



NOTICE OF MEETING AND AGENDA

Pursuant to the Massachusetts Open Meeting Law (G.L. c. 30A, §§ 18-25), and St. 2025, c. 2, notice is hereby given of a public meeting of the **Massachusetts Gaming Commission**. The meeting will take place:

Thursday | October 9, 2025 | 10:00 a.m.

VIA REMOTE ACCESS: 1-646-741-5292

MEETING ID/ PARTICIPANT CODE: 111 854 5655

All meetings are streamed live at www.massgaming.com.

Please note that the Commission will conduct this public meeting remotely utilizing 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 the meeting date by visiting our website and clicking on the News header, under the Meeting Archives drop-down.

PUBLIC MEETING - #567

1. Call to Order – Jordan Maynard, Chair
2. Meeting Minutes
 - a. May 9, 2024 **VOTE**
 - b. May 23, 2024 **VOTE**
 - c. September 9, 2025 **VOTE**
 - d. September 11, 2025 **VOTE**
3. Presentation on Sports Wagering VIP Programs – Carrie Torrisi, Division Chief of Sports Wagering; Mark Vander Linden, Director of Research and Responsible Gaming
4. Investigations and Enforcement Bureau – Caitlin Monhan, Director of Investigations and Enforcement Bureau
 - a. Briefing on noncompliance matter related to Temporary Category 3 Sports Wagering Licensee BetMGM, LLC and discussion regarding next steps. Alleged noncompliance relates to wagers offered by BetMGM on unauthorized events in violation of 205 CMR 247.01(1), 205 CMR



Massachusetts Gaming Commission

247.01(2)(i) and the Massachusetts Sports Wagering Catalog – Nathaniel Kennedy, Enforcement Counsel.

- b. Briefing on noncompliance matter related to Category 3 Sports Wagering Licensee Crown MA Gaming, LLC d/b/a DraftKings and discussion regarding next steps. Alleged noncompliance relates to wagers offered by DraftKings on unauthorized events in violation of 205 CMR 247.01(1), 205 CMR 247.01(2)(i) and the Massachusetts Sports Wagering Catalog – Nathaniel Kennedy, Enforcement Counsel.

- c. Overview of Durable Suitability Investigation process for Sports Wagering Vendors

- I. Executive Session

VOTE

The Commission anticipates that it will convene in an executive session in accordance with G.L. c. 30A, §21(a)(7) and G.L. c. 4, §7(26)(f) to discuss investigatory materials related to the Durable Suitability investigation process for sports wagering vendors necessarily compiled out of the public view by the Investigations and Enforcement Bureau (“IEB”) the disclosure of which materials would probably so prejudice the possibility of effective law enforcement that such disclosure would not be in the public interest.

- d. Discussion regarding the term of sports wagering vendor licenses pursuant to 205 CMR 234, including potential amendments to said regulation.

5. Legal – Justin Stempeck, Interim General Counsel

- a. 205 CMR 247.07: *Acceptance of Sports Wager* – Discussion and Review of Regulation Amendments and Small Business Impact Statement for authorization to begin the promulgation process by Commission – Justin Stempeck, Interim General Counsel

VOTE

- b. 205 CMR 248.10: *Account Deposits* – Discussion and Review of Regulation Amendments and Small Business Impact Statement for authorization to begin the promulgation process by Commission – Justin Stempeck, Interim General Counsel

VOTE

- c. 205 CMR 141.06: *Notice to the Commission of Changes* – Discussion and Review of Regulation Amendments and Small Business Impact Statement for authorization to begin the promulgation process by Commission – Melanie Foxx, Associate General Counsel, Caitlin Monahan, Director of the IEB, David Diorio, Assistant Chief of the Gaming Agent Division / Compliance Coordinator

VOTE

- d. 205 CMR 152.03: *Criteria for Exclusion* – Discussion and Review of Regulation Amendments and Small Business Impact Statement for authorization to begin the promulgation process by Commission – Melanie Foxx, Associate General Counsel, Kathleen Kramer, Assistant Director of the IEB and Carrie Torrisi, Chief of the Sports Wagering Division

VOTE



Massachusetts Gaming Commission

- e. Litigation Strategy – Justin Stempeck, Interim General Counsel
 - I. Executive Session **VOTE**
 The Commission anticipates that it will convene in an Executive Session pursuant to G.L. c. 30A, § 21(a)(3) in conjunction with its review of litigation strategy with respect to Robinhood Derivatives, LLC v. Campbell et al, as discussion at an open meeting may have a detrimental effect on the litigation position of the Commission.
- f. Executive Session Minutes
 - I. Executive Session **VOTE**
 The Commission anticipates that it will meet in executive session to review minutes from previous executive sessions as their discussion at an open meeting may frustrate the intended purpose for which the executive session was convened, pursuant to G.L. c. 30A, § 21(a)(7) and G.L. c. 4, § 7(26)(n): **January 18, 2024 at 11:23 A.M.**; G.L. c. 30A, § 21(a)(7) and G.L. c. 4, § 7(26)(f): **January 18, 2024 at 12:23 P.M.**; and G.L. c. 30A, § 21(a)(6): **January 18, 2024 at 4:06 P.M.**
 - 1. January 18, 2024 at 11:23 A.M. **VOTE**
 - 2. January 18, 2024 at 12:23 P.M. **VOTE**
 - 3. January 18, 2024 at 4:06 P.M. **VOTE**

- 6. Community Affairs – Joe Delaney, Division Chief, Community Affairs
 - a. FY2027 Community Mitigation Fund Guidelines
 - b. Reappointment Recommendations for Local Community Mitigation Advisory Committee and Subcommittee Members **VOTE**
 - c. Town of East Longmeadow Request to Repurpose Community Mitigation Fund Reserve Grant **VOTE**

- 7. Finance – Derek Lennon, Chief Financial and Accounting Officer
 - a. Fiscal Year 2025 Budget Closeout Report – Derek Lennon, CFAO; Doug O'Donnell, Revenue Manager; John Scully, Budget and Procurement Manager
 - b. Fiscal Year 2026 Q1 Report – Derek Lennon, CFAO; Doug O'Donnell, Revenue Manager; John Scully, Budget and Procurement Manager

8. Commissioner Updates

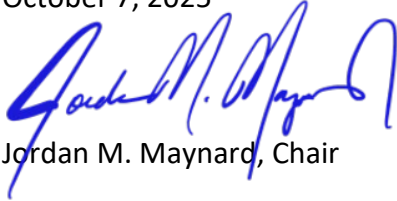
- 9. Other Business - Reserved for matters the Chair did not reasonably anticipate at the time of posting.



Massachusetts Gaming Commission

I certify that this Notice was posted as "Massachusetts Gaming Commission Meeting" at www.massgaming.com and emailed to regs@sec.state.ma.us. Posted to Website: October 7, 2025 | 10:00 a.m. EST

October 7, 2025



Jordan M. Maynard, Chair

*If there are any questions pertaining to accessibility and/or further assistance is needed,
please email Grace.Robinson@massgaming.gov.*



Massachusetts Gaming Commission

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Massachusetts Gaming Commission Meeting Minutes

Date/Time: May 9, 2024, 10:00 a.m.
Place: Massachusetts Gaming Commission

VIA CONFERENCE CALL NUMBER: 1-646-741-5292
PARTICIPANT CODE: 111 227 8564

The Commission conducted this public meeting remotely utilizing collaboration technology. The use of this technology was intended to ensure an adequate, alternative means of public access to the Commission's deliberations for any interested member of the public.

Commissioners Present:

Interim Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Bradford Hill

1. [Call to Order](#) (00:06)

Interim Chair Maynard called to order the 516th Public Meeting of the Massachusetts Gaming Commission ("Commission"). Roll call attendance was conducted, and three Commissioners were present for the meeting. Interim Chair Maynard noted that Commissioner Nakisha Skinner was absent.

2. [Meeting Minutes](#) (00:40)

Interim Chair Maynard moved that the Commission approve the minutes from the August 4, 2022 public meeting as included in the Commissioners' Packet and discussed here today, subject to any necessary corrections for typographical errors, or any other non-material matters. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

3. [Administrative Update](#) (01:30)

Executive Director Dean Serpa noted that on April 30, 2024, the Commission's annual report for the fiscal year 2023 was finalized and released to the appropriate parties. He added that the Commission was co-sponsoring a conference, which would examine social impacts on sports betting and the changing gambling landscape, and noted that the information for the conference was available on the Commission's website. He further mentioned that the Commissioners received two news reports on the status of the "East of Broadway" project, in which Encore reported that the project was on hold.

4. [Legislative Update](#) (03:42)

a. [Review and follow up to January 2024 Legislative Recommendations Letter](#) (03:51)

Commissioner Hill introduced the updates proposed in the Legislature's budget by the Senate Ways and Means Committee. He noted that the majority of the Commission's budget was not dependent on the annual State Budget process; however, the State allocates payments to cities and towns which host racing facilities. He said that the proposed Senate Ways and Means Committee budget eliminated those allocated payments.

Commissioner Hill described further proposed changes to the budget, *which are found on page 16 of the Commissioners' Packet*. He stated that the proposed cut in funding for the Community Mitigation Fund would result in a loss of \$16.7 million compared to the 2023 fiscal year budget. He added that the Race Horse Development Fund is proposed to be cut by \$6.4 million compared to the 2023 fiscal year. He stated that the overall reductions represented a \$30.5 million cut in funding, but the larger issue was that the proposed cuts were going to be permanent. He recommended that the Commission's staff reach out to the staff in the Senate Ways and Means Committee to discuss the ramifications of the proposed budget language.

Interim Chair Maynard asked whether the differences in the proposed budgets by the House and the Senate initiated a conference between them, which Commissioner Hill confirmed. Interim Chair Maynard and Commissioner O'Brien agreed with the recommendation provided by Commissioner Hill.

Commissioner O'Brien asked if the vote on the issue was necessary. General Counsel Todd Grossman stated that a consensus was sufficient.

b. [Discussion of MGC communication related to the Massachusetts House of Representatives FY25 Budget](#) (12:30)

Commissioner Hill explained the proposed Senate Ways and Means Committee budget lacked language regarding who has jurisdiction over liquor licensing at casinos. He suggested that the

Commission's staff reach out to the staff in the Senate Ways and Means Committee to discuss the Commission's concerns on this topic. Director of the Investigations and Enforcement Bureau ("IEB") Caitlin Monahan stated her belief that the existing process for the oversight and enforcement of alcoholic beverages worked well. She noted that IEB's Gaming Agents worked on site at the three casinos monitoring alcohol-related activity, and they had the tools to deal with noncompliance issues. General Counsel Grossman agreed with Director Monahan and added that there was the possibility of complications with the proposal's language. Commissioner O'Brien agreed with Commissioner Hill's suggestion for further communication on the issue. Interim Chair Maynard and Commissioner Hill welcomed Commissioner O'Brien's involvement on the issue.

Commissioner Hill also noted an issue with the proposed language which dealt with the iLottery. He said that other jurisdictions had concerns regarding the distribution of responsibilities when dealing with the iLottery, by asking "whose lane was whose". He clarified that he had no preference on the decision of the Legislature but preferred further clarity on the language in the proposed budget and the responsibilities of the Commission, if any. He added the suggestion that the Commission's staff reach out to the Legislature and the other parties involved to ensure clarity of language. Interim Chair Maynard and Commissioner O'Brien agreed with Commissioner Hill's suggestion.

Commissioner Hill stated that the Commission's staff would continue to monitor bills which affected the Commission.

5. [Finance](#) (26:00)

a. [FY24 3rd Quarter Budget Update](#) (26:14)

Chief Financial and Accounting Officer Derek Lennon presented the third fiscal year 2024 quarterly budget update which included a change in costs and updated revenue projections for the Gaming Control Fund and the Sports Wagering Control Fund. *A memorandum summarizing these changes and updates is found on pages 43-49 of the Commissioners' Packet.* He noted that the Racing Fund was not mentioned in the memorandum since the initial projections with adjustments from the first quarter were holding true.

b. [FY25 Commissioners Budget Review](#) (32:48)

Chief Administrative Officer to the Chair Grace Robinson presented the fiscal year 2025 Commissioners' Budget which included budget allocations and salaries. *A memorandum and the budget are found on pages 50-53 of the Commissioners' Packet.* She noted that, excluding budget allocations and salaries, the proposed budget was equal to the fiscal year 2024 budget.

Commissioner O'Brien asked if there was any reason to change the conference and travel budget. Finance and Budget Office Manager John Scully stated that he anticipated more travel next year and wanted to keep that part of the budget flat.

Chief Lennon noted that the Finance Division kept most of the budgets flat in the various divisions, with the exception of the Sports Wagering Division due to their recent growth.

6. [Sports Wagering Division](#) (36:52)

a. [Event Catalog Addition Request: Tomorrow's Golf League \(TGL\)](#) (37:09)

Sports Wagering Operations Manager Andrew Steffen presented an event petition from BetMGM, LLC d/b/a BetMGM ("BetMGM") to add Tomorrow's Golf League ("TGL") to the Commission's event catalog. *The petition and the supporting documents are found on pages 54-81 of the Commissioners' Packet.* He stated that the Sports Wagering Division confirmed that all of the requirements were met pursuant to 205 CMR 247.03 and had no reservations to the addition of this league to the event catalog.

Commissioner Hill asked if betting on TGL was in connection with an electronic game. Mr. Steffen stated that the players swing into the screen, which tracked the trajectory of the ball, but the putting area was a physical green. Commissioner Hill asked if it was different from electronic gaming. Mr. Steffen stated that the Sports Wagering Division's understanding was that it was not an Esport. BetMGM's Trading Compliance Analyst Zachary Krause clarified that since the golfers were physically taking the swing and the golfers played physical golf on the green zone area, it did not fall within the Esport realm. He further stated that other jurisdictions accepted it under the golf category rather than Esports.

General Counsel Grossman stated that he did not have a legal opinion on the issue, but either way, the authorization of the league fell under the Commission's overview. Commissioner Hill agreed with the concept of the league but wanted to ensure that legal due diligence was conducted regarding whether TGL was an Esport. Commissioner O'Brien agreed with Commissioner Hill and asked if other jurisdictions questioned the categorization of the league as Esports or sports. Mr. Krause stated that the league was presented as a golf league. Commissioner O'Brien asked the Commission's Legal Division to look into the issue and ensure that the league did not fall under Esports. Interim Chair Maynard stated the need to get more information on the issue before voting at the next meeting.

7. [Community Affairs Division](#) (50:22)

a. [Community Mitigation Fund Applications](#) (50:45)

Chief of Community Affairs Joe Delaney clarified that there were eight Community Mitigation Fund applications in the Commissioners' Packet for review, but only seven were noted on the

agenda. He explained that the application from Medford would be reviewed during the next round of applications.

i. [Cambridge](#) (52:28)

Chief Delaney introduced the Municipal Block Grant application from the City of Cambridge, *a summary of which is found on pages 83-85 of the Commissioners' Packet*. He described the requested waiver from the City of Cambridge regarding transportation construction projects. He said that while the Review team's calculation of subsidies for construction projects was different from the one used by the City of Cambridge, the Review Team still recommended granting the waiver because the recommended grant amount was lower than the Commission's allocation to the City. Chief Delaney described the specific projects proposed by the City of Cambridge for which the team recommended full approval: the Commercial District Marketing Campaign, the e-bikes project, a traffic study, and traffic signal equipment and improvements. He also reviewed the reasons for the recommendation of partial approval with conditions for the project involving increased traffic enforcement and motorcycle purchases. He stated that the Review team recommended only approving the request for police overtime during peak hours and not the purchase of new motorcycles as that is prohibited in the guidelines.

Commissioner O'Brien asked if the cellphone information to be used in the proposed traffic study involved standard third-party data collection methods. Chief Delaney affirmed that the data was fully anonymized and was freely available.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the City of Cambridge in the amount of \$527,800 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and for the reasons described therein and discussed here today; and further, that the Commission staff be authorized to execute grant instruments commemorating these awards in accordance with 205 CMR 153.04, provided this award reflects only a partial approval of the Public Safety portion of this request in the amount of \$47,800 which excludes the purchase of motorcycles. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

ii. [Chelsea](#) (1:02:00)

Chief Delaney introduced the Municipal Block Grant application from the City of Chelsea, *a summary of which is found on pages 86-87 of the Commissioners' Packet*. He described the projects proposed in the application for which the team recommended full funding: the Discovery Chelsea campaign, the Marginal Street corridor study, and a gambling harm reduction

project. He also explained the reasons for the recommendation for partial approval of the City's proposal for police overtime. He stated that approval of overtime traffic patrols was recommended while the City's request for overtime related to opioid-related licensing inspections was not targeted towards a casino-related impact while the City withdrew its request for overtime for human trafficking inspections. The team further recommended that the City apply for new signage next year.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the City of Chelsea in the amount of \$957,300 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and for the reasons described therein and discussed here today; and further, that the Commission staff be authorized to execute a grant instrument commemorating these awards in accordance with 205 CMR 153.04, provided this award reflects only a partial approval of the Public Safety Police Overtime portion of the request in the amount of \$93,400 which excludes opioid related licensing inspections, human trafficking investigations and purchase of a sign board. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

iii. [East Longmeadow](#) (1:09:17)

Chief Delaney introduced the Municipal Block Grant application from the Town of East Longmeadow, *a summary of which is found on pages 88-90 of the Commissioners' Packet*. He described the projects proposed in the application for which the team recommended full funding: a parcel inventory and site readiness assessment relating to the Town's center, a road safety audit, the installation of Rectangular Rapid Flashing Beacons at pedestrian crossings, a sidewalk design project, purchase of radar speed signs, purchase of traffic cameras, and a mutual aid fire pre-plan project. He also explained the reasons for the withdrawal of the City's request for funding to purchase an ADA-compliant van.

Commissioner O'Brien moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the Town of East Longmeadow in the amount of \$292,725 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and discussed here today and for the reasons described therein; and further, that the Commission staff be authorized to execute a grant instrument commemorating the awards in accordance with 205 CMR 153.04, provided that the award does not include the funding for the requested purchase of the ADA-compliant van due to the lack of nexus but is increased for the reasons that were further discussed here today by Chief Delaney.

Interim Chair Maynard asked if the language in the motion relating to the van needed to be removed since that project was withdrawn by the City of Chelsea. Chief Delaney clarified that the information regarding the project in the Commissioners' Packet remained the same even though the project was withdrawn by the City, so the motion language was appropriate to note the monetary adjustment. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

iv. [Ludlow](#) (1:15:55)

Chief Delaney introduced the Municipal Block Grant application from the Town of Ludlow, *a summary of which is found on pages 91-92 of the Commissioners' Packet*. He described the requested waiver from the Town of Ludlow. He noted that waivers were intended to fund significant projects, not routine expenses or amounts that were just over the allocation. He stated that due to the lack of urgency in the requests which would require a waiver, the Review Team did not recommend funding the waiver. He further described the projects proposed in the application and the Review Team's recommendations for funding of said projects: a traffic public safety project to upgrade crosswalks and assist with traffic enforcement, the purchase of vehicle extraction equipment, funding for an active shooter training course for the Fire and Police Departments, and a marketing plan for the Town.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the Town of Ludlow in the amount of \$244,900 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and for the reasons described therein and discussed here today; and further, that the Commission staff be authorized to execute a grant instrument commemorating these awards in accordance with 205 CMR 153.04. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

v. [Malden](#) (1:21:32)

Chief Delaney introduced the Municipal Block Grant application from the City of Malden, *a summary of which is found on pages 93-95 of the Commissioners' Packet*. He described the projects proposed in the application and the recommendation for funding of all of the proposed projects: completion of 25% design improvements to Broadway from the Everett city line to

Melrose city line, data gathering and engineering analysis to address traffic deficiencies on the Main Street corridor, installation of pedestrian signals & detection equipment on Broadway, installation of video traffic signal detectors on Main Street, installation of a high visibility crosswalk and pedestrian flashing signal at Main, Wigglesworth and Judson Streets, a city-wide traffic signal timing inventory and electrical systems survey, purchase of traffic calming devices, and funding for de-escalation training.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the City of Malden in the amount of \$881,600 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and for the reasons described therein and discussed here today and further that the Commission staff be authorized to execute a grant instrument commemorating these awards in accordance with 205 CMR 153.04. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

vi. [Revere](#) (1:26:00)

Chief Delaney introduced the Municipal Block Grant application from the City of Revere, *a summary of which is found on pages 100-102 of the Commissioners' Packet*. He described the reasons for the recommendation to deny the waiver requested by the City of Revere in which the City asked for an additional \$200,000 to account for it not being a designated Surrounding Community. Interim Chair Maynard noted that the City's lack of status as a designated Surrounding Community was discussed before, but their current status did not allow for the allocation of that additional funding requested in the waiver. Chief Delaney described the reasons for full funding of some of the City's proposed projects: a Revere History Museum strategic plan, funding for EMT training, design of the Revere Beach Connector, and funding for administrative costs. He also explained the recommendation for partial funding with conditions of a gambling harm reduction project that took on a holistic approach to reduce the harmful effects of Problematic Gambling, noting that the team did not recommend funding for existing City positions while it did recommend the remainder of funding with a report to be submitted on the specific curriculum or programming proposed. Finally, he explained the lack of a recommendation to provide funding for storefront and signage for small businesses as it violated the Anti-Aid Amendment of the Massachusetts Constitution.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the City of Revere in the amount of \$568,500 for the purposes described in the submitted application and the materials included in the Commissioners' Packet and for the reasons described therein and discussed here today; and further, that the Commission staff be authorized to execute a grant instrument commemorating

these awards in accordance with 205 CMR 153.04, provided that this award shall not include funding for the storefront and signage program as such an award would violate the “Anti-Aid Amendment” principles and shall only include partial funding under the gambling harm reduction category to exclude funding for existing positions within the City. Commissioner O’Brien seconded the motion.

Roll call vote:

Commissioner O’Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

vii. [West Springfield](#) (1:38:34)

Chief Delaney introduced the Municipal Block Grant application from the Town of West Springfield, *a summary of which is found on pages 103-104 of the Commissioners’ Packet*. He described the projects proposed in the application for which funding was recommended: support for the police, fire, EMS and dispatch, funding for fire training specific to hotels, police overtime, police training relating to crisis intervention and de-escalation tactics, and purchase of a radar message sign. He also explained the reasons for the lack of approval for design improvements to the Main Street corridor, noting that casino-related traffic on Main Street accounted for less than 1% of traffic which did not meet the minimum required for such projects.

Commissioner Hill moved that the Commission approve the application for funding from the Community Mitigation Fund submitted by the Town of West Springfield in the amount of \$299,800 for the purposes described in the submitted applications and the materials included in the Commissioners’ Packet and for the reasons described therein and discussed here today; and further, that the Commission staff be authorized to execute a grant instrument commemorating these awards in accordance with 205 CMR 153.04, and provided that this award shall not include funding of the request in the transportation category related to the Complete Streets designs of the Main Street Corridor as there is a lack of a nexus to any casino related impact. Commissioner O’Brien seconded the motion.

Roll call vote:

Commissioner O’Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

8. [Research and Responsible Gaming](#) (1:47:45)

Director of Research and Responsible Gaming Mark Vander Linden introduced the next agenda item: presentation of an evaluation of the GameSense program. He explained that the

GameSense program attempted to engage with gaming patrons to promote player choice and responsible gaming.

Transcriber's notes: The Commission went on a break at [1:57:24](#) and returned at [2:06:56](#).

Interim Chair Maynard announced the return of the Commission. Roll call attendance was conducted, and three Commissioners were present for the meeting.

a. [Presentation of an evaluation of the GameSense Program in Massachusetts Casinos](#) (2:07:38)

Professor of Psychology at Carleton University Dr. Michael Wohl presented the evaluation of the GameSense program and the results, with topics including the GameSense Logic Model, program awareness, the program's target audience, purposes of the program, engagement with the program and recommendations. The study included surveys of regular patrons, those who interacted with GameSense Advisors about responsible gaming, and front-line casino employees. *The presentation on GameSense is found on pages 105-153 of the Commissioners' Packet. Dr. Wohl's full report is also included in the Commissioners' Packet on pages 153-493.*

Commissioner O'Brien showed her appreciation for the presentation and asked when a player took a gaming break by going into the GameSense area, if it was perceived as a helpful outcome rather than a perpetuation of persistence at the table. Dr. Wohl stated that taking breaks from gaming eliminated chasing behaviors and offered a cooldown for the players. He commented that the layout of the GameSense area contributed significantly to the likelihood of the players utilizing them. He recommended that the Commission consider increasing the footprint of GameSense in the casinos to ensure an inviting environment, citing his personal experience at one of the casino's GameSense lobbies.

Commissioner Hill showed his appreciation for the presentation and the GameSense program. Interim Chair Maynard noted the need to incentivize patrons to learn about the program, mentioning a GameSense employee award recipient who brought casino patrons to the GameSense lobby. Director Vander Linden stated his appreciation for the direction of the Commission's work and Dr. Wohl's presentation.

9. [Commissioner Updates](#) (3:25:13)

After inquiry by Interim Chair Maynard, no Commissioner updates were noted.

10. [Other Business](#) (3:25:45)

Hearing no other business, Interim Chair Maynard requested a motion to adjourn.

Commissioner O'Brien moved to adjourn. The motion was seconded by Commissioner Hill.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 3-0.

List of Documents and Other Items Used

1. [Notice of Meeting and Agenda](#) dated May 7, 2024
2. [Commissioners' Packet](#) from the May 9, 2024, meeting (posted on massgaming.com)



Massachusetts Gaming Commission Meeting Minutes

Date/Time: May 23, 2024, 9:00 a.m.

Place: Massachusetts Gaming Commission

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

PARTICIPANT CODE: 112 745 7609

The Commission conducted this public meeting remotely utilizing collaboration technology. The use of this technology was intended to ensure an adequate, alternative means of public access to the Commission's deliberations for any interested member of the public.

Commissioners Present:

Interim Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Bradford Hill
Commissioner Nakisha Skinner

1. [Call to Order](#) (00:08)

Interim Chair Maynard called to order the 518th Public Meeting of the Massachusetts Gaming Commission ("Commission"). Roll call attendance was conducted, and all four Commissioners were present for the meeting.

Interim Chair Maynard took a moment to acknowledge the passing of Agnes Beaulieu, a longtime Commonwealth and Commission employee. Chief Financial and Accounting Officer Derek Lennon and Commissioner O'Brien both expressed their thanks for all of her work in the Finance Division.

2. [Meeting Minutes](#) (2:49)

The December 9, 2022, December 12, 2023 at 10:00 A.M., and December 12, 2023 at 1:30 P.M. public meeting minutes were included in the Commissioners' Packet on pages 5 through 27.

Interim Chair Maynard moved that the Commission approve the minutes from the December 9, 2022, December 12, 2023 at 10:00 A.M., and December 12, 2022 at 1:30 P.M. public meetings as included in the Commissioners' Packet and discussed here today subject to any corrections for typographical or other non-material matters. Commissioner Skinner seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

3. [Legislative Update](#) (4:34)

Commissioner Hill had no updates to share.

4. [Investigations and Enforcement Bureau](#) (4:50)

a. Encore Boston Harbor's Request for Service Registration Exemptions

Licensing Division Chief Kara O'Brien presented a request from Encore Boston Harbor ("EBH") to exempt eight new positions from the service registration requirement in preparation for the opening of Giardino, which will be a new leased outlet. She noted that the restaurant will occupy the space formerly occupied by The Garden Café. *A memorandum regarding EBH's request and copies of the exemption request forms were included in the Commissioners' Packet on pages 28 through 45.* Chief O'Brien stated the Division of Licensing reviewed the request, including the exemption identification forms, job descriptions, and completed licensee certification. She noted that the Commission has previously exempted similar positions and that the Division is requesting a vote on the exemptions.

Commissioner Skinner asked what an exemption identification form was. Chief O'Brien stated that the form states what positions are requested for the exemption.

Commissioner Skinner moved that the Commission approve Encore Boston Harbor's request for service registration exemptions as included in the Commissioners' Packet and discussed here today. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

b. [Review of the IEB's Recommendation of Assessment of a Civil Administrative Penalty Pursuant to 205 CMR 232.02\(2\) regarding noncompliance with permissible sports wagering offerings by Fanatics Betting and Gaming](#) (9:41)

Enforcement Counsel Zachary Mercer presented the IEB's recommendation that the Commission assess a civil administrative penalty in the amount of \$10,000 upon Fanatics Betting and Gaming

(“Fanatics”). Counsel Mercer stated this penalty was due to a noncompliance event occurring between December 5, 2023 and December 6, 2023. He noted that the Commission assigned the matter to the IEB on April 24, 2024. The IEB came to its recommendation to assess a \$10,000 civil administrative penalty upon Fanatics after investigating the incident. Counsel Mercer stated that the IEB was asking the Commission to either vote to accept the IEB’s recommendation or to notice its intent to adopt a separate recommendation following an adjudicatory hearing.

Commissioner O’Brien asked if this recommendation was similar to the penalty imposed by the Commission on Plainridge Park Casino (“PPC”) and EBH. Counsel Mercer stated that was correct. Commissioner O’Brien stated she had no issue accepting the recommendation. Commissioner Hill agreed.

Commissioner O’Brien moved that pursuant to 205 CMR 232.02(3)(a), the Commission adopt the IEB’s recommendation of the issuance of a civil administrative penalty in the amount of \$10,000 for the incident of noncompliance that was set forth and discussed here today with the requirements set forth in G.L. c. 23N, § 3 and 205 CMR 247.01(2)(a)(2). Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O’Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

- c. [Discussion regarding the IEB’s role in adjudicatory hearings related to alleged noncompliance with sports wagering statutes and regulations and determination regarding whether the IEB will proceed as a party or a witness in matters the Commission has decided to move to adjudicatory hearings](#) (16:08)

Director of the Investigations and Enforcement Bureau Caitlin Monahan noted that the matter of the IEB’s role in sports wagering adjudicatory hearings on noncompliance matters was first discussed on April 11, 2024. Director Monahan stated that after that meeting, the Commission asked for additional information and examples of how the IEB would function as a party or a witness. *A memorandum summarizing the matter before the Commission was included in the Commissioners’ Packet on pages 46 through 47.*

Interim Chief Enforcement Counsel Kathleen Kramer elaborated on three matters in which the Commission decided to hold adjudicatory hearings and asked the Commission for their determination on which role the IEB would take in each one. A conversation ensued over whether the IEB should function as a party or a witness. Commissioner Skinner stated that she understood the efficiencies of the IEB serving as a party. However, she noted that she does not want to further complicate the hearings.

Commissioner O'Brien stated that she would like the IEB to serve as a party. She added that in all three of the matters reviewed by Interim Chief Enforcement Counsel Kramer, she wanted the IEB to serve as a party and to come back to the Commission with a full investigation.

Commissioner Hill stated he was leaning towards agreement with Commissioner O'Brien. Interim Chair Maynard stated that the Commission can be just as active in the process with the IEB serving as a party.

Commissioner O'Brien moved that the Commission approve the IEB to act as a party in the noncompliance matters as follows:

1. Involving DraftKings, 2023-SWN-006 as included in the Commissioners' Packet and discussed here today;
2. Involving BetMGM, 2023-SWN-013 as included in the Commissioners' Packet and discussed here today; and
3. Involving BetMGM, 2023-SWN-012 as included in the Commissioners' Packet and discussed here today.

Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

While Commissioner Skinner voted with the majority, she stated that she saw an inconsistency in how the Commission has reviewed these matters so far.

- d. [Discussion regarding the financial suitability investigation process for sports wagering operator and vendor licenses, including the use of outside entities to assist in said investigations](#) (31:24)

Director Monahan stated that discussion of the matter relating to the financial suitability investigation process would disclose information materials that would probably prejudice the possibility of effective law enforcement and that would not be in the public interest. Therefore, she stated that the IEB was requesting to enter an executive session.

Interim Chair Maynard stated the Commission would meet in executive session in accordance with G.L. c.30A, §21(a)(7) and G.L. c. 4, §7(26)(f) to discuss investigatory materials related to the financial suitability investigation process for sports wagering operator and vendor licenses, necessarily compiled out of the public view by the IEB the disclosure of which materials would probably so prejudice the possibility of effective law enforcement that such disclosure would not be in the public interest.

Commissioner O'Brien moved that the Commission go into executive session on the matter for the reasons just stated by the Interim Chair. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

- e. [Discussion regarding collective bargaining of the SEIU Local 888 Agreement](#)
(2:09:37)

The Commission reconvened after the executive session and a short break. All four Commissioners were present.

Interim Chair Maynard stated the Commission would meet in executive session in accordance with G.L. c.30A, §21(a)(3) to discuss strategy with respect to collective bargaining of the SEIU Local 888 Agreement, as discussion at an open meeting may have a detrimental effect on the bargaining position of the Commission.

Commissioner Hill moved that the Commission go into executive session on the matter for the reasons just stated by the Interim Chair. Commissioner Skinner seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

5. [Legal](#) (2:13:17)

- a. Review and Approval of Amendments to Mutual Online Access Agreement between Wynn Resorts, Limited and Caesars Interactive Entertainment, LLC in accordance with 205 CMR 230

Deputy General Counsel Carrie Torrisi explained the background of the matter before the Commission in regard to the review and approval of amendments to the Mutual Online Access Agreement between Wynn Resorts, Limited and Caesars Interactive Entertainment, LLC.

Interim Chair Maynard stated the Commission would meet in executive session in accordance with G.L. c. 30A, § 21(a)(7) and G.L. c. 23N, § 6(i) to consider information provided in the course of an application for an operator license that constitutes trade secrets or competitively sensitive information and which, if disclosed publicly, would place the applicant at a competitive disadvantage.

Commissioner Skinner moved that the Commission go into executive session on the matter for the reasons just stated by the Interim Chair. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

Transcriber's note: The Commission entered executive session on the above two agenda items and reconvened in the public meeting at [2:36:26](#).

The Commission reconvened after the two executive sessions. Roll call was taken, and all four commissioners were present.

Commissioner Hill moved that the Commission approve the amendments to the Mutual Online Access Agreement between Wynn Resorts, Limited and Caesars Interactive Entertainment, LLC as provided to the Commissioners and discussed in executive session. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

- b. [205 CMR 238.12: Reserve Requirement - Regulation and Amended Small Business Impact Statement for final review and possible adoption](#) (2:38:07)

Deputy General Counsel Torrisi presented the amendment to 205 CMR 238.12 and an Amended Small Business Impact Statement, *both of which were included in the Commissioners' Packet on pages 48 through 52*. She stated that on March 14, 2024, the Commission voted to approve the amendments and to begin the regulation promulgation process. She noted that on May 7, 2024, a public hearing was held, and no verbal or written comments were received. Deputy General Counsel Torrisi stated that the amendments related to sports wagering operator's letters of credit.

Commissioner Skinner moved that the Commission approve the Amended Small Business Impact Statement and the draft of 205 CMR 238.12 as included in the Commissioners' Packet and discussed here today and further that staff be authorized to take the steps necessary to file the required documentation with the Secretary of the Commonwealth to finalize the regulation promulgation process. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.

6. [Community Affairs Division](#) (2:40:50)

a. Review of Impacted Live Entertainment Venue (ILEV) Process

Chief of the Community Affairs Division Joe Delaney discussed the background of the Impacted Live Entertainment Venue (“ILEV”) process, elaborating on the different regulatory frameworks. Chief Delaney stated that all licensees have an ILEV agreement with the Massachusetts Performing Arts Coalition, which represents nonprofit or municipally owned entertainment venues. He added that the Division now requires licensees to report on the status of their ILEV agreements and recommended that the Massachusetts Performing Arts Coalition also report on the status of the ILEV agreements.

Interim Chair Maynard stated that he would welcome hearing what the other side has to say.

b. [Community Mitigation Fund Applications](#) (2:47:04)

I. Attleboro

Chief Delaney stated that the Town of Attleboro has requested \$60,700 to make improvements to a bridge and handicap ramp. He noted that the Division recommends not awarding this grant due to being unable to discern the impact associated with the casino that this project is intended to address. He added that this project is roughly 6.5 miles south of PPC and a block off Route 152, which carries some casino-related traffic and has increased bicycle and pedestrian conflicts. However, Chief Delaney stated that the project does not address the specific impact of the casino and therefore he does not recommend the grant be funded. *A summary of the Town of Attleboro’s application was included in the Commissioners’ Packet on page 77.*

Commissioner Hill moved that the Commission deny the Municipal Block Grant Application of Attleboro for \$60,700 for the reasons set forth in the Commissioners’ Packet and discussed here today. Commissioner O’Brien seconded the motion.

Roll call vote:
Commissioner O’Brien: Aye.
Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.

II. [Chicopee](#) (2:51:00)

Program Manager Lily Wallace stated that the proposed allocation from the Community Mitigation Fund for the City of Chicopee is \$341,000. She stated that the review team is recommending that the full amount be given to the City and spread across the three different projects requested: a virtual police training program, the second phase of the Chicopee streetscapes improvement project, and the ValleyBike bikeshare relaunch. *A summary of the City of Chicopee's application was included in the Commissioners' Packet on pages 78 and 79.*

Commissioner Hill moved that the Commission approve the Municipal Block Grant Application of Chicopee for \$341,000 for the reasons set forth in the Commissioners' Packet and discussed here today and further move that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

III. [Mansfield](#) (2:52:03)

Ms. Wallace stated that the Town of Mansfield's proposed allocation from the Community Mitigation Fund was \$63,000 but that the review team recommended a grant of \$54,200 instead. She stated that funds would go towards a pilot program for police overtime at hotels near to PPC and would require the submission of quarterly reports on the methodologies used. *A summary of the Town of Mansfield's application was included in the Commissioners' Packet on page 80.*

Commissioner O'Brien noted that this project would be a great use of the grant money as well as it would provide the Commission with information regarding law enforcement for future situations.

Commissioner Hill asked for clarification regarding why the team was recommending a decrease in the original grant amount proposed. Chief Delaney stated that Mansfield did not request the full amount of the grant.

Interim Chair Maynard stated that since PPC has no hotel connected, this would be a good addition to the area in terms of safety. Commissioner Skinner shared the same sentiment.

Commissioner Skinner moved that the Commission approve the Municipal Block Grant Application of Mansfield for \$54,200 for the reasons set forth in the Commissioners' Packet and discussed here today and further move that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.

IV. [Medford](#) (2:57:00)

Ms. Wallace stated that the City of Medford's proposed allocation from the Community Mitigation Fund was \$1,048,400. She explained the projects proposed by the City were the following: a wayfinding project, a community planning study around Wellington Circle, a Salem Street transportation study, purchase of public safety electric vehicle equipment, a de-escalation and use of force training, and implicit bias training. She noted that the Division was not recommending funding for the state police radio system. She continued by stating the review team was recommending funding for an impact assessment on young adults. She added that they were recommending funding for the Chevalier Theater for digital theater signage and an LED light conversion inside their building. *A summary of the City of Medford's application was included in the Commissioners' Packet on pages 81 through 84.*

Commissioner O'Brien moved that the Commission approve the Municipal Block Grant Application of Medford for \$1,027,300 for the reasons set forth in the Commissioners' Packet and discussed here today and further move that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04. Commissioner Hill seconded the motion.

Roll call vote:
Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.

V. [Melrose](#) (3:03:44)

Chief Delaney stated the allocation amount established for the City of Melrose from the Community Mitigation Fund was \$200,000, and the City requested the full amount. However, he stated the review team was only recommending a grant of \$65,500. He noted they were not recommending funding for improvements to Memorial Hall due to lack of a nexus to a casino-related impact but that they did recommend funding for a retail popup during the holiday season, gambling harm reduction for youth and adults study, a council on aging initiative, and partial funding for automatic external defibrillator ("AED") purchases. *A summary of the City of Melrose's application was included in the Commissioners' Packet on pages 85 through 87.*

Commissioner Hill stated that he was a fan of the AEDs and asked if there was any indication that the funding for these was connected to the casino. Chief Delaney stated that the connection

to the casino was related to an increase in people in town and that the greatest likelihood of encountering these individuals was through the police department, not through public schools.

Commissioner Hill moved that the Commission approve the Municipal Block Grant Application of Melrose for \$65,500 for the reasons set forth in the Commissioners' Packet and discussed here today, and further, that Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04; provided further that this award shall not include funding for the Memorial Hall renovations as there is a lack of nexus to any casino related impact. This award also shall not include full funding for the purchase installation and training of automatic external defibrillators as there was a partial lack of nexus to a casino-related impact, and police already receive annual training on AEDs. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

VI. [Revere \(Amendment\)](#) (3:13:33)

Chief Delaney stated that an amendment was requested in connection with the City of Revere's application for funding in relation to a public safety project for vehicular extraction equipment. He stated that the allocation was for the purchase of vehicular extraction equipment on routes that carry casino traffic. He noted that the team was recommending this allocation and is asking the Commissioners to revise the previously recommended amount for the entire grant rather than for just this project. *A summary of the City of Revere's application was included in the Commissioners' Packet on pages 88 through 90.*

Commissioner Skinner asked if it was appropriate for her to vote on this matter given she was not present at the meeting where the grant was approved. General Counsel Todd Grossman stated she can vote on the matter if she felt informed on the topic.

