject matter expertise and technical assistance in project management. OMNI will expand data collection Efforts and review local school and university policies (detailed scope of work available upon request)	July 1, 2026-June 30, 2027		\$ 22,000.00
Tufts University Community Health Intern (Stipend) Will help manage Tufts University	September 30, 2026 – May 1, 2027		\$ 4,800.00

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based initiatives (\$2400 stipend per semester)			
Capacity Building/Training: National Conference on Gambling Addiction & Responsible Gambling Staff will cultivate new skills to lead local efforts of combatting problem gambling and discover actionable strategies to mitigate gambling related harm. Conference: \$835, Hotel 3 Nights @\$300/night=\$900.00, Round Trip Flight \$400, Per diem rate @ \$68 X 3 =\$204, Ground Transportation \$40X 4 \$160	July 22-July 24, 2026		\$ 2,499.00
Problem Gambling Resource Guide. Printing of local, state, and national gambling resource guides. Guides \$4.20 per guide X 300 guides=\$1260.00	July 1, 2026-June 30, 2027		\$ 1,260.00
Media Campaign (Billboard Design @ \$600, space free w/ agreement with City), Social Media Boosts \$2,000, Printed materials/posters for Tufts & Medford High School, & City \$3,000	July 1, 2027-June 30, 2028		\$ 5,600.00
Classroom-Based Problem Gambling Curriculum & Training for Health Teachers. Curriculum costs (will seek advise from State on best options) est. \$2,000, Curriculum trainer for MPS Health Teachers \$1200 = \$3,200	July 1, 2027-June 30, 2028		\$ 3,200.00
Screening Tools (Free) & Training for Staff Implementing Training \$900 (for two hour training for school Behavioral Health Staff) X 2 Trainings (1 for MPS Staff & 1 for Tufts University Staff) =\$1800	July 1, 2026-June 30, 2027		\$ 1,800.00
Caregiver University Workshop on Gambling 2 co-facilitators @ 800 each)= \$1600	July 1, 2026-June 30, 2027		\$ 1,600.00
Peer to Peer Programs, Stipends for Student Peer Leaders 4 Highschool & 4 at Tufts University= 8 total X \$1000 stipend each = \$8000	July 1, 2026-June 30, 2027		\$ 8,000.00
Voluntary Training for Trusted Adults (Coaches, Rec Staff, Teachers). \$1200 for Clinical Trainer, Incentives for participants \$75/gift card X 30 participants	July 1, 2026-June 30, 2027		\$ 3,450.00
Peer Recovery Programs: Funding for Bridge Recovery Center to facilitate young adult specific group with incentives such as food, gift cards, etc. \$3000	July 1, 2026-June 30, 2027		\$ 3,000.00
Certification for Local Counselors (to increase	July 1, 2026-June 30,		\$ 2,500.00

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the availability of local behavioral counselors with training specific to gambling disorders). Training=Free Certifications= \$50/each X 50 local clinicians	2027		
	TOTAL:		\$ 70,582.20

Part E- Specific Impact ("SI") If you are applying for a SI grant you should reach out in advance to MGC Staff to ensure project eligibility. A community may also use this Specific Impact Grant to break out administrative and staffing costs associated with the grant as a whole.

Project Name: <u>Chevalier Theater Stair Carpeting</u>	
Please provide below the contact information for the individual managing this aspect of the grant.	
Project Contact:	Additional Project Contact (if applicable)
Name: Paul A. Righi	Name:
Title: Director of Facilities	Title:
Department: Facilities	Department:
Email Address: <u>prighi@medord-ma.gov</u>	Email Address:
Telephone: 781-888-4534	Telephone:
Address: 85 George P Hasset Dr., Medford 02155	Address:
<p>I. Please use the space below to identify the impact of the gaming establishment on your municipality. This category is for projects that do not fit in any other category but may use any impacts identified in the FY 2027 Guidelines that are relevant. If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation 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, etc.)</p>	
<p>The Chevalier Theater is in direct competition with the Wynn Casino for programming space. With the planned event space for the Wynn Casino, the Chevalier Theater will be put on the offensive to obtain quality programming given the age of the space and the need for facility upgrades.</p>	
<p>II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.</p>	
<p>The project is for the installation of carpeting on the stairs that lead from the lobby level up to the orchestra and balcony level. This will help with the installation of sound and enhance the quality of the theater. It would involve the selected vendor to ensure the surface is smooth and then install a high-quality carpet in the space.</p>	
<p align="center">Proposed MGC Grant Budget</p> <p>Please use the following table to outline the project budget. Please include as an attachment any requests for proposals, quotes, or estimates that would quantify the costs associated with the mitigation.</p>	

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Description of Purchase/Work	Timeline	QTY	Budget
Installation of Carpeting in Stairwells	6 months	1	175,000
	TOTAL:	175,000	