Commissioner O'Brien moved that the Commission amend the Municipal Block Grant Application for the City of Revere for \$568,500 as voted at the public meeting on April 9, 2024 to a new total of \$620,500 for the reasons set forth in the Commissioners' Packet and further discussed here today and further move that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04; provided that this award shall not include funding for the storefront signage program as such an award would violate anti-aid amendment principles and shall only include partial funding under the gambling harm reduction category excluding funding for existing positions within the City. Commissioner Skinner seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.

VII. [Somerville](#) (3:16:46)

Chief Delaney stated that the City of Somerville was requesting a waiver for the Middlesex Avenue and Mystic Avenue transportation construction project which was estimated at around \$970,000. He noted that after calculating the subsidy under the guidelines, the maximum grant that would be allowed is \$466,895 but that the applicant is asking for \$579,500, which increases the project subsidy from 47 percent to 59 percent. Chief Delaney added that Somerville emphasized that this was an important project, and therefore, they needed additional funds. However, he stated that the City would proceed with the project even without the waiver. Chief Delaney indicated that his team was not recommending the waiver although there would be money available within the grant if the Commission wanted to approve the waiver.

Commissioner Hill asked whether they could potentially come back to the matter on a later date if they were to deny the waiver. Chief Delaney stated that usually the decision is final, and it would make more sense for Somerville to apply for additional funds during another grant round. Commissioner O'Brien said that in the past, the Commission has deferred full adjudication of applications.

Commissioner Skinner stated that this project will occur over several years, and if the Commission denied the waiver, the City could submit another application in the future. Interim Chair Maynard stated that right now, the Commission has the available funds and that may not be certain in the future. He added that since the project was worthwhile, he was interested in approving the waiver, but he will vote alongside the other Commissioners. Commissioner Skinner shared she was worried about creating a precedent.

Chief Delaney clarified that the Commission has approved similar waiver requests before. He stated that Somerville's argument was not particularly compelling, but a situation like this was not unprecedented.

A discussion continued about how to proceed with the waiver. Commissioner Hill stated he would be inclined to grant the waiver after the discussion. Commissioner O'Brien stated that if the majority was leaning towards granting the waiver, she would vote to approve it as well.

Commissioner Skinner moved that the Commission approve the waiver on the Middlesex Ave. and Mystic Ave. construction project as requested by the City of Somerville and discussed here today. Commissioner Hill seconded the motion.

Roll call vote:
Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Skinner: Aye.

*Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.*

Chief Delaney reviewed the remainder of Somerville's proposed projects, *a summary of which was included in the Commissioners' Packet on pages 91 through 93*. He stated that the next project proposed by Somerville was a community planning project for a transit pass pilot program in the amount of \$215,000. He added his team was recommending full funding of this with a few conditions to ensure these MBTA passes went towards just hospitality-related businesses. He stated that the next item was another community planning project for an outdoor dining fund but that the team was not recommending approval of this grant. Chief Delaney continued with the next item, a hot meal voucher program, that would provide vouchers to eligible individuals to go to restaurants in East Somerville. He noted that they were not recommending approval of this project. Chief Delaney stated the next item was a public safety application for traffic signal preemption equipment for emergency services. He added that since this would improve response times in East Somerville, his team was recommending approval of this item. Chief Delaney stated the last item was the Middlesex Ave. Mystic Ave. project which was previously discussed.

Commissioner Skinner asked if there was any concern about the passes included in the transit pass pilot program being given to employees of private establishments. Deputy General Counsel Torrisi explained that the primary benefit of the funding can't be to a private entity but that doesn't necessarily mean that said private entity can't receive some benefit.

Commissioner Skinner moved that the Commission approve the Municipal Block Grant Application of Somerville for \$959,500 for the reasons set forth in the Commissioners' Packet and as discussed here today and further move that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04; provided that this award shall not include funding for the outdoor dining fund or the hot meal voucher program as such awards would violate anti-aid amendment principles. Further, the funding of the transit pass pilot program shall include conditions requiring documentation demonstrating that passes are provided only to hospitality employees. Commissioner Hill seconded the motion.

*Roll call vote:
Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Skinner: Aye.
Interim Chair Maynard: Aye.
The motion passed unanimously, 4-0.*

VIII. [Wilbraham](#) (3:41:16)

Chief Delaney stated that the City of Wilbraham's allocation from the Community Mitigation Fund was \$313,800, and the City requested the full amount. He noted that they were recommending an amount slightly lower than that. Chief Delaney stated that the first project was a transportation planning item to conduct design work at the Springfield Street and Stony Road

intersection, and the second item was for police equipment. He noted that they were recommending funding for both items. Chief Delaney stated they were not recommending a multi-lens closed circuit television camera for the main transmitter site as there was no connection established to the casino. He noted this would bring the amount recommended down to \$309,100. *A summary of the City of Wilbraham's application was included in the Commissioners' Packet on page 94.*

Commissioner Hill moved that the Commission approve the Municipal Block Grant Application of Wilbraham for \$309,100 for the reasons set forth in the Commissioners' Packet and as discussed here today and further that the Commission staff be authorized to execute all necessary grant instruments commemorating this award in accordance with 205 CMR 153.04; provided that this award only include partial funding of the request for police equipment as there is a lack of nexus to any casino related impact for all of the requested equipment. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

Commissioner Skinner stated that in the past, the Commission has had the benefit of hearing from the casino licensees on each of these projects, and she would like that piece to be reinserted into this process in the future. Chief Delaney stated they could certainly revisit this as part of their policy questions.

7. [Sports Wagering Division](#) (3:56:14)

The Commission reconvened after a short break. Roll call was taken, and all four Commissioners were present.

a. Update regarding Operators' status complying with 205 CMR 257: Data Privacy

Sports Wagering Business Manager Crystal Beauchemin stated that everything was looking good in regard to the operators' compliance with the requirements of 205 CMR 257 and that there have been two opportunities to review the progress of this matter. *A memorandum regarding operator compliance was included in the Commissioners' Packet on pages 95 to 96.* She stated that most recently, the Division asked if any operators were going to seek waivers to extend beyond the current deadline for compliance. She noted that as of right now, none of the operators have expressed they will need a waiver. Ms. Beauchemin stated that they will be working with Gaming Labs International on reviewing how they can receive reporting or certification on compliance with 205 CMR 257. However, she added that there were two operators who have expressed the desire to request approval from the Commission to protect confidential information and personally identifiable information in a manner beyond that specified by regulation. She

noted she has received one of the operator's plans and anticipates they will need an executive session in the future to review this matter.

b. [Request for approval of AccessIT Group, Inc. as Qualified Independent Technical Expert in accordance with 205 CMR 243.01\(1\)\(x\)](#) (4:00:53)

Gaming Technical Compliance Manager Cristian Taveras stated that on April 30, 2024, the Commission determined that AccessIT did not meet the five years of experience required by 205 CMR 243.01(1)(x)(2)(c) to be qualified as an Independent Technical Expert and that they may request a waiver if desired. He stated that AccessIT has submitted a waiver, and after review, the Division recommends approval. *A memorandum and copy of AccessIT's waiver request were included in the Commissioners' Packet on pages 97 through 99.*

Mark Spencer from AccessIT provided background on the company.

A conversation ensued about this matter and the requirement in 205 CMR 234.01(x)(2c) to have five years of experience to be qualified as an Independent Technical Expert.

Commissioner O'Brien moved that in accordance with 205 CMR 202.03(2), the Commission issue a waiver to AccessIT Group, Inc. from the requirements outlined in 205 CMR 234.01(1)(x)(2)(c) as granting the waiver meets requirements specified in 205 CMR 102.03(4) and is consistent with the purposes of G.L. c. 23N. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

Commissioner O'Brien moved the Commission approve AccessIT Group, Inc. as a Qualified Independent Technical Expert in accordance 205 CMR 243.01(1)(x)(2) as included in the Commissioners' Packet and discussed here today. Commissioner Skinner seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

8. [Research and Responsible Gaming](#) (4:21:19)

a. Presentation of report, "Assessment of Job Quality at Massachusetts Casinos, 2022"

Director of Research and Responsible Gaming Mark Vander Linden, SEIGMA Principal Investigators Dr. Rachel Volberg and Mark Melnik, and Senior Research Analyst Thomas Peake presented the report, “*Assessment of Job Quality at Massachusetts Casinos, 2022.*” The presentation included important topics: Project Background, Assessment of Job Quality at Massachusetts Casinos, Data Collection, Workforce Composition, Casino Job Quality, and Next Steps. *The full Assessment of Job Quality at Massachusetts Casinos presentation and report were included in the Commissioners’ Packet on pages 104 through 176.*

Commissioner O’Brien asked if, when looking at the turnover rates in different casino positions based on salary, the researchers viewed them in terms of management versus not management and shift worker versus not shift worker. Mr. Peake stated that they looked at turnover rates by department. Director Vander Linden stated that this information was included in the final report and that they could send over the specific information to Commissioner O’Brien.

Interim Chair Maynard stated he saw a lot of good news in the report as well as opportunities to improve.

9. [Commissioner Updates](#) (4:59:15)

Interim Chair Maynard asked Commissioner O’Brien to discuss the Commission’s conference held last week on “Using Research to Rewrite the Playbook”. Commissioner O’Brien stated she was impressed with the content, and the presentations were valuable. Commissioner Skinner shared that it was an excellent conference.

Director Vander Linden stated that it was very successful, especially in highlighting the current and relevant issues they were facing in the gaming industry. He added it was great to see operators, legislators, community advocates, and service providers share their perspectives.

10. [Other Business](#) (5:06:35)

Hearing no other business, Interim Chair Maynard requested a motion to adjourn.

Commissioner O’Brien moved to adjourn. The motion was seconded by Commissioner Hill.

Roll call vote:

Commissioner O’Brien: Aye.

Commissioner Hill: Aye.

Commissioner Skinner: Aye.

Interim Chair Maynard: Aye.

The motion passed unanimously, 4-0.

List of Documents and Other Items Used

1. [Revised Notice of Meeting and Agenda](#) dated May 21, 2024
2. [Commissioners’ Packet](#) from the May 23, 2024 meeting (posted on massgaming.com)



Massachusetts Gaming Commission

Meeting Minutes

Date/Time: September 09, 2025, 10:00 a.m.
Place: Massachusetts Gaming Commission

VIA CONFERENCE CALL NUMBER: 1-646-741-5292
PARTICIPANT CODE: 112 000 6955

The Commission conducted this public meeting remotely utilizing collaboration technology. The use of this technology was intended to ensure an adequate, alternative means of public access to the Commission's deliberations for any interested member of the public.

Committee Members Present:

Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Bradford Hill
Commissioner Paul Brodeur

1. Call to Order ([0:02](#))

Chair Maynard called to order the 563rd Public Meeting of the Massachusetts Gaming Commission ("Commission"). Roll call attendance was conducted, and four Commission members were present for the meeting.

2. Sports Wagering Division ([0:28](#))

a. Presentation of Sports Wagering Operators Q2 Quarterly reports

I. Bally's ([0:53](#))

Director of North American Interactive Kim McAllister, VP of Talent, Learning and Development Jenn Reagan, VP of Global Procurement Colin Bailey, and Director of Gaming Finance Frank Mosconi presented Bally's Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Workforce/Workforce Diversity, Workforce Development, Vendor/Supplier Spend/Supplier Diversity, Compliance, Responsible Gaming, Customer Satisfaction, Responsible Gaming Outreach and Community Impact, and Responsible Gaming Tool Stats. *Bally's quarterly report presentation is included in the Commissioners' Packet on pages 5 through 17.*

Commissioner Brodeur asked how outreach was conducted in regard to the player satisfaction survey. Mr. Mosconi stated that a 10-question survey was sent to users who had a responsible gaming interaction.

II. BetMGM ([18:41](#))

Director of Licensing Josh Wyseman, Director of Responsible Gambling Richard Taylor, and Senior Director of DEI Jazmine Polite presented BetMGM's Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Vendor Utility, Human Resources, Resource Diversity, Strategy Update, Compliance, Responsible Gambling, and Community, Outreach and Charitable Impacts. *BetMGM's quarterly report presentation is included in the Commissioners' Packet on pages 18 through 38.*

III. Caesars Sportsbook ([38:12](#))

Digital Compliance Manager Curtis Lane Jr., Director of Diversity, Equity and Inclusion Greg Shinbur, SVP of Corporate Social Responsibility and Internal Communications Kiersten Flint, Responsible Gaming Program Director Carolene Layugan, and VP of Procurement David Schulte presented Caesars Sportsbook's Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Workforce/Workforce Diversity, Vendor Spend, Compliance, Responsible Gaming, and Lottery Engagement. *Caesars Sportsbook's quarterly report presentation is included in the Commissioners' Packet on pages 39 through 53.*

Ms. Layugan provided information to follow up on an inquiry from Commissioner O'Brien during Caesars' Q1 2025 report on the ratio of emails delivered to opened in connection with responsible gaming information sent. Commissioner O'Brien asked if Caesars drew any inferences from the data shared on the follow-up to her request. Ms. Layugan stated they are looking to see how they can use the data to increase engagement with their online community.

IV. DraftKings ([57:23](#))

Sr. Director of Regulatory Operations Jake List, VP of Inclusion Equity and Belonging Cristina Ackas, Senior Manager of Responsible Gaming Julie Hynes, Director of Communications Jared Hess, and Senior Director of AML Operations Curtis Zapf presented DraftKings' Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Workforce and Workforce Diversity, Vendor/Supplier Spend and Supplier Diversity, Compliance, Responsible Gaming, and Community, Outreach and Charitable Impacts. *DraftKings' quarterly report presentation is included in the Commissioners' Packet on pages 54 through 79.*

V. Fanatics Betting and Gaming ([1:15:22](#))

Senior Regulatory Counsel Michael Levine, Senior Director of People Operations Stephanie Althouse, and Responsible Gaming Sr. Manager Anthony D'Angelo presented Fanatics Betting and Gaming's Sports Wagering Quarterly Report for Q2 with the following topics: Revenue, Workforce/Workforce Diversity: Metrics, Goals & Initiatives, Events, Vendor: Diverse and

Massachusetts – Specific Spend, Responsible Gaming: Underage Report Metrics, VSE Metrics, RG Tool Usage in MA, and Community/Outreach/Charitable Impacts. *Fanatics Betting and Gaming’s quarterly report presentation is included in the Commissioners’ Packet on pages 80 through 91.*

Mr. D’Angelo noted during the presentation that Fanatics will provide an update in Q3 on a partnership that was signed with Neccton. He stated they will be releasing a responsible gaming risk model built around AI and business intelligence that will help them flag issues to proactively reach out to customers and intervene when needed.

Transcriber’s note: Chair Maynard requested a 5-minute break. The public meeting resumed at approximately [1:33:50](#). Roll call attendance was taken, and all five Commissioners were present.

VI. FanDuel ([1:34:28](#))

VP of Regulatory Richard Cooper, VP of Community Impact Keita Young, Vice President of Inclusion JJ Jelks, and Responsible Gaming Senior Manager Cameron Zuckert presented FanDuel’s Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Compliance, Responsible Gaming, Community Impact, Supplier Relations, FanDuel Inclusion Principles in Action, Updated Initiatives, and Workforce Diversity: Metrics. *FanDuel’s quarterly report presentation is included in the Commissioners’ Packet on pages 92 through 107.*

VII. Penn Sports Interactive ([2:04:04](#))

Director of Regulatory Compliance Amanda Gaffney presented Penn Sports Interactive’s Sports Wagering Quarterly Report for Q2 2025 with the following topics: Revenue, Workforce Diversity, Vendor/Supplier Diversity, Compliance, Responsible Gaming, Lottery, and Community, Outreach and Charitable Impacts. *Penn Sports Interactive’s quarterly report presentation is included in the Commissioners’ Packet on pages 108 through 122.*

3. Commissioner Updates ([2:09:10](#))

There were no Commissioner updates noted.

4. Other Business ([2:09:13](#))

Hearing no other business, Chair Maynard requested a motion to adjourn.

Commissioner Hill moved to adjourn. The motion was seconded by Commissioner Brodeur.

Roll call vote:

<i>Commissioner O’Brien:</i>	<i>Aye.</i>
<i>Commissioner Hill:</i>	<i>Aye.</i>
<i>Commissioner Skinner:</i>	<i>Aye.</i>
<i>Commissioner Brodeur:</i>	<i>Aye.</i>

Chair Maynard: *Aye.*
The motion passed unanimously, 5-0.

List of Documents and Other Items Used

1. [Notice of Meeting and Agenda](#) dated September 5, 2025
2. [Commissioners' Packet](#) from the September 9, 2025 meeting (posted on massgaming.com)



Massachusetts Gaming Commission Meeting Minutes

Date/Time: September 11, 2025, 10:00 a.m.
Place: Massachusetts Gaming Commission
VIA CONFERENCE CALL NUMBER: 1-646-741-5292
PARTICIPANT CODE: 112 112 3711

The Commission conducted this public meeting remotely utilizing collaboration technology. Use of this technology was intended to ensure an adequate, alternative means of public access to the Commission's deliberations for any interested member of the public.

Commissioners Present:

Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Bradford Hill
Commissioner Paul Brodeur

1. [Call to Order](#) (00:00)

Chair Maynard called to order the 564th Public Meeting of the Massachusetts Gaming Commission ("Commission"). Roll call attendance was conducted, and four Commissioners were present for the meeting.

2. [Meeting Minutes](#) (00:40)

The minutes from the January 31, 2024, May 21, 2024, August 15, 2024, July 22, 2025, and August 14, 2025 public meetings were included in the Commissioners' Packet on pages 3 through 45.

Commissioner Brodeur moved that the Commission approve the minutes from the following public meetings, as included in the Commissioners' Packet, subject to necessary corrections for typographical errors or other non-material matters: January 31, 2024, May 21, 2024, and August 15, 2024. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Brodeur: Abstain.
Chair Maynard: Aye.
The motion passed, 3-0 with one abstention.

Commissioner Brodeur moved that the Commission approve the minutes from the following public meetings, as included in the Commissioners' Packet subject to necessary corrections for typographical errors or other non-material matters: July 22, 2025, and August 14, 2025. Commissioner O'Brien seconded the motion.

Roll call vote:
Commissioner O'Brien: Aye.
Commissioner Hill: Aye.
Commissioner Brodeur: Aye.
Chair Maynard: Aye.
The motion passed unanimously, 4-0.

3. Legal (02:40)

a. 205 CMR 115.04: Phase 1 and new qualifier suitability determination, standards, and procedures – Discussion and Review of Regulation Amendments and Amended Small Business Impact Statement for final adoption by Commission (02:50)

Staff Attorney Autumn Birarelli presented the proposed amendments to 205 CMR 115.04 and the associated Amended Small Business Impact Statement relative to new qualifier suitability determinations. *The Amended Small Business Impact Statement and proposed draft of 205 CMR 115.04 were included in the Commissioners' Packet on pages 46 through 52.*

Commissioner O'Brien noted that when this regulation was brought forward during the July 15, 2025 public meeting, there was a conversation regarding whether the proposed language would strip discretion away from the Commission. Attorney Birarelli stated that the Legal Division had discussed the issue and decided to keep the language as is. She stated that there would not be a loss of discretion in how the Commission approaches new qualifier proceedings. Interim General Counsel Justin Stempeck stated that he agreed with Attorney Birarelli's assessment and noted that holding adjudicatory hearings for new qualifier suitability proceedings allowed the Commission discretion than the Commission would have in a public hearing. Chair Maynard stated that he was satisfied with the amended language.

Commissioner O'Brien moved that the Commission approve the Amended Small Business Impact Statement and the draft of 205 CMR 115.00, specifically 205 CMR 115.04, as included in the Commissioners' Packet and discussed here today, and further that staff be authorized to take the steps necessary to file the required documentation with the Secretary of the Commonwealth to finalize the regulation promulgation process. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Brodeur: Aye.

Chair Maynard: Aye.

The motion passed unanimously, 4-0.

4. Racing (08:15)

- a. Plainridge Park Request to Reschedule the Cancelled Racing Days of June 24 and July 29, 2025, to September 26 and November 26, 2025

Director of Racing and Chief Veterinarian Alex Lightbown presented Plainridge Park Casino's ("PPC") request to reschedule cancelled racing days. *PPC's request to reschedule the cancelled racing days was included in the Commissioners' Packet on pages 53 through 54.* Director Lightbown noted that the racing days were canceled due to heat and humidity.

Director Lightbown noted that the memorandum in the Commissioners' Packet had the wrong dates, and that the proposed new race dates were September 26, 2025 and November 26, 2025. She stated that the Racing Division recommended that the Commission approve PPC's request.

Chair Maynard noted that November 26, 2025 was late in the year and asked when the last race day was. Director Lightbown stated that the last race day was November 28, 2025.

Commissioner Hill moved that the Commission approve Plainridge Park Casino's request to reschedule the racing days previously scheduled for June 24, 2025 and July 29, 2025 to September 26 and November 26, 2025, as included in the Commissioners' Packet and discussed here today. Commissioner Brodeur seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Brodeur: Aye.

Chair Maynard: Aye.

The motion passed unanimously, 5-0.

5. Sports Wagering Division (11:03)

- a. Event Catalog Update – Removal of Chinese Football Association

Compliance and Operations Manager Tom Lam presented a proposed sports wagering event catalog update to remove the Chinese Football Association. *A memorandum regarding the event catalog update was included in the Commissioners' Packet on pages 55 through 60.*

Manager Lam explained that wagering on the Chinese Football Association was suspended by the Commission in September 2024, and the Sports Wagering Division's independent

investigation into the league concluded in May 2025. He stated that the investigation confirmed that there were vast integrity concerns and that the Sports Wagering Division recommended permanent removal of the Chinese Football Association from the event catalog.

Commissioner Brodeur moved that the Commission amend the Official Catalog of Events and Wagers to remove the Chinese Football Association, including but not limited to, all tiers of its men's and women's Chinese leagues, Chinese FA Cup and the Chinese National Team, as included in the Commissioners' Packet and discussed here today. Commissioner O'Brien seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Brodeur: Aye.

Chair Maynard: Aye.

The motion passed unanimously, 4-0.

6. Community Affairs Division (13:38)

a. Discussion regarding FY2027 Community Mitigation Fund

Chief of the Community Affairs Division Joe Delaney explained that the Community Mitigation Fund had about \$5 million to distribute for FY2027, which was approximately 25% of the funding distributed for FY2026. He stated that the Community Affairs Division was seeking guidance from the Commission on how to distribute the funds now that there would be a significant reduction in grant amounts before drafting the Community Mitigation Fund guidelines for FY27.

Chief Delaney explained that in previous years, 66% of funds went to Region A, 30% of funds went to Region B, and 4% of funds went to the Category Two area. He stated that if those percentages were used for FY27, \$3.3 million would be allocated to Region A, \$1.5 million would be allocated to Region B, and \$200,000 would be allocated to the Category Two area. He stated that the Community Affairs Division was considering moving forward with the same percentages for FY27.

Commissioner O'Brien stated that she would prefer that the Commission indicate its priorities for funding but not block anyone who is otherwise eligible for funding from applying.

Commissioner Hill stated that he felt strongly that the Community Mitigation Fund should be administered and distributed the way it had been in the past using the block grant formula.

Commissioner Brodeur stated that this was an exercise in setting expectations and that there would likely not be funding for every project. He stated that the Commission would have to determine what factors to consider in order to determine the highest and best use of the funds.

Chair Maynard stated that he wanted to set expectations that there was less funding available. He expressed support for moving forward with the same guidelines for FY27 but that the guidelines

would be reviewed going forward should funding return for the Community Mitigation Fund in future years. He stated that he wanted the Commission to consider the best projects and reserve the ability to reject some projects.

The Commission reached a consensus to use the Community Mitigation Fund distribution percentages established in FY26 for FY27.

Chief Delaney asked if the Commission wanted to keep the split of funds between regional agencies and municipalities at the same percentages as in FY26. Commissioner Hill replied that he envisioned the percentages remaining the same.

Commissioner Brodeur suggested that the language in the guidelines read as follows: “The Commission anticipates allocating funds in this fashion.” This language would allow the Commission discretion in how and where it awards funds should circumstances warrant it. Chief Delaney explained that language could be included in the Community Mitigation Fund guidelines that explains that any awards are at the discretion of the Commission.

The Commission reached a consensus to use the same percentage of funds split between the municipalities and regional agencies from FY26 in FY27. Chief Delaney stated that applying the same percentages would allocate \$363,000 for regional agencies in Region A, \$390,000 for agencies in Region B, and \$66,000 in the Category 2 area. He noted that they could split the difference in Regions A and B, giving them both \$375,000 for regional agencies.

Chief Delaney asked if the Commission wanted to make changes to municipal eligibility. He noted that the Local Casino Mitigation Advisory Committee (“LCMAC”) for Region A expressed an interest in eliminating communities from eligibility but that the LCMAC for Region B did not. Commissioner Hill stated that he did not want to change municipal eligibility or agency eligibility. Chair Maynard stated that the Commission wanted to ensure the process was equitable. The Commission reached a consensus to not eliminate the eligibility of any municipality or agency.

Chair Maynard stated that he expected that the Commission would prioritize municipalities with this last tranche of funding. Commissioner Brodeur agreed. Chief Delaney stated that all eligible municipalities and agencies will remain eligible and be put in the block grant formula with the same percentages from the previous year. He stated that if the Commission identified areas of higher priority, projects of lower priority could be eliminated.

Commissioner Brodeur stated that with the current employment trends, the workforce development grants were a high priority. Chair Maynard agreed that workforce development grants were his highest priority, followed by public safety grants. Commissioner O’Brien and Commissioner Hill agreed.

Chief Delaney stated that if the applications added up to more than the available funds, the Commission would have to decide which priorities to fund. He stated that Region A and Region B would receive approximately \$375,000 each towards regional agencies and that the Commission might want to use as much as \$300,000 of those funds for workforce development.

He stated that he would draft language for the guidelines that indicates what each agency would receive if the money was divided up as in FY26. He stated he would also draft language showing how much funding each agency would get based upon different priority levels for each grant category.

Commissioner Brodeur stated that he wanted to send a message to previous grant awardees regarding the financial reality of the funds and the Commission's highest priorities. Chief Delaney stated that he would write a memorandum regarding the Commission's priorities and how much money is available.

Chair Maynard stated that he would prefer guidelines be less rigid as the gatekeeping will occur once the Commission sees the proposed projects. Chief Delaney stated that the draft Community Mitigation Fund guidelines would be provided to the LCMACs at their September 30, 2025 meetings and that he would return to the Commission at the first meeting in October. He stated the guidelines would then be put out for public comment and return to the Commission for final approval in November. Chair Maynard requested that Chief Delaney check in with Commissioner Skinner when she became available. He reiterated that his priorities were workforce development, followed by public safety.

b. [Boston – Modifications to 2022 and 2023 Community Mitigation Fund Grants](#) (38:39)

Chief Delaney presented the City of Boston's request for modifications to its 2022 and 2023 Community Mitigation Fund grants. *The request for modifications to the Boston's Community Mitigation Fund grants was included in the Commissioners' Packet on page 76.*

Commissioner Brodeur moved that the Commission approve the modification of the City of Boston's 2022 Public Safety Grant and 2023 Public Safety Grant by authorizing reallocation and transfer of funds in the amount of \$3,017.35 and \$42,533.14, respectively, for a total of \$45,550.49 for funding of the full time Law Enforcement Program Coordinator position within the City's Fiscal Year 2025 Block Grant Application, as included in the Commissioners' Packet and discussed here today. Commissioner Hill seconded the motion.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Brodeur: Aye.

Chair Maynard: Aye.

The motion passed unanimously, 4-0.

7. [Commissioner Updates](#) (43:04)

Chair Maynard asked if there were any Commissioner updates. No updates were shared.

8. [Other Business](#) (43:11)

Hearing no other business, Chair Judd-Stein requested a motion to adjourn.

Commissioner Hill moved to adjourn. The motion was seconded by Commissioner O'Brien.

Roll call vote:

Commissioner O'Brien: Aye.

Commissioner Hill: Aye.

Commissioner Brodeur: Aye.

Chair Maynard: Aye.

The motion passed unanimously, 4-0.

List of Documents and Other Items Used

1. [Notice of Meeting and Agenda dated September 9, 2025](#)
2. [Commissioners' Packet from the September 11, 2025, meeting](#) (posted on massgaming.com)



Sports Wagering VIP Programs

Carrie Torrisi, Chief of Sports Wagering

Mark Vander Linden, Director of Research and Responsible Gaming

October 9, 2025

Loyalty Programs

- Loyalty programs are a marketing strategy to promote continued patronage by rewarding points for \$ spent
- Points can be redeemed for member benefits which include gambling credits, cash, entertainment, or food/accommodations
- Loyalty programs typically have tiers based on the number of points accumulated.

VIP Programs

- VIP programs are the highest level tier
- Also considered High Value Customers (HVCs)
- Invite-only
- Exclusively for patrons that are deemed high value and wager large amounts of money regularly
- Higher tiers have better rewards, often receiving non-monetary rewards like preferential treatment
- VIP customers represent a high % of total betting volume and gross gaming revenue at major operators

Tier Status and Gambling Harms

- The evidence assessing harms linked specifically to membership in VIP programs is limited.
- Given that gambling frequently and spending substantial amounts on gambling are associated with increased risks of gambling harm, it follows that loyalty and VIP programs would be associated with higher-risk gambling behavior.

Young MM, Hodgins DC, Brunelle N, Currie S, Dufour M, Flores-Pajot M-C, et al. Available from: <https://gamblingguidelines.ca/resource/developing-lower-risk-gambling-guidelines-report/>.

Tier Status and Gambling Harms

- Loyalty and VIP programs, and their associated incentives and marketing, may appeal disproportionately to people who are already at-risk of or experiencing gambling harms.
- One study from Australia found that loyalty program members were 2.7 times more likely to engage in moderate-risk or problem gambling than non-members
- A UK Gambling Commission report on high value customers found that people who spend more time and/or money gambling are at greater risk of gambling-related harm

Van Dyke N, Jenner D, Maddern C. Available from: <https://www.gamblingresearch.org.au/sites/default/files/2019-09/The%20role%20of%20loyalty%20programs%20in%20gambling.pdf>.

Gambling Commission. Changes to the licence conditions and codes of practice on High Value Customers. London, UK: Gambling Commission; 2020.

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Pressures to Maintain/Increase Tier Status

- Being in a higher tier of a loyalty program gives customers a sense of status, which can encourage them to spend more money than they would otherwise to achieve the higher tier.
- Tier structures can pressure people to make additional purchases, especially if they are close to qualifying for a higher tier
- Loyalty and VIP programs can encourage people who have resolved to stop gambling to return to gambling, so that they can maintain their current loyalty tier, or achieve a higher tier.

Wohl MJA. Available from: <https://www.tandfonline.com/doi/abs/10.1080/14459795.2018.1480649>.

Drèze X, Nunes JC. Available from: <https://doi.org/10.1086/593946>.

Delfabbro P, King DL. Available from: <https://www.ncbi.nlm.nih.gov/pubmed/33156001>.

Summary of MA SW Operator VIP Programs

1. Significant variation in VIP programs among Mass operators, but all are based on high frequency and/or spend
2. Most RG measures specific to VIP programs appear to be passive, requiring a customer to ask for help
3. Most operators do not have specific RG measures for VIP programs, nor is the current MGC RG Framework specific to VIP programs

MA SW Operators VIP Programs

Criteria Used in Deciding to Assign a VIP Host

- Expected revenue/long-term value of customer
- Deposit size/frequency
- Bet size/frequency/amount
- Types of bets placed

MA SW Operators VIP Programs

Affordability Checks

- Most do not use
- For those that do, not specifically tied to VIP programs

Use of AI

- Some use machine learning models to identify potential VIPs
- Manual review for ultimate decision

MA SW Operators VIP Programs

Criteria for Continuous Assessment

- Level of play
- Deposit activity
- Amount wagered
- Interactions with host
- Account suspensions
- Promotion abuse
- AML indications

MA SW Operators VIP Programs

Criteria for Removal from VIP Program

- RG concerns
- AML/fraud concerns
- Customer request
- Customer conduct/treatment of host
- Promotional abuse
- Decrease in deposits/wagering activity
- Insufficient affordability review (where applicable)

MA SW Operators VIP Programs

Incentives Provided to VIPs

- Loyalty points
- Bonuses
- Event tickets
- Gifts/merchandise

MA SW Operators VIP Programs

Communication Between Host and VIP

- No communication on personal devices
- Will cease communication upon request from VIP
- Escalate to RG team if triggering statements made such as requests for help, financial concerns, health/safety concerns, or if there are significant changes in betting amount or frequency
- Some have procedures for when a patron stops responding and some do not

MA SW Operators VIP Programs

Host incentives

- Most reported some type of incentive for hosts, but some are team-based and not directly tied to VIPs
- Some reported incentives tied to customer retention, revenue, and referrals

MA SW Operators VIP Programs

Tiers

- Most, but not all, reported tiered VIP programs

Number of hosts

- Generally VIPs are assigned only one host

MA SW Operators VIP Programs

Use of RG Tools

- Range from 10-35% of VIPs

Average Age

- Late 30s to early 40s

Average Time as a VIP

- 10 months

Possible next steps

- Data and information requests
- Regulatory framework

Possible Data/Information Request Related to VIP Programs

- Percentage of revenue that comes from VIPs
 - If programs are tiered, breakdown of revenue by VIP tier
- Total handle for individual VIPs
- Logs of communication between VIPs and VIP hosts
- Further breakdown regarding percentage of VIP players that have used RG tools
- Demographic data comparing VIPs to overall player base

Possible VIP Program Regulatory Framework

- Clearly define VIP customers and programs
- Set minimum age for VIP status at 25
- Ensure staff are trained to manage VIPs effectively;
- Limit number or amount of bonuses provided to VIPs in particular timeframe
- Require regular reporting of complaints related to VIP program/from VIPs
- Require annual submission of VIP-related policies

Possible VIP Program Regulatory Framework

- Conduct checks before making any customer a VIP, including affordability, safer gambling, and enhanced due diligence
- Make limit setting and receiving activity reports the default options, and allow loyalty program members to opt-out rather than opt-in.
- Promote the Lower Risk Gambling Guidelines to loyalty program members and VIPs
- Eliminate time-sensitive or risk-promoting incentives
- Promptly comply with requests to be removed from reward programs and stop any personalized incentives immediately



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MEMORANDUM

TO: Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Bradford Hill
Commissioner Nakisha Skinner
Commissioner Paul Brodeur

FROM: Nathaniel Kennedy, Enforcement Counsel, IEB

CC: Caitlin Monahan, Director, IEB
Kathleen Kramer, Chief Enforcement Counsel/ Asst. Director, IEB
Justin Stempeck, Interim General Counsel

DATE: October 2, 2025

RE: Sports Wagering Noncompliance Matter

At the October 9, 2025 Public Meeting, the IEB will be presenting the following Sports Wagering Noncompliance matters to the Commission:

1. BetMGM, LLC ("BetMGM"), Temporary Category 3 Sports Wagering Operator: This matter relates to BetMGM offering wagering on two boxing matches sanctioned by the UAE Boxing Commission, a governing body not approved in the Massachusetts Sports Wagering Catalog, in contravention of 205 CMR 247.01(1), 205 CMR 247.01(2)(i) and the Massachusetts Sports Wagering Catalog. BetMGM accepted wagers between June 22, 2025 and August 15, 2025. During this timeframe, BetMGM accepted 79 wagers for a total stake of \$1,659.56.
2. Crown MA Gaming, LLC d/b/a DraftKings ("DraftKings"), Category 3 Sports Wagering Operator: This matter relates to DraftKings offering wagering on three boxing matches sanctioned by the UAE Boxing Commission, a governing body not approved in the Massachusetts Sports Wagering Catalog, in contravention of 205 CMR 247.01(1), 205 CMR 247.01(2)(i) and the Massachusetts Sports Wagering Catalog. DraftKings accepted wagers between August 8, 2025 and August 15, 2025. During this timeframe, DraftKings accepted 406 wagers for a total stake of \$22,681.72.



Massachusetts Gaming Commission



TO: Chair Jordan Maynard
Commissioner Eileen O'Brien
Commissioner Brad Hill
Commissioner Nakisha Skinner
Commissioner Paul Brodeur

FROM: Justin Stempeck, Interim General Counsel
Caitlin Monahan, Director of Investigations and Enforcement Bureau
Carrie Torrisi, Chief of Sports Wagering Division

DATE: September 11, 2025

RE: Revisions to 205 CMR 247.07 and 205 CMR 248.10

Both 205 CMR 247.07 and 205 CMR 248.10 were drafted prior to the launch of Sports Wagering and include specific references to the range of options that can be used to fund sports wagering in the Commonwealth. Notably, these two regulatory sections both specifically permit the use of “digital, crypto and virtual currencies converted to cash.” These categories are not defined in statute or regulation.

The IEB has concerns regarding the risks posed by the uses of these currencies from a money laundering perspective. More specifically, there are a variety of regulatory and compliance risks posed by such currencies where many of the transactions occur outside of regulated financial institutions. The inability to fully track the history of these funds raises numerous red flags as to their ultimate source as well as potential connection to illegal activities.

In order to remove these risks and the concern that the Commission is unintentionally permitting wagering using digital/crypto/virtual currencies from unknown sources we would recommend striking the language from both regulatory sections as set forth below.

205 CMR 247.07(5)

(5) Sports wagers within a Sports Wagering Facility or Sports Wagering Area may only be conducted with chips, tokens, electronic cards, or:

- (a) Cash or cash equivalents;

- (b) Foreign currency and coin converted to U.S. currency;
- ~~(c) Digital, crypto and virtual currencies converted to cash;~~
- (~~c~~d) Electronic funds transfers (EFTs), including online and mobile payment systems;
- (~~d~~e) Debit instruments, including debit cards and prepaid access instruments;
- (~~e~~f) Promotional gaming credits;
- (~~f~~g) Winning sports wagering tickets or vouchers;
- (~~g~~h) Sports Wagering Accounts; or
- (~~h~~i) Any other means approved by the Commission or its designee.

205 CMR 248.10(2)

(2) Approved methods for funding Sports Wagering Accounts include:

- (a) Cash or cash equivalents;
- (b) Foreign currency and coin converted to U.S. currency;
- ~~(c) Digital, crypto and virtual currencies converted to cash;~~
- (~~c~~d) Electronic funds transfers (EFTs), including online and mobile payment systems;
- (~~d~~e) Debit instruments, including debit cards and prepaid access instruments;
- (~~e~~f) Promotional Gaming Credits;
- (~~f~~g) Sports Wager Payouts;
- (~~g~~h) Adjustments made by the Sports Wagering Operator with documented notification to the patron; and
- (~~h~~i) Any other means approved by the Commission or its designee

Code of Massachusetts Regulations

Title 205: Massachusetts Gaming Commission

Chapter 247.00: Uniform Standards of Sports Wagering (Refs & Annos)

205 CMR 247.07

247.07: Acceptance of Sports Wagers

[Currentness](#)

- (1) Available Sports Wagers must be displayed to the public. The display must include the odds and a brief description of the Sporting Event and wagering proposition.
- (2) A Sports Wagering Operator may not accept a Sports Wager on a Sporting Event unless the availability of that Wager is posted in accordance with 205 CMR 247.07(1).
- (3) A Sports Wagering Operator may not set lines or odds or offer wagering propositions designed for the purposes of ensuring that a patron will win a Sports Wager or a series of Sports Wagers, unless the lines, odds, or wagering propositions are offered in connection with a promotional offer made in accordance with [205 CMR 247.09](#).
- (4) Sports Wagers may only be placed from:
- (a) A sports wagering counter or other counter locations within a Sports Wagering Facility or Sports Wagering Area as approved by the Commission;
 - (b) A Sports Wagering Kiosk, within a Sports Wagering Facility or Sports Wagering Area and in a location approved by the Commission;
 - (c) A designated counter in the cashier's cage within a Sports Wagering Facility or Sports Wagering Area for the redemption of winning sports wagering tickets or vouchers; or
 - (d) A mobile application or digital platform approved by the Commission.

(5) Sports wagers within a Sports Wagering Facility or Sports Wagering Area may only be conducted with chips, tokens, electronic cards, or:

- (a) Cash or cash equivalents;
- (b) Foreign currency and coin converted to U.S. currency;
- ~~(c) Digital, crypto and virtual currencies converted to cash;~~
- ~~(c)d~~) Electronic funds transfers (EFTs), including online and mobile payment systems;
- ~~(d)e~~) Debit instruments, including debit cards and prepaid access instruments;
- ~~(e)f~~) Promotional gaming credits;
- ~~(f)g~~) Winning sports wagering tickets or vouchers;
- ~~(g)h~~) Sports Wagering Accounts; or
- ~~(h)i~~) Any other means approved by the Commission or its designee.

(6) Sports wagering transactions using a mobile application or other digital platform may only be conducted by a patron physically located within the Commonwealth, using their Sports Wagering Account.

(7) A Sports Wagering Operator shall prohibit any use of credit cards, either directly or indirectly, including without limitation through an account funded by credit card, in placing Sports Wagers.

(8) A Sports Wagering Operator shall record the Personally Identifiable Information required to register for a Sports Wagering Account under [205 CMR 248.03\(1\)](#) before accepting anonymous Sports Wagers in excess of \$10,000 or issuing payouts on anonymous Sports Wagers in excess of \$10,000.

(a) The Sports Wagering Operator shall not knowingly allow, and shall take reasonable steps to prevent, the circumvention of reporting requirements through a patron making a structured transaction, including multiple Sports Wagers or a series of Sports Wagers that are designed to accomplish indirectly that which could not be accomplished directly. A Sports Wager or wagers need not exceed the dollar thresholds at any single Sports Wagering Operator in any single day in order to constitute prohibited structuring.

(b) The Sports Wagering Operator shall not knowingly assist, encourage or instruct a player in structuring or attempting to structure Sports Wagers.

(c) 205 CMR 247.07(8) does not prohibit a Sports Wagering Operator from informing a player of the regulatory requirements imposed upon the Sports Wagering Operator, including the definition of structured Sports Wagers.

(9) A Sports Wagering Operator must provide for the patron's review and finalization of a Sports Wager before the Sports Wagering Operator accepts it. The Sports Wagering Operator shall not change a Sports Wager after the patron has reviewed and finalized the wager. To the extent permitted by approved House Rules, a patron may change a Sports Wager after the patron has reviewed and finalized the wager.

(10) A Sports Wagering Operator may cancel an accepted Sports Wager only in accordance with [205 CMR 238.35](#).

(11) Except as otherwise provided in [205 CMR 238.35](#): *Cancelled or Voided Wagers* may not unilaterally cancel an accepted Sports Wager without prior written approval of the Commission. A Ticket Writer, as defined in [205 CMR 238.01: Definitions](#), may not cancel a Sports Wager for which the Ticket Writer assisted the patron for wager placement and must instead call a supervisor to cancel the Sports Wager.

(12) A Sports Wagering Operator shall have no obligation to accept a Sports Wager if unable to do so due to equipment failure.

Credits

History: [1486 Mass. Reg. 143](#), (emergency) eff. Dec. 22, 2022; [1492 Mass. Reg. 51](#), (emergency) eff. Mar. 9, 2023; [1494 Mass. Reg. 71](#), adopted as permanent by Notice of Compliance eff. Mar. 9, 2023; [1498 Mass. Reg. 43](#), amended (emergency) eff. Jun. 7, 2023; [1503 Mass. Reg. 59](#), amended eff. Sept. 1, 2023.

The Massachusetts Administrative Code titles are current through Register No. 1556, dated September 12, 2025. Some sections may be more current; see credits for details.

Mass. Regs. Code tit. 205, § 247.07, 205 MA ADC 247.07

Code of Massachusetts Regulations

Title 205: Massachusetts Gaming Commission

Chapter 248.00: Sports Wagering Account Management (Refs & Annos)

205 CMR 248.10

248.10: Account Deposits

Currentness

(1) A Sports Wagering Account may be funded using approved methods which shall produce a sufficient audit trail for verification of the source of the wagers.

(2) Approved methods for funding Sports Wagering Accounts include:

(a) Cash or cash equivalents;

(b) Foreign currency and coin converted to U.S. currency;

~~(c) Digital, crypto and virtual currencies converted to cash;~~

~~(d)~~ Electronic funds transfers (EFTs), including online and mobile payment systems;

~~(d)~~ Debit instruments, including debit cards and prepaid access instruments;

~~(c)~~ Promotional Gaming Credits;

~~(f)~~ Sports Wager Payouts;

~~(g)~~ Adjustments made by the Sports Wagering Operator with documented notification to the patron; and

(~~h~~i) Any other means approved by the Commission or its designee.

(3) No deposits may be made by credit card, either directly or indirectly, including without limitation through an account funded by credit card, and no Wagering on credit is allowed.

(4) The Sports Wagering Account shall be credited for any deposit in accordance with the system of internal controls submitted by a Sports Wagering Operator in accordance with 205 CMR 238.00.

(5) The proceeds of a check may first need banker's clearance. Holding periods will be determined by the Sports Wagering Operator and communicated to the patron.

(6) For debit cards and EFTs, the patron may be liable for any charges imposed by the transmitting or receiving Sports Wagering Operator. Such charges may be deducted from the patron's Sports Wagering Account.

Credits

History: [1486 Mass. Reg. 145](#), (emergency) eff. Dec. 22, 2022; [1492 Mass. Reg. 53](#), amended (emergency) eff. Mar. 9, 2023; [1494 Mass. Reg. 73](#), adopted as permanent by Notice of Compliance eff. Mar. 9, 2023; [1498 Mass. Reg. 45](#), amended (emergency) eff. Jun. 7, 2023; [1503 Mass. Reg. 61](#), amended eff. Sept. 1, 2023.

The Massachusetts Administrative Code titles are current through Register No. 1556, dated September 12, 2025. Some sections may be more current; see credits for details.

Mass. Regs. Code tit. 205, § 248.10, 205 MA ADC 248.10

End of Document

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SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this Small Business Impact Statement in accordance with G.L. c. 30A, §2, relative to the proposed amendment of **205 CMR 247 UNIFORM STANDARDS OF SPORTS WAGERING specifically 205 CMR 247.07(5) Acceptance of Sports Wagers.**

This regulation was promulgated as part of the process of promulgating regulations governing sports wagering in the Commonwealth, and is primarily governed by G.L. c. 23N, §4. This regulation governs the process surrounding the acceptance of sports wagers by sports wagering operators.

The regulation applies to sports wagering operators. Accordingly, this regulation is unlikely to have an impact on small businesses. Under G.L. c.30A, §2, the Commission offers the following responses to the statutory questions:

1. Estimate of the number of small businesses subject to the proposed regulation:

This regulation is unlikely to have an impact on small businesses.

2. State the projected reporting, recordkeeping, and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping, or other administrative costs required for small businesses to comply with this regulation.

3. State the appropriateness of performance standards versus design standards:

No standards applicable to small businesses are set forth. Provided standards are performance standards.

4. Identify regulations of the promulgating agency, or of another agency or department of the Commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the Commonwealth:



Massachusetts Gaming Commission

This amendment is unlikely to have any impact on the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

/s/ Justin Stempeck
Justin Stempeck, Interim General Counsel

Dated: October 1, 2025



Massachusetts Gaming Commission

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SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this Small Business Impact Statement in accordance with G.L. c. 30A, §2, relative to the proposed amendment of **205 CMR 248 UNIFORM STANDARDS OF SPORTS WAGERING specifically 205 CMR 248.10(2) Account Deposits.**

This regulation was promulgated as part of the process of promulgating regulations governing sports wagering in the Commonwealth, and is primarily governed by G.L. c. 23N, §4. This regulation governs the process surrounding the funding of sports wagering accounts.

The regulation applies to sports wagering operators. Accordingly, this regulation is unlikely to have an impact on small businesses. Under G.L. c.30A, §2, the Commission offers the following responses to the statutory questions:

1. Estimate of the number of small businesses subject to the proposed regulation:

This regulation is unlikely to have an impact on small businesses.

2. State the projected reporting, recordkeeping, and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping, or other administrative costs required for small businesses to comply with this regulation.

3. State the appropriateness of performance standards versus design standards:

No standards applicable to small businesses are set forth. Provided standards are performance standards.

4. Identify regulations of the promulgating agency, or of another agency or department of the Commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the Commonwealth:



Massachusetts Gaming Commission

This amendment is unlikely to have any impact on the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission
By:

/s/ Justin Stempeck
Justin Stempeck, Interim General Counsel

Dated: October 1, 2025



Massachusetts Gaming Commission

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TO: Chair Jordan Maynard
Commissioner Brad Hill
Commissioner Eileen O'Brien
Commissioner Nakisha Skinner
Commissioner Paul Brodeur

FROM: Melanie Foxx, Associate General Counsel, Legal Division
Justin Stempeck, Interim General Counsel, Legal Division

CC: Caitlin Monahan, Director, Investigations and Enforcement Bureau (IEB)
Burke Cain, Chief, IEB Gaming Agents Division
Dave DiOrio, Assistant Chief, IEB Gaming Agents Division

DATE: October 9, 2025

RE: 205 CMR 141.06: Notice to Commission of Changes

Introduction:

Enclosed for the Commission's consideration is the proposed draft of 205 CMR 141.06. The proposed amendment is scheduled to come forward at the October 9, 2025, public meeting for initial presentation and a request for a vote of approval to start the promulgation process.

Regulation and Discussion:

The Commission received proposed revisions to 205 CMR 141.06 from our gaming licensees. The proposal was evaluated in collaboration with the IEB Gaming Agents Division and the Director of the IEB. This regulation amendment is authorized by M.G.L. c. 23K, §§ 4(28), 4(37) and 5(a)(9).

The amendment updates the surveillance of the gaming establishment regulations as follows:

1. To divide the notification into two clearly defined sections:
 - a. Advance Notice Required: For movements or replacements of CCTV cameras, movement of slot machines, or table games.
 - b. Notice Upon Discovery Required: Immediate notice is required upon discovery of equipment malfunctions.
2. To clarify when and how communication between surveillance and security should be documented:
 - a. If surveillance notifies security of an issue, the time of communication should be recorded. If no such notification occurs (e.g., not necessary, or solely within surveillance's responsibility), this would not apply.



Massachusetts Gaming Commission

141.05 : continued

(9) Continuous lighting of all areas, including gaming tables, offices, cages, equipment storage rooms, card and dice destruction rooms and pits, where CCTV system camera coverage is required by 205 CMR 141.04, that is of sufficient quality to produce clear recordings and still picture reproductions.

(10) No use of multiplexing and quad recording devices for required surveillance recordings in accordance with 205 CMR 141.04.

(11) That surveillance room entrances are not visible from the gambling floor; and

141.06 : Notice to the Commission of Changes

- (1) A surveillance plan must provide for notification to the commission prior to the occurrence of any of the following:
 - (a) CCTV equipment is replaced or relocated; including any change/upgrade to system hardware, firmware or software, including identifying the reason for the change;
 - (b) Slot machine (in accordance with 205 CMR 144.03: *Installation and Approval for Use of an Electronic Gaming Device*) or table game (in accordance with 205 CMR 138.66(3)(b)) locations are modified (so as to enable the commission to review the new locations for adequate coverage).~~;~~
- (2) A surveillance plan must provide for notification to the commission following an ~~Equipment Failure Occurs~~. Notice of such shall be immediately made to the IEB, upon discovery by the gaming licensee, and include the time and cause of the malfunction, if known, the time that the security department was apprised of the malfunction by the surveillance department, if applicable, and any communications with the security department by the surveillance department relating to the malfunction; ~~or~~.

~~Camera relocation occurs.~~

141.07 : Recording Transmission Outside of the Gaming Establishment

A surveillance plan must provide limitations on CCTV transmissions that, at a minimum, do not allow transmissions outside the gaming establishment with the exception of:

- (1) Wide-area progressive slot machine systems monitoring;
- (2) Remote access to the system exclusively by the commission and the division at an off-site commission office or division office via an encrypted transmission; and
- (3) Such transmissions as may be permitted outside the gaming establishment by written order of the commission;
- (4) Transmission of signal to the man-trap to allow department to view who is trying to gain entry.

141.08 : Independence of the Surveillance Department

A surveillance plan must provide for the independence of surveillance department employees assigned to monitor the activities of the gaming establishment. 205 CMR 141.08 shall include, at a minimum, that those employees shall be independent of all other departments. 205 CMR 141.08 must include the period of time that must lapse before:

- (a) Any surveillance department employee who monitored the activities of the gaming establishment may become employed in any department that said employee had monitored; and
- (b) Any non-surveillance employee who works in the gaming establishment of the gaming licensee can become employed in the surveillance department. Upon petition to the IEB and for good cause shown, the gaming licensee may request a relaxation of the time periods herein for individual cases.



Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c. 30A, §2 relative to the proposed amendment in **205 CMR 141.00: *Surveillance of the gaming establishment***, specifically, **205 CMR 141.06: *Notice to the Commission of Changes***; notice of which was filed this day with the Secretary of the Commonwealth. The regulation was developed as part of the process of promulgating regulations governing the operation of gaming establishments in the Commonwealth. The amendment updates the surveillance of the gaming establishment to create two clearly defined sections for notification and to clarify the reporting requirement between departments. This regulation amendment is authorized by M.G.L. c. 23K, §§ 4(28), 4(37) and 5(a)(9).

The amendment applies directly to gaming licensees. Accordingly, the amendment is unlikely to have an impact on small businesses. In accordance with G.L. c.30A, §2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed regulation:

There are no small businesses that the Commission anticipates will be impacted by the amendment as it applies solely to gaming licensees.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

There are no projected reporting, recordkeeping or administrative costs created by the regulation that would affect small businesses as the amendment applies solely to gaming licensees.

3. State the appropriateness of performance standards versus design standards:

As a general matter, the proposed amendment requires design standards that ensure adequate surveillance coverage of the casino and comply with best practices within the industry.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.



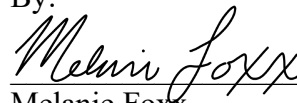
Massachusetts Gaming Commission

5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:

The amendment updates the regulation pertaining to the surveillance operations of gaming establishments and therefore is not likely to deter or encourage the formation of new businesses in the Commonwealth.

Massachusetts Gaming Commission

By:



Melanie Foxx

Associate General Counsel

Legal Division

Dated: October 9, 2025



Massachusetts Gaming Commission



TO: Chair Jordan Maynard
Commissioner Bradford Hill
Commissioner Eileen O'Brien
Commissioner Nakisha Skinner
Commissioner Paul Brodeur

FROM: Melanie Foxx, Associate General Counsel, Legal Division
Justin Stempeck, Interim General Counsel, Legal Division

CC: Carrie Torrisi, Chief, Sports Wagering Division
Kathleen Kramer, Chief Enforcement Counsel, Investigations and Enforcement Bureau

DATE: October 9, 2025

RE: Proposed Amendment to 205 CMR 152.03: *Criteria for Exclusion*

Introduction

Enclosed for the Commission's consideration is the proposed draft of 205 CMR 152.03: *Criteria for Exclusion*. The proposed amendment is scheduled to come forward at the October 9, 2025, public meeting for initial presentation and a request for a vote of approval to start the promulgation process. The amendment was developed as part of the process of promulgating regulations governing sports wagering in the Commonwealth. The regulatory authority is set out under M.G.L. c. 23N, §§ 4(b), d(1) and (i). Additional authority is set out in M.G.L. 23N, §§ 13(d) and (e)(1).

Regulation and Discussion

205 CMR 152.03: Criteria for Exclusion:

The proposed amendment is aimed to enhance the ability of the Sports Wagering Division and the Investigation and Enforcement Bureau ("IEB") to address the issue of underage sports wagering. Both Divisions recognized the complexity of the issue and collaborated on ideas of how to create additional enforcement tools for the IEB. Under the proposed changes, in determining whether the potential of injurious threat to the interests of the Commonwealth exists in accordance with 205 CMR 152.03(1)(e), the IEB may consider two new criteria for the exclusion of an individual. The first, whether a person allowed a minor to access their internet gaming account to place bets or collect winnings, and the second, whether a person's account has been suspended or terminated by a licensed operator due to the use of a payment method confirmed to be owned by a minor.



Massachusetts Gaming Commission

205 CMR 152.00: INDIVIDUALS EXCLUDED FROM GAMING AND SPORTS WAGERING

Section

- 152.01 : Scope and Authority
- 152.02 : Maintenance and Distribution of Exclusion List
- 152.03: Criteria for Exclusion
- 152.04: Investigation and Initial Placement of Names on the Exclusion List
- 152.05: Court Ordered Exclusion Pursuant to M.G.L. c. 23K, § 45(i)
- 152.06: Duty of Gaming or Sports Wagering Licensee
- 152.07: Petition to Remove Name from Exclusion List
- 152.08: Forfeiture of Winnings
- 152.09: Sanctions against a Gaming or Sports Wagering Licensee

152.01: Scope and Authority

The provisions of 205 CMR 152.00 shall provide for the establishment and maintenance of a list, and associated protocols and procedures, for exclusion of individuals from gaming in accordance with M.G.L. c. 23K, §§ 45(a) through (e) and 45(i), and sports wagering in accordance with M.G.L. c. 23N, § 13(e)(1), as well as M.G.L. c. 23K, § 45(i). Such list shall be maintained separately from those established and maintained in accordance with M.G.L. c. 23K, § 45(f) through (h) and M.G.L. c. 23N, § 13(e)(2).

152.02: Maintenance and Distribution of Exclusion List

- (1) The commission shall maintain the list of persons to be excluded from gaming and sports wagering as set forth in 205 CMR 152.00. The name and year of birth of each person on the exclusion list shall be posted on the commission's website (<http://massgaming.com/>), except for the individuals on the court ordered exclusion list pursuant to M.G.L. c. 23K, § 45(i).
- (2) The Bureau shall promptly notify each gaming licensee, and Sports Wagering Operator of the placement of an individual on the exclusion list. The notifications shall include:
 - (a) The individual's full name and all aliases the individual is believed to have used;
 - (b) A description of the individual's physical appearance, including height, weight, type of build, color of hair and eyes, and any other physical characteristics which may assist in the identification of the individual;
 - (c) The individual's date of birth;
 - (d) The effective date of the order mandating the exclusion of the individual;
 - (e) A photograph, if obtainable, and the date thereof; and
 - (f) Such other information deemed necessary by the commission for the enforcement of 205 CMR 152.00.

152.03: Criteria for Exclusion

- (1) In the commission's discretion, an individual may be placed on the exclusion list if the commission determines that the individual meets one or more of the following criteria:
 - (a) the individual has been convicted of a criminal offense under the laws of any state, tribe, or the United States that is punishable by more than six months in a state prison, a house of correction or any comparable incarceration, a crime of moral turpitude or a violation of the gaming or other wagering laws of any state, tribe, or the United States;
 - (b) the individual has violated or conspired to violate M.G.L. c. 23K or c. 23N; or violated or conspired to violate any other law, if the violation or conspiracy is in connection with gaming or sports wagering;
 - (c) the individual has a notorious or unsavory reputation which would adversely affect public confidence and trust that the gaming or sports wagering industries are free from criminal or corruptive elements;
 - (d) the individual is an associate of an individual who falls into a category identified in 205 CMR 152.03(1)(a) through (c);
 - (e) the individual's presence in a gaming establishment, sports wagering area, sports wagering facility, or maintenance of a sports wagering account, presents the potential of injurious threat to the interests of the Commonwealth in a gaming establishment, sports wagering area, sports wagering facility, or sports wagering platform, or sports wagering.

152.03: continued

(2) In determining whether there exists the potential of injurious threat to the interests of the Commonwealth in accordance with 205 CMR 152.03(1)(e), the commission may consider, without limitation, the following:

- (a) Whether the individual is a known cheat;
- (b) Whether the individual has had a license or registration issued in accordance with 205 CMR 134.00: *Licensing and Registration of Employees, Vendors, Junket Enterprises and Representatives, and Labor Organizations*, 205 CMR 234.00: *Sports Wagering Vendors*, 205 CMR 235.00: *Sports Wagering Occupational Licenses*, or a qualification determination made in accordance with 205 CMR 115.00: *Phase 1 and New Qualifier Suitability Determination, Standards, and Procedures*, 205 CMR 116.00: *Persons Required to Be Licensed or Qualified*, or 205 CMR 215.00: *Applicant and Qualifier Suitability Determination, Standards, and Procedures*, or a like license or registration issued by another jurisdiction, suspended or revoked or has been otherwise subjected to adverse action;
- (c) Whether the individual's egregious or repeated conduct poses a clear threat to the safety of the patrons, employees or others on or near the premises of a gaming establishment, sports wagering area, or sports wagering facility; or the individual's egregious or repeated conduct relating to sports wagering poses a clear threat to the safety of others;
- (d) Whether the individual has a documented history of conduct involving the undue disruption of gaming or sports wagering operations in any jurisdiction including, without implied limitation, attempting to corrupt or corrupting a betting outcome of a sporting event;
- (e) Whether the individual is subject to a no trespass order at any casino or gaming establishment, sports wagering area, or sports wagering facility in any jurisdiction; and
- (f) Whether, in connection with sports wagering, the individual has either:
 - 1. willfully and maliciously engaged in a knowing pattern of conduct or series of acts over a period of time directed at a specific person, which seriously alarms that person and would cause a reasonable person to suffer substantial emotional distress; or
 - 2. expressed an intent to injure the person or property of another, now or in the future; intended that the threat be conveyed to a particular person; the injury threatened, if carried out, would constitute a crime; and the threat was made under circumstances which could reasonably have caused the person to whom it was conveyed to fear that the individual had both the intention and ability to carry it out.
 - 3. knowingly or negligently failed to prevent a person under the age of 21 from placing wagers, or collecting winnings, from wagering on a sports wagering platform, whether personally or through an agent.
 - 2-4.had their sports wagering account suspended or terminated by a sports wagering operator due to suspected or confirmed underage activity, including if the account holder used a funding method owned by a person under the age of 21.

(3) The commission shall not base a finding to place an individual on the exclusion list on an individual's race, color, religion, religious creed, national origin, ancestry, sexual orientation, gender identity or expression, age (other than minimum age requirements), marital status, veteran status, genetic information, disability or sex.

152.04: Investigation and Initial Placement of Names on the Exclusion List

(1) The Bureau shall investigate any individual who may meet one or more criterion for inclusion on the list in accordance with 205 CMR 152.03 upon referral by the commission, the Gaming Enforcement Division of the Office of the Attorney General, a gaming licensee, a sports wagering operator, a sports governing body, or a players association. The Bureau may investigate any individual on its own initiative.

(2) If, upon completion of an investigation, the Bureau determines to place an individual on the exclusion list, the Bureau shall prepare an order that identifies the individual and sets forth a factual basis as to why the individual meets one or more criterion for inclusion on the list in accordance with 205 CMR 152.03.

- (a) The Bureau shall serve the order prepared in accordance with 205 CMR 152.04(2) upon the named individual advising them that it intends to place the individual's name on the exclusion list. The order shall also notify the individual that placement of their name on the exclusion list will result in their prohibition from being present in a gaming establishment, sports wagering area, or sports wagering facility, and from maintaining a sports wagering account; and



Legal Division

SMALL BUSINESS IMPACT STATEMENT

The Massachusetts Gaming Commission (“Commission”) hereby files this small business impact statement in accordance with G.L. c. 30A, §2 relative to the proposed amendments to **205 CMR 152.00: *Individuals excluded from gaming and sports wagering***, specifically, **205 CMR 152.03: *Criteria for Exclusion***, notice of which was filed with the Secretary of the Commonwealth. The amendment was developed as part of the process of promulgating regulations governing sports wagering in the Commonwealth. This regulation is authorized by G.L. c. 23N, §§4(b), d(1) and (i).

The amendment applies directly to individuals participating in sports wagering in the Commonwealth. Accordingly, the proposed regulation is not likely to have a negative impact on small businesses. In accordance with G.L. c. 30A, § 2, the Commission offers the following responses:

1. Estimate of the number of small businesses subject to the proposed regulation:

It is unlikely that the proposed regulation changes would impact small businesses.

2. State the projected reporting, recordkeeping and other administrative costs required for compliance with the proposed regulation:

Projected reporting, recordkeeping and other administrative costs are unlikely to change in any material way for compliance with the proposed regulation amendment.

3. State the appropriateness of performance standards versus design standards:

The amendment establishes design standards to define patron responsibilities and enforce age restrictions for sports wagering in Massachusetts. These standards also empower the Investigation and Enforcement Bureau to take appropriate action against individuals involved in cases of suspected or confirmed underage activity.

4. Identify regulations of the promulgating agency, or of another agency or department of the commonwealth, which may duplicate or conflict with the proposed regulation:

There are no conflicting regulations in 205 CMR, and the Commission is unaware of any conflicting or duplicating regulations of any other agency or department of the Commonwealth.

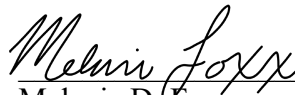
5. State whether the proposed regulation is likely to deter or encourage the formation of new businesses in the commonwealth:



Massachusetts Gaming Commission

This amendment will most likely not affect small businesses in an administrative capacity and is unlikely to deter or encourage the formation of new businesses in the Commonwealth at this time.

Massachusetts Gaming Commission
By:



Melanie D. Foxx
Associate General Counsel

Dated: October 9, 2025



Massachusetts Gaming Commission

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TO: Chair Jordan Maynard and Commissioners Eileen O'Brien, Bradford Hill, Nakisha Skinner and Paul Brodeur

FROM: Joseph Delaney and Mary Thurlow

CC: Dean Serpa, Executive Director, Justin Stempeck, Interim General Counsel

DATE: October 1, 2025

RE: Draft FY 2027 Community Mitigation Fund Guidelines

Included in your packets for the Commission Meeting on October 9, 2025 are the draft FY 2027 Community Mitigation Fund Guidelines. There are no significant changes to the Guidelines themselves with respect to eligibility or project categories.

The main changes to the Guidelines are the grant amounts. Attachment A outlines the proposed grant amounts for each community for FY 2027. At the September 11, 2025 meeting, the Commission opted to pro-rate the FY 2026 grant amounts based on the availability of funds for FY 2027. For FY 2027 there is \$5.0 million available for grants. In FY 2026 the Commission programmed \$19.5 million for grants resulting in the FY 2027 grants being 25.64% of the FY 2026 Grants. This results in the following grant amounts to each region and to Regional Agencies:

- Region A \$2,949,100
- Category 2 \$ 128,300
- Region B \$1,102,800
- Regional Agencies \$ 819,800

For the Municipal Block Grants, each community has a calculated grant amount. For the Regional Agency Grants, maximum grant amounts have been placed on each category. In reviewing the available funds, the Commission determined that Workforce Development Grants and Public Safety Grants have the highest priority. Both LCMAC's placed a high priority on the Workforce Development Grants. If all of the entities that applied last year under the Regional Agency Grant category applied this year, it is unlikely that the Commission will be able to fund all of the Regional Agency projects. The following are the limits placed on each grant category:

- Workforce Development \$300,000 (1 in Region A and Region B)
- Public Safety Grants \$ 75,000 (not including the AG)
- Attorney General No limit (based on need and funding availability)
- Regional Planning Agencies \$ 75,000



Massachusetts Gaming Commission

The Commission was concerned that with the limited amount of funds available, if a truly impactful project came in, there might not be sufficient funds for the project. The Commission has always had the discretion to fund, or not fund, any project. In fact, the Guidelines have always stated this. For FY 2027, we have clarified this language and included it in conspicuous locations in the Guidelines. The following is the language we used:

“Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested.”

We also removed the Suggested Grant Spending under Section 2.3 of the Guidelines. This was designed to have communities spread the available funds around to different categories of projects. With the reduction in funding, the ability of communities to fund projects in several categories will be significantly reduced, so we eliminated the provision.

The one other main change concerns the use of the Financial Waiver found in Section 2.5 of the Guidelines. Since all of the remaining funds in the CMF are being programmed for projects, it is unlikely there will be significant funds available for waivers. We modified the language to reflect this fact and suggest that communities shouldn't rely on waivers to fund their projects.



Massachusetts Gaming Commission

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Community Mitigation Fund

FY 2027

Program Guidelines

Approved by the Massachusetts Gaming Commission on _____, 2025

FY 2027 Community Mitigation Fund Guidelines

Welcome to the FY 2027 Community Mitigation Fund (CMF) Guidelines.

The Massachusetts Gaming Commission created a grant structure that provides municipalities with certainty regarding the availability of mitigation funds and assists them in funding actionable, mitigation-based projects tailored to their community.

FISCAL YEAR 2027

For FY 2027 there are no significant changes to FY 2026 Guidelines⁴.

For a second year, the State Legislature diverted the expected Community Mitigation Funds for other uses. There are currently sufficient funds available to operate this program at a significantly reduced level from last year. The total amount of funding available is \$5.0 million compared to \$19.5 million in FY 2026. Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested.

The following are the grant applications that will be accepted in FY 2027:

- **Municipal Block Grant Program** – All eligible communities will file applications under this program. Municipalities are required to submit a single application that includes all the proposed projects for that community.
- **Regional Agency Grant Program** – This application is for the workforce grants, regional planning agency grants, regional public safety grants and other grant that may be filed by eligible regional entities.

Applications are due to the Commission by **January 31, 2026 at 11:59 PM**. The application must describe how the municipality will spend the proposed grant amount in accordance with the program guidelines. **If a municipality does not apply by January 31, that municipality will forfeit the funds for that year.**

CMF Applicants are encouraged to contact the Commission's staff with any questions or concerns.

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Table of Contents

1.0 COMMUNITY MITIGATION FUND GRANT PROGRAM

4

1.1 Program Eligibility

1.2 Ineligible Expenses for all Grants

1.3 Application Requirements

1.4 Funding Allocation

FY 2027 Community Mitigation Fund Guidelines

2.0 MUNICIPAL BLOCK GRANT PROGRAM	6
2.1 Program Eligibility	
2.2 Key Programmatic Aspects	
2.3 Proposed Municipal Grant Amounts	
2.4 Application Requirements	
2.5 Waivers	
2.6 Grant Categories	
3.0 REGIONAL AGENCY GRANT PROGRAM	17
3.1 Eligibility	
3.2 Key Programmatic Aspects	
3.3 Application Requirements	
3.4 Waivers	
3.5 Grant Categories	
4.0 OTHER GRANTS	25
4.1 Emergency Mitigation Grants	
4.2 Tribal Gaming Technical Assistance Grants	
5.0 OTHER PROGRAM ELEMENTS	25
5.1 Administrative Costs	
5.2 Operational Costs	
5.3 Joint Applications	
5.4 Regional Agencies	
5.5 Waivers and Variances	
5.6 Requests for Changes to Components of Grant Awards	
5.7 Application Review Process	
5.8 Grant Award Process for Municipal Block Grants	
5.9 Rescission of Grants	
5.10 Program Staff Directory	
1.0 <u>COMMUNITY MITIGATION FUND GRANT PROGRAM</u>	

The Expanded Gaming Act created the Community Mitigation Fund to help communities and other entities offset costs related to the construction and operation of a gaming establishment. Applications for the Fiscal Year 2027 grant round are due **January 31, 2026**. The Massachusetts Gaming Commission anticipates making funding decisions on any requests for grant assistance before July 2026.

For FY 2027, there are two types of grants programs within the CMF:

- The Municipal Block Grant Program

FY 2027 Community Mitigation Fund Guidelines

- The Regional Agency Grant Program

The Municipal Block Grant Program will provide funds for eligible municipalities to mitigate casino-related impacts, and the Regional Agency Grant Program will fund projects to be carried out by regional agencies in workforce development, public safety, and regional planning.

1.1 Program Eligibility

The Commission's regulations identify a range of eligible entities including, but not limited to:

- The host communities and surrounding communities; communities that entered into a nearby community agreement; any communities that petitioned to be a surrounding community; and any communities that are geographically adjacent to a host community;
- Water and sewer districts in the vicinity of a gaming establishment;
- Local and regional agencies involved in education, transportation, infrastructure, housing and environmental issues; governmental entities within communities such as redevelopment authorities or non-regional school districts must submit applications through a municipal administrator in its service area; and
- The county district attorney, police, fire, and emergency services.

Any governmental entity seeking funding for mitigation is required to ensure that any planned use of funding complies with all applicable laws and regulations as well as provisions of the Massachusetts Constitution. This includes but is not limited to, the Anti-Aid Amendment of the Massachusetts Constitution.

The Anti-Aid Amendment of the Massachusetts Constitution prohibits the use of public money, which includes state appropriated funds such as those that comprise the Community Mitigation Funds, for the purpose of solely benefiting or aiding a private party. Private non-governmental parties may not apply for Community Mitigation Funds. Governmental entities may apply to the Commission for funds to mitigate casino-related impacts provided that the funding is used for a "public purpose" and not for the direct benefit or maintenance of a private party. In some instances, the intended use of funds may result in both a public and a private benefit. In such cases, the use may be permitted in accordance with the Anti-Aid Amendment if the private benefit is not the primary benefit and is only incidental to the public purpose.

If you are unsure of your agency's eligibility, please contact program staff in advance of submitting your application.

1.2 Ineligible Expenses for all Grants

The CMF will not fund the mitigation of impacts already being addressed by a Host or Surrounding Community Agreement. All applications must demonstrate that CMF funds will supplement and not supplant historical operations funding.

FY 2027 grant funds may not be used for the mitigation of:

- Impacts that are projected or predicted but that are not occurring or have not occurred by January 31, 2026
- Impacts that are the responsibility (e.g. contractual, statutory, regulatory) of parties involved in the construction and operation of gaming establishments
- Other impacts determined annually by the Commission

FY 2027 Community Mitigation Fund Guidelines

1.3 Application Requirements

The following requirements are applicable for all grants. Please see the individual grant guidelines for specific instructions regarding each type of grant.

- Applicants are required to fully complete the grant application appropriate to their type of grant.
- All applications must identify an impact associated with the casino and describe how the project will address the impact.
- All applications must submit a detailed scope of work and timeline for implementation of the project identified in the application.
- All applications must contain appropriate backup materials that support the application.
- **All applications must be submitted by 11:59 PM January 31, 2026. Submissions must be sent via e-mail to MGCCMF@massgaming.gov. Any application received after the deadline will not be considered for funding in FY 2027.**

1.4 Funding Allocation

The total available funding to the CMF for FY 2027 is \$5.0 million. This amounts to 25.64% of the funds programmed for FY 2026. The Commission decided to maintain the eligibility of all communities that were eligible in FY 2026. For FY 2027, each community's proposed grant allocation will be 25.64% of last year's grant amount. s

For FY 2027, the following allocations are proposed for the municipal grants and the Regional Agency Grants:

- Region A \$2,949,100
- Category 2 \$ 128,300
- Region B \$1,102,800
- Regional Agencies \$ 819,800

Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested.

2.0 MUNICIPAL BLOCK GRANT PROGRAM

The Municipal Block Grant Program is designed to give municipalities in the vicinity of the gaming establishments some certainty regarding the availability of mitigation funds to their communities. FY 2027 proposed grant amounts do not constitute a guarantee of funding. While the proposed grant amounts are calculated in advance, actual grant awards will be based on the documented nexus to casino related impacts and the ability of the projects to address those impacts.

FY 2027 Community Mitigation Fund Guidelines

2.1 Program Eligibility

The Municipal Block Grant Program will include all eligible municipalities. Eligible municipalities are:

- **Region A** - Everett, Boston, Cambridge, Chelsea, Lynn, Malden, Medford, Melrose, Revere, Somerville, and Saugus
- **Category 2** – Attleboro, Foxborough, Mansfield, North Attleborough, Plainville, and Wrentham
- **Region B** - Springfield, Agawam, Chicopee, Holyoke, East Longmeadow, Hampden, Longmeadow, Ludlow, Northampton, West Springfield, and Wilbraham

2.2 Key Programmatic Aspects

The Municipal Block Grant will fund projects in several categories – Community Planning, Transportation, Public Safety, Gambling Harm Reduction, and Specific Impact. These categories are further described in Section 2.6 of the Guidelines. The following are some of the key aspects of the program:

- The proposed grant amount for each eligible municipality is based on a distribution formula.
- For each category of grant, the Commission has identified impacts that are likely to be caused by, or associated with, the gaming establishments. For these identified impacts, applicants may reference them in their applications.
- For each category of grant, the Commission has identified the types of projects that are generally acceptable to address casino related impacts.
- For each category of grant, the Commission has identified ineligible projects or items.

2.3 Proposed Municipal Grant Amounts

The proposed grant amounts for FY 2027 can be found on **ATTACHMENT-A**. You will note that these amounts are approximately 26% of the allocation amount last year.

Proposed grant amounts were voted by the Commission on November __, 2025, and each eligible municipality will have received a letter outlining their proposed grant amount and the steps that must be taken to receive that award.

2.4 Application Requirements

Grant applications are due to the Commission by 11:59 PM on January 31, 2026 via e-mail at MGCCMF@massgaming.gov or as a response to COMMBUYS BID Number: BD26-1068-1068C-1068L-_____. **Applications received after this time will not be considered for funding. Each municipality must submit only one application for the entire municipality. Applications should include the following elements.**

Please click here: www.massgaming.com/about/community-mitigation-fund/forms/ for the application forms and an example application.

FY 2027 Community Mitigation Fund Guidelines

- a. Applicants are required to fully complete the CMF Municipal Block Grant Application and select the appropriate categories for their proposed projects.
- b. Applicants must identify an impact associated with the casino, describe how the project will address it, and provide justification for any funds requested.
- c. The municipality must submit a separate section for each project within a grant category detailing the scope, schedule, and budget in accordance with the Guidelines. Applicants must submit additional supporting materials. These combined forms and attachments will make up each municipality's complete application.
- d. If a municipality cannot identify sufficient projects that will expend the entire proposed grant amount, a municipality may apply for a lower amount of funding. Any unused funding for that fiscal year will be forfeited by the municipality.

2.5 Waivers

The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines. Any requests for waivers shall be submitted with the Grant Application. Please click here for the waiver form: www.massgaming.com/about/community-mitigation-fund/forms/.

Funding Waiver- If any applicant determines that the proposed grant amount is insufficient to mitigate identified casino related impacts, it may request a waiver for those specific projects that cause the municipality to exceed the proposed grant amount. The intent of this waiver is not to fund routine expenses but rather to fund significant projects that would not otherwise be able to be funded under an applicant's annual CMF allocation. **The availability of funds for a waiver in FY 2027 are expected to be minimal. All available funds are being programmed for municipalities or regional agencies. The only funds that could be available for a waiver would be if a community or regional agency does not apply for funds, or the Commission determines that any projects are ineligible for funding. Applicants should not rely on waivers for funding projects.**

Please see Section 5.5 of these Guidelines for additional information about waivers.

2.6 Grant Categories

The Commission has identified five categories under which a municipality may apply for funding. All applicants should make sure they are aware of each category's distinct requirements and that they apply under the relevant category. Projects that the Commission determines are incorrectly filed may be recategorized by staff.

Community Planning

The Community Planning grant category is designed to help municipalities either address negative impacts of the gaming establishment on the local community or take advantage of opportunities that the gaming establishment presents. Community Planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results.

FY 2027 Community Mitigation Fund Guidelines

Community Planning projects must address an identified casino-related impact. Grant funds may be used for both project planning and project implementation. Past projects have included the development of marketing and tourism plans, design and implementation of web sites highlighting local businesses, wayfinding projects, re-zoning studies, and projects to improve the local economic capacity.

Applicants should consult with the Regional Planning Agency (RPA) or nearby communities to determine the potential for cooperative regional efforts regarding planning activities. Details of these consultations should be provided in the application.

A project may identify the addition of staff to implement the project. The Commission will fund the portion of the staff member's salary that is directly related to the implementation of the mitigation efforts. The municipality would need to provide the remaining amount of any employee cost and certify that all such expenses are casino related. The Commission will not cover fringe benefits under this category.

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. Please see the application form for additional information.

Identified Impacts: The Commission has identified impacts associated with the gaming establishment, which municipalities may cite in their application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If a municipality has identified an additional impact to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

Positive Impacts

- Gaming establishments attract a large group of patrons and employees to their establishments that would not otherwise be present in the area. This provides opportunities for local communities and businesses to attract these patrons and employees to their communities and business establishments.
- Gaming establishments typically purchase millions of dollars of goods and services each year, much of which is purchased locally. This provides the opportunity for local businesses to provide these goods and services.
- Gaming establishments require a significant number of workers, which provide employment opportunities for local residents.

Negative Impacts

- Competition from the gaming establishment may have negative impacts on other businesses competing in the hospitality and entertainment industries.
- The presence of a gaming establishment may result in reallocated spending. Reallocated spending is spending on goods and services which would have occurred had the casinos never opened, but which did not occur because an individual chose to spend their money at the casino instead. The main areas where monies are reallocated are transportation, retail items, hotels and travel, restaurants and bars, recreation, non-live entertainment and live entertainment.

FY 2027 Community Mitigation Fund Guidelines

- The marketing capabilities of the gaming establishments may put other competing local businesses at a disadvantage.

Eligible Community Planning and Implementation Projects – The following types of projects may be considered to address casino related impacts:

- Marketing and tourism plans to attract casino patrons and employees to the municipality, highlight local businesses, promote recreational and entertainment opportunities, and help communities compete with the gaming establishments for business.
- Projects to provide economic development opportunities for local businesses. Projects of this nature should be community-run efforts that have the potential to improve the competitiveness of local businesses as a whole. These projects must provide a public benefit and not provide a direct benefit to private entities.
- Programs to increase business opportunities to provide goods and services to the gaming establishments.
- Other programs to encourage casino employees to live/work/play in the community.

Ineligible Projects – The following types of projects have been deemed ineligible for grant funding:

- Projects that do not address a casino-related impact.
- Projects that primarily provide a direct benefit to or maintenance of a private party.

FY 2027 Community Mitigation Fund Guidelines

Transportation

The Transportation grant category is designed to help municipalities deal with the transportation related impacts that a gaming establishment may have on all modes of transportation including vehicular travel, public transit and pedestrian/bicycle travel. This category includes both the planning for transportation improvements and the construction of identified transportation improvement projects.

Transportation Planning and Construction projects for road and intersection improvements will only be funded on routes that have been identified in the Environmental Impact Report for the gaming establishment as carrying at least 1 percent of the casino-related traffic. The Commission may consider other roadway sections if the applicant can affirmatively demonstrate that the road section is significantly impacted by casino related traffic. Acceptable documentation could include traffic studies done by Regional Planning Agencies or private developers that could reasonably conclude that approximately 1% of the casino-related traffic is using the identified road/intersection. Please see **ATTACHMENT B** for the trip distribution maps for the gaming establishments.

Projects on state-owned roadways are not generally eligible for Community Mitigation Funds. If a community is looking for funds to perform planning on a state-owned roadway, please contact CMF Staff to discuss possible eligibility in advance of submitting the application.

For projects proposing the planning or construction of multi-use paths, the applicant must demonstrate that the proposed project is part of a larger network of paths that provide direct access to a gaming establishment.

Transportation Planning Projects: Transportation planning projects must address an identified casino impact. Transportation planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. Transportation planning grants are intended to assist communities with gathering data and analysis, hiring planning consultants, performing engineering review/surveys, conducting public meetings, preparing final reports, and preparing analysis or design.

For any proposed transit improvement studies, the municipality must consult with the Regional Transit Authority where the gaming establishment is located and must have support from that agency before proceeding with the project.

Applicants may, but are not required, to include a description of how the project meets the evaluation standards for the Fiscal Year 2026 TIP criteria for the Boston MPO Region or the Pioneer Valley Planning Commission's transportation evaluation criteria, or other regional transportation project evaluation standard, whichever may be most applicable.

Applicants are strongly encouraged to include a letter of support from MassDOT with any application.

FY 2027 Community Mitigation Fund Guidelines

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. Please see the application form for additional information.

Transportation Construction Projects: Transportation construction projects must address an identified casino impact. Grant funds will provide 100% of the combined total costs of all construction projects up to \$250,000 and will fund up to 30% of the costs associated with an individual project in excess of \$250,000 up to a maximum grant of \$1.5 million.

Example 1 – A community has a transportation construction project that is estimated to cost \$3 million. The subsidy for this project would be the first \$250,000 of the project at 100% and 30% of the remaining cost or $\$2,750,000 \times 0.30 = \$825,000$. The total subsidy for the project would then be $\$250,000 + \$825,000 = \$1,075,000$.

Example 2 – A community has two construction projects – construction of a bike share network that costs \$125,000 and an intersection improvement project that costs \$800,000. The combined costs of these projects are \$925,000. The breakdown would be as follows: \$250,000 would be spent across the two projects, the first \$125,000 on the bike share and the remaining \$125,000 towards the intersection improvements. This would leave a remainder of \$675,000 on the intersection project. Of that \$675,000 CMF would cover 30% or $\$675,000 \times 0.30 = \$202,500$. Therefore, the total award for the two projects would be $\$250,000 + \$202,500 = \$452,500$.

Applicants must demonstrate that the project will begin construction no later than June 30, 2026.

Identified Impacts: The Commission has identified transportation related impacts associated with the gaming establishments, which municipalities may cite in their applications. There may be other impacts that have not been identified by the Commission that may be eligible for grant funds. If a municipality has identified additional impacts to be addressed, the applications must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- Increased traffic associated with the gaming establishment may cause increased congestion on the major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular accidents on major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular/bicycle/pedestrian conflicts.
- Increased traffic associated with the gaming establishment may cause localized increases in air pollution due to congestion.
- Increased visitation to the gaming establishment area may place a strain on public transit services.

Eligible Transportation Planning Projects – Eligible transportation planning projects could include:

- Road safety audits
- Complete Streets evaluations and designs
- Studies to improve public transit
- Multi-use path planning and design
- Road/traffic signal improvement designs to improve vehicular safety and/or reduce traffic congestion

FY 2027 Community Mitigation Fund Guidelines

- Planning for bike share networks
- Studies to identify air pollution reduction strategies
- Studies to identify ways to reduce single occupancy vehicles

Eligible Transportation Construction Projects

- Construction of multi-use paths
- Construction of identified road safety improvements
- Construction of identified roadway capacity enhancements
- Purchase and installation of bike share networks
- Construction of transit improvements
- Construction of traffic signal improvements to enhance roadway capacity and/or improve vehicle and pedestrian safety
- Other transportation related construction projects that can be demonstrated to address an impact of a gaming establishment.

Ineligible Projects

- Routine road paving projects that do not include capacity enhancements or safety improvements
- Projects only associated with aesthetic improvements
- Operational costs associated with traffic safety (e.g., police costs for traffic enforcement, costs of traffic control equipment such as speed boards, etc.). Applicants should apply for these funds under public safety.
- Projects that do not address a casino-related impact

FY 2027 Community Mitigation Fund Guidelines

Public Safety

Public safety grants are intended to assist municipalities in addressing the increased public safety operational costs associated with the introduction of a gaming establishment in the region. Eligible entities include Police, Fire, EMS, and other public safety agencies. Any proposed project under this section must be done in response to a casino related impact. All applications for public safety personnel or other public safety operational costs, including relevant training, must demonstrate that CMF funds will supplement and not supplant historical operations funding.

Applicants that are applying for radio or other communication equipment that engages with the statewide interoperability system must submit the ICIP (Interoperable Communications Investment Proposal) form and Special Conditions Form directly to the Executive Office of Public Safety and Security (EOPSS). The applicant shall submit a copy of their forms with their public safety application. The applicant shall send the approved ICIP and Special Conditions Forms to MGCCMF@Massgaming.gov when they receive an approved copy back from EOPSS.

Applicants must include detailed hourly estimates for the costs of any public safety personnel. Applicants should include the most relevant information describing historical service or staffing levels (“baseline information”) to demonstrate that all funds will be used to supplement existing efforts. For example, if a community requests funding for additional staffing for a specific time period, the application should include information about the staffing levels that have been used for that same time period during the license term of the gaming facility. Applicants are requested to provide as much detailed baseline information as practicable to help the Commission in its review.

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. Please see the application form for additional information.

For applications requesting vehicle purchases, communities must demonstrate the following:

- That the vehicle is needed for a new effort being conducted by the community in response to a casino related impact;
- What percent of time the vehicle will be used to address the casino impact;
- For traffic enforcement vehicles, that the community is significantly impacted by casino related traffic;
- How the proximity of the community to the gaming establishment necessitates the purchase;
- That the vehicle purchase will not be for the replacement of an existing vehicle used by the municipality; and
- That the request is not for the replacement of existing vehicles in the fleet.

Identified Impacts: The Commission has identified public safety related impacts associated with the gaming establishments, which municipalities may cite in their applications. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If a municipality has identified additional impacts to be addressed, the applications must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

FY 2027 Community Mitigation Fund Guidelines

- Increased visitation and employment due to the casino will likely increase the interaction between public safety personnel and casino patrons and employees.
- It is recognized by law enforcement and the casino industry that casinos and other hospitality related businesses may attract certain types of crime including but not limited to human trafficking, money laundering, and drug trafficking. Other crimes that may be attributable to casinos include increased assaults, fraud, and property crimes.
- The presence of casinos has been demonstrated to cause an increase in cases of operating under the influence.
- Increases in traffic can cause increases in congestion, accidents, and vehicular/bicycle /pedestrian conflicts.
- The influx of visitors to a casino can result in an increase in calls for service and put pressure on local emergency services including emergency responders like fire departments and EMS. This could lead to increased needs for mutual aid.

Possible Mitigation Measures

- Police training including de-escalation training, implicit bias training, use of force training or other training to help improve police/patron/employee interactions.
- Efforts to improve traffic safety that could include enhanced traffic enforcement, use of speed/message boards, public education programs, or other efforts that are demonstrated to improve traffic safety.
- Efforts to reduce impaired driving potentially including sobriety checkpoints, saturation patrols, education programs, or other demonstrated measures to reduce impaired driving.
- Efforts to identify, monitor and address issues related to human trafficking, drug trafficking and money laundering.
- Efforts to better track casino related crimes.
- Training for Fire Departments and EMS to address issues that arise specifically associated with the gaming establishment.

Ineligible Projects – MGC has identified the following projects/items as ineligible for grant funding:

- Equipment that is normally supplied by a public safety agency to their staff (e.g., uniforms, safety equipment, weapons, body armor, etc.).
- Routine replacement of vehicles – these are vehicles that would otherwise be replaced by the community if CMF funds were not available.
- Routine replacement of radio equipment.
- Equipment that does not specifically address a casino-related impact.
- Funding that supplants existing historical funding.
- Funding for Gaming Enforcement Unit personnel or operations costs specified or anticipated in the memoranda of understanding between the Massachusetts State Police and host communities' police departments
- Any project does not address a casino related impact.

FY 2027 Community Mitigation Fund Guidelines

Gambling Harm Reduction

Funding for gambling harm reduction is designed to assist municipalities in identifying populations at risk for problem gambling, studying the impact of gambling on those populations, identifying solutions to help mitigate identified harms and implementing solutions that help reduce the risk of gambling harms.

The Commission has received several applications to study youth gambling. If a community is proposing a study of youth gambling, please contact Commission staff prior to submitting the application to discuss methodology to ensure that the proposed study will not duplicate previous work.

Identified Impacts

- Certain groups of people are disproportionately at risk of gambling-related harm by the presence of a casino. These groups can be linked by race, ethnicity, gender, age, people who have recently immigrated, veteran status, and/or socioeconomic status.

MGC recently worked with Gambling Research Exchange Ontario (GREO) to compile research on different groups that may be relevant to your community's needs. Please click here to access the studies on different populations that may be at increased risk for gambling harm <https://massgaming.com/about/community-mitigation-fund/application-guidelines/>

Possible Mitigation Measures

- A municipality may use these funds for the development and planning of a study or project. Projects are primarily for community engagement, vision and planning. Applicants may develop a plan to engage the community to identify a casino or gambling related topic or issue which warrants further investigation. The product of this process should be a research strategy which may be considered for detailed research funding in subsequent funding cycles. We expect these types of grants to be for a one-year term.
- A community may also use these funds for conducting detailed research on the topic identified. Applicants that have a specific research topic and/or question and that are prepared to propose a research strategy. For this type of proposal, applicants must organize their proposal in the following order.

Specific Aims: State concisely the goals of the proposed research. Summarize the gambling related harms and potential impacts that the results of the proposed project will exert on Massachusetts and the research field(s) involved.

Research Strategy: Provide a detailed research strategy, including the following:

Approach: Describe the overall strategy, methodology, and analyses to be used to accomplish the specific aims of the project.

Significance: Explain the importance of the topic or question that the proposed project addresses.

Innovation: Describe any new or novel theoretical concepts, approaches or methodologies to be used.

Protection of Human Subjects: Please summarize your plan to obtain Internal Review Board (IRB) approval. If you believe IRB approval is not required for this project, please provide justification.

FY 2027 Community Mitigation Fund Guidelines

Collaboration and Knowledge of the Community: Describe the organization's relationship and understanding of the community with whom the study will take place.

Knowledge Translation and Exchange: Describe how an answer to the question or insight on the topic may mitigate gambling related harms in the community. Identify specific activities and/or measures which may be supported by the Community Mitigation Fund in subsequent funding cycles. Describe a plan to share information with the community and/or use it to inform policy or practice.

Some examples of the MGC General Research Agenda and Community Engaged Research can be found: <https://massgaming.com/about/research-agenda/> or <https://massgaming.com/about/research-agenda-search/?cat=community-engaged-research>

- A community may also apply to fund a project that will help to mitigate a gambling harm identified via their own detailed research or the application of MGC research. Applicants can utilize research identified in the community specific interventions slide deck found <https://massgaming.com/about/community-mitigation-fund/application-guidelines/> or impacts outline in the MGC reports found <https://massgaming.com/about/research-agenda/> or <https://massgaming.com/about/research-agenda-search/?cat=community-engaged-research>

Ineligible Projects – MGC has identified the following projects/items as ineligible for grant funding:

- Project does not address a casino related impact.
- Detailed research projects that are not grounded in available evidence.
- A project that will mitigate a gaming-related harm that is not grounded in their own detailed research or recommendations arising from MGC research (as outlined in the community specific interventions slide deck or MGC research reports referenced above).

FY 2027 Community Mitigation Fund Guidelines

Specific Impact

Specific Impact Grants are only for projects that do not fit within the other categories of CMF Grants. The municipality must provide a thorough description of an identified impact of the gaming establishment and proposed mitigation measures to address the impact. The community should contact Commission staff to discuss any specific impact grants before submitting its application.

A community may also use this Specific Impact Grant to break out administrative and/or staffing costs associated with the grant as a whole.

Identified Impacts: The Specific Impact category recognizes that there may be other impacts associated with a gaming establishment that have not been identified by the Commission. If a municipality has identified an additional impact to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

The Commission's regulation 205 CMR 125.01 2(b)4 defines operational impacts as:

"The community will be significantly and adversely affected by the operation of the gaming establishment after its opening taking into account such factors as potential public safety impacts on the community; increased demand on community and regional water and sewer systems; impacts on the community from storm water runoff, associated pollutants, and changes in drainage patterns; stresses on the community's housing stock including any projected negative impacts on the appraised value of housing stock due to a gaming establishment; any negative impact on local, retail, entertainment, and service establishments in the community; increased social service needs including, but not limited to, those related to problem gambling; and demonstrated impact on public education in the community."

Although these definitions include the types of operational impacts that may be funded, they are not limited to those. The decision will be made by the Commission after its review.

Eligible Expenses

The Commission will make funding available to mitigate gaming facility operational impacts that are being experienced or were experienced by the January 31, 2026, application deadline.

Ineligible Expenses

Any expense considered to be a municipal cost such as any cost which may be included in its annual budget

- Any cost for which it receives payments through its Host Community Agreement or Surrounding Community Agreement.
- Any project that does not address a casino related impact.
- Applications from non-governmental entities

FY 2027 Community Mitigation Fund Guidelines

REGIONAL AGENCY GRANT PROGRAM

3.0 REGIONAL AGENCY GRANT PROGRAM

The Commission will accept applications by regional agencies to address impacts on communities that go beyond one municipality and can be more effectively addressed in a regional manner.

3.1 Eligibility

MGL c. 23K, Section 61 identifies eligible entities as “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. The Commission may, at its discretion, distribute funds to a governmental entity or district other than a single municipality in order to implement a mitigation measure that affects more than 1 municipality.”

This definition provides the Commission with broad authority regarding the distribution of mitigation funds to regional governmental entities. However, the Commission has identified two priority areas for project funding – regional workforce education programs and regional public safety.

While other regional governmental entities may be eligible for funding, any such entity proposing to apply for funding should contact the Community Affairs Division well in advance of the submission deadline to discuss project eligibility and casino related impacts.

3.2 Key Programmatic Aspects

The reduction in funding for FY 2027 will result in reduced funding for the Regional Agency Grants. The Commission intends to award \$819,800 to Regional Agencies. All previously eligible entities continue to be eligible for grants; however, it is unlikely that all applicants will receive funding. The Commission has determined that workforce education and public safety are the highest priorities.

Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested. The following are some of the key aspects of the program:

- For each category of grant, the Commission has identified impacts that are likely to be caused by, or associated with, the gaming establishments. For these identified impacts, applicants may reference them in their applications.
- For each category of grant, the Commission has identified the types of projects that are generally acceptable to address casino related impacts.
- For each category of grant, the Commission has identified ineligible projects or items.

3.3 Application Requirements

Grant applications are due to the Commission by 11:59 PM on January 31, 2026 via e-mail at MGCCMF@massgaming.gov or as a response to COMMBUYS BID Number: BD265-1068-1068C-1068L-_____. **Applications received after this time will not be considered for funding.**

FY 2027 Community Mitigation Fund Guidelines

Each regional agency must submit only one application. Applications should include the following elements.

Please click here: www.massgaming.com/about/community-mitigation-fund/forms/ for the application forms and an example application.

- a. Applicants are required to fully complete the CMF Regional Agency Grant Application and fill out the appropriate section for the selected grant category.
- b. Applicants must identify an impact associated with the casino, describe how the project will address it, and provide justification for any funds requested.
- c. The regional agency applicants must submit an application detailing the scope, schedule, and budget which provides details on how the agency will spend the money in accordance with the program guidelines. Agencies may submit additional materials to support their applications.

3.4 Waivers

The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines. Any requests for waivers shall be submitted with the Grant Application. Please click here for the waiver form: www.massgaming.com/about/community-mitigation-fund/forms/

3.5 Grant Categories

The Commission has identified three categories under which a regional agency may apply for funding. All applicants should make sure they are aware of each category's distinct requirements and that they apply under the relevant category. Projects that the Commission determines are incorrectly filed may be recategorized by staff.

Regional Planning Grants

Certain casino related impacts may present challenges across multiple communities or create opportunities to leverage the presence of a casino to provide regional benefits. Projects to address these types of impacts are often better served using a regional agency to develop and implement solutions.

For FY 2027, the Commission is authorizing grants of up to \$75,000 for Regional Planning Agencies (RPAs) to identify and implement projects that address regional impacts associated with the gaming establishments.

The eligible RPAs for these grants are those that serve the casino's host community – the Metropolitan Area Planning Council for Region A, the Southeast Regional Planning and Economic Development District for the Category 2 facility, and the Pioneer Valley Planning Commission for Region B. Other governmental agencies may be eligible for this grant if their project meets all other

FY 2027 Community Mitigation Fund Guidelines

program requirements. If interested, please contact Commission Staff in advance of application to confirm eligibility.

Similar to the Community Planning and Transportation categories under the Municipal Block Grant Program, these grants are designed to help either address the negative impacts of the gaming establishment on the region or to take advantage of opportunities that the gaming establishment presents.

Regional planning projects must address an identified casino related impact. Grant funds may be used for both project planning and project implementation. Planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. Applicants should work in collaboration with or on behalf of impacted municipalities.

Planning grants are intended to assist agencies with gathering data and analysis, hiring planning consultants, performing engineering review/surveys, conducting public meetings, preparing final reports, and preparing analysis or design.

Identified Impacts: The Commission has identified impacts associated with the gaming establishment, which RPAs may cite in their application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

Positive Impacts

- Gaming establishments attract a large group of patrons and employees to their establishments that would not otherwise be present in the area. This provides opportunities for local communities and businesses to attract these patrons and employees to their communities and business establishments.
- Gaming establishments typically purchase millions of dollars of goods and services each year, much of which is purchased locally. This provides the opportunity for local businesses to provide these goods and services.
- Gaming establishments require a significant number of workers, which provide employment opportunities for local residents.

Negative Impacts

- Competition from the gaming establishment may have negative impacts on other businesses competing in the hospitality or entertainment industries.
- The presence of a gaming establishment may result in reallocated spending. Reallocated spending is spending on goods and services which would have occurred had the casinos never opened, but which did not occur because an individual chose to spend their money at the casino instead. The main areas where monies are reallocated are transportation, retail items, hotels and travel, restaurants and bars, recreation, non-live entertainment, and live entertainment.
- The marketing capabilities of the gaming establishments may put other competing local businesses at a disadvantage.

FY 2027 Community Mitigation Fund Guidelines

- Increased traffic associated with the gaming establishment may cause increased congestion on the major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular accidents on major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular/bicycle/pedestrian conflicts.
- Increased traffic associated with the gaming establishment may cause localized increases in air pollution due to congestion.
- Increased visitation to the gaming establishment area may place a strain on public transit services.

Eligible Projects – The following types of projects may be considered to address casino related impacts:

- Marketing and tourism plans to attract casino patrons and employees to the municipality, highlight local businesses, promote recreational and entertainment opportunities, and help communities compete with the gaming establishments for business.
- Projects to provide economic development opportunities for local businesses.
- Programs to increase business opportunities to provide goods and services to the gaming establishments.
- Other programs to encourage casino employees to live/work/play in the region.
- Road safety audits
- Complete Streets evaluations and designs
- Studies to improve public transit
- Multi-use path planning and design
- Road/traffic signal improvement designs to improve vehicular safety and/or reduce traffic congestion.
- Planning for bike share networks
- Studies to identify air pollution reduction strategies
- Studies to identify ways to reduce single occupancy vehicles

Ineligible Projects – The following types of projects have been deemed ineligible for grant funding:

- Projects that do not address a casino-related impact.
- Applications from non-governmental entities.

Regional Public Safety Grants

MGL c. 23K, Section 61 identifies regional public safety agencies as being eligible for mitigation funds and specifically identifies the county District Attorney's Offices. The Commission seeks to support the Attorney General and District Attorney's Offices in jurisdictions where the establishment and operation of a casino have resulted in an increase in criminal cases. The objective of this category is to ensure that these offices have the necessary resources to effectively manage and prosecute cases associated with the operation of a casino.

The regional agencies eligible for funding under this category include:

- The Office of the County District Attorneys

FY 2027 Community Mitigation Fund Guidelines

- Attorney General's Office
- Other relevant public safety agencies

For FY 2027 the Commission has established a maximum grant of \$75,000 for the District Attorney's Offices. Grant amounts for the Attorney General will be based on available funding and demonstrated need. Any other relevant public safety agencies will be limited to a maximum grant of \$75,000

Identified Impacts: The Commission has identified regional public safety related impacts associated with the gaming establishments, which agencies may cite in their applications. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- The introduction of casinos in the Commonwealth has led to increased criminal cases being handled by the District Attorney or Attorney General.
- It is recognized by law enforcement and the casino industry that casinos and other hospitality related businesses may attract certain types of crime. This is including but not limited to human trafficking, money laundering, and drug trafficking. Other crimes that may be attributable to casinos include increased assaults, fraud, and property crimes.
- The presence of casinos has been demonstrated to cause an increase in cases of operating under the influence.

Eligible Costs

- Funding for personnel, including prosecutors, investigators, and administrative staff, and victim witness advocates to assist these offices in handling the additional workload created by the casino's presence. The office must demonstrate an increase in criminal cases directly related to the presence of the casino. The office must have a clear plan for the utilization and record keeping of the grant funds, specifying the roles and responsibilities of the additional personnel to be hired or assigned to the grant.

Ineligible Costs

- Staff whose jobs are not directly tied to the increased case load associated with a casino.
- A project that does not address a casino related impact.

Reporting and Accountability

Grant recipients will be required to provide quarterly progress reports on their progress as well as a final report with case numbers to ensure that the funds are being used as intended and to assess the program's impact on case management. The grantee will also provide the Commission staff a record of the following case types.

- | | |
|-------------------------|----------------------|
| • Motor Vehicle/OUI | • Disorderly Conduct |
| • Property Damage/Theft | • Human Trafficking |
| • Assaults | • Firearms |
| • Sexual Assault | • RICO |
| • Drug Offenses | • Identity Theft |
| • Money Laundering | |

Additional details with respect to reporting will be included in the grant documents if awarded.

Regional Workforce Development Grants

Regional Workforce Development Grant applicants should focus on areas highly impacted by casino operations to mitigate strain in existing resources and a potential impact to the regional labor market. Applicants must be able to demonstrate that the education and skills training programs proposed are in response to an identified need at the casinos or to provide a sufficient supply of workers to backfill jobs being lost to the casinos. The Commission encourages new and innovative program ideas that align with the grant program's intention.

A consortium application is required. Eligible workforce development proposals must include a regional consortium approach to improve the skills, knowledge, and credential attainment for residents. The proposal must also include regional labor market information and evidence of employer partnerships.

Grantees will be expected to track numbers related to student participation and job placement across several defined parameters such as gender, minority status, and veteran status.

Regional Workforce Development Program Spending

The Commission anticipates awarding one grant per region with the following maximum value:

- Region A - \$300,000
- Region B - \$300,000

Identified Impacts: The Commission has identified the following impacts associated with the gaming establishment, which may be cited in the application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- Increase in demand for employees with a high school diploma or equivalent credentials
- Increase in demand for employees with understanding of roles in the hospitality field
- Increase in demand for employees who speak English
- Increase in demand for applicants with basic digital literacy

Eligible Expenses

- Gaming school scholarships
- Post-secondary vocational programs in culinary, hospitality skills, banking, or general customer service training or vocational programs focused on English language/adult basic education
- A program that structures intentional connections among adult basic education, occupational training, and post-secondary education programs designed to meet the needs of both adult learners and employers
- Registered apprenticeships in the hospitality and banking fields
- Courses leading to college credits or industry-recognized certificates
- Adult Basic Education ("ABE") and vocationally based English for Speakers of Other Languages ("ESOL") training programs; contextualized learning
- Integrated Education and Training and industry-recognized credentials
- Translation services to help with student success

FY 2027 Community Mitigation Fund Guidelines

- Transportation and childcare vouchers
- Technology related to participant access
- Administrative costs include activities related to management, oversight, reporting, and record keeping, and monitoring of the grant program. This amount may not exceed 7.5% of the grant.

Ineligible Expenses

- Programs that are not directly or indirectly tied to the presence of a casino.

4.0 OTHER GRANTS

4.1 Emergency Mitigation Grants

The Commission may award up to \$100,000 to cover newly identified impacts of an emergency nature that would cause significant harm to a community if it were not remedied in an expeditious fashion. The intent of this grant is to allow the Commission to be more responsive in addressing significant casino-related issues that do not fall within the normal CMF timelines. This grant is not intended to circumvent the normal CMF processes.

4.2 Tribal Gaming Technical Assistance Grants

The Commission may award up to \$100,000 to assist in the determination of potential impacts that may be experienced by communities in geographic proximity to the potential Tribal Gaming facility in Taunton. Such funding will only be made available after approval of any application by SRPEDD or a comparable regional entity.

5.0 OTHER PROGRAM ELEMENTS

5.1 Administrative Costs

For FY 2027 administrative costs are eligible under the CMF. Grantees may use up to 7.5% of the grant for administrative purposes up to \$50,000. Administrative costs include activities related to management, oversight, reporting, record keeping, and monitoring of the grant program. The grant application must identify how much of the grant funding is being used for administrative purposes and must also outline what funds are being contributed by the entity, such as in-kind services. Workforce Development Grants are not subject to the \$50,000 cap. Applicants should indicate administrative costs by project where necessary and under specific impact when the funds will be directed across multiple projects.

5.2 Operational Costs

Operational costs are intended to supplement existing departmental budgets impacted by the operation of a gaming facility. Examples of eligible items could include the cost of staff to run a program, overtime of public safety personnel; public safety equipment upgrades and/or supplies, increased demand on community regional water and sewer systems; and stresses on the community's housing.

5.3 Collaborative Applications

Applicants are encouraged to work with other local municipalities in the development of joint applications. Applications should provide details regarding consultations with nearby communities for cooperative regional efforts for pooling CMF funds for joint projects. For a joint application, the application must specify which community will be the fiscal agent for the grant. Each community must state how much and from which distribution category the funds are being drawn from. The administering entity would be responsible for all activities related to the management of the grant such as providing timely quarterly reports, preparing expenditure reports and all documentation needed as part of the Close-out Process. Each Community would list the joint applicants, specify

which category, and how much each community is contributing. The funding may be requested only for the costs of a joint project being proposed by more than one community, not similar projects.

5.4 Regional Agencies

There are several Regional Planning Agencies which entities can use to provide services and resources. These agencies have expertise in planning, planning studies, development of mitigation plans for impacts, and can provide other technical assistance in its region.

5.5 Waivers and Variances

Applicants may request a waiver of a condition set forth in the Application for the Commission's consideration. All requests for waivers or variances shall be submitted with the Application. The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines where the Commission finds that:

- a. Granting the waiver or variance is consistent with the purposes of MGL c. 23K;
- b. Granting the waiver or variance will not adversely affect the public interest; and
- c. Not granting the waiver or variance would cause a substantial hardship to the community, governmental entity, or person requesting the waiver or variance.

The Waiver shall set forth the specific provision of the Guidelines to which the waiver or variance is sought. The Waiver Form can be found at: www.massgaming.com/about/community-mitigation-fund/forms/

Applicants may contact Mary Thurlow at mary.thurlow@massgaming.gov or Joseph Delaney at Joseph.Delaney@massgaming.gov with any questions.

The Commission may grant a waiver or variance, deny a waiver or variance, or grant a waiver or variance subject to such terms, conditions and limitations as the Commission may determine. The terms, conditions, covenants, duties and obligations contained in this Application may be waived only by written agreement executed by duly authorized representatives of the Commission and the Grantee. No waiver by either party of any term, condition, covenant, duty or obligation shall be construed as a waiver of any other term, condition, covenant, duty or obligation nor shall a waiver of any breach be deemed to constitute a waiver of any subsequent breach, whether of the same or a different section, subsection, paragraph, clause, phrase, or other provision of this Grant.

5.6 Requests for Changes to Components of Grant Awards

The Commission authorized MGC staff to approve requests for changes to components of grant awards provided that staff provides notice of such changes to all Commission members and provided further that such changes shall not exceed 10% of the grant award or \$25,000, whichever is smaller. Requests over this amount must be approved by a vote of the Commission.

5.7 Application Review Process

Commission Process:

The Commission may ask Applicants for supplementary materials, may request a meeting with Applicants, and reserves the ability to host a hearing or hearings on any Application. Depending on

the content of the Application, Commission Staff may consult with outside agencies with expertise in various areas to assist the review process. Staff may provide a detailed memoranda of considerations for the Commissioner's to review in a public meeting.

The Commission reserves the ability to fund only portions of requested projects and to fund only a percentage of amounts requested. The Commission also reserves the ability to place conditions on any award.

The Commission reserves the right to determine which requests to fund based on its assessment of a broad range of factors including the extent of public benefit each grant is likely to produce.

Evaluation Factors:

- A demonstration that the impact is being caused by the gaming facility;
- The significance of the impact to be remedied;
- The potential for the proposed mitigation measure to address the impact;
- The feasibility and reasonableness of the proposed mitigation measure;
- A demonstration that any program to assist non-governmental entities is for a demonstrated public purpose and not for the benefit or maintenance of a private party;
- The significance of any matching funds including but not limited to the ability to compete for state or federal workforce, transportation or other funds;
- Any demonstration of regional benefits from a grant award;
- A demonstration that other funds from host or surrounding community agreements are not available to fund the proposed mitigation measure;
- A demonstration that such mitigation measure is not already required to be completed by the licensee pursuant to any regulatory requirements or pursuant to any agreements between such licensee and Applicant;
- The inclusion of a detailed scope, budget, and schedule for each mitigation request; and
- The inclusion of information detailing diversity in vendor/supplier spending practices relative to Minority Business Enterprises ("MBE"), Veteran's Business Enterprises ("VBE") and Women's Business Enterprises ("WBE").

5.8 Grant Award Process for Municipal Block Grants

The following is the anticipated process for the CMF Municipal Block Grants:

- a. Eligible municipalities will receive notification from the Commission regarding the amount of proposed grant funding for their community. This notification will be sent via email to their respective Town Manager/City Administrator/Grant Manager and current CMF Grant Managers noted on previous applications. **Entities should notify the Community Affairs Division of any additional people or changes to ensure that notifications are correctly distributed.**
- b. Municipalities will have until January 31, 2026 to submit their application for the proposed grant amount previously issued by the Commission. This will constitute their application for funds as required by 23K Section 61. These applications must detail how the municipality plans to use the funding.
- c. If applications are not submitted by January 31, 2026, the municipality forfeits the funds for that year.

FY 2027 Community Mitigation Fund Guidelines

- d. **After receipt of the Applications:** Members of the Review Team analyze and develop recommendations on the applications for the Commission. The Review Team will review each community's conformance with the Guidelines. Communities will be given the opportunity to modify their applications if the Review Team finds areas that do not comply with the Guidelines or require additional information.
- e. Once the applications are finalized, these will be brought to the Commission for final approval. Such decisions will be made prior to July 1, 2026.
- f. After the Commission's decision, grant instruments and contracts will be prepared and sent to the Applicants.

5.9 Rescission of Grants

If a Grantee does not expend the funds in a timely manner, the Commission may rescind the grant and make those funds available in the next grant round for the Region in which the grant originated. Before any grant is rescinded, Commission staff will notify the Grantee that the expenditures on the grant are not timely and establish a timeline for the Grantee to either expend the funds or have the grant rescinded.

5.10 Program Staff Directory

CMF Applicants are encouraged to contact the Commission's staff with any questions or concerns. The Commission's Chief of the Division of Community Affairs, Joseph Delaney, can be reached at (617) 721-9198 or via e-mail at joseph.delaney@massgaming.gov or MGCCMF. The Commission's address is 101 Federal Street, 12th Floor, Boston, MA 02110.

Joseph Delaney	617 721-9198	Joseph.Delaney@massgaming.gov
Mary Thurlow	617 979-8420	Mary.Thurlow@massgaming.gov

FY 2027 Community Mitigation Fund Guidelines

ATTACHMENT A-

For FY 2027, the Commission will use a direct ratio of the currently available funding to the proposed funding for FY 2026. The total proposed funding for FY 2027 is \$5,000,000 and the total proposed funding for FY 2026 was \$19,500,000. Therefore, the available funding for FY 2027 is 25.64% of the FY 2026 Funding. This results in the following amounts being available for each region and the regional agencies:

Region A	\$2,949,100
Region B	\$1,102,800
Category 2	\$ 128,300
Regional Agencies	\$ 819,800

FY 2027 PROPOSED GRANT AMOUNTS BY REGION

Region A – Encore Boston Harbor FY 2027 Proposed Grant Amounts

Funding Available - \$2,949,100

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Community	Base Grant	HCA/SCA Status	Proximity to Casino	Traffic	Total FY 2026 Grant Amount	FY 2027 Grant 25.64% of FY 2026 Grant*
Everett	\$200,000	\$400,000	\$1,600,000	\$662,000	\$2,862,000	\$733,900
Boston	\$200,000	\$200,000	\$800,000	\$1,407,000	\$2,607,000	\$668,500
Cambridge	\$200,000	\$200,000	\$300,000	\$0	\$700,000	\$179,500
Somerville	\$200,000	\$200,000	\$400,000	\$310,000	\$1,110,000	\$284,700
Medford	\$200,000	\$200,000	\$400,000	\$248,400	\$1,048,400	\$268,900
Malden	\$200,000	\$200,000	\$400,000	\$82,800	\$882,800	\$226,400
Revere	\$200,000	\$0	\$400,000	\$62,100	\$662,100	\$169,800
Chelsea	\$200,000	\$200,000	\$400,000	\$227,700	\$1,027,700	\$263,500
Saugus	\$200,000	\$0	\$0	\$0	\$200,000	\$51,300
Lynn	\$200,000	\$0	\$0	\$0	\$200,000	\$51,300
Melrose	\$200,000	\$0	\$0	\$0	\$200,000	\$51,300
Total	\$2,200,000	\$1,600,000	\$4,700,000	\$3,000,000	\$11,500,000	\$2,949,100

Region B – MGM Springfield FY 2027 Proposed Grant Amounts

FY 2027 Community Mitigation Fund Guidelines

Funding Available - \$1,102,800

Community	Base Grant	HCA/SCA Status	Proximity to Casino	Traffic	Total	FY 2027 Grant 25.64% of FY 2026 Grant*
Springfield	\$75,000	\$150,000	\$666,000	\$512,700	\$1,403,700	\$360,000
W Springfield	\$75,000	\$75,000	\$281,000	\$87,300	\$518,300	\$132,900
Holyoke	\$75,000	\$75,000	\$84,000	\$60,000	\$294,000	\$75,400
Chicopee	\$75,000	\$75,000	\$142,000	\$49,100	\$341,100	\$87,500
Ludlow	\$75,000	\$75,000	\$84,000	\$10,900	\$244,900	\$62,800
Wilbraham	\$75,000	\$75,000	\$142,000	\$21,800	\$313,800	\$80,500
E Longmeadow	\$75,000	\$75,000	\$142,000	\$60,000	\$352,000	\$90,300
Longmeadow	\$75,000	\$75,000	\$142,000	\$32,800	\$324,800	\$83,300
Agawam	\$75,000	\$75,000	\$142,000	\$65,400	\$357,400	\$91,700
Hampden	\$75,000	\$0	\$0	\$0	\$75,000	\$19,200
Northampton	\$75,000	\$0	\$0	\$0	\$75,000	\$19,200
Total	\$825,000	\$750,000	\$1,825,000	\$900,000	\$4,300,000	\$1,102,800

Category 2 – Plainridge Park Casino FY 2027 Proposed Grant Amounts Funding Available - \$128,300

Community	Base Grant	HCA/SCA Status	Proximity to Casino	Traffic	Total	FY 2027 Grant 25.64% of FY 2026 Grant*
Plainville	\$25,000	\$50,000	\$50,000	\$28,300	\$153,300	\$39,300
Wrentham	\$25,000	\$25,000	\$20,000	\$6,800	\$76,800	\$19,700
Foxborough	\$25,000	\$25,000	\$10,000	\$4,500	\$64,500	\$16,500
Mansfield	\$25,000	\$25,000	\$10,000	\$3,000	\$63,000	\$16,200
N. Attleborough	\$25,000	\$25,000	\$10,000	\$21,700	\$81,700	\$21,000
Attleborough	\$25,000	\$25,000	\$0	\$10,700	\$60,700	\$15,600
Total	\$150,000	\$175,000	\$100,000	\$75,000	\$500,000	\$128,300

*All grant amounts are rounded to the nearest \$100.

ATTACHMENT B- TRIP DISTRIBUTION MAPS REGION A ENCORE BOSTON HARBOR

Encore Boston Harbor Patron Trip Distribution

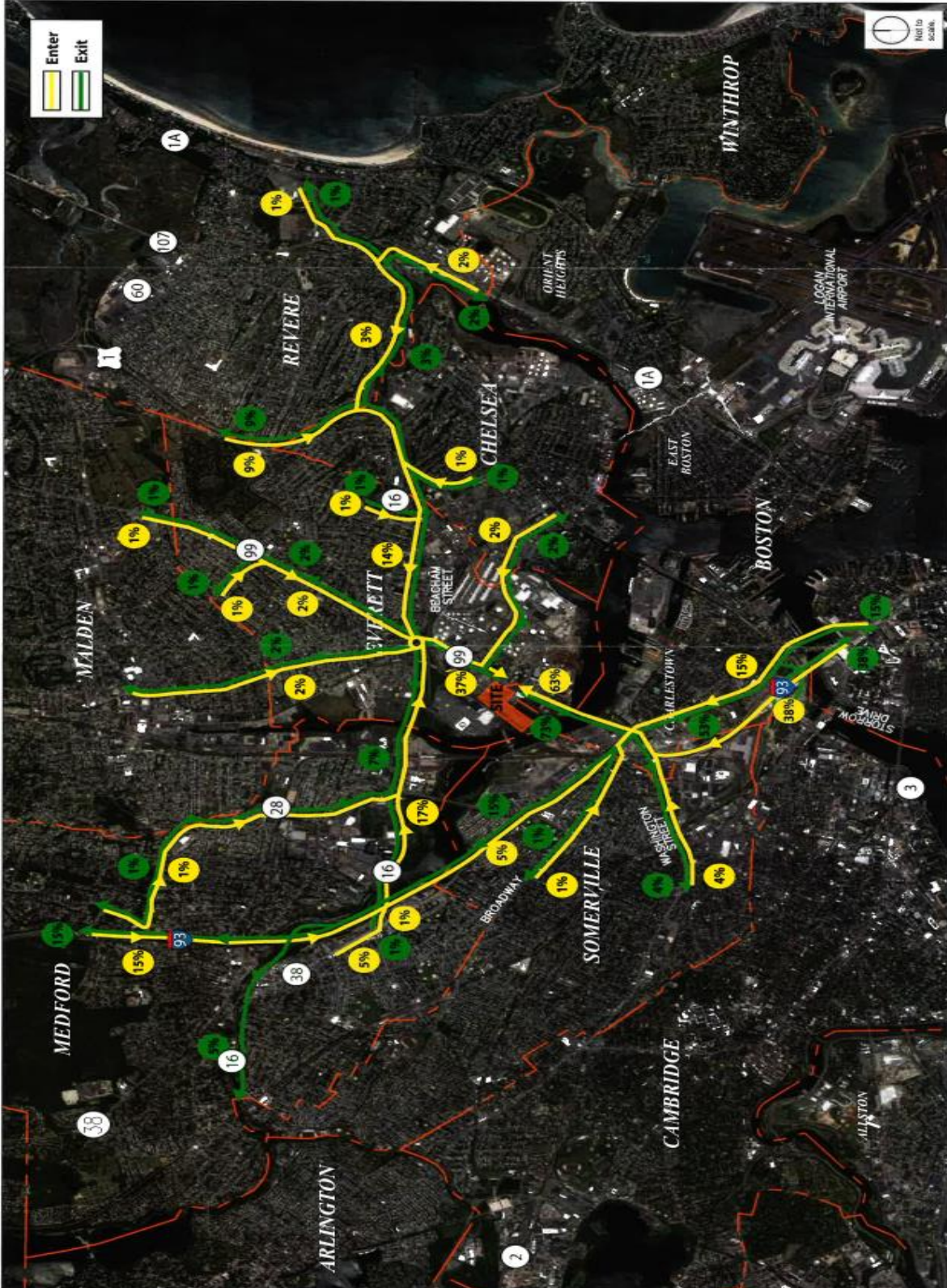


Figure 4-49
Trip Distribution (Patrons)
Source: Howard/Stein-Hudson Associates, Inc., 2013

FY2027 Community Mitigation Fund Guidelines

Encore Boston Harbor Employee Trip Distribution

Draft Environmental Impact Report

Wynn Everett

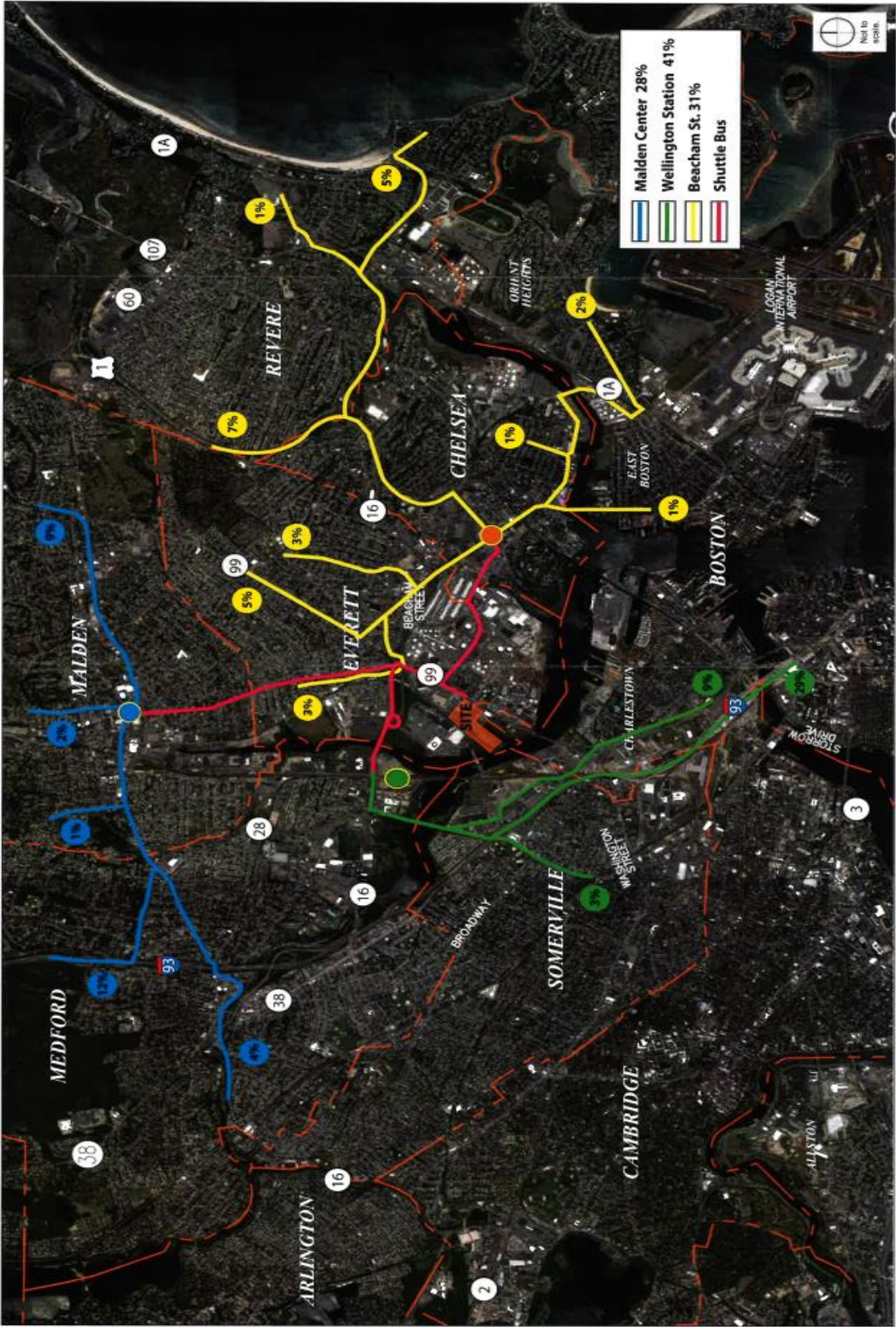


Figure 4-50
Trip Distribution (Employees)
Source: Howard/Stein-Hudson Associates, Inc., 2013

Wynn Everett
Everett, Massachusetts

FY2027 Community Mitigation Fund Guidelines

Encore Boston Harbor Employee and Patron Composite Trip Distribution

Draft Environmental Impact Report

Wynn Everett



Figure 4-51
Composite Trip Distribution (Patrons and Employees)
Source: Howard/Stein-Hudson Associates, Inc., 2013

Wynn Everett
Everett, Massachusetts

FY2027 Community Mitigation Fund Guidelines

Encore Boston Harbor Trip Distribution by Travel Corridor

Wynn Everett

Draft Environmental Impact Report

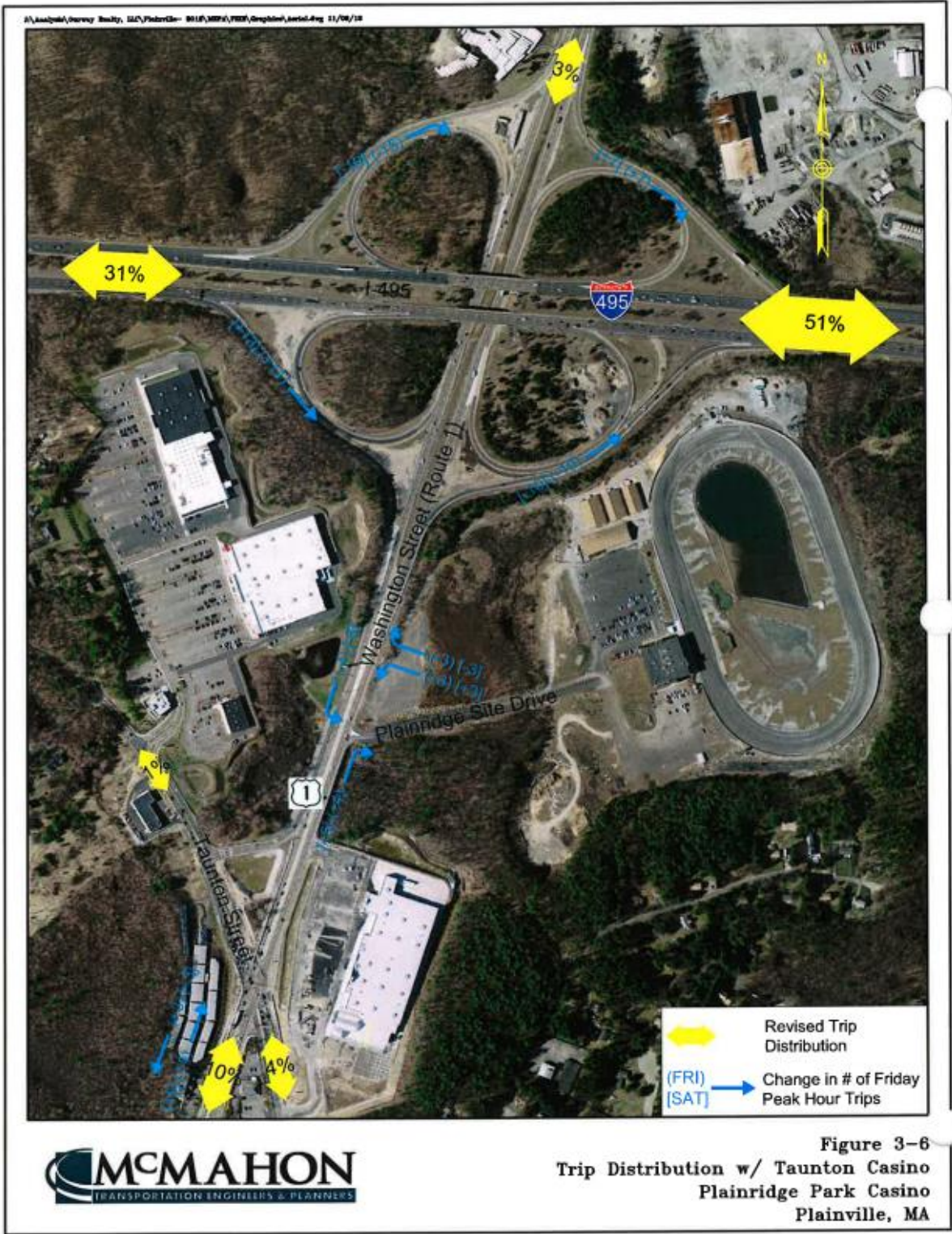
Table 4-21, Vehicle Trip Distribution by Travel Corridor

Travel Corridor	Patron Percent	Employee Percent	Composite Percent
I-93 North	15%	12%	15%
Route 16 West	5%	3%	5%
Route 38 West	1%	1%	1%
Broadway West	1%	1%	1%
Washington Street West	4%	3%	4%
I-93 South	38%	29%	37%
Rutherford Avenue	15%	9%	14%
Beacham Street East	2%	4%	2%
Route 16 East	3%	6%	3%
Route 1 North	9%	7%	9%
Route 99 North	2%	5%	2%
Main St (Everett Malden)	2%	3%	2%
Route 28 North	1%	1%	1%
Other Local	2%	16%	4%
Total	100%	100%	100%

The patron and employee trip distribution patterns were used to assign new Project vehicle trips to the area roadway network. Figure 4-51A and Figure 4-51B depict the Friday p.m. peak hour Project trip assignments at intersections 1-26, located in Everett. Figure 4-52 shows Friday p.m. peak hour Project trip assignments at intersections 27-32, located in Chelsea and Revere. Figure 4-53 shows the Friday p.m. peak hour Project trip assignments at intersections 33-44, located in Medford. Figure 4-54 shows the Friday p.m. peak hour Project trip assignments at intersections 45-57, located in Somerville, Boston, and Cambridge. Figure 4-55A and Figure 4-55B depict the Saturday afternoon peak hour Project trip assignments at intersections 1-26, located in Everett. Figure 4-56 shows the Saturday afternoon peak hour Project trip assignments at intersections 27-32, located in Chelsea and Revere. Figure 4-57 shows the Saturday afternoon peak hour Project trip assignments at intersections 33-44, located in Medford. Figure 4-58 shows the Saturday afternoon peak hour Project trip assignments at intersections 45-57, located in Somerville, Boston, and Cambridge.

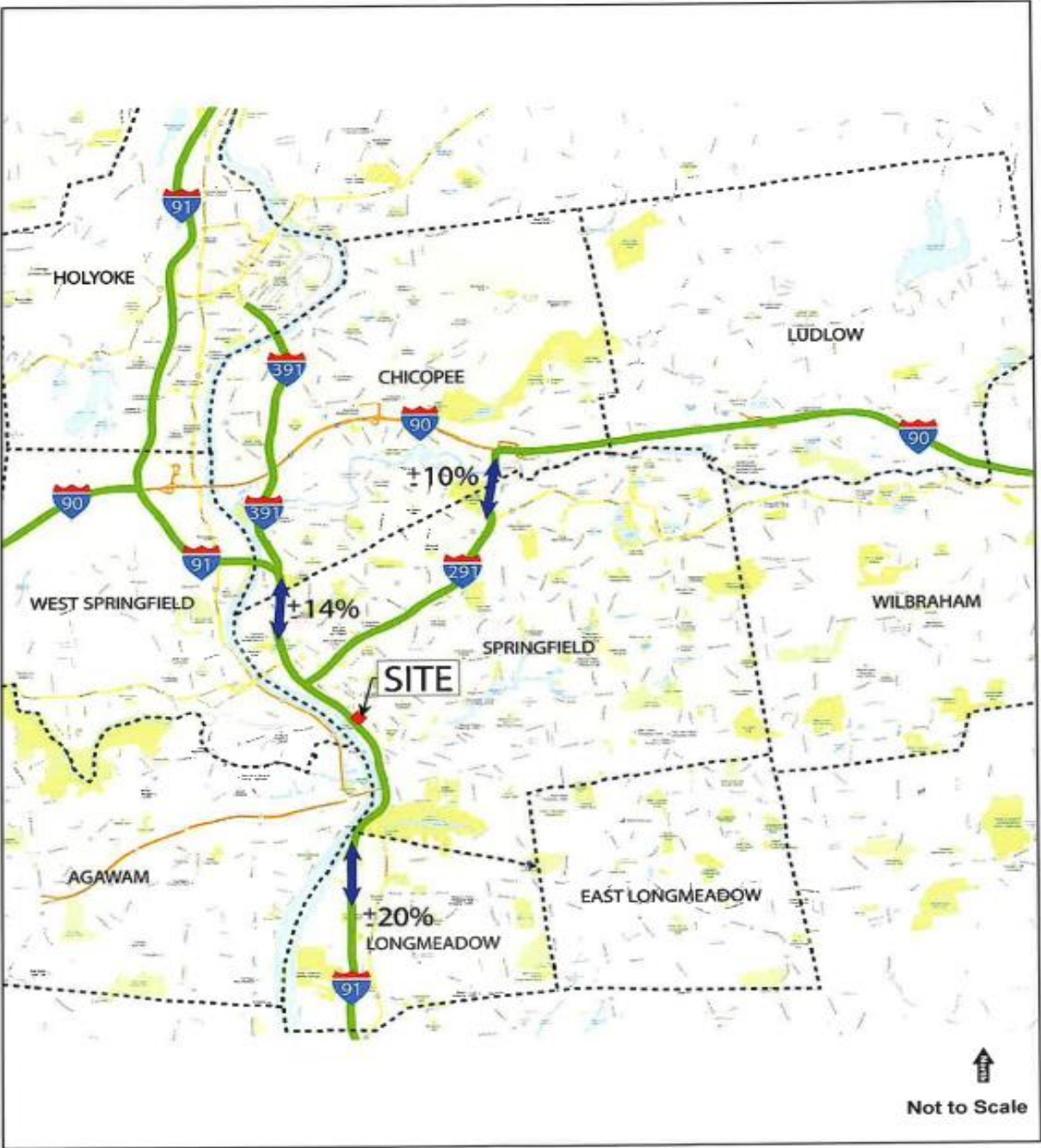
FY2027 Community Mitigation Fund Guidelines

Plainridge Park Casino Trip Distribution



FY2027 Community Mitigation Fund Guidelines

MGM Springfield Trip Distribution Freeway



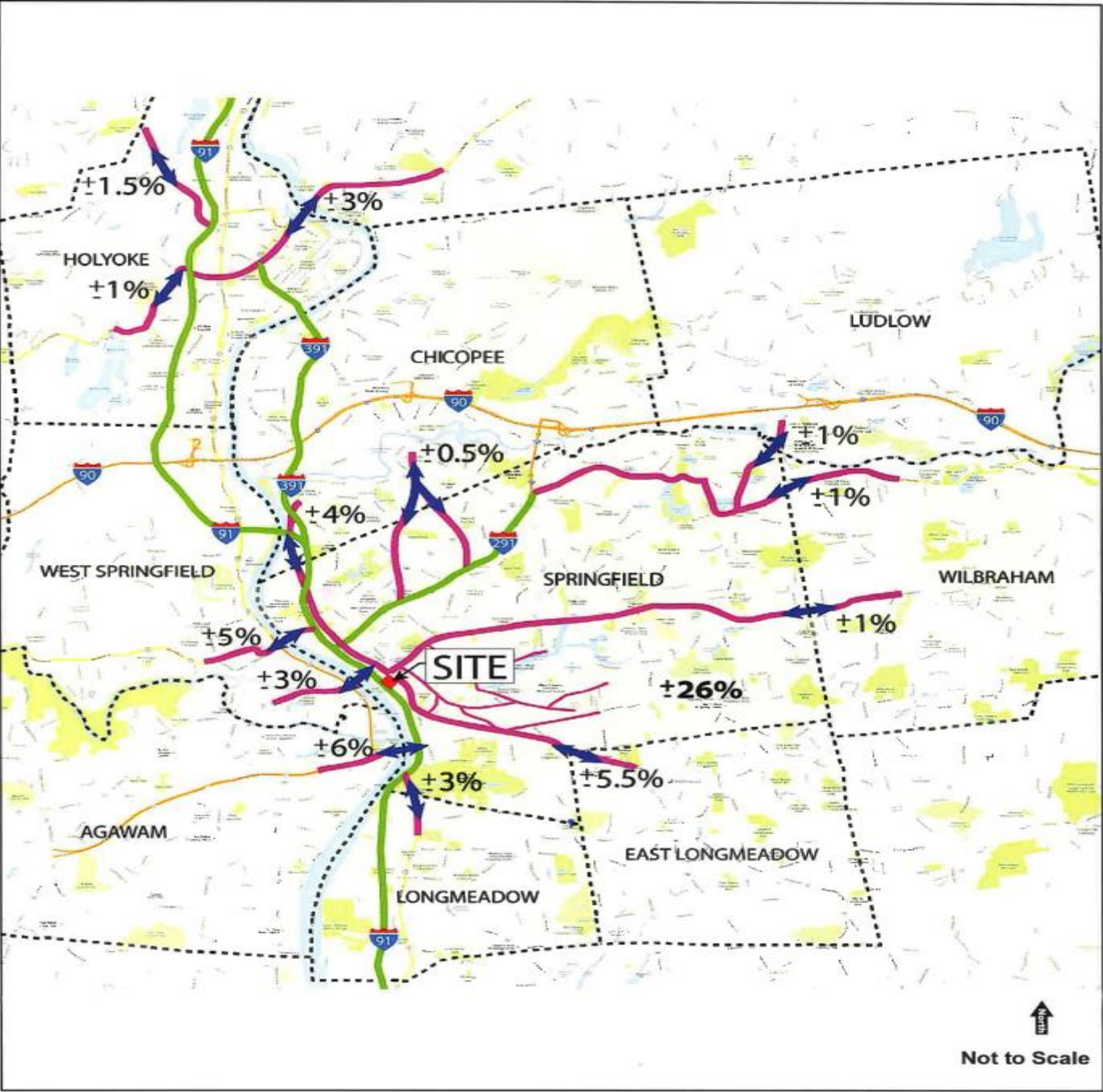
MGM Springfield Springfield, Massachusetts



Figure 6.2-9
Total Site-Generated Trip Distribution - Freeway Corridors

FY2027 Community Mitigation Fund Guidelines

MGM Springfield Trip Distribution -Surface Roads



MGM Springfield Springfield, Massachusetts



Figure 6.2-8
Total Site-Generated Trip Distribution - Surface Roads

FY2027 Community Mitigation Fund Guidelines

MGM Springfield Trip Distribution -Surface Roads

Trip Distribution Summary

The resulting trip distribution by land use for the proposed development is summarized in Table 6.2-9. The site-generated traffic volume networks for each land use are presented in Appendix B-12. The regional scale distribution of trips is shown in Figures 6.2-8 and 6.2-9 for the local roadways and freeway corridors, respectively. The regional scale site-generated trip increases is shown in Figures 6.2-10 and 6.2-11 for local roadways and freeway corridors, respectively. The resulting site-generated traffic-volume networks for Friday evening and Saturday midday peak hours are shown in Figures 6.2-12 through 6.2-15.

Table 6.2-9 Trip Distribution Summary

Routes	Percentage from Route / Community				
	Casino / Hotel Patron	Casino / Hotel Employee & Armory Square Office	Armory Retail	Apartment	Total
Route 5 - Longmeadow	1.0%	3.9%	5.0%	0.6%	2.8%
Route 83 - East Longmeadow	3.9%	5.7%	7.2%	5.6%	5.4%
South End Bridge - Agawam	5.0%	5.0%	8.0%	3.2%	6.1%
Memorial Bridge - West Springfield	2.5%	4.0%	4.0%	3.7%	3.3%
North End Bridge - West Springfield	3.5%	5.0%	6.0%	6.3%	4.7%
Main Street - Chicopee	3.7%	5.5%	3.8%	5.5%	4.0%
Liberty St / St. James Ave - Chicopee	0.4%	0.8%	0.7%	0.7%	0.6%
Boston Road (Route 20) - Wilbraham	0.8%	4.0%	0.7%	1.5%	1.1%
Wilbraham St - Wilbraham	0.9%	0.9%	1.5%	0.2%	1.1%
Route 21 - Ludlow	0.6%	2.0%	1.2%	0.9%	1.0%
Route 141 - Holyoke	1.5%	1.9%	1.3%	0.5%	1.4%
Route 203 West - Holyoke	1.6%	0.8%	0.3%	1.0%	1.0%
Route 203/16 - Holyoke	3.5%	3.6%	1.6%	3.6%	2.8%
I-91 North*	22.0%	12.0%	6.0%	6.1%	14.3%
I-91 South	30.0%	2.0%	13.0%	0.0%	19.6%
I-291 Northeast	15.3%	7.3%	5.3%	1.1%	10.1%
City of Springfield	10.5%	41.9%	37.7%	64.7%	26.0%
Total*	100.0%	100.0%	100.0%	100.0%	100.0%

*Note that all routes through Holyoke will also use I-91 North. Therefore, the percentages shown for I-91 North also include traffic from Holyoke.

Community Mitigation Fund

FY 2027

Program Guidelines

Welcome to the FY 2027 Community Mitigation Fund (CMF) Guidelines. ~~The below~~ The below sections illustrate some of the major changes made last year and clarifications that have been added to the Guidelines for this year.

The Massachusetts Gaming Commission created a ~~grant~~new structure- ~~for the Fiscal Year 2025~~last year ~~Pfor the pr~~rogram, which~~that~~ provides municipalities with certainty regarding the availability of mitigation funds and assists them in funding actionable, mitigation-based projects tailored to their community.

FISCAL YEAR 2027

For FY 2027 there are ~~no few~~ significant changes to FY 2026 Guidelines~~the block grant style program introduced in 202~~last year~~4r~~. ~~Additional guidance has been provided to help clarify areas where applicants had some challenges in preparing applications.~~

For a second year~~FY 2026,~~ the State Legislature diverted the expected Community Mitigation Funds for other uses. There are currently sufficient funds available to operate this program at a significantly~~everely reduced~~the same level ~~from~~as last year. ~~The total amount of funding available is \$5.0 million compared to \$19.5 million in FY 2026. Again, this year, However, to do so funds need to be diverted from Region A to Region B for FY 2026~~FY 2027. The Guidelines provide additional detail on this diversion of funds. Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested.

The following are the grant applications that will be accepted in ~~FY 2026~~FY 2027:

- ~~The~~ Municipal Block Grant Program – All eligible communities will file applications under this program. Municipalities are required to submit a single application that includes all the proposed projects for that community.
- ~~The~~ Regional Agency Grant Program – This application is for the workforce grants, regional planning agency grants, regional public safety grants and other grant that may be filed by eligible regional entities.

Applications are due to the Commission by **January 31, 2025** at 11:59 PM. The application must describe how the municipality will spend the proposed grant amount in accordance with the program guidelines. **If a municipality does not apply by January 31, that municipality will forfeit the funds for that year.**

CMF Applicants are encouraged to contact the Commission's staff with any questions or concerns.

Joseph Delaney, Chief of Community Affairs- Joseph.Delaney@massgaming.gov

Mary Thurlow, Senior Program Manager-~~Region A-~~ Mary.Thurlow@massgaming.gov

Table of Contents

1.0 COMMUNITY MITIGATION FUND GRANT PROGRAM	4
1.1 Program Eligibility	
1.2 Ineligible Expenses for all Grants	
1.3 Application Requirements	
1.4 Funding Allocation	
2.0 MUNICIPAL BLOCK GRANT PROGRAM	6
2.1 Program Eligibility	
2.2 Key Programmatic Aspects	
2.3 Proposed Municipal Grant Amounts	
2.4 Application Requirements	
2.5 Waivers	
2.6 Grant Categories	
3.0 REGIONAL AGENCY GRANT PROGRAM	17
3.1 Eligibility	
3.2 Key Programmatic Aspects	
3.3 Application Requirements	
3.4 Waivers	
3.5 Grant Categories	
4.0 OTHER GRANTS	25
4.1 Emergency Mitigation Grants	
4.2 Tribal Gaming Technical Assistance Grants	
5.0 OTHER PROGRAM ELEMENTS	25
5.1 Administrative Costs	
5.2 Operational Costs	
5.3 Joint Applications	
5.4 Regional Agencies	
5.5 Waivers and Variances	
5.6 Requests for Changes to Components of Grant Awards	
5.7 Application Review Process	
5.8 Grant Award Process for Municipal Block Grants	
5.9 Rescission of Grants	
5.10 Program Staff Directory	

1.0 COMMUNITY MITIGATION FUND GRANT PROGRAM

The Expanded Gaming Act created the Community Mitigation Fund to help communities and other entities offset costs related to the construction and operation of a gaming establishment.

Applications for the Fiscal Year ~~2026-2027~~ grant round are due **January 31, 2025**. The Massachusetts Gaming Commission anticipates making funding decisions on any requests for grant assistance before July 2025.

For ~~FY 2026~~ FY 2027, there are two types of grants programs within the CMF:

- The Municipal Block Grant Program
- The Regional Agency Grant Program

The Municipal Block Grant Program will provide funds for eligible municipalities to mitigate casino-related impacts, and the Regional Agency Grant Program will fund projects to be carried out by regional agencies in the area of workforce development, public safety, and regional planning.

1.1 Program Eligibility

The Commission's regulations identify a range of eligible entities including, but not limited to:

- The host communities and surrounding communities; communities that entered into a nearby community agreement; any communities that petitioned to be a surrounding community; and any communities that are geographically adjacent to a host community;
- Water and sewer districts in the vicinity of a gaming establishment;
- Local and regional agencies involved in education, transportation, infrastructure, housing and environmental issues; governmental entities within communities such as redevelopment authorities or non-regional school districts must submit applications through a municipal administrator in its service area; and
- The county district attorney, police, fire, and emergency services.

Any governmental entity seeking funding for mitigation is required to ensure that any planned use of funding complies with all applicable laws and regulations as well as provisions of the Massachusetts Constitution. This includes but is not limited to, the Anti-Aid Amendment of the Massachusetts Constitution.

The Anti-Aid Amendment of the Massachusetts Constitution prohibits the use of public money, which includes state appropriated funds such as those that comprise the Community Mitigation Funds, for the purpose of solely benefiting or aiding a private party. Private non-governmental parties may not apply for Community Mitigation Funds. Governmental entities may apply to the Commission for funds to mitigate casino-related impacts provided that the funding is used for a "public purpose" and not for the direct benefit or maintenance of a private party. In some instances, the intended use of funds may result in both a public and a private benefit. In such cases, the use may be permitted in accordance with the Anti-Aid Amendment if the private benefit is not the primary benefit and is only incidental to the public purpose.

If you are unsure of your agency's eligibility, please contact program staff in advance of submitting your application.

1.2 Ineligible Expenses for all Grants

The CMF will not fund the mitigation of impacts already being addressed by a Host or Surrounding Community Agreement. All applications must demonstrate that CMF funds will supplement and not supplant historical operations funding.

~~FY 2026~~ FY 2027 grant funds may **not** be used for the mitigation of:

- Impacts that are projected or predicted but that are not occurring or have not occurred by January 31, 202~~6~~⁵
- Impacts that are the responsibility (e.g. contractual, statutory, regulatory) of parties involved in the construction and operation of gaming establishments
- Other impacts determined annually by the Commission

1.3 Application Requirements

The following requirements are applicable for all grants. Please see the individual grant guidelines for specific instructions regarding each type of grant.

- Applicants are required to fully complete the grant application appropriate to their type of grant.
- All applications must identify an impact associated with the casino and describe how the project will address the impact.
- All applications must submit a detailed scope of work and timeline for implementation of the project identified in the application.
- All applications must contain appropriate backup materials that support the application.
- **All applications must be submitted by 11:59 PM January 31, 202~~6~~⁵. Submissions must be sent via e-mail to MGCCMF@massgaming.gov. Any application received after the deadline will not be considered for funding in ~~FY 2026~~ FY 2027.**

1.4 Funding Allocation

The total available funding to the CMF for FY 2027 is \$5.0 million. This amounts to 25.64% of the funds programmed for FY 2026. The Commission decided to maintain the eligibility of all communities that were eligible in FY 2026. For FY 2027, each community's proposed grant allocation will be 25.64% of last year's grant amount. The Commission intends to allocate ~~FY 2026~~ FY 2027 CMF funding based on the funds paid into the CMF from the taxes and fines generated by the MGM Springfield and Encore Boston Harbor facilities.[‡]

For ~~FY 2026~~ FY 2027, the following allocations are proposed for the municipal grants and the Regional Agency Grants: Commission plans to allocate \$16~~5.3~~⁵ million to the eligible municipalities in Region A, Region B and the Category 2 facility:

- Region A \$2,949,100~~11.5 million~~
- Category 2 \$ 128,300~~0.5 million~~
- Region B \$1,102,800~~4.3 million~~
- Regional Agencies \$ 819,800

[‡] These Guidelines do not describe revenue estimates from the potential Tribal facility in Taunton or the participation of a Region C facility, as no Region C license or Tribal facility has yet been fully authorized.

~~Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested. For FY 2026FY 2027, funds will be transferred from Region A to Region B to provide sufficient funding for the Region B municipalities and regional agency grants. The expected amount of the transfer is approximately \$4.3 million. The exact amount will be determined after the grant awards are made and a final accounting of the total cost of the Region B grants is tallied. Category 2 grants will also be funded from Region A as Plainridge Park Casino lies within the boundaries of Region A.~~

~~The Commission intends to reinstate the previous policy regarding the distribution of funds for FY 2027 depending on the action the Massachusetts Legislature takes with respect to the FY 2026FY 2027 budget.~~

2.0 MUNICIPAL BLOCK GRANT PROGRAM

The Municipal Block Grant Program is designed to give municipalities in the vicinity of the gaming establishments some certainty regarding the availability of mitigation funds to their communities. ~~FY 2026~~**FY 2027** proposed grant amounts do not constitute a guarantee of funding. While the proposed grant amounts are calculated in advance, actual grant awards will be based on the documented nexus to casino related impacts and the ability of the projects to address those impacts.

2.1 Program Eligibility

The Municipal Block Grant Program will include all eligible municipalities. Eligible municipalities are:

- **Region A** - Everett, Boston, Cambridge, Chelsea, Lynn, Malden, Medford, Melrose, Revere, Somerville, and Saugus
- **Category 2** – Attleboro, Foxborough, Mansfield, North Attleborough, Plainville, and Wrentham
- **Region B** - Springfield, Agawam, Chicopee, Holyoke, East Longmeadow, Hampden, Longmeadow, Ludlow, Northampton, West Springfield, and Wilbraham

2.2 Key Programmatic Aspects

The Municipal Block Grant will fund projects in several categories – Community Planning, Transportation, Public Safety, Gambling Harm Reduction, and Specific Impact. These categories are further described in Section 2.6 of the Guidelines. The following are some of the key aspects of the program:

- The proposed grant amount for each eligible municipality is based on a distribution formula.
- For each category of grant, the Commission has identified impacts that are likely to be caused by, or associated with, the gaming establishments. For these identified impacts, applicants may reference them in their applications.
- For each category of grant, the Commission has identified the types of projects that are generally acceptable to address casino related impacts.

- For each category of grant, the Commission has identified ineligible projects or items.

2.3 Proposed Municipal Grant Amounts

The proposed grant amounts for ~~FY 2026~~ FY 2027 can be found on **ATTACHMENT-A**. You will note that these amounts are approximately 265% of the allocation amount last year.

Proposed grant amounts were voted by the Commission on November ~~7~~, 202~~5~~4, and each eligible municipality will have received a letter outlining their proposed grant amount and the steps that must be taken to receive that award.

~~Suggested Grant Spending~~

~~The Commission would like to see spending spread among the several project categories to address a diverse collection of casino-related impacts. The Commission will monitor category spending and use this data to evaluate future program guidelines.~~

2.4 Application Requirements

Grant applications are due to the Commission by 11:59 PM on January 31, 202~~5~~6 via e-mail at MGCCMF@massgaming.gov or as a response to COMMBUYS BID Number: BD2~~5~~6-1068-1068C-1068L-~~107735~~. **Applications received after this time will not be considered for funding. Each municipality must submit only one application for the entire municipality. Applications should include the following elements.**

Please click here: www.massgaming.com/about/community-mitigation-fund/forms/ for the application forms and an example application.

- a. Applicants are required to fully complete the CMF Municipal Block Grant Application and select the appropriate categories for their proposed projects.
- b. Applicants must identify an impact associated with the casino, describe how the project will address it, and provide justification for any funds requested.
- c. The municipality must submit a separate section for each project within a grant category detailing the scope, schedule, and budget in accordance with the Guidelines. Applicants must submit additional supporting materials. These combined forms and attachments will make up each municipality's complete application.
- d. If a municipality cannot identify sufficient projects that will expend the entire proposed grant amount, a municipality may apply for a lower amount of funding. Any unused funding for that fiscal year will be forfeited by the municipality.

2.5 Waivers

The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines. Any requests for waivers shall be submitted with the Grant Application. Please click here for the waiver form: www.massgaming.com/about/community-mitigation-fund/forms/.

Funding Waiver- If any applicant determines that the proposed grant amount is insufficient to mitigate identified casino related impacts, it may request a waiver for those specific projects that cause the municipality to exceed the proposed grant amount. ~~These will be evaluated on a case-by-case basis and award decisions will be based on available funding.~~ The intent of this waiver is not to fund routine expenses but rather to fund significant projects that would not otherwise be able to be funded under an applicant's annual CMF allocation. The availability of funds for a waiver in FY 2027 are expected to be minimal. All available funds are being programmed for municipalities or regional agencies. The only funds that could be available for a waiver would be if a community or regional agency does not apply for funds, or the Commission determines that any projects are ineligible for funding. Applicants should not rely on waivers for funding projects. For example, if a community's grant allocation is \$500,000 and it has a relevant transportation construction project that meets the programmatic funding requirements which exceeds the proposed grant allocation, that community can file for a funding waiver for the additional expense

Please see Section 5.5 of these Guidelines for additional information about waivers.

2.6 Grant Categories

The Commission has identified five categories under which a municipality may apply for funding. All applicants should make sure they are aware of each category's distinct requirements and that they apply under the relevant category. Projects that the Commission determines are incorrectly filed may be recategorized by staff.

Community Planning

The Community Planning grant category is designed to help municipalities either address negative impacts of the gaming establishment on the local community or take advantage of opportunities that the gaming establishment presents. Community Planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results.

Community Planning projects must address an identified casino-related impact. Grant funds may be used for both project planning and project implementation. Past projects have included the development of marketing and tourism plans, design and implementation of web sites highlighting local businesses, wayfinding projects, re-zoning studies, and projects to improve the local economic capacity.

Applicants should consult with the Regional Planning Agency (RPA) or nearby communities to determine the potential for cooperative regional efforts regarding planning activities. Details of these consultations should be provided in the application.

A project may identify the addition of staff to implement the project. The Commission will fund the portion of the staff member's salary that is directly related to the implementation of the mitigation efforts. The municipality would need to provide the remaining amount of any employee cost and certify that all such expenses are casino related. The Commission will not cover fringe benefits under this category.

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. Please see the application form for additional information.

Identified Impacts: The Commission has identified impacts associated with the gaming establishment, which municipalities may cite in their application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If a municipality has identified an additional impact to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

Positive Impacts

- Gaming establishments attract a large group of patrons and employees to their establishments that would not otherwise be present in the area. This provides opportunities for local communities and businesses to attract these patrons and employees to their communities and business establishments.
- Gaming establishments typically purchase millions of dollars of goods and services each year, much of which is purchased locally. This provides the opportunity for local businesses to provide these goods and services.
- Gaming establishments require a significant number of workers, which provide employment opportunities for local residents.

Negative Impacts

- Competition from the gaming establishment may have negative impacts on other businesses competing in the hospitality and entertainment industries.
- The presence of a gaming establishment may result in reallocated spending. Reallocated spending is spending on goods and services which would have occurred had the casinos never opened, but which did not occur because an individual chose to spend their money at the casino instead. The main areas where monies are reallocated are transportation, retail items, hotels and travel, restaurants and bars, recreation, non-live entertainment and live entertainment.
- The marketing capabilities of the gaming establishments may put other competing local businesses at a disadvantage.

Eligible Community Planning and Implementation Projects – The following types of projects may be considered to address casino related impacts:

- Marketing and tourism plans to attract casino patrons and employees to the municipality, highlight local businesses, promote recreational and entertainment opportunities, and help communities compete with the gaming establishments for business.
- Projects to provide economic development opportunities for local businesses. Projects of this nature should be community-run efforts that have the potential to improve the competitiveness of local businesses as a whole. These projects must provide a public benefit and not provide a direct benefit to private entities.
- Programs to increase business opportunities to provide goods and services to the gaming establishments.
- Other programs to encourage casino employees to live/work/play in the community.

Ineligible Projects – The following types of projects have been deemed ineligible for grant funding:

- Projects that do not address a casino-related impact.
- Projects that primarily provide a direct benefit to or maintenance of a private party.

Transportation

The Transportation grant category is designed to help municipalities deal with the transportation related impacts that a gaming establishment may have on all modes of transportation including vehicular travel, public transit and pedestrian/bicycle travel. This category includes both the planning for transportation improvements and the construction of identified transportation improvement projects.

Transportation Planning and Construction projects for road and intersection improvements will only be funded on routes that have been identified in the Environmental Impact Report for the gaming establishment as carrying at least 1 percent of the casino-related traffic. The Commission may consider other roadway sections if the applicant can affirmatively demonstrate that the road section is significantly impacted by casino related traffic. Acceptable documentation could include traffic studies done by Regional Planning Agencies or private developers that could reasonably conclude that approximately 1% of the casino-related traffic is using the identified road/intersection. Please see **ATTACHMENT B** for the trip distribution maps for the gaming establishments.

Projects on state-owned roadways are not generally eligible for Community Mitigation Funds. If a community is looking for funds to perform planning on a state-owned roadway, please contact CMF Staff to discuss possible eligibility in advance of submitting the application.

For projects proposing the planning or construction of multi-use paths, the applicant must demonstrate that the proposed project is part of a larger network of paths that provide direct access to a gaming establishment.

Transportation Planning Projects: Transportation planning projects must address an identified casino impact. Transportation planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. Transportation planning grants are intended to assist communities with gathering data and analysis, hiring planning consultants, performing engineering review/surveys, conducting public meetings, preparing final reports, and preparing analysis or design.

For any proposed transit improvement studies, the municipality must consult with the Regional Transit Authority where the gaming establishment is located and must have support from that agency before proceeding with the project.

Applicants may, but are not required, to include a description of how the project meets the evaluation standards for the Fiscal Year 2026 TIP criteria for the Boston MPO Region or the Pioneer Valley Planning Commission's transportation evaluation criteria, or other regional transportation project evaluation standard, whichever may be most applicable.

Applicants are strongly encouraged to include a letter of support from MassDOT with any application.

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. Please see the application form for additional information.

Transportation Construction Projects: Transportation construction projects must address an identified casino impact. Grant funds will provide 100% of the combined total costs of all construction projects up to \$250,000 and will fund up to 30% of the costs associated with an individual project in excess of \$250,000 up to a maximum grant of \$1.5 million.

Example 1 – A community has a transportation construction project that is estimated to cost \$3 million. The subsidy for this project would be the first \$250,000 of the project at 100% and 30% of the remaining cost or $\$2,750,000 \times 0.30 = \$825,000$. The total subsidy for the project would then be $\$250,000 + \$825,000 = \$1,075,000$.

Example 2 – A community has two construction projects – construction of a bike share network that costs \$125,000 and an intersection improvement project that costs \$800,000. The combined costs of these projects are \$925,000. The breakdown would be as follows: \$250,000 would be spent across the two projects, the first \$125,000 on the bike share and the remaining \$125,000 towards the intersection improvements. This would leave a remainder of \$675,000 on the intersection project. Of that \$675,000 CMF would cover 30% or $\$675,000 \times 0.30 = \$202,500$. Therefore, the total award for the two projects would be $\$250,000 + \$202,500 = \$452,500$.

Applicants must demonstrate that the project will begin construction no later than June 30, 2026.

Identified Impacts: The Commission has identified transportation related impacts associated with the gaming establishments, which municipalities may cite in their applications. There may be other impacts that have not been identified by the Commission that may be eligible for grant funds. If a municipality has identified additional impacts to be addressed, the applications must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- Increased traffic associated with the gaming establishment may cause increased congestion on the major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular accidents on major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular/bicycle/pedestrian conflicts.
- Increased traffic associated with the gaming establishment may cause localized increases in air pollution due to congestion.
- Increased visitation to the gaming establishment area may place a strain on public transit services.

Eligible Transportation Planning Projects – Eligible transportation planning projects could include:

- Road safety audits
- Complete Streets evaluations and designs
- Studies to improve public transit
- Multi-use path planning and design
- Road/traffic signal improvement designs to improve vehicular safety and/or reduce traffic congestion

- Planning for bike share networks
- Studies to identify air pollution reduction strategies
- Studies to identify ways to reduce single occupancy vehicles

Eligible Transportation Construction Projects

- Construction of multi-use paths
- Construction of identified road safety improvements
- Construction of identified roadway capacity enhancements
- Purchase and installation of bike share networks
- Construction of transit improvements
- Construction of traffic signal improvements to enhance roadway capacity and/or improve vehicle and pedestrian safety
- Other transportation related construction projects that can be demonstrated to address an impact of a gaming establishment.

Ineligible Projects

- Routine road paving projects that do not include capacity enhancements or safety improvements
- Projects only associated with aesthetic improvements
- Operational costs associated with traffic safety (e.g., police costs for traffic enforcement, costs of traffic control equipment such as speed boards, etc.). Applicants should apply for these funds under public safety.
- Projects that do not address a casino-related impact

Public Safety

Public safety grants are intended to assist municipalities in addressing the increased public safety operational costs associated with the introduction of a gaming establishment in the region. Eligible entities include Police, Fire, EMS, and other public safety agencies. Any proposed project under this section must be done in response to a casino related impact. All applications for public safety personnel or other public safety operational costs, including relevant training, must demonstrate that CMF funds will supplement and not supplant historical operations funding.

Applicants that are applying for radio or other communication equipment that engages with the statewide interoperability system must submit the ICIP (Interoperable Communications Investment Proposal) form and Special Conditions Form directly to the Executive Office of Public Safety and Security (EOPSS). The applicant shall submit a copy of their forms with their public safety application. The applicant shall send the approved ICIP and Special Conditions Forms to MGCCMF@Massgaming.gov when they receive an approved copy back from EOPSS.

Applicants must include detailed hourly estimates for the costs of any public safety personnel. Applicants should include the most relevant information describing historical service or staffing levels ("baseline information") to demonstrate that all funds will be used to supplement existing efforts. For example, if a community requests funding for additional staffing for a specific time period, the application should include information about the staffing levels that have been used for that same time period during the license term of the gaming facility. Applicants are requested to provide as much detailed baseline information as practicable to help the Commission in its review.

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. Please see the application form for additional information.

For applications requesting vehicle purchases, communities must demonstrate the following:

- That the vehicle is needed for a new effort being conducted by the community in response to a casino related impact;
- What percent of time the vehicle will be used to address the casino impact;
- For traffic enforcement vehicles, that the community is significantly impacted by casino related traffic;
- How the proximity of the community to the gaming establishment necessitates the purchase;
- That the vehicle purchase will not be for the replacement of an existing vehicle used by the municipality; and
- That the request is not for the replacement of existing vehicles in the fleet.

Identified Impacts: The Commission has identified public safety related impacts associated with the gaming establishments, which municipalities may cite in their applications. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If a municipality has identified additional impacts to be addressed, the applications must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- Increased visitation and employment due to the casino will likely increase the interaction between public safety personnel and casino patrons and employees.
- It is recognized by law enforcement and the casino industry that casinos and other hospitality related businesses may attract certain types of crime including but not limited to human trafficking, money laundering, and drug trafficking. Other crimes that may be attributable to casinos include increased assaults, fraud, and property crimes.
- The presence of casinos has been demonstrated to cause an increase in cases of operating under the influence.
- Increases in traffic can cause increases in congestion, accidents, and vehicular/bicycle /pedestrian conflicts.
- The influx of visitors to a casino can result in an increase in calls for service and put pressure on local emergency services including emergency responders like fire departments and EMS. This could lead to increased needs for mutual aid.

Possible Mitigation Measures

- Police training including de-escalation training, implicit bias training, use of force training or other training to help improve police/patron/employee interactions.
- Efforts to improve traffic safety that could include enhanced traffic enforcement, use of speed/message boards, public education programs, or other efforts that are demonstrated to improve traffic safety.
- Efforts to reduce impaired driving potentially including sobriety checkpoints, saturation patrols, education programs, or other demonstrated measures to reduce impaired driving.
- Efforts to identify, monitor and address issues related to human trafficking, drug trafficking and money laundering.
- Efforts to better track casino related crimes.
- Training for Fire Departments and EMS to address issues that arise specifically associated with the gaming establishment.

Ineligible Projects – MGC has identified the following projects/items as ineligible for grant funding:

- Equipment that is normally supplied by a public safety agency to their staff (e.g., uniforms, safety equipment, weapons, body armor, etc.).
- Routine replacement of vehicles – these are vehicles that would otherwise be replaced by the community if CMF funds were not available.
- Routine replacement of radio equipment.
- Equipment that does not specifically address a casino-related impact.
- Funding that supplants existing historical funding.
- Funding for Gaming Enforcement Unit personnel or operations costs specified or anticipated in the memoranda of understanding between the Massachusetts State Police and host communities' police departments
- Any project does not address a casino related impact.

Gambling Harm Reduction

Funding for gambling harm reduction is designed to assist municipalities in identifying populations at risk for problem gambling, studying the impact of gambling on those populations, identifying solutions to help mitigate identified harms and implementing solutions that help reduce the risk of gambling harms.

The Commission has received several applications to study youth gambling. If a community is proposing a study of youth gambling, please contact Commission staff prior to submitting the application to discuss methodology to ensure that the proposed study will not duplicate previous work.

Identified Impacts

- Certain groups of people are disproportionally at risk of gambling-related harm by the presence of a casino. These groups can be linked by race, ethnicity, gender, age, people who have recently immigrated, veteran status, and/or socioeconomic status.

MGC recently worked with Gambling Research Exchange Ontario (GREO) to compile research on different groups that may be relevant to your community's needs. Please click here to access the studies on different populations that may be at increased risk for gambling harm <https://massgaming.com/about/community-mitigation-fund/application-guidelines/>

Possible Mitigation Measures

- A municipality may use these funds for the development and planning of a study or project. Projects are primarily for community engagement, vision and planning. Applicants may develop a plan to engage the community to identify a casino or gambling related topic or issue which warrants further investigation. The product of this process should be a research strategy which may be considered for detailed research funding in subsequent funding cycles. We expect these types of grants to be for a one-year term.
- A community may also use these funds for conducting detailed research on the topic identified. Applicants that have a specific research topic and/or question and that are prepared to propose a research strategy. For this type of proposal, applicants must organize their proposal in the following order.

Specific Aims: State concisely the goals of the proposed research. Summarize the gambling related harms and potential impacts that the results of the proposed project will exert on Massachusetts and the research field(s) involved.

Research Strategy: Provide a detailed research strategy, including the following:

Approach: Describe the overall strategy, methodology, and analyses to be used to accomplish the specific aims of the project.

Significance: Explain the importance of the topic or question that the proposed project addresses.

Innovation: Describe any new or novel theoretical concepts, approaches or methodologies to be used.

Protection of Human Subjects: Please summarize your plan to obtain Internal Review Board (IRB) approval. If you believe IRB approval is not required for this project, please provide justification.

Collaboration and Knowledge of the Community: Describe the organization's relationship and understanding of the community with whom the study will take place.

Knowledge Translation and Exchange: Describe how an answer to the question or insight on the topic may mitigate gambling related harms in the community. Identify specific activities and/or measures which may be supported by the Community Mitigation Fund in subsequent funding cycles. Describe a plan to share information with the community and/or use it to inform policy or practice.

Some examples of the MGC General Research Agenda and Community Engaged Research can be found: <https://massgaming.com/about/research-agenda/> or <https://massgaming.com/about/research-agenda-search/?cat=community-engaged-research>

- A community may also apply to fund a project that will help to mitigate a gambling harm identified via their own detailed research or the application of MGC research. Applicants can utilize research identified in the community specific interventions slide deck found <https://massgaming.com/about/community-mitigation-fund/application-guidelines/> or impacts outline in the MGC reports found <https://massgaming.com/about/research-agenda/> or <https://massgaming.com/about/research-agenda-search/?cat=community-engaged-research>

Ineligible Projects – MGC has identified the following projects/items as ineligible for grant funding:

- Project does not address a casino related impact.
- Detailed research projects that are not grounded in available evidence.
- A project that will mitigate a gaming-related harm that is not grounded in their own detailed research or recommendations arising from MGC research (as outlined in the community specific interventions slide deck or MGC research reports referenced above).

Specific Impact

Specific Impact Grants are only for projects that do not fit within the other categories of CMF Grants. The municipality must provide a thorough description of an identified impact of the gaming establishment and proposed mitigation measures to address the impact. The community should contact Commission staff to discuss any specific impact grants before submitting its application.

A community may also use this Specific Impact Grant to break out administrative and/or staffing costs associated with the grant as a whole.

Identified Impacts: The Specific Impact category recognizes that there may be other impacts associated with a gaming establishment that have not been identified by the Commission. If a municipality has identified an additional impact to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

The Commission's regulation 205 CMR 125.01 2(b)4 defines operational impacts as:

"The community will be significantly and adversely affected by the operation of the gaming establishment after its opening taking into account such factors as potential public safety impacts on the community; increased demand on community and regional water and sewer systems; impacts on the community from storm water runoff, associated pollutants, and changes in drainage patterns; stresses on the community's housing stock including any projected negative impacts on the appraised value of housing stock due to a gaming establishment; any negative impact on local, retail, entertainment, and service establishments in the community; increased social service needs including, but not limited to, those related to problem gambling; and demonstrated impact on public education in the community."

Although these definitions include the types of operational impacts that may be funded, they are not limited to those. The decision will be made by the Commission after its review.

Eligible Expenses

The Commission will make funding available to mitigate gaming facility operational impacts that are being experienced or were experienced by the January 31, ~~2025~~2026, application deadline.

Ineligible Expenses

Any expense considered to be a municipal cost such as any cost which may be included in its annual budget

- Any cost for which it receives payments through its Host Community Agreement or Surrounding Community Agreement.
- Any project that does not address a casino related impact.
- Applications from non-governmental entities

REGIONAL AGENCY GRANT PROGRAM

3.0 REGIONAL AGENCY GRANT PROGRAM

The Commission will accept applications by regional agencies to address impacts on communities that go beyond one municipality and can be more effectively addressed in a regional manner.

3.1 Eligibility

MGL c. 23K, Section 61 identifies eligible entities as “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. The Commission may, at its discretion, distribute funds to a governmental entity or district other than a single municipality in order to implement a mitigation measure that affects more than 1 municipality.”

This definition provides the Commission with broad authority regarding the distribution of mitigation funds to regional governmental entities. However, the Commission has identified two ~~three~~ priority areas for project funding – ~~regional planning efforts, regional public safety, and regional workforce education programs~~ and regional public safety.

While other regional governmental entities may be eligible for funding, any such entity proposing to apply for funding should contact the Community Affairs Division well in advance of the submission deadline to discuss project eligibility and casino related impacts.

3.2 Key Programmatic Aspects

The reduction in funding for FY 2027 will result in reduced funding for the Regional Agency Grants. The Commission intends to award \$819,800 to Regional Agencies. All previously eligible entities continue to be eligible for grants; however, it is unlikely that all applicants will receive funding. The Commission has determined that workforce education and public safety are the highest priorities.

Considering this significant reduction in funding, the Commission reserves the right to prioritize applications and determine which requests to fund based on its assessment of a broad range of factors including the extent of the public benefit each grant is likely to produce. The Commission also reserves the ability to fund only portions of requested projects or to fund only a percentage of amounts requested. Historically, the Commission has funded regional agencies through the CMF as part of each year’s grant round. For FY 2026FY 2027, the Regional Agency Grant Program will be the funding mechanism. Three categories of grants are available for FY 2026FY 2027 – Regional Planning Grant, Regional Public Safety Grant, and Regional Workforce Development Grant. These categories are further described in Section 3.5 of these Guidelines. The following are some of the key aspects of the program:

- For each category of grant, the Commission has identified impacts that are likely to be caused by, or associated with, the gaming establishments. For these identified impacts, applicants may reference them in their applications.
- For each category of grant, the Commission has identified the types of projects that are generally acceptable to address casino related impacts.
- For each category of grant, the Commission has identified ineligible projects or items.

3.3 Application Requirements

Grant applications are due to the Commission by 11:59 PM on January 31, 2025~~6~~ via e-mail at MGCCMF@massgaming.gov or as a response to COMMBUYS BID Number: BD2~~65~~-1068-1068C-1068L-107735. **Applications received after this time will not be considered for funding. Each regional agency must submit only one application. Applications should include the following elements.**

Please click here: www.massgaming.com/about/community-mitigation-fund/forms/ for the application forms and an example application.

- a. Applicants are required to fully complete the CMF Regional Agency Grant Application and fill out the appropriate section for the selected grant category.
- b. Applicants must identify an impact associated with the casino, describe how the project will address it, and provide justification for any funds requested.
- c. The regional agency applicants must submit an application detailing the scope, schedule, and budget which provides details on how the agency will spend the money in accordance with the program guidelines. Agencies may submit additional materials to support their applications.

3.4 Waivers

The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines. Any requests for waivers shall be submitted with the Grant Application. Please click here for the waiver form: www.massgaming.com/about/community-mitigation-fund/forms/

3.5 Grant Categories

The Commission has identified three categories under which a regional agency may apply for funding. All applicants should make sure they are aware of each category's distinct requirements and that they apply under the relevant category. Projects that the Commission determines are incorrectly filed may be recategorized by staff.

Regional Planning Grants

Certain casino related impacts may present challenges across multiple communities or create opportunities to leverage the presence of a casino to provide regional benefits. Projects to address these types of impacts are often better served using a regional agency to develop and implement solutions.

For ~~FY 2026~~ FY 2027, the Commission is authorizing grants of up to \$~~75,000~~250,000 for Regional Planning Agencies (RPAs) to identify and implement projects that address regional impacts associated with the gaming establishments.

The eligible RPAs for these grants are those that serve the casino's host community – the Metropolitan Area Planning Council for Region A, the Southeast Regional Planning and Economic Development District for the Category 2 facility, and the Pioneer Valley Planning Commission for Region B. Other governmental agencies may be eligible for this grant if their project meets all other program requirements. If interested, please contact Commission Staff in advance of application to confirm eligibility.

Similar to the Community Planning and Transportation categories under the Municipal Block Grant Program, these grants are designed to help either address the negative impacts of the gaming establishment on the region or to take advantage of opportunities that the gaming establishment presents.

Regional planning projects must address an identified casino related impact. Grant funds may be used for both project planning and project implementation. Planning projects must have a defined area or issue that will be investigated as well as a clear plan for implementation of the results. Applicants should work in collaboration with or on behalf of impacted municipalities.

Planning grants are intended to assist agencies with gathering data and analysis, hiring planning consultants, performing engineering review/surveys, conducting public meetings, preparing final reports, and preparing analysis or design.

Identified Impacts: The Commission has identified impacts associated with the gaming establishment, which RPAs may cite in their application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

Positive Impacts

- Gaming establishments attract a large group of patrons and employees to their establishments that would not otherwise be present in the area. This provides opportunities for local communities and businesses to attract these patrons and employees to their communities and business establishments.
- Gaming establishments typically purchase millions of dollars of goods and services each year, much of which is purchased locally. This provides the opportunity for local businesses to provide these goods and services.
- Gaming establishments require a significant number of workers, which provide employment opportunities for local residents.

Negative Impacts

- Competition from the gaming establishment may have negative impacts on other businesses competing in the hospitality or entertainment industries.
- The presence of a gaming establishment may result in reallocated spending. Reallocated spending is spending on goods and services which would have occurred had the casinos never opened, but which did not occur because an individual chose to spend their money at the casino instead. The main areas where monies are reallocated are transportation, retail

items, hotels and travel, restaurants and bars, recreation, non-live entertainment, and live entertainment.

- The marketing capabilities of the gaming establishments may put other competing local businesses at a disadvantage.
- Increased traffic associated with the gaming establishment may cause increased congestion on the major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular accidents on major routes leading to/from the gaming establishment.
- Increased traffic associated with the gaming establishment may result in increased vehicular/bicycle/pedestrian conflicts.
- Increased traffic associated with the gaming establishment may cause localized increases in air pollution due to congestion.
- Increased visitation to the gaming establishment area may place a strain on public transit services.

Eligible Projects – The following types of projects may be considered to address casino related impacts:

- Marketing and tourism plans to attract casino patrons and employees to the municipality, highlight local businesses, promote recreational and entertainment opportunities, and help communities compete with the gaming establishments for business.
- Projects to provide economic development opportunities for local businesses.
- Programs to increase business opportunities to provide goods and services to the gaming establishments.
- Other programs to encourage casino employees to live/work/play in the region.
- Road safety audits
- Complete Streets evaluations and designs
- Studies to improve public transit
- Multi-use path planning and design
- Road/traffic signal improvement designs to improve vehicular safety and/or reduce traffic congestion.
- Planning for bike share networks
- Studies to identify air pollution reduction strategies
- Studies to identify ways to reduce single occupancy vehicles

Ineligible Projects – The following types of projects have been deemed ineligible for grant funding:

- Projects that do not address a casino-related impact.
- Applications from non-governmental entities.

Regional Public Safety Grants

MGL c. 23K, Section 61 identifies regional public safety agencies as being eligible for mitigation funds and specifically identifies the county District Attorney's Offices. The Commission seeks to support the Attorney General and District Attorney's Offices in jurisdictions where the establishment and operation of a casino have resulted in an increase in criminal cases. The objective of this category is to ensure that these offices have the necessary resources to effectively manage and prosecute cases associated with the operation of a casino.

The regional agencies eligible for funding under this category include:

- The Office of the County District Attorneys
- Attorney General's Office
- Other relevant public safety agencies

For ~~FY 2026~~ FY 2027 the Commission has established a maximum grant of ~~\$100,000~~ \$75,000 for the District Attorney's Offices. Grant amounts for the Attorney General ~~or other relevant public safety agencies~~ will be based on available funding and demonstrated need. Any other relevant public safety agencies will be limited to a maximum grant of \$75,000

Identified Impacts: The Commission has identified regional public safety related impacts associated with the gaming establishments, which agencies may cite in their applications. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- The introduction of casinos in the Commonwealth has led to increased criminal cases being handled by the District Attorney or Attorney General.
- It is recognized by law enforcement and the casino industry that casinos and other hospitality related businesses may attract certain types of crime. This is including but not limited to human trafficking, money laundering, and drug trafficking. Other crimes that may be attributable to casinos include increased assaults, fraud, and property crimes.
- The presence of casinos has been demonstrated to cause an increase in cases of operating under the influence.

Eligible Costs

- Funding for personnel, including prosecutors, investigators, and administrative staff, and victim witness advocates to assist these offices in handling the additional workload created by the casino's presence. The office must demonstrate an increase in criminal cases directly related to the presence of the casino. The office must have a clear plan for the utilization and record keeping of the grant funds, specifying the roles and responsibilities of the additional personnel to be hired or assigned to the grant.

Ineligible Costs

- Staff whose jobs are not directly tied to the increased case load associated with a casino.
- A project that does not address a casino related impact.

Reporting and Accountability

Grant recipients will be required to provide quarterly progress reports on their progress as well as a final report with case numbers to ensure that the funds are being used as intended and to assess the program's impact on case management. The grantee will also provide the Commission staff a record of the following case types.

- Motor Vehicle/OUI
- Property Damage/Theft
- Assaults
- Sexual Assault
- Drug Offenses
- Money Laundering
- Disorderly Conduct
- Human Trafficking
- Firearms
- RICO
- Identity Theft

Additional details with respect to reporting will be included in the grant documents if awarded.

Regional Workforce Development Grants

Regional Workforce Development Grant applicants should focus on areas highly impacted by casino operations to mitigate strain in existing resources and a potential impact to the regional labor market. Applicants must be able to demonstrate that the education and skills training programs proposed are in response to an identified need at the casinos or to provide a sufficient supply of workers to backfill jobs being lost to the casinos. The Commission encourages new and innovative program ideas that align with the grant program's intention.

A consortium application is required. Eligible workforce development proposals must include a regional consortium approach to improve the skills, knowledge, and credential attainment for residents. The proposal must also include regional labor market information and evidence of employer partnerships.

Grantees will be expected to track numbers related to student participation and job placement across several defined parameters such as gender, minority status, and veteran status.

Regional Workforce Development Program Spending

The Commission anticipates awarding one grant per region with the following maximum value:

- Region A - \$~~750~~300,000
- Region B - \$~~750~~300,000

Identified Impacts: The Commission has identified the following impacts associated with the gaming establishment, which may be cited in the application. There may be other impacts that have not been identified by the Commission that could be eligible for grant funds. If an agency has identified additional impacts to be addressed, the application must identify the impact and provide sufficient evidence that the impact is caused or is associated with a gaming establishment.

- Increase in demand for employees with a high school diploma or equivalent credentials
- Increase in demand for employees with understanding of roles in the hospitality field
- Increase in demand for employees who speak English
- Increase in demand for applicants with basic digital literacy

Eligible Expenses

- Gaming school scholarships
- Post-secondary vocational programs in culinary, hospitality skills, banking, or general customer service training or vocational programs focused on English language/adult basic education
- A program that structures intentional connections among adult basic education, occupational training, and post-secondary education programs designed to meet the needs of both adult learners and employers
- Registered apprenticeships in the hospitality and banking fields
- Courses leading to college credits or industry-recognized certificates
- Adult Basic Education ("ABE") and vocationally based English for Speakers of Other Languages ("ESOL") training programs; contextualized learning
- Integrated Education and Training and industry-recognized credentials
- Translation services to help with student success
- Transportation and childcare vouchers

- Technology related to participant access
- Administrative costs include activities related to management, oversight, reporting, and record keeping, and monitoring of the grant program. This amount may not exceed 7.5% of the grant.

Ineligible Expenses

- Programs that are not directly or indirectly tied to the presence of a casino.

4.0 OTHER GRANTS

4.1 Emergency Mitigation Grants

The Commission ~~continues to set aside~~ may award up to \$~~200~~100,000 to cover newly identified impacts of an emergency nature that would cause significant harm to a community if it were not remedied in an expeditious fashion. The intent of this grant is to allow the Commission to be more responsive in addressing significant casino-related issues that do not fall within the normal CMF timelines. This grant is not intended to circumvent the normal CMF processes.

4.2 Tribal Gaming Technical Assistance Grants

The Commission ~~continues to set aside~~ may award up to \$~~200~~100,000 to assist in the determination of potential impacts that may be experienced by communities in geographic proximity to the potential Tribal Gaming facility in Taunton. Such funding will only be made available after approval of any application by SRPEDD or a comparable regional entity.

5.0 OTHER PROGRAM ELEMENTS

5.1 Administrative Costs

For ~~FY 2026~~FY 2027 administrative costs are eligible under the CMF. Grantees may use up to 7.5% of the grant for administrative purposes up to \$50,000. Administrative costs include activities related to management, oversight, reporting, record keeping, and monitoring of the grant program. The grant application must identify how much of the grant funding is being used for administrative purposes and must also outline what funds are being contributed by the entity, such as in-kind services. Workforce Development Grants are not subject to the \$50,000 cap. Applicants should indicate administrative costs by project where necessary and under specific impact when the funds will be directed across multiple projects.

5.2 Operational Costs

Operational costs are intended to supplement existing departmental budgets impacted by the operation of a gaming facility. Examples of eligible items could include the cost of staff to run a program, overtime of public safety personnel; public safety equipment upgrades and/or supplies, increased demand on community regional water and sewer systems; and stresses on the community's housing.

5.3 Collaborative Applications

Applicants are encouraged to work with other local municipalities in the development of joint applications. Applications should provide details regarding consultations with nearby communities for cooperative regional efforts for pooling CMF funds for joint projects. For a joint application, the application must specify which community will be the fiscal agent for the grant. Each community must state how much and from which distribution category the funds are being drawn from. The administering entity would be responsible for all activities related to the management of the grant such as providing timely quarterly reports, preparing expenditure reports and all documentation needed as part of the Close-out Process. Each Community would list the joint applicants, specify

which category, and how much each community is contributing. The funding may be requested only for the costs of a joint project being proposed by more than one community, not similar projects.

5.4 Regional Agencies

There are several Regional Planning Agencies which entities can use to provide services and resources. These agencies have expertise in planning, planning studies, development of mitigation plans for impacts, and can provide other technical assistance in its region.

5.5 Waivers and Variances

Applicants may request a waiver of a condition set forth in the Application for the Commission's consideration. All requests for waivers or variances shall be submitted with the Application. The Commission may in its discretion waive or grant a variance from any provision or requirement contained in these Guidelines where the Commission finds that:

- a. Granting the waiver or variance is consistent with the purposes of MGL c. 23K;
- b. Granting the waiver or variance will not adversely affect the public interest; and
- c. Not granting the waiver or variance would cause a substantial hardship to the community, governmental entity, or person requesting the waiver or variance.

The Waiver shall set forth the specific provision of the Guidelines to which the waiver or variance is sought. The Waiver Form can be found at: www.massgaming.com/about/community-mitigation-fund/forms/

Applicants may contact Mary Thurlow at mary.thurlow@massgaming.gov or [Joseph DelaneyLily Wallace](mailto:Joseph.DelaneyLilyWallace@massgaming.gov) at Joseph.Delaney@massgaming.gov lily.wallace@massgaming.gov with any questions.

The Commission may grant a waiver or variance, deny a waiver or variance, or grant a waiver or variance subject to such terms, conditions and limitations as the Commission may determine. The terms, conditions, covenants, duties and obligations contained in this Application may be waived only by written agreement executed by duly authorized representatives of the Commission and the Grantee. No waiver by either party of any term, condition, covenant, duty or obligation shall be construed as a waiver of any other term, condition, covenant, duty or obligation nor shall a waiver of any breach be deemed to constitute a waiver of any subsequent breach, whether of the same or a different section, subsection, paragraph, clause, phrase, or other provision of this Grant.

5.6 Requests for Changes to Components of Grant Awards

The Commission authorized MGC staff to approve requests for changes to components of grant awards provided that staff provides notice of such changes to all Commission members and provided further that such changes shall not exceed 10% of the grant award or \$25,000, whichever is smaller. Requests over this amount must be approved by a vote of the Commission.

5.7 Application Review Process

Commission Process:

The Commission may ask Applicants for supplementary materials, may request a meeting with Applicants, and reserves the ability to host a hearing or hearings on any Application. Depending on

the content of the Application, Commission Staff may consult with outside agencies with expertise in various areas to assist the review process. Staff may provide a detailed memoranda of considerations for the Commissioner's to review in a public meeting.

The Commission reserves the ability to fund only portions of requested projects and to fund only a percentage of amounts requested. The Commission also reserves the ability to place conditions on any award.

The Commission reserves the right to determine which requests to fund based on its assessment of a broad range of factors including the extent of public benefit each grant is likely to produce.

Evaluation Factors:

- A demonstration that the impact is being caused by the gaming facility;
- The significance of the impact to be remedied;
- The potential for the proposed mitigation measure to address the impact;
- The feasibility and reasonableness of the proposed mitigation measure;
- A demonstration that any program to assist non-governmental entities is for a demonstrated public purpose and not for the benefit or maintenance of a private party;
- The significance of any matching funds including but not limited to the ability to compete for state or federal workforce, transportation or other funds;
- Any demonstration of regional benefits from a grant award;
- A demonstration that other funds from host or surrounding community agreements are not available to fund the proposed mitigation measure;
- A demonstration that such mitigation measure is not already required to be completed by the licensee pursuant to any regulatory requirements or pursuant to any agreements between such licensee and Applicant;
- The inclusion of a detailed scope, budget, and schedule for each mitigation request; and
- The inclusion of information detailing diversity in vendor/supplier spending practices relative to Minority Business Enterprises ("MBE"), Veteran's Business Enterprises ("VBE") and Women's Business Enterprises ("WBE").

5.8 Grant Award Process for Municipal Block Grants

The following is the anticipated process for the CMF Municipal Block Grants:

b.a. Eligible municipalities will receive notification from the Commission regarding the amount of proposed grant funding for their community. This notification will be sent via email to their respective Town Manager/City Administrator/Grant Manager and current CMF Grant Managers noted on previous applications. **Entities should notify the Community Affairs Division of any additional people or changes to ensure that notifications are correctly distributed.**

e.b. Municipalities will have until January 31, 202~~6~~⁵ to submit their application for the proposed grant amount previously issued by the Commission. This will constitute their application for funds as required by 23K Section 61. These applications must detail how the municipality plans to use the funding.

d.c. If applications are not submitted by January 31, 202~~5~~⁶, the municipality forfeits the funds for that year.

e.d. After receipt of the Applications: Members of the Review Team analyze and develop recommendations on the applications for the Commission. The Review Team will review each community's conformance with the Guidelines. Communities will be given the opportunity to modify their applications if the Review Team finds areas that do not comply with the Guidelines or require additional information.

f.e. Once the applications are finalized, these will be brought to the Commission for final approval. Such decisions will be made prior to July 1, 2026⁶⁵.

g.f. After the Commission's decision, grant instruments and contracts will be prepared and sent to the Applicants. ~~These documents will be based on FY 2026~~FY 2027.

5.9 Rescission of Grants

If a Grantee does not expend the funds in a timely manner, the Commission may rescind the grant and make those funds available in the next grant round for the Region in which the grant originated. Before any grant is rescinded, Commission staff will notify the Grantee that the expenditures on the grant are not timely and establish a timeline for the Grantee to either expend the funds or have the grant rescinded.

5.10 Program Staff Directory

CMF Applicants are encouraged to contact the Commission's staff with any questions or concerns. The Commission's Chief of the Division of Community Affairs, Joseph Delaney, can be reached at (617) 721-9198 or via e-mail at joseph.delaney@massgaming.gov or MGCCMF. The Commission's address is 101 Federal Street, 12th Floor, Boston, MA 02110.

Joseph Delaney	617 721-9198	Joseph.Delaney@massgaming.gov
Mary Thurlow	617 979-8420	Mary.Thurlow@massgaming.gov
Lily Wallace	617 533-9715	Lily.Wallace@massgaming.gov

ATTACHMENT A-

For FY 2027, the Commission will use a direct ratio of the currently available funding to the proposed funding for FY 2026. The total proposed funding for FY 2027 is \$5,000,000 and the total proposed funding for FY 2026 was \$19,500,000. Therefore, the available funding for FY 2027 is 25.64% of the FY 2026 Funding. This results in the following amounts being available for each region and the regional agencies:

Region A	\$2,949,100
Region B	\$1,102,800
Category 2	\$ 128,300
Regional Agencies	\$ 819,800

CMF FY 2026 FY 2027 PROPOSED GRANT AMOUNTS BY REGION

Region A – Encore Boston Harbor FY 2026 FY 2027 Proposed Grant Amounts

Total Funding Available - \$2,949,100.311.5 million

<u>Community</u>	<u>Base Grant</u>	<u>HCA/SCA Status</u>	<u>Proximity to Casino</u>	<u>Traffic</u>	<u>Total FY 2026 Grant Amount</u>	<u>FY 2027 Grant 25.64% of FY 2026 Grant*</u>
<u>Everett</u>	<u>\$200,000</u>	<u>\$400,000</u>	<u>\$1,600,000</u>	<u>\$662,000</u>	<u>\$2,862,000</u>	<u>\$733,900</u>
<u>Boston</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$800,000</u>	<u>\$1,407,000</u>	<u>\$2,607,000</u>	<u>\$668,500</u>
<u>Cambridge</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$300,000</u>	<u>\$0</u>	<u>\$700,000</u>	<u>\$179,500</u>
<u>Somerville</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$400,000</u>	<u>\$310,000</u>	<u>\$1,110,000</u>	<u>\$284,700</u>
<u>Medford</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$400,000</u>	<u>\$248,400</u>	<u>\$1,048,400</u>	<u>\$268,900</u>
<u>Malden</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$400,000</u>	<u>\$82,800</u>	<u>\$882,800</u>	<u>\$226,400</u>
<u>Revere</u>	<u>\$200,000</u>	<u>\$0</u>	<u>\$400,000</u>	<u>\$62,100</u>	<u>\$662,100</u>	<u>\$169,800</u>
<u>Chelsea</u>	<u>\$200,000</u>	<u>\$200,000</u>	<u>\$400,000</u>	<u>\$227,700</u>	<u>\$1,027,700</u>	<u>\$263,500</u>
<u>Saugus</u>	<u>\$200,000</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$200,000</u>	<u>\$51,300</u>
<u>Lynn</u>	<u>\$200,000</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$200,000</u>	<u>\$51,300</u>
<u>Melrose</u>	<u>\$200,000</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$200,000</u>	<u>\$51,300</u>
<u>Total</u>	<u>\$2,200,000</u>	<u>\$1,600,000</u>	<u>\$4,700,000</u>	<u>\$3,000,000</u>	<u>\$11,500,000</u>	<u>\$2,949,100</u>

Region B – MGM Springfield FY 2027 Proposed Grant Amounts

Funding Available - \$1,102,800

<u>Community</u>	<u>Base Grant</u>	<u>HCA/SCA Status</u>	<u>Proximity to Casino</u>	<u>Traffic</u>	<u>Total</u>	<u>FY 2027 Grant 25.64% of FY 2026 Grant*</u>
<u>Springfield</u>	<u>\$75,000</u>	<u>\$150,000</u>	<u>\$666,000</u>	<u>\$512,700</u>	<u>\$1,403,700</u>	<u>\$360,000</u>
<u>W Springfield</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$281,000</u>	<u>\$87,300</u>	<u>\$518,300</u>	<u>\$132,900</u>
<u>Holyoke</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$84,000</u>	<u>\$60,000</u>	<u>\$294,000</u>	<u>\$75,400</u>
<u>Chicopee</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$142,000</u>	<u>\$49,100</u>	<u>\$341,100</u>	<u>\$87,500</u>
<u>Ludlow</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$84,000</u>	<u>\$10,900</u>	<u>\$244,900</u>	<u>\$62,800</u>
<u>Wilbraham</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$142,000</u>	<u>\$21,800</u>	<u>\$313,800</u>	<u>\$80,500</u>
<u>E Longmeadow</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$142,000</u>	<u>\$60,000</u>	<u>\$352,000</u>	<u>\$90,300</u>
<u>Longmeadow</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$142,000</u>	<u>\$32,800</u>	<u>\$324,800</u>	<u>\$83,300</u>
<u>Agawam</u>	<u>\$75,000</u>	<u>\$75,000</u>	<u>\$142,000</u>	<u>\$65,400</u>	<u>\$357,400</u>	<u>\$91,700</u>
<u>Hampden</u>	<u>\$75,000</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$75,000</u>	<u>\$19,200</u>
<u>Northampton</u>	<u>\$75,000</u>	<u>\$0</u>	<u>\$0</u>	<u>\$0</u>	<u>\$75,000</u>	<u>\$19,200</u>
<u>Total</u>	<u>\$825,000</u>	<u>\$750,000</u>	<u>\$1,825,000</u>	<u>\$900,000</u>	<u>\$4,300,000</u>	<u>\$1,102,800</u>

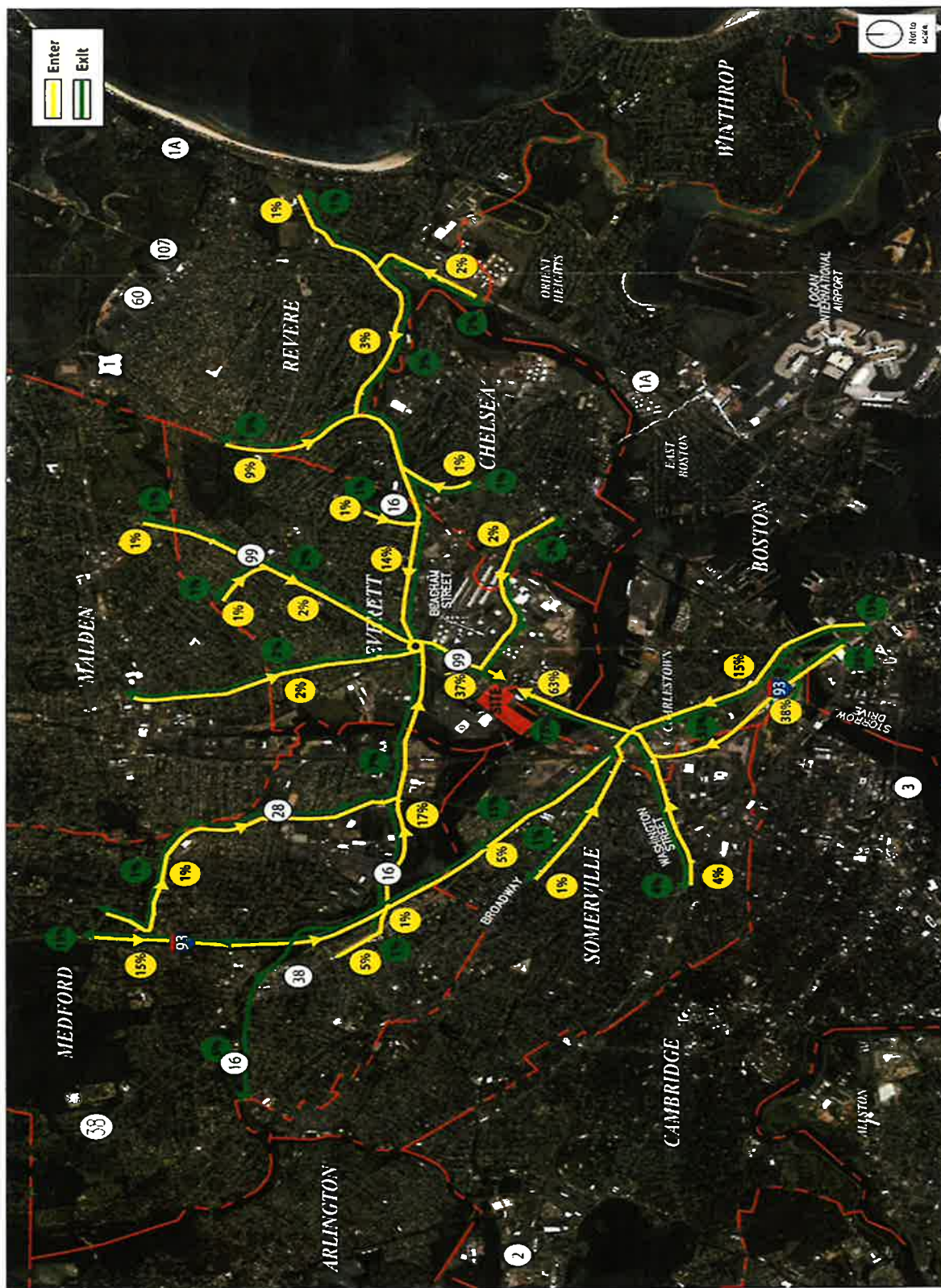
Category 2 – Plainridge Park Casino FY 2027 Proposed Grant Amounts

Funding Available - \$128,300

<u>Community</u>	<u>Base Grant</u>	<u>HCA/SCA Status</u>	<u>Proximity to Casino</u>	<u>Traffic</u>	<u>Total</u>	<u>FY 2027 Grant 25.64% of FY 2026 Grant*</u>
<u>Plainville</u>	<u>\$25,000</u>	<u>\$50,000</u>	<u>\$50,000</u>	<u>\$28,300</u>	<u>\$153,300</u>	<u>\$39,300</u>
<u>Wrentham</u>	<u>\$25,000</u>	<u>\$25,000</u>	<u>\$20,000</u>	<u>\$6,800</u>	<u>\$76,800</u>	<u>\$19,700</u>
<u>Foxborough</u>	<u>\$25,000</u>	<u>\$25,000</u>	<u>\$10,000</u>	<u>\$4,500</u>	<u>\$64,500</u>	<u>\$16,500</u>
<u>Mansfield</u>	<u>\$25,000</u>	<u>\$25,000</u>	<u>\$10,000</u>	<u>\$3,000</u>	<u>\$63,000</u>	<u>\$16,200</u>
<u>N. Attleborough</u>	<u>\$25,000</u>	<u>\$25,000</u>	<u>\$10,000</u>	<u>\$21,700</u>	<u>\$81,700</u>	<u>\$21,000</u>
<u>Attleborough</u>	<u>\$25,000</u>	<u>\$25,000</u>	<u>\$0</u>	<u>\$10,700</u>	<u>\$60,700</u>	<u>\$15,600</u>
<u>Total</u>	<u>\$150,000</u>	<u>\$175,000</u>	<u>\$100,000</u>	<u>\$75,000</u>	<u>\$500,000</u>	<u>\$128,300</u>

***All grant amounts are rounded to the nearest \$100.**

Encore Boston Harbor Patron Trip Distribution



Wynn Everett
Everett, Massachusetts

Encore Boston Harbor Employee Trip Distribution

Draft Environmental Impact Report

Wynn Everett

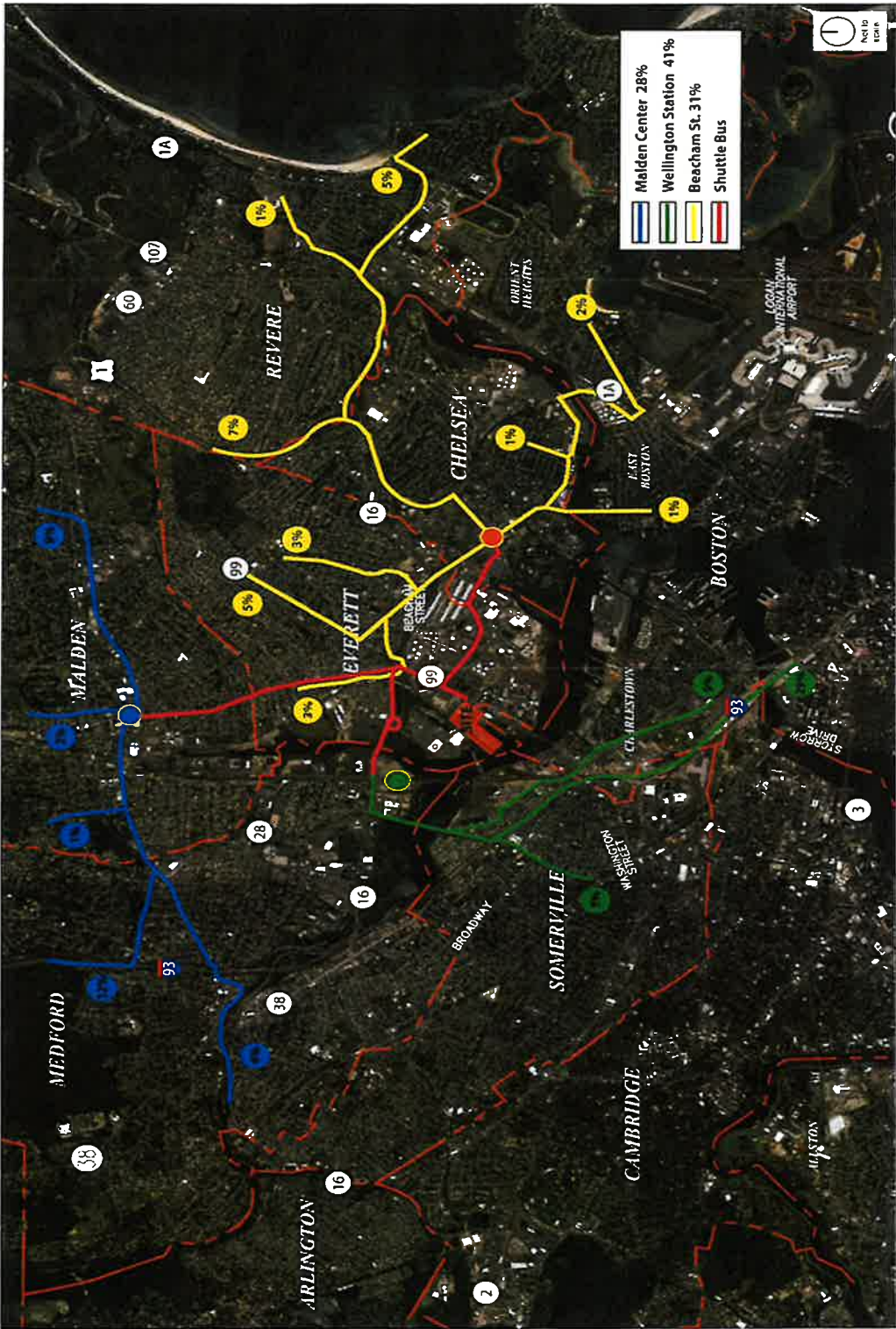


Figure 4-50
Trip Distribution (Employees)
Source: Howard/Stein-Hudson Associates, Inc., 2013

Wynn Everett
Everett, Massachusetts

Encore Boston Harbor Employee and Patron Composite Trip Distribution

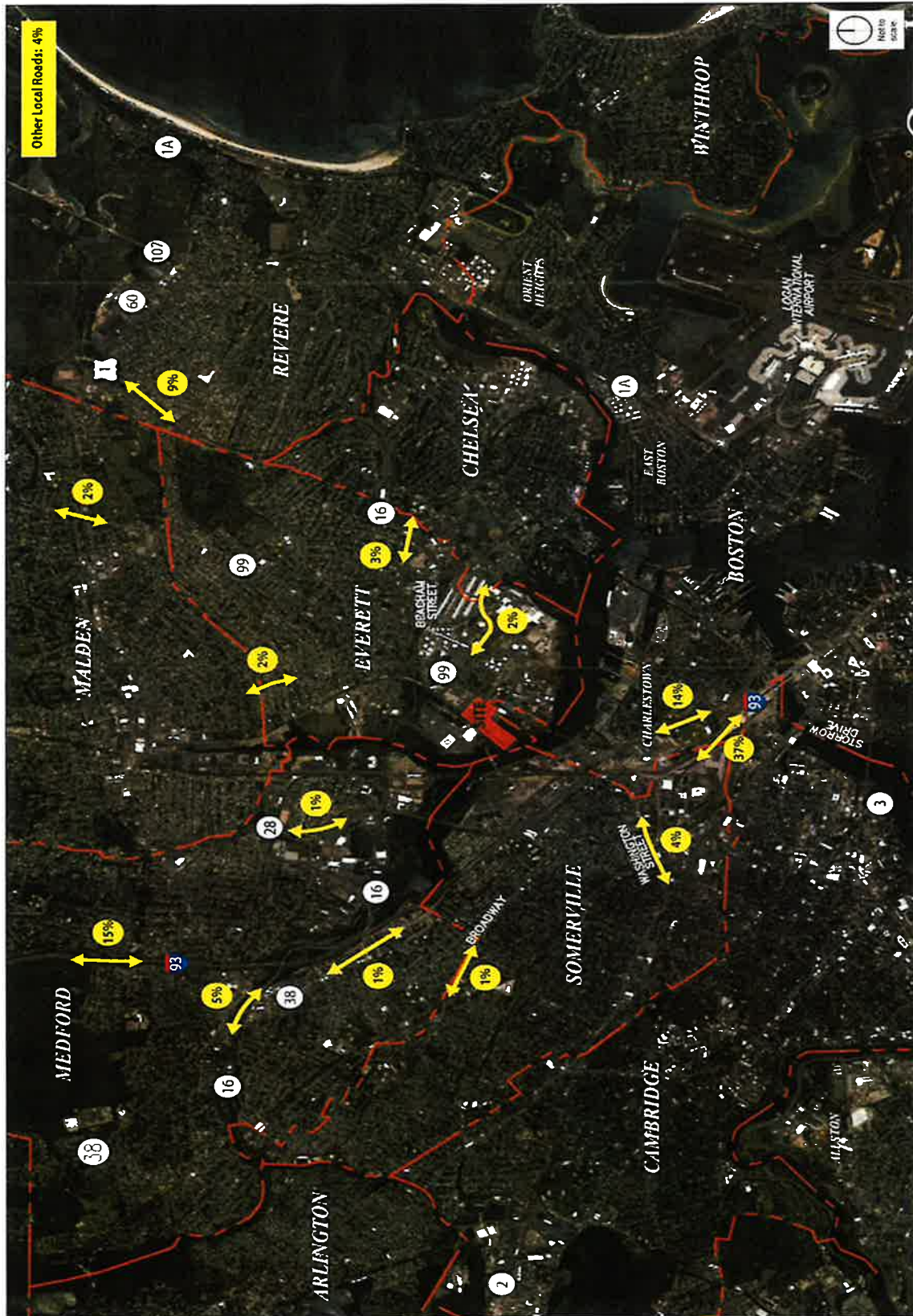


Figure 4-51
Composite Trip Distribution (Patrons and Employees)
Source: Howard/Stein-Hudson Associates, Inc., 2013

Encore Boston Harbor Trip Distribution by Travel Corridor

Wynn Everett

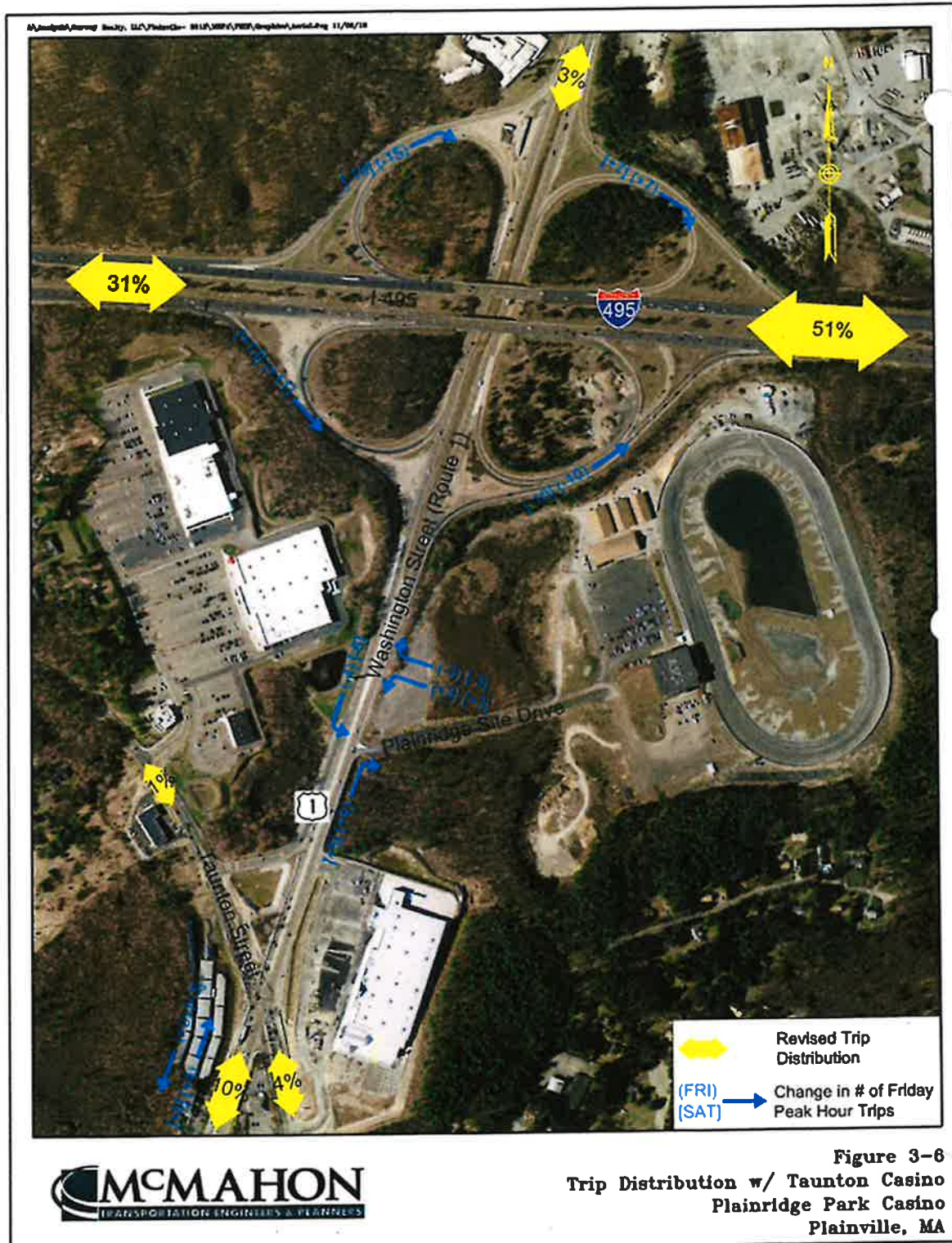
Draft Environmental Impact Report

Table 4-21, Vehicle Trip Distribution by Travel Corridor

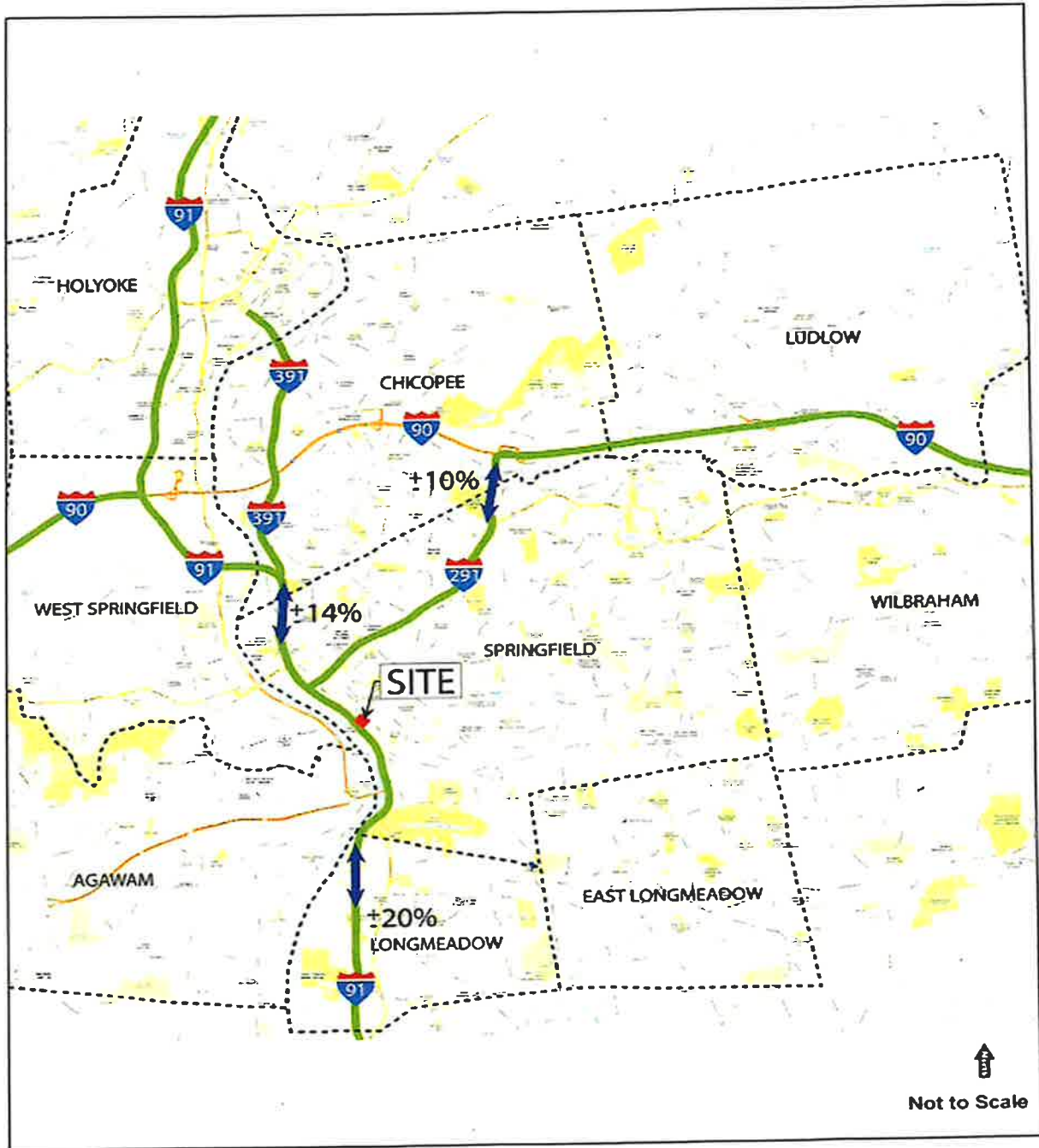
Travel Corridor	Patron Percent	Employee Percent	Composite Percent
I-93 North	15%	12%	15%
Route 16 West	5%	3%	5%
Route 38 West	1%	1%	1%
Broadway West	1%	1%	1%
Washington Street West	4%	3%	4%
I-93 South	38%	29%	37%
Rutherford Avenue	15%	9%	14%
Beacham Street East	2%	4%	2%
Route 16 East	3%	6%	3%
Route 1 North	9%	7%	9%
Route 99 North	2%	5%	2%
Main St (Everett Malden)	2%	3%	2%
Route 28 North	1%	1%	1%
Other Local	2%	16%	4%
Total	100%	100%	100%

The patron and employee trip distribution patterns were used to assign new Project vehicle trips to the area roadway network. Figure 4-51A and Figure 4-51B depict the Friday p.m. peak hour Project trip assignments at intersections 1-26, located in Everett. Figure 4-52 shows Friday p.m. peak hour Project trip assignments at intersections 27-32, located in Chelsea and Revere. Figure 4-53 shows the Friday p.m. peak hour Project trip assignments at intersections 33-44, located in Medford. Figure 4-54 shows the Friday p.m. peak hour Project trip assignments at intersections 45-57, located in Somerville, Boston, and Cambridge. Figure 4-55A and Figure 4-55B depict the Saturday afternoon peak hour Project trip assignments at intersections 1-26, located in Everett. Figure 4-56 shows the Saturday afternoon peak hour Project trip assignments at intersections 27-32, located in Chelsea and Revere. Figure 4-57 shows the Saturday afternoon peak hour Project trip assignments at intersections 33-44, located in Medford. Figure 4-58 shows the Saturday afternoon peak hour Project trip assignments at intersections 45-57, located in Somerville, Boston, and Cambridge.

Plainridge Park Casino Trip Distribution



MGM Springfield Trip Distribution Freeway



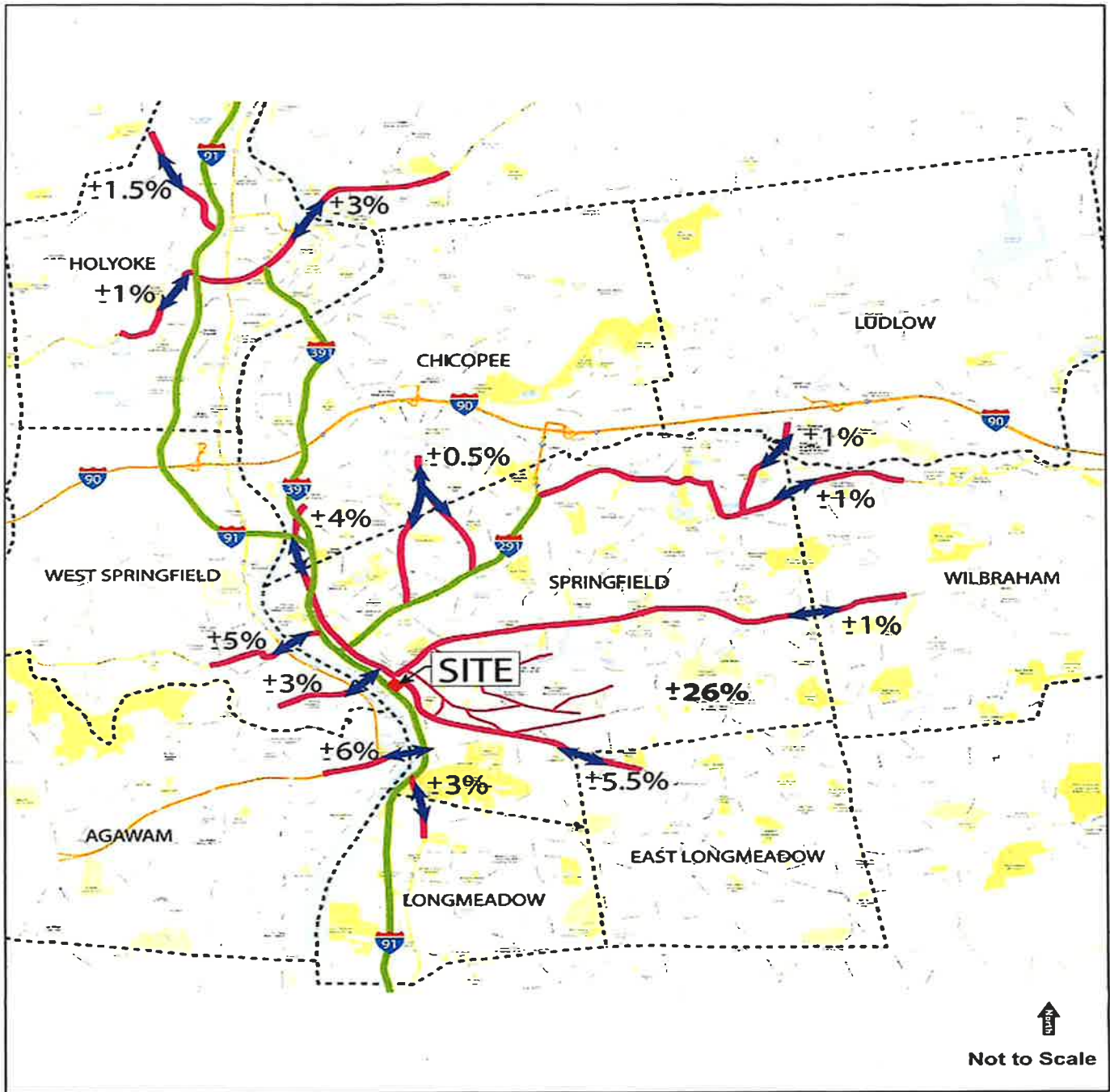
MGM Springfield Springfield, Massachusetts

TEC

Figure 6.2-9

Total Site-Generated Trip Distribution - Freeway Corridors

MGM Springfield Trip Distribution - Surface Roads



MGM Springfield Springfield, Massachusetts

TEC

Figure 6.2-8
Total Site-Generated Trip Distribution - Surface Roads

MGM Springfield Trip Distribution -Surface Roads

Trip Distribution Summary

The resulting trip distribution by land use for the proposed development is summarized in Table 6.2-9. The site-generated traffic volume networks for each land use are presented in Appendix B-12. The regional scale distribution of trips is shown in Figures 6.2-8 and 6.2-9 for the local roadways and freeway corridors, respectively. The regional scale site-generated trip increases is shown in Figures 6.2-10 and 6.2-11 for local roadways and freeway corridors, respectively. The resulting site-generated traffic-volume networks for Friday evening and Saturday midday peak hours are shown in Figures 6.2-12 through 6.2-15.

Table 6.2-9 Trip Distribution Summary

Routes	Percentage from Route / Community				
	Casino / Hotel Patron	Casino / Hotel Employee & Armory Square Office	Armory Retail	Apartment	Total
Route 5 - Longmeadow	1.0%	3.9%	5.0%	0.6%	2.8%
Route 83 - East Longmeadow	3.9%	5.7%	7.2%	5.6%	5.4%
South End Bridge - Agawam	5.0%	5.0%	8.0%	3.2%	6.1%
Memorial Bridge - West Springfield	2.5%	4.0%	4.0%	3.7%	3.3%
North End Bridge - West Springfield	3.5%	5.0%	6.0%	6.3%	4.7%
Main Street - Chicopee	3.7%	5.5%	3.8%	5.5%	4.0%
Liberty St / St. James Ave - Chicopee	0.4%	0.8%	0.7%	0.7%	0.6%
Boston Road (Route 20) - Wilbraham	0.8%	4.0%	0.7%	1.5%	1.1%
Wilbraham St - Wilbraham	0.9%	0.9%	1.5%	0.2%	1.1%
Route 21 - Ludlow	0.6%	2.0%	1.2%	0.9%	1.0%
Route 141 - Holyoke	1.5%	1.9%	1.3%	0.5%	1.4%
Route 202 West - Holyoke	1.6%	0.8%	0.3%	1.0%	1.0%
Route 202/16 - Holyoke	1.5%	1.6%	1.6%	1.6%	2.8%
I-91 North*	22.0%	12.0%	6.0%	6.1%	14.3%
I-91 South	30.0%	2.0%	13.0%	0.0%	19.6%
I-291 Northeast	15.3%	7.3%	5.3%	1.1%	10.1%
City of Springfield	10.5%	41.9%	37.7%	64.7%	26.0%
Total*	100.0%	100.0%	100.0%	100.0%	100.0%

*Note that all routes through Holyoke will also use I-91 North. Therefore, the percentages shown for I-91 North also include traffic from Holyoke.



TO: Chair Jordan Maynard and Commissioners
FROM: Joseph Delaney, Chief of Community Affairs
Mary Thurlow, Senior Program Manager
CC: Dean Serpa, Executive Director
Justin Stempeck, Interim General Counsel
DATE: October 2, 2025
RE: Reappointment Recommendations for Local Community Mitigation Advisory Committee and Subcommittee Members

Pursuant to M.G.L. c. 23K, Section 68, the Commission is required to make appointments to several committees under the Gaming Policy Advisory Committee ("GPAC"). Last year the Commission made several one-year appointments to the Local Community Mitigation Advisory Committee which will expire on October 10, 2025. We are recommending that the Commission consider reappointing these members for an additional one-year term. We also recommend that these appointees continue to serve at the pleasure of the Commission.

Local Community Mitigation Advisory Committees ("LCMAC")

The purpose of these advisory committees is to provide information and develop recommendations for the Subcommittee on Community Mitigation on issues related to the gaming facilities in each region and present information to the Commission on any issues related to the gaming establishment located in each region. Below are the biographies of the members.

Region A LCMAC

Vincent Panzini - Chamber of Commerce Representative

Mr. Panzini was born and raised in Everett and graduated from Everett High School. He began working right out of high school in the banking and related technical areas and did so for 21 years. He was educated at Bentley University with a bachelor's degree in management.

In 1987 Mr. Panzini opened a Financial Advisor practice in Everett and began a 37-year career in that field while becoming very active in community organizations. He later moved his office to Danvers as his client base was moving north of Boston. He has been particularly active in the Everett Chamber of Commerce. Mr. Panzini has a keen interest in the Everett area and the effects of gaming and is interested in participating in activities that will make this a successful venture for the community.

David Bancroft – Regional Economic Development Organization

David Bancroft is the Senior Vice President of Community Development for MassDevelopment. In



Massachusetts Gaming Commission

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this position he works in the Agency's Greater Boston region. He is responsible for the Agency's Brownfields, Predevelopment, Co-Working and Transformative Development initiatives.

He joined MassDevelopment in July 1999. He has worked with many for-profit, non-profit and municipal agencies involved in economic and transformative development issues. This includes the development of affordable housing, environmental assessment and clean-up, re-development and expansion of many of cultural and tourism institutions as well as the local community and neighborhood-based projects in many of the gateway cities and neighborhoods in the region.

Prior to joining MassDevelopment, he was employed for eight years with the Massachusetts Department of Housing and Community Development where he managed the Housing Innovations Fund and Facilities Consolidation Fund. He was also a Financial Analyst for Bank of Boston.

He graduated from Northeastern University in Boston with a degree in Business Administration & Finance. In 1996, he was chosen for the Commonwealth Fellowship Award from Suffolk University and earned a Masters degree in Public Administration in 1998.

He has served in the past as the President of the Board of Victory Programs, a non-profit human service provider that provides housing and support services to homeless individuals and families impacted by substance abuse and chronic illnesses like HIV/AIDS. Victory Programs also operates one the largest urban farms in the City of Boston.

For the Region A LCMAC to be complete, it needs to fill two positions of a Human Service provider position. Commission staff are investigating potential members.

Region B LCMAC

Joan Kagan Levine - Human Service Provider

Joan joined Square One as the organization's President and CEO in 2003, retiring in 2021. She has over 40 years of experience and is a recognized leader in the fields of child welfare, mental health and early education and care. Immediately prior to assuming her position at Square One, Joan served as the Western Massachusetts Director for the Massachusetts Society for the Prevention of Cruelty to Children (MSPCC) covering 4 counties. Before beginning at MSPCC, Joan had served for 17 years with Brightside for Families and Children, leaving as Vice President of Community Services.

In her career, Joan advocated at the local, state and regional levels to influence policies and legislation that impacted children and families. She was a resource to legislators, often informing them of how a particular legislative bill would affect their constituents or of some unintended consequences. Joan received several community awards which recognized her work to improve the lives of children and families, particularly those most at risk and for her contributions to the health and well-being of the community.

As a leader of several nonprofit organizations, Joan was known for her collaborative spirit and her ability to work well with others. She demonstrated strong fiscal and administrative management, policy and program development and writing and securing contracts and grants. Writing grants and responding to RFPs was an integral part of her responsibilities at Brightside and MSPCC. While serving at Square One as President and CEO, she oversaw the grant writing. She also took pride in creating strong leadership teams and promoting an organizational culture that responded to the changing needs of families within the community.

Joan received her Bachelor of Arts degree from Washington University in St. Louis and her master's degree in social work from Columbia University in New York. She is a licensed independent clinical social worker in Massachusetts. She was a trustee at Elms College and past chair of the Springfield College Social Work Advisory Board and the Human Service Forum. She served on the Board of Directors for many organizations, including the Springfield Chamber of Commerce, the Human Services Provider's Council, the Public Health Institute of Western Massachusetts, the Children's Investment Fund and the Massachusetts Association for Day Care Agencies. Joan was also a member of the Early Education for All Advisory Committee, the Cherish Every Child Advisory Board and the Early Literacy Panel for the Commonwealth of Massachusetts. She is a member and past president of the Holyoke Rotary Club.

Ellen Patashnick – Human Service Provider

Ellen received her undergraduate degree at Northeastern University and her master's degree in counseling from Suffolk University. Early in her career Ellen worked at the Department of Youth Services in Boston with delinquent and pre-delinquent youth and their families. Before moving out to the western part of the state, she worked as a social worker in Roxbury with the Department of Public Welfare and was then promoted to a supervisory position in the Division of Child Guardianship (now the Department of Children and Families). She has held several management positions including Director of the Holyoke and Robert Van Wart DCF offices.

Now retired, Ellen is a volunteer disaster responder and instructor for the American Red Cross for both local and national events. Her husband is a retired adoption supervisor.

Richard K. Sullivan, Jr. – Regional Economic Development Organization

Richard K. Sullivan, Jr. is the President & Chief Executive Officer of the Economic Development Council of Western Massachusetts, a private non-profit corporation that provides resources and information to businesses operating in or entering the region by aiding in expansion, relocation and networking.

Before he became President & CEO of the EDC he was Governor Deval Patrick's Chief of Staff and worked with all members of the Cabinet to advance the Administration's agenda.

Prior to being named Patrick's Chief of Staff, Rick served as Secretary of the Executive Office of Energy and Environmental Affairs, overseeing the Commonwealth's six environmental, natural resource and energy regulatory agencies: the Departments of Environmental Protection, Public Utilities, Energy Resources, Conservation & Recreation, Agriculture, and Fish & Game. He also served as Chairman of the Massachusetts Water Resources Authority, the Energy Facilities Siting Board, and the Massachusetts Clean Energy Center.

Under his leadership, Massachusetts is the first state in the nation to combine energy and environmental agencies under one Cabinet secretary with the shared mission of bringing clean energy technology to market, curbing greenhouse gas emissions and cutting energy costs. Governor Patrick's land conservation initiative is the largest in the Commonwealth's history, with protection of more than 75,000 acres of land from 2007 to 2010.

Prior to his appointment to the cabinet post at Energy and Environmental Affairs, Secretary Sullivan served as the commissioner of the Department of Conservation and Recreation (DCR). Appointed in June 2007, he ushered in a new era of transparency and accountability at DCR, with posted

maintenance schedules for DCR properties and public meetings for all significant DCR initiatives and policies. Under his leadership, DCR completed several large-scale capital improvements in parks statewide, including a two-year, \$21.3 million project at Mt. Greylock State Reservation in Lanes borough that featured rehabilitation of the 13.5-mile Mt. Greylock Road, and a \$9 million renovation of the visitor center at Georges Island in Boston, a facility that includes a concession area, children's playground and a state-of-the-art solar-powered maintenance building. DCR also conducted a Forest Futures Visioning Process to engage residents across the Commonwealth in a discussion of forestry practices in state forests, leading to dramatic expansion of forest reserves that are protected from commercial logging.

Secretary Sullivan served as the mayor of Westfield from 1994 to 2007 and, in that capacity, chairman of the Westfield School Committee. In 2005, Sullivan was recognized by the New England Association of School Superintendents with its annual President Award for Exemplary Contributions to Education.

He is a past president of the Massachusetts Mayors Association, past chairman of the Turnpike Advisory Board, and a past member of the Governor's Local Advisory Committee. He also served as founding president of the Winding River Land Conservancy, which has protected 1,700 acres in western Hampden County.

Sullivan graduated from Westfield High School and holds degrees from Bates College, and Western New England School of Law.

Robin Wozniak, West of the River Chamber of Commerce

Robin Wozniak is the Executive Director for the West of the River Chamber of Commerce which includes the towns of West Springfield and Agawam. She has been the executive director for the chamber for 9 years and has resided in Agawam for 25 years. Before she became the ED, she was employed at Chamber Management Services, located in East Longmeadow, MA. A company formed and run by, Debra Boronski, which ran chambers of commerce that did not have an Executive Director. Ms. Wozniak was also the Marketing Director for Chez Josef banquet facility in Agawam for 5 years, prior to her chamber roles. She was born and raised in Easthampton, MA, and graduated from Easthampton High School. She attended Holyoke Community College and Worcester State University.

Other GPAC Subcommittees

In addition to the appointment of non-commission members of the LCMACs, the Commission also made internal appointments to the Subcommittee on Community Mitigation.

Subcommittee on Community Mitigation

The Subcommittee on Community Mitigation develops recommendations to address community mitigation issues. The Commission has the authority to choose one representative of the Commission to be on the Subcommittee. This representative could be a member of the Commission, the Executive Director, or a staff member. Last year, the Commission determined that it would designate Brad Hill for that Subcommittee. MGC staff has been working with the Boards of Commissions on filling the governor appointees.



TO: Chair Jordan Maynard and Commissioners Eileen O'Brien, Bradford Hill and Paul Brodeur

FROM: Joseph Delaney and Mary Thurlow

CC: Justin Stempeck, Interim General Counsel

DATE: September 29, 2025

RE: East Longmeadow Reserve Application - Request to Repurpose

The Town of East Longmeadow is requesting that the remaining balance of their Reserve Grant (\$13,801.67) be applied to a visual assessment of alternative density strategies within the Center Town District.

Background

The Town of East Longmeadow has a balance remaining in their Reserve Grant that was originally used to develop an online resource portal for business permitting and licensing to help promote business and economic development.

In FY 2025, the Commission awarded a grant to East Longmeadow for the development of a parcel inventory and site readiness assessment for the Center Town District. The proposed use of the Reserve Grant funds would expand on activities in the FY 2025 grant including developing a visual assessment and analysis of parcels in the Center Town District. This will assist East Longmeadow Planning Board and Town Council members to base decisions about the building density within the Center Town District. The below is from the Scope of Work with Vanasse Hangen Brustlin ("VHB") for this project.

"PROJECT UNDERSTANDING

It is understood that the Town of East Longmeadow is exploring opportunities to establish its first multifamily zoning district in the Town Center. Further, it is understood that the Town is considering alternative levels of residential density for the anticipated district, particularly with respect to how development will impact the built environment, and what the implications would be for development feasibility."

Staff Recommendation

MGC Staff recommends that the Commission approve East Longmeadow's request to use \$13,801.67 of its Reserve for the purposes outlined in this memo.



Massachusetts Gaming Commission

MASSACHUSETTS GAMING COMMISSION

To: Jordan Maynard, Chair
Paul Brodeur, Commissioner
Brad Hill, Commissioner
Eileen O'Brien, Commissioner
Nakisha Skinner, Commissioner

From: Dean Serpa, Executive Director
Derek Lennon, CFAO
Douglas O'Donnell, Revenue Manager
John Scully, Budget and Procurement Manager

Date: 10/9/2025

Re: Fiscal Year 2025 (FY25) Budget Closeout

Summary:

The Massachusetts Gaming Commission approved an FY25 budget for the Gaming Control Fund of \$39.87M, which required an initial assessment of \$36.13M on licensees. After three quarters of adjustments, the MGC's revised budget was \$40.02M, which, due to a credit, required a \$34.87M assessment on licensees. Actual spending for FY25 in the Gaming Control Fund was \$37.83M, and revenues were \$39.80M.

The Commission approved a \$2.12M initial budget for the Racing Oversight Trust Fund, which is supported by an assessment, daily fees, and commissions associated with simulcasting and live racing. Final spending in the fund was \$2.18M, supported by FY25 revenue of \$2.57M.

The Commission approved an initial FY25 Budget for the Sports Wagering Control Fund of \$11.10M that required an initial assessment of \$10.65M. After three quarters of adjustments, the MGC's revised budget was \$11.66M, which, due to a credit, required a revised assessment of \$8.41M on licensees. Actual spending for FY25 in the fund was \$10.69M, while actual revenue was \$12.75M.

FY25 Closeout:

Gaming Control Fund 1050-0001

The most recently approved FY25 budget for the Massachusetts Gaming Commission's Gaming Control Fund was \$40.02M. The budget was composed of the following areas:

- \$33.27M for gaming regulatory costs
- \$2.67M assessment from the Commonwealth for indirect costs
- \$4.00M 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).

FY25 Final Spending:

The Gaming Control Fund spending for FY25 was \$37.83M, which was \$2.18M (5.47%) less than the approved spending level. MGC Regulatory costs underspent by \$2.85M (8.55%), while Indirect

underspent by \$195.05K (7.30%), the Office of the Attorney General overspent by \$853.37K (21.33%), and ABCC spent almost all its allocated budget. The Office of the Attorney General's \$3M ISA was not exceeded. Rather the AGO fully expended the state appropriation which is charged back to the gaming control fund, and their state police costs were ~36% above the initial levels, but savings in the MGC state police costs were utilized to cover the additional spending. The table 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.

	Initial Projection	Revised Budget	FY25 Final Spending	Variance	%	Variance Explanation
10500001--Gaming Control Fund						
MGC Regulatory Cost						
AA REGULAR EMPLOYEE COMPENSATION	\$ 8,737,689.97	\$ 8,757,314.97	\$ 9,891,592.97	\$ 1,134,278.00	12.95%	Did not do year end adjustments due to moving of funding for potential needs of AGO
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 95,994.50	\$ 95,994.50	\$ 37,022.16	\$ (58,972.34)	-61.43%	
CC SPECIAL EMPLOYEES	\$ 192,640.00	\$ 192,640.00	\$ 286,597.31	\$ 93,957.31	48.77%	Intern payroll allocations to mirror actual working.
DD PENSION & INSURANCE RELATED EX	\$ 3,828,205.39	\$ 3,837,195.60	\$ 4,374,177.87	\$ 536,982.27	13.99%	Increase in payroll allocations led to increase in fringe.
EE ADMINISTRATIVE EXPENSES	\$ 708,291.92	\$ 708,291.92	\$ 518,114.45	\$ (190,177.47)	-26.85%	Did not use entire training or travel budgets
FF PROGRAM, FACILITY, OPERATIONAL SUPPLIES	\$ 20,000.00	\$ 20,000.00	\$ 19,673.82	\$ (326.18)	-1.63%	
GG ENERGY COSTS AND SPACE RENTAL	\$ 817,235.42	\$ 817,235.42	\$ 286,362.71	\$ (530,872.71)	-64.96%	Reallocated costs in anticipation of potential year end needs of AGO
HH CONSULTANT SVCS (TO DEPTS)	\$ 988,500.00	\$ 957,922.29	\$ 811,606.26	\$ (146,316.03)	-15.27%	
JJ OPERATIONAL SERVICES	\$12,770,229.07	\$12,912,229.07	\$10,077,647.02	\$ (2,834,582.05)	-21.95%	Reallocated costs in anticipation of potential year end needs of AGO, and underspending allocated to AGO GEU costs
KK Equipment Purchase	\$ 62,000.00	\$ 62,000.00	\$ 21,965.01	\$ (40,034.99)	-64.57%	
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 65,607.90	\$ 65,607.90	\$ 36,423.60	\$ (29,184.30)	-44.48%	
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ 30,000.00	\$ 30,000.00	\$ 245,414.82	\$ 215,414.82	718.05%	Cost of public safety radio interoperability at PPC
PP STATE AID/POL SUB/OSD	\$ 90,000.00	\$ 90,000.00	\$ 105,526.25	\$ 15,526.25	17.25%	
TT PAYMENTS & REFUNDS	\$ -	\$ -	\$ -	\$ -		
UU IT Non-Payroll Expenses	\$ 4,725,628.83	\$ 4,725,628.83	\$ 3,713,828.17	\$ (1,011,800.66)	-21.41%	Reallocated costs in anticipation of poeential year end needs of AGO.
MGC Regulatory Cost Subtotal:	\$33,132,023.00	\$33,272,060.50	\$30,425,952.42	\$ (2,846,108.08)	-8.55%	
EE--Indirect Costs	\$ 2,668,901.53	\$ 2,670,864.03	\$ 2,475,809.29	\$ (195,054.74)	-7.30%	
Office of Attorney General				\$ -		
ISA to AGO	\$ 2,927,384.00	\$ 2,927,384.00	\$ 2,812,955.86	\$ (114,428.14)	-3.91%	
TT Reimbursement for AGO 0810-1024	\$ -	\$ -	\$ 579,392.00	\$ 579,392.00	#DIV/0!	
AGO State Police	\$ 1,070,710.24	\$ 1,070,710.24	\$ 1,459,118.81	\$ 388,408.57	36.28%	Illegal gaming related investigations and funding from MGC GEU reversions covered this.
Office of Attorney General Subtotal:	\$ 3,998,094.24	\$ 3,998,094.24	\$ 4,851,466.67	\$ 853,372.43	21.34%	
ISA to ABCC	\$ 75,000.00	\$ 75,000.00	\$ 74,955.82	\$ (44.18)	-0.06%	
Gaming Control Fund Total Costs	\$39,874,018.77	\$40,016,018.77	\$37,828,184.20	\$ (2,187,834.57)	-5.47%	

Final FY25 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 FY25 were \$39.87M. After revising the assessment for a credit of \$1.26M, related to surplus revenue from FY24 and three quarters of adjustments, the most recent revenue projections remained at \$39.87M, relying on an assessment of \$34.87M. FY25 final revenue received was \$39.80M. The \$39.80M collected in FY25 is \$69.6K (0.17%) below the projections. Significant variances between estimates and final amounts are included in the table below.

Revenues	Initial Projection	Revised Budget	FY25 Actual Revenue	Variance	%	Variance Explanation
Gaming Control Fund Beginning Balance 0500	\$ -	\$ 964,652.38	\$ 964,652.38	\$ -	0.00%	
EBH Security fees 0500/Independent Monitor	\$ -	\$ 297,207.15	\$ 297,207.15	\$ -	0.00%	
ENHANCED EBH Security fees	\$ 100,000.00	\$ 100,000.00	\$ 61,040.39	\$ (38,959.61)	-38.96%	Less need for additional security and this is tied directly to spending
Category/Region Collection Fees 0500	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
Prior Year Independent Monitory Fees 500	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
IEB background / investigative collections 0500	\$ 150,000.00	\$ 150,000.00	\$ 28,017.09	\$ (121,982.91)	-81.32%	Primary Vendor suitability invests ongoing.
Region A slot Machine Fee 0500	\$ 1,512,000.00	\$ 1,512,000.00	\$ 1,549,200.00	\$ 37,200.00	2.46%	
Region B Slot Machine Fee 0500	\$ 925,800.00	\$ 925,800.00	\$ 925,800.00	\$ -	0.00%	
Slots Parlor Slot Machine Fee 0500	\$ 564,600.00	\$ 564,600.00	\$ 564,600.00	\$ -	0.00%	
Gaming Employee License Fees (GEL) 3000	\$ 180,000.00	\$ 180,000.00	\$ 213,700.00	\$ 33,700.00	18.72%	
Key Gaming Executive (GKE) 3000	\$ 10,000.00	\$ 10,000.00	\$ 7,000.00	\$ (3,000.00)	-30.00%	
Key Gaming Employee (GKS) 3000	\$ 75,000.00	\$ 75,000.00	\$ 86,000.00	\$ 11,000.00	14.67%	
Non-Gaming Vendor (NGV) 3000	\$ 50,000.00	\$ 50,000.00	\$ 29,100.00	\$ (20,900.00)	-41.80%	
Vendor Gaming Primary (VGP) 3000	\$ 65,400.00	\$ 65,400.00	\$ 120,000.00	\$ 54,600.00	83.49%	Initial renewal fees
Vendor Gaming Secondary (VGS) 3000	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
Gaming School License (GSB)/LIQ	\$ -	\$ -	\$ 30,400.00	\$ 30,400.00	#DIV/0!	
Gaming Service Employee License (SER) 3000	\$ 75,000.00	\$ 75,000.00	\$ 37,650.00	\$ (37,350.00)	-49.80%	
Subcontractor ID Initial License (SUB) 3000	\$ 15,000.00	\$ 15,000.00		\$ (15,000.00)	-100.00%	
Temporary License Initial License (TEM)/LAB FEE 3000	\$ 10,000.00	\$ 10,000.00	\$ 4,000.00	\$ (6,000.00)	-60.00%	
Assessment for PHTF	\$ 5,000,000.00	\$ 5,000,000.00		\$ (5,000,000.00)	-100.00%	
Tranfer PHTF Assessment to PHTF	\$ (5,000,000.00)	\$ (5,000,000.00)		\$ 5,000,000.00	-100.00%	
Assessment 0500	\$36,133,218.77	\$34,871,359.22	\$34,871,379.22	\$ 20.00	0.00%	
Miscellaneous 0500	\$ 5,000.00	\$ 5,000.00	\$ 6,950.93	\$ 1,950.93	39.02%	
Bank Interest 2700	\$ 3,000.00	\$ 3,000.00	\$ 7,676.94	\$ 4,676.94	155.90%	
Grand Total	\$39,874,018.77	\$39,874,018.75	\$39,804,374.10	\$ (69,644.65)	-0.17%	

FY25 Surplus: Credit to FY26 Assessment on Licensees:

Final spending in the Gaming Control Fund of \$37.83M, combined with final revenue in the Gaming Control Fund of \$39.80M, resulted in revenue exceeding spending by \$1.97M. The amount in the table below will be credited to the licensees' FY26 assessment.

Gaming Control Fund FY25		
Revenue		\$ 39,804,374.10
Less Spending	\$ 37,828,184.20	
Total FY25 Surplus to be crdited to FY26 Assessment		\$ 1,976,189.90

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 underspending. 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 FY25 assessment. By combining the two halves of the year, the Commission can determine the amount each licensee is to be credited in FY26.

FY25 Gaming Positions 7/1/2024					
Licensee	Slot Machines	Table Games	Table Gaming Positions	Total Gaming Positions	Percentage of Gaming Positions
MGM	1,543	63	401	1,944	28.19%
Encore	2,520	255	1,457	3,977	57.67%
Penn	941			975	14.14%
TOTAL	5,004	318	1,858	6,896	100.00%

FY25 Gaming Positions 1/1/2025					
Licensee	Slot Machines	Table Games	Table Gaming Positions	Total Gaming Positions	Percentage of Gaming Positions
MGM	1,542	60	386	1,928	27.84%
Encore	2,614	258	1,408	4,022	58.07%
PPC	954			976	14.09%
TOTAL	5,110	318	1,794	6,926	100.00%

Licensee	1st Half FY25 Gaming Positions	2nd Half FY25 Gaming Positions	Gaming Positions (1st Half + 2nd Half)	% of Gaming Positions	Credit to FY26 Assessment
MGM	1,944	1,928	3,872	28.01%	\$ 553,596.24
Encore	3,977	4,022	7,999	57.87%	\$ 1,143,650.92
PPC	975	976	1,951	14.12%	\$ 278,942.74
TOTAL	6,896	6,926	13,822	100.00%	\$ 1,976,189.90

Racing Oversight and Development Trust Fund 1050-0003

The Commission approved a preliminary budget for the Racing Oversight and Development Fund of \$2.12M. After three quarterly updates, the FY25 projected budget for racing matched initial estimates.

FY25 Final Spending:

The Racing Oversight and Development Fund's spending for FY25 was \$2.18M, which was \$54.77K (2.58%) more than the approved spending level. However, \$219.46K of that spending was for the payment of prior year outs. Therefore, after reducing spending for the prior year outs, the Racing Oversight and Development Trust Fund was actually \$164.7K under the revised spending estimates for FY25. The table below shows final spending and variances to budgeted amounts by budget areas of the Racing Oversight and Development Trust Fund, as well as brief explanations for large variances.

	Initial Projection	Revised Budget	FY25 Final Spending	Variance	% Variance	Variance Explanation
10500003						
AA REGULAR EMPLOYEE COMPENSATION	\$ 611,888.13	\$ 611,888.13	\$ 627,936.93	\$ 16,048.80	2.62%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 6,000.00	\$ 6,000.00	\$ 1,267.87	\$ (4,732.13)	-78.87%	
CC SPECIAL EMPLOYEES	\$ 487,240.00	\$ 487,240.00	\$ 398,516.93	\$ (88,723.07)	-18.21%	Underspending in seasonal salaries
DD PENSION & INSURANCE RELATED EX	\$ 306,251.90	\$ 306,251.90	\$ 288,677.67	\$ (17,574.23)	-5.74%	
EE ADMINISTRATIVE EXPENSES	\$ 27,060.00	\$ 27,060.00	\$ 23,917.81	\$ (3,142.19)	-11.61%	
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 12,000.00	\$ 12,000.00	\$ -	\$ (12,000.00)	-100.00%	
HH CONSULTANT SVCS (TO DEPTS)	\$ 10,000.00	\$ 10,000.00	\$ 3,396.25	\$ (6,603.75)	-66.04%	
JJ OPERATIONAL SERVICES	\$ 391,000.00	\$ 391,000.00	\$ 342,653.33	\$ (48,346.67)	-12.36%	Blood Gas Testing
KK EQUIPMENT PURCHASES	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 915.00	\$ 915.00	\$ -	\$ (915.00)	-100.00%	
MM PURCHASED CLIENT/PROGRAM SVCS	\$ 85,000.00	\$ 85,000.00	\$ 65,000.00	\$ (20,000.00)	-23.53%	
NN INFRASTRUCTURE:	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ 219,456.83	\$ 219,456.83	#DIV/0!	Outs Payments for Suffolk and PPC
UU IT Non-Payroll Expenses	\$ 4,000.00	\$ 4,000.00	\$ 1,595.26	\$ (2,404.74)	-60.12%	
EE --Indirect Costs	\$ 111,802.56	\$ 111,802.56	\$ 137,083.19	\$ 25,280.63	22.61%	
ISA to DPH	\$ 70,000.00	\$ 70,000.00	\$ 68,425.05	\$ (1,574.95)	-2.25%	
Grand Total	\$ 2,123,157.59	\$ 2,123,157.59	\$ 2,177,927.12	\$ 54,769.53	2.58%	

Final FY25 Revenue:

The Commission's operational racing revenue is generated from an assessment, daily fees, and commissions associated with simulcasting and live racing. FY25's final revenue received was \$2.57M, which was \$328K higher than revised estimates. The racing division received \$340K in unclaimed tickets (commonly referred to as "outs"), which we do not budget for as they are revenue neutral. Once we account for outs received in FY25, racing revenue was ~\$11K (0.43%) under estimates. Variances between estimates and final amounts are included in the table below.

Revenues	Initial Projection	Revised Budget	FY25 Actual Revenue	Variance	% Variance
Racing Oversight and Development Balance Forward 0131	\$ -	\$ 422,474.28	\$ 422,474.28	\$ -	0.00%
Transfer of Unclaimed Greyhound Revenue to Racing Stabilization Trust	\$ -	\$ (274,619.14)	\$ (274,619.14)	\$ -	0.00%
Plainridge Assessment 4800	\$ 60,000.00	\$ 60,000.00	\$ 70,508.14	\$ 10,508.14	17.51%
Plainridge Daily License Fee 3003	\$ 109,500.00	\$ 109,500.00	\$ 117,215.00	\$ 7,715.00	7.05%
Plainridge Occupational License 3003/3004	\$ 50,000.00	\$ 50,000.00	\$ 53,050.00	\$ 3,050.00	6.10%
Plainridge Racing Development Oversight Live 0131	\$ 25,000.00	\$ 25,000.00	\$ 8,024.50	\$ (16,975.50)	-67.90%
Plainridge Racing Development Oversight Simulcast 0131	\$ 100,000.00	\$ 100,000.00	\$ 65,819.83	\$ (34,180.17)	-34.18%
Raynham Assessment 4800	\$ 55,000.00	\$ 55,000.00	\$ 39,650.73	\$ (15,349.27)	-27.91%
Raynham Daily License Fee 3003	\$ 92,700.00	\$ 92,700.00	\$ 70,200.00	\$ (22,500.00)	-24.27%
Raynham Racing Development Oversight Simulcast 0131	\$ 75,000.00	\$ 75,000.00	\$ 32,354.66	\$ (42,645.34)	-56.86%
Suffolk Assessment 4800	\$ 640,000.00	\$ 640,000.00	\$ 680,509.30	\$ 40,509.30	6.33%
Suffolk Commission Racing Development Oversight Simulcast 0131	\$ 20,000.00	\$ 20,000.00	\$ 71,594.70	\$ 51,594.70	257.97%
Suffolk Daily License Fee 3003	\$ 72,600.00	\$ 72,600.00	\$ 84,000.00	\$ 11,400.00	15.70%
Suffolk Occupational License 3003/3004	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk Racing Development Oversight Live 0131	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk TVG Commission Live 0131	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk TVG Commission Simulcast 0131	\$ 420,000.00	\$ 420,000.00	\$ 401,569.27	\$ (18,430.73)	-4.39%
Suffolk Twin Spires Commission Live 0131	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk Twin Spires Commission Simulcast 0131	\$ 200,000.00	\$ 200,000.00	\$ 191,787.98	\$ (8,212.02)	-4.11%
Suffolk Xpress Bet Commission Live 0131	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk Xpress Bet Commission Simulcast 0131	\$ 50,000.00	\$ 50,000.00	\$ 68,550.48	\$ 18,550.48	37.10%
Suffolk NYRA Bet Commission Live 0131	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Suffolk NYRA Bet Commission Simulcast 0131	\$ 100,000.00	\$ 100,000.00	\$ 96,227.69	\$ (3,772.31)	-3.77%
AMWEST Commission Simulcast 0131	\$ -	\$ -	\$ 5,475.18	\$ 5,475.18	#DIV/0!
Transfer to General Fund 10500140 0000	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Wonderland Assessment 4800	\$ -	\$ -	\$ 75.49	\$ 75.49	#DIV/0!
Wonderland Daily License Fee 3003	\$ -	\$ -	\$ 66.93	\$ 66.93	#DIV/0!
Wonderland Racing Development Oversight Simulcast 0131	\$ 2,000.00	\$ 2,000.00	\$ -	\$ (2,000.00)	-100.00%
Plainridge fine 2700	\$ 25,000.00	\$ 25,000.00	\$ 29,850.00	\$ 4,850.00	19.40%
Suffolk Fine 2700	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Plainridge Unclaimed wagers 5009	\$ -	\$ -	\$ 119,889.78	\$ 119,889.78	#DIV/0!
Suffolk Unclaimed wagers 5009	\$ -	\$ -	\$ 99,567.05	\$ 99,567.05	#DIV/0!
Raynham Unclaimed wagers 5009	\$ -	\$ -	\$ 105,723.77	\$ 105,723.77	#DIV/0!
Wonderland Unclaimed wagers 5009	\$ -	\$ -	\$ 14,812.46	\$ 14,812.46	#DIV/0!
Return of Unclaimed wagers	\$ -	\$ -	\$ -	\$ -	#DIV/0!
Misc/Bank Interest 0131	\$ 750.00	\$ 750.00	\$ -	\$ (750.00)	-100.00%
Grand Total	\$ 2,097,550.00	\$ 2,245,405.14	\$ 2,574,378.08	\$ 328,972.94	14.65%

FY25 Racing Oversight and Development Surplus and FY26 Beginning Balance

Final spending in the Racing Oversight and Development Fund of \$2.18M, combined with final revenue of \$2.57M, resulted in revenue exceeding spending by \$396.45K. However, \$120.5K of the surplus revenue, comprising the unclaimed wagers for Raynham and Wonderland, is restricted and must be transferred into the racing stabilization fund in FY26. Therefore, the true surplus from racing activities in FY25, that is unrestricted and can be used in FY26 for regulatory activities, is \$275.9K. The table below shows how we arrived at the unrestricted FY25 surplus.

Racing Oversight and Development Fund FY25		
Revenue		\$ 2,574,378.08
Less Spending	\$ 2,177,927.12	
Balance Forward to FY26		\$ 396,450.96
Less Raynham Unclaimed	\$ 105,723.77	
Less Wonderland Unclaimed	\$ 14,812.46	
Unrestricted FY25 Surplus		\$ 275,914.73

Sports Wagering Control Fund 1050-1384

The Commission approved a preliminary budget for the Sports Wagering Control Fund of \$11.10M. After three quarterly updates, the FY25 projected budget for sports wagering increased to \$11.66M. The MGC began the fiscal year with an initial assessment of \$10.65M on licensees to support the Commission's FY25 regulatory activities. After a credit of \$2.25M and three (3) quarters of adjustments, the assessment was revised down to \$8.41M.

FY25 Final Spending:

The Sports Wagering Control Fund spending for FY25 was \$10.69M, which was \$972K (8.33%) less than the approved spending level. The table below shows final spending and variances to budgeted amounts by budget areas of the Sports Wagering Control Fund, as well as brief explanations for large variances.

	Initial Projection	Revised Budget	FY25 Final Spending	Variance	% Variance	Variance Explanation
10501384						
AA REGULAR EMPLOYEE COMPENSATION	\$ 4,532,647.42	\$ 4,579,772.42	\$ 2,449,880.72	\$ (2,129,891.70)	-46.51%	Did not do year end adjustments due to moving of funding for potential needs of AGO
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 18,500.00	\$ 18,500.00	\$ 6,247.81	\$ (12,252.19)	-66.23%	
CC SPECIAL EMPLOYEES	\$ 154,000.00	\$ 154,000.00	\$ -	\$ (154,000.00)	-100.00%	Did not do year end adjustments due to moving of funding for potential needs of AGO
DD PENSION & INSURANCE RELATED EX	\$ 2,009,898.03	\$ 2,031,485.99	\$ 1,080,438.71	\$ (951,047.28)	-46.82%	Result of not allocating costs at end of year.
EE ADMINISTRATIVE EXPENSES	\$ 92,350.00	\$ 92,350.00	\$ 103,124.45	\$ 10,774.45	11.67%	
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
GG ENERGY COSTS AND SPACE RENTAL	\$ 311,353.26	\$ 311,353.26	\$ 693,293.51	\$ 381,940.25	122.67%	Reallocated costs in anticipation of potential year end needs of AGO
HH CONSULTANT SVCS (TO DEPTS)	\$ 1,462,214.29	\$ 1,822,386.46	\$ 1,117,568.79	\$ (704,817.67)	-38.68%	Delays in vendor suitability background checks
JJ OPERATIONAL SERVICES	\$ 461,595.28	\$ 461,595.28	\$ 2,006,237.40	\$ 1,544,642.12	334.63%	Reallocated costs in anticipation of potential year end needs of AGO
KK EQUIPMENT PURCHASES	\$ -	\$ -	\$ 10,060.45	\$ 10,060.45	#DIV/0!	
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ -	\$ -	\$ 162.99	\$ 162.99	#DIV/0!	
NN INFRASTRUCTURE:	\$ -	\$ -	\$ 5,439.93	\$ 5,439.93	#DIV/0!	
OO ALL SPENDING CATEGORIES	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
OO--ISA AGO	\$ 500,000.00	\$ 500,000.00	\$ 862,208.41	\$ 362,208.41	72.44%	This ended up being the need for AGO due to supp not passing prior to end of the fiscal year.
PP STATE AID/GRANTS			\$ 14,062.50	\$ 14,062.50	#DIV/0!	
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ -	\$ -	#DIV/0!	
UU IT Non-Payroll Expenses	\$ 1,041,951.94	\$ 1,161,951.94	\$ 1,760,174.24	\$ 598,222.30	51.48%	Reallocated costs in anticipation of potential year end needs of AGO
EE --Indirect Costs	\$ 520,356.13	\$ 529,735.30	\$ 582,161.42	\$ 52,426.12	9.90%	
Grand Total	\$ 11,104,866.35	\$ 11,663,130.65	\$ 10,691,061.33	\$ (972,069.32)	-8.33%	

Final FY25 Revenue:

The Commission's operational revenue for sports wagering is generated from vendor and employee licensing fees, background suitability fees, and an assessment on licensees. Initial revenue projections for FY25 were \$11.10M, comprising \$450K in licensing fees and an assessment of \$10.65M. After accounting for FY24 surplus revenue and restricted licensing fees, the assessment decreased to \$8.41M. FY25 final revenue received was \$12.75M, which was \$1.14M (9.87%) above

estimates. All of the additional revenue was related to additional billings to Sports Wagering Operators for suitability investigations. Variances between estimates and final amounts are included in the table below.

Revenues	Initial Projection	Revised Budget	FY25 Actual Revenue	Variance	% Variance	Variance Explanation
BALANCE FORWARD PRIOR YEAR	\$ -	\$ 2,246,423.16	\$ 2,246,423.16	-	0.00%	
SUITABILITY COSTS BALANCE FORWARD	\$ -	\$ 499,226.50	\$ 499,226.50	-	0.00%	
CATERGORY 1	\$ -	\$ -	\$ -	-	#DIV/0!	
CATERGORY 2	\$ -	\$ -	\$ -	-	#DIV/0!	
CATERGORY 3 (TETHERED)	\$ -	\$ -	\$ -	-	#DIV/0!	
CATERGORY 3 (UNTETHERED)	\$ -	\$ -	\$ -	-	#DIV/0!	
SW GAMING CONTROL FUND BALANCE 0500	\$ -	\$ -	\$ -	-	#DIV/0!	
REGISTRANT LICENSING FEES 3000	\$ 200,000.00	\$ 200,000.00	\$ 240,172.00	40,172.00	20.09%	
VENDOR SW FEES 3000	\$ 100,000.00	\$ 100,000.00	\$ 84,948.00	(15,052.00)	-15.05%	
FANTASY FEES 3000	\$ -	\$ -	\$ -	-	#DIV/0!	
ASSESSMENT 0500	\$ 10,654,866.35	\$ 8,408,443.19	\$ 8,438,802.69	30,359.50	0.36%	
FINES & PENALTIES 2700	\$ -	\$ -	\$ -	-	#DIV/0!	
MISC 0500	\$ 50,000.00	\$ 50,000.00	\$ (15,000.00)	(65,000.00)	-130.00%	
IEB BACKGROUND/INVESTIGATIVE/SUITABILITY FEES 3000	\$ 95,000.00	\$ 95,000.00	\$ 1,247,823.26	1,152,823.26	1213.50%	Additional Revenue for Operator Suitability Investigations
BANK INTEREST SW	\$ 5,000.00	\$ 5,000.00	\$ 7,083.15	2,083.15	41.66%	
Grand Total	\$11,104,866.35	\$11,604,092.85	\$12,749,478.76	\$1,145,385.91	9.87%	

FY25 Surplus: Credit to FY26 Assessment on Licensees:

Final spending in the Sports Wagering Control Fund of \$10.69M, combined with final revenue of \$12.75M, resulted in revenue exceeding spending by \$2.06M. Included in the \$2.06M surplus revenue is \$683.3K in Sports Wagering Operator suitability deposits. After reducing the surplus for Operator Suitability deposits, the final FY25 Surplus to be credited to the FY26 Sports Wagering Control Fund assessment is \$1.37M. The amount in the table below will be credited to the licensees' FY26 assessment.

FY25 Surplus Credited to FY26 Assessment		
Revenue		\$ 12,749,478.76
Less Spending	\$ 10,691,061.33	
Less FY25 Suitability Invest Carryforward	\$ 83,313.34	
Less Suitability Invest fees to be refunded	\$ 599,956.64	
FY25 Surplus Credited to FY26 Assessment		\$ 1,375,147.45

205 CMR 221.00 describes how the commission shall assess its operational costs on sports wagering licensees, including any increases or decreases that are the result of over or under-spending. 205 CMR 121.03, paragraph (4) specifically states:

(4) In the event that actual revenues exceed actual costs for a given fiscal year, the Commission in its sole discretion shall credit such Excess Assessment to the Annual Assessment due for the next fiscal year.

The \$1.37M credit to licensees' FY26 assessment will be in the same percentage as their initial share of the FY25 assessment. The table below shows each operator's share of the FY25 credit.

SW Operator	FY25 Assessment % based on FY24 AGSWR	FY26 Credit
Bally's	1.65%	\$ 22,679.82
Espn/PSI	4.10%	\$ 56,364.33
BetMGM	6.10%	\$ 83,907.58
Caesars - AWI	1.65%	\$ 22,679.82
DraftKings-Crown MA	51.79%	\$ 712,182.14
Fanatics-FBG	1.83%	\$ 25,224.45
FanDuel-Betfair	32.10%	\$ 441,400.00
EBH SB	0.47%	\$ 6,509.43
MGM SB	0.01%	\$ 186.43
PPC SB	0.29%	\$ 4,013.45
TOTAL	100.00%	\$ 1,375,147.45

Attachment A to this document is the budget to actual spending and revenue for the Gaming Control, Racing Oversight and Development and Sports Wagering Control Funds for FY25. Attachment B summarizes sports wagering applicants' background suitability deposits and costs through FY25.

Conclusion:

After the third quarterly update for FY25, the Gaming Control fund was estimated to spend \$40.02M, requiring a \$34.87M assessment on licensees. The Gaming Control Fund's final spending for FY25 was \$37.83M, which was \$2.19M (5.47%) less than the approved budget. The Gaming Control Fund's final revenue for FY25 was \$39.80M. The net impact of spending under budget, and revenue below projections, resulted in a \$1.97M FY25 surplus in the Gaming Control Fund. The surplus will be credited to licensees' FY26 assessments.

After 3 quarters of updates the FY25 Racing Oversight and Development fund was estimated to spend \$2.12M and projected revenues were \$2.24M. Final spending was \$2.18M, and final revenue was \$2.57M. This resulted in a surplus of \$396.45K, of which \$120.5K will be transferred to the Racing Stabilization fund and the balance of \$275.9K is available for FY26 regulatory activities.

The most recent estimates for Sports Wagering Control fund projected spending of \$11.66M, requiring a \$8.41M assessment on licensees. Final spending for the fund in FY25 was \$10.69M, which was \$972K (8.33%) less than the approved budget. The Sports Wagering Control Fund's final revenue for FY25 was \$12.75M. The net impact of spending under budget, revenue exceeding projections, and carryforward of suitability investigation deposits resulted in a \$1.37M FY25 surplus in the fund. The surplus will be credited to sports wagering licensees' FY26 assessments.

Attachment A: FY25 Spending and Revenue Final

Attachment B: Sports Wagering Suitability Deposits and Costs

2025		Budget Projections							
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date		% BFY Passed	
						Total	%Spent		
10500001--Gaming Control Fund									
MGC Regulatory Cost									
AA REGULAR EMPLOYEE COMPENSATION	\$ 8,737,689.97		\$ 19,625.00	\$ -	\$ 8,757,314.97	\$ 9,891,592.97	113%	108%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 95,994.50		\$ -	\$ -	\$ 95,994.50	\$ 37,022.16	39%	108%	
CC SPECIAL EMPLOYEES	\$ 192,640.00		\$ -	\$ -	\$ 192,640.00	\$ 286,597.31	149%	108%	
DD PENSION & INSURANCE RELATED EX	\$ 3,828,205.39		\$ 8,990.21	\$ -	\$ 3,837,195.60	\$ 4,374,177.87	114%	108%	
EE ADMINISTRATIVE EXPENSES	\$ 708,291.92		\$ -	\$ -	\$ 708,291.92	\$ 518,114.45	73%	108%	
FF PROGRAM, FACILITY, OPERATIONAL SUPPIES	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00	\$ 19,673.82	98%	108%	
GG ENERGY COSTS AND SPACE RENTAL	\$ 817,235.42		\$ -	\$ -	\$ 817,235.42	\$ 286,362.71	35%	108%	
HH CONSULTANT SVCS (TO DEPTS)	\$ 988,500.00		\$ (30,577.71)	\$ -	\$ 957,922.29	\$ 811,606.26	85%	108%	
JJ OPERATIONAL SERVICES	\$ 12,770,229.07		\$ 142,000.00	\$ -	\$ 12,912,229.07	\$ 10,077,647.02	78%	108%	
KK Equipment Purchase	\$ 62,000.00		\$ -	\$ -	\$ 62,000.00	\$ 21,965.01	35%	108%	
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 65,607.90		\$ -	\$ -	\$ 65,607.90	\$ 36,423.60	56%	108%	
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ 30,000.00		\$ -	\$ -	\$ 30,000.00	\$ 245,414.82	818%	108%	
PP STATE AID/POL SUB/OSD	\$ 90,000.00		\$ -	\$ -	\$ 90,000.00	\$ 105,526.25	117%	108%	
TT PAYMENTS & REFUNDS	\$ -		\$ -	\$ -	\$ -			108%	
UU IT Non-Payroll Expenses	\$ 4,725,628.83		\$ -	\$ -	\$ 4,725,628.83	\$ 3,713,828.17	79%	108%	
MGC Regulatory Cost Subtotal:	\$ 33,132,023.00		\$ 140,037.50	\$ -	\$ 33,272,060.50	\$ 30,425,952.42	91%	108%	
EE--Indirect Costs	\$ 2,668,901.53	\$ -	\$ 1,962.50	\$ -	\$ 2,670,864.03	\$ 2,475,809.29	93%	108%	
Office of Attorney General								108%	
ISA to AGO	\$ 2,927,384.00		\$ -	\$ -	\$ 2,927,384.00	\$ 2,812,955.86	96%	108%	
TT Reimbursement for AGO 0810-1024	\$ -				\$ -	\$ 579,392.00		108%	
AGO State Police	\$ 1,070,710.24				\$ 1,070,710.24	\$ 1,459,118.81	136%	108%	
Office of Attorney General Subtotal:	\$ 3,998,094.24	\$ -	\$ -	\$ -	\$ 3,998,094.24	\$ 4,851,466.67	121%	108%	
ISA to ABCC	\$ 75,000.00	\$ -	\$ -	\$ -	\$ 75,000.00	\$ 74,955.82	100%	108%	
Gaming Control Fund Total Costs	\$ 39,874,018.77	\$ -	\$ 142,000.00	\$ -	\$ 40,016,018.77	\$ 37,828,184.20	95%	108%	
		Revenue Projections							
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date			
						Total			
Gaming Control Fund Beginning Balance 0500	\$ -	\$ -	\$ 964,652.38	\$ -	\$ 964,652.38	\$ 964,652.38			
EBH Security fees 0500/Independent Monitor	\$ -		\$ 297,207.15	\$ -	\$ 297,207.15	\$ 297,207.15			
ENHANCED EBH Security fees	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00	\$ 61,040.39			
Category/Region Collection Fees 0500	\$ -		\$ -	\$ -	\$ -	\$ -			
Prior Year Independent Monitory Fees 500	\$ -		\$ -	\$ -	\$ -	\$ -			
IEB background / investigative collections 0500	\$ 150,000.00		\$ -	\$ -	\$ 150,000.00	\$ 28,017.09			
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	\$ 1,512,000.00			\$ -	\$ 1,512,000.00	\$ 1,549,200.00			
Region B Slot Machine Fee 0500	\$ 925,800.00		\$ -	\$ -	\$ 925,800.00	\$ 925,800.00			
Slots Parlor Slot Machine Fee 0500	\$ 564,600.00		\$ -	\$ -	\$ 564,600.00	\$ 564,600.00			
Gaming Employee License Fees (GEL) 3000	\$ 180,000.00		\$ -	\$ -	\$ 180,000.00	\$ 213,700.00			
Key Gaming Executive (GKE) 3000	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00	\$ 7,000.00			
Key Gaming Employee (GKS) 3000	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 86,000.00			
Non-Gaming Vendor (NGV) 3000	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00	\$ 29,100.00			
Vendor Gaming Primary (VGP) 3000	\$ 65,400.00		\$ -	\$ -	\$ 65,400.00	\$ 120,000.00			
Vendor Gaming Secondary (VGS) 3000	\$ -		\$ -	\$ -	\$ -	\$ -			
Gaming School License (GSB)/LIQ	\$ -		\$ -	\$ -	\$ -	\$ 30,400.00			
Gaming Service Employee License (SER) 3000	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 37,650.00			
Subcontractor ID Initial License (SUB) 3000	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00				
Temporary License Initial License (TEM)/LAB FEE 3000	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00	\$ 4,000.00			
Assessment for PHTF	\$ 5,000,000.00		\$ -	\$ -	\$ 5,000,000.00				
Tranfer PHTF Assessment to PHTF	\$ (5,000,000.00)		\$ -	\$ -	\$ (5,000,000.00)				
Veterans Initial License (VET) 3000	\$ -		\$ -	\$ -	\$ -				
Transfer of Licensing Fees to CMF 0500	\$ -		\$ -	\$ -	\$ -				
Assessment 0500	\$ 36,133,218.77		\$ (1,261,859.55)	\$ -	\$ 34,871,359.22	\$ 34,871,379.22			
Misc/MCC Grant	\$ -		\$ -	\$ -	\$ -				
Miscellaneous 0500	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 6,950.93			
Bank Interest 2700	\$ 3,000.00		\$ -	\$ -	\$ 3,000.00	\$ 7,676.94			
Grand Total	\$ 39,874,018.77	\$ -	\$ (0.02)	\$ -	\$ 39,874,018.75	\$ 39,804,374.10			
2025		Budget Projections							
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date		% BFY Passed	
						Total	%Spent		
4000-1101 Research and Responsible Gaming/Public Health Trust Fund									
AA REGULAR EMPLOYEE COMPENSATION	\$ 334,980.49		\$ -	\$ -	\$ 334,980.49	\$ 377,777.03	113%	108%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 7,250.00		\$ -	\$ -	\$ 7,250.00	\$ 8,359.16	115%	108%	
CC SPECIAL EMPLOYEES	\$ -		\$ -	\$ -	\$ -		0%	108%	
DD PENSION & INSURANCE RELATED EX	\$ 146,466.23		\$ -	\$ -	\$ 146,466.23	\$ 170,226.30	116%	108%	
EE ADMINISTRATIVE EXPENSES	\$ 420,902.90		\$ -	\$ -	\$ 420,902.90	\$ 471,410.94	112%	108%	
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 1,000.00		\$ -	\$ -	\$ 1,000.00	-	0%	108%	

HH CONSULTANT SVCS (TO DEPTS)	\$	3,655,000.00		\$	-	\$	-	\$	3,655,000.00	\$	4,022,464.51	110%	108%	
JJ OPERATIONAL SERVICES	\$	15,000.00		\$	-	\$	-	\$	15,000.00	\$	19,031.31	127%	108%	
KK Equipment Purchase										\$	1,150.44	#DIV/0!	108%	
MM PURCHASED CLIENT/PROGRAM SVCS	\$	-		\$	-	\$	-	\$	-			0%	108%	
PP STATE AID/POL SUB	\$	1,320,000.00		\$	-	\$	-	\$	1,320,000.00	\$	1,194,078.65	90%	108%	
UU IT Non-Payroll Expenses	\$	-		\$	150,000.00	\$	-	\$	150,000.00	\$	-	0%	108%	
ISA to DPH	\$	-		\$	-	\$	-	\$	-			#DIV/0!	108%	
Research and Responsible Gaming/Public Health Trust														
Fund Subtotal:	\$	5,900,599.62	\$	-	\$	150,000.00	\$	-	\$	6,050,599.62	\$	6,264,498.34	104%	108%

Revenue Projections													
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)		Actuals To Date Total						
Public Health Trust Fund ISA	\$ 5,467,349.15	\$ 3,626,536.89	\$ -		\$ 9,093,886.04		\$ 9,093,886.04						

Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)		Actuals To Date Total	%Spent	% BFY Passed
10500002								
TT LOANS AND SPECIAL PAYMENTS	\$ -		\$ -	\$ -				108%

Revenue Projections													
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)		Actuals To Date Total	%Spent	% BFY Passed				
Greyhound Balance Forward Simulcast 7200	\$ 500,000.00	\$ 817,961.43	\$ -	\$ -	\$ 817,961.43		\$ 817,961.43						
Unclaimed from Raynham and Wonderland	\$ -		\$ 274,619.14	\$ -	\$ 274,619.14		\$ 274,619.14						
Plainridge Greyhound Import Simulcast 7200	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00		\$ -						
Raynham Greyhound Import Simulcast 7200	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00		\$ -						
Suffolk Greyhound Import Simulcast 7200	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00		\$ -						
TVG Greyhound Import Simulcast 7200	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00		\$ -						
TWS Greyhound Import Simulcast 7200	\$ 2,000.00				\$ 2,000.00		\$ -						
Wonderland Greyhound Import Simulcast 7200	\$ -		\$ -	\$ -	\$ -		\$ -						
Sweep Per MGL C29S13A	\$ -						\$ (817,961.00)						
	\$ 537,000.00	\$ 817,961.43	\$ 274,619.14	\$ -	\$ 1,129,580.57		\$ 274,619.57						

Budget Projections													
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)		Actuals To Date Total	%Spent	% BFY Passed				
10500003													
AA REGULAR EMPLOYEE COMPENSATION	\$ 611,888.13		\$ -	\$ -	\$ 611,888.13		\$ 627,936.93	103%	108%				
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 6,000.00		\$ -	\$ -	\$ 6,000.00		\$ 1,267.87	21%	108%				
CC SPECIAL EMPLOYEES	\$ 487,240.00		\$ -	\$ -	\$ 487,240.00		\$ 398,516.93	82%	108%				
DD PENSION & INSURANCE RELATED EX	\$ 306,251.90		\$ -	\$ -	\$ 306,251.90		\$ 288,677.67	94%	108%				
EE ADMINISTRATIVE EXPENSES	\$ 27,060.00		\$ -	\$ -	\$ 27,060.00		\$ 23,917.81	88%	108%				
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ 12,000.00		\$ -	\$ -	\$ 12,000.00		\$ -	0%	108%				
HH CONSULTANT SVCS (TO DEPTS)	\$ 10,000.00			\$ -	\$ 10,000.00		\$ 3,396.25	34%	108%				
JJ OPERATIONAL SERVICES	\$ 391,000.00		\$ -	\$ -	\$ 391,000.00		\$ 342,653.33	88%	108%				
KK EQUIPMENT PURCHASES	\$ -		\$ -	\$ -	\$ -			#DIV/O!	108%				
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 915.00		\$ -	\$ -	\$ 915.00			0%	108%				
MM PURCHASED CLIENT/PROGRAM SVCS	\$ 85,000.00		\$ -	\$ -	\$ 85,000.00		\$ 65,000.00	76%	108%				
NN INFRASTRUCTURE:	\$ -		\$ -	\$ -	\$ -			#DIV/O!	108%				
TT LOANS AND SPECIAL PAYMENTS	\$ -		\$ -	\$ -	\$ -		\$ 219,456.83	#DIV/O!	108%				
UU IT Non-Payroll Expenses	\$ 4,000.00		\$ -	\$ -	\$ 4,000.00		\$ 1,595.26	40%	108%				
EE --Indirect Costs	\$ 111,802.56		\$ -	\$ -	\$ 111,802.56		\$ 137,083.19	123%	108%				
ISA to DPH	\$ 70,000.00		\$ -	\$ -	\$ 70,000.00		\$ 68,425.05	98%	108%				
Grand Total	\$ 2,123,157.59	\$ -	\$ -	\$ -	\$ 2,123,157.59		\$ 2,177,927.12	103%	108%				

Revenue Projections													
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)		Actuals To Date Total						
Racing Oversight and Development Balance Forward 0131	\$ -	\$ -	\$ 422,474.28	\$ -	\$ 422,474.28		\$ 422,474.28						
Transfer of Unclaimed Greyhound Revenue to Racing Stabilization Trust	\$ -		\$ (274,619.14)		\$ (274,619.14)		\$ (274,619.14)						
Plainridge Assessment 4800	\$ 60,000.00		\$ -	\$ -	\$ 60,000.00		\$ 70,508.14						
Plainridge Daily License Fee 3003	\$ 109,500.00		\$ -	\$ -	\$ 109,500.00		\$ 117,215.00						
Plainridge Occupational License 3003/3004	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00		\$ 53,050.00						
Plainridge Racing Development Oversight Live 0131	\$ 25,000.00		\$ -	\$ -	\$ 25,000.00		\$ 8,024.50						
Plainridge Racing Development Oversight Simulcast 0131	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00		\$ 65,819.83						
Raynham Assessment 4800	\$ 55,000.00		\$ -	\$ -	\$ 55,000.00		\$ 39,650.73						
Raynham Daily License Fee 3003	\$ 92,700.00		\$ -	\$ -	\$ 92,700.00		\$ 70,200.00						
Raynham Racing Development Oversight Simulcast 0131	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00		\$ 32,354.66						
Suffolk Assessment 4800	\$ 640,000.00		\$ -	\$ -	\$ 640,000.00		\$ 680,509.30						
Suffolk Commission Racing Development Oversight Simulcast 0131	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00		\$ 71,594.70						
Suffolk Daily License Fee 3003	\$ 72,600.00		\$ -	\$ -	\$ 72,600.00		\$ 84,000.00						
Suffolk Occupational License 3003/3004	\$ -		\$ -	\$ -	\$ -								
Suffolk Racing Development Oversight Live 0131	\$ -		\$ -	\$ -	\$ -								
Suffolk TVG Commission Live 0131	\$ -		\$ -	\$ -	\$ -								
Suffolk TVG Commission Simulcast 0131	\$ 420,000.00		\$ -	\$ -	\$ 420,000.00		\$ 401,569.27						

Suffolk Twin Spires Commission Live 0131	\$	-	\$	-	\$	-	\$	-	\$	-
Suffolk Twin Spires Commission Simulcast 0131	\$	200,000.00	\$	-	\$	-	\$	200,000.00	\$	191,787.98
Suffolk Xpress Bet Commission Live 0131	\$	-	\$	-	\$	-	\$	-		
Suffolk Xpress Bet Commission Simulcast 0131	\$	50,000.00	\$	-	\$	-	\$	50,000.00	\$	68,550.48
Suffolk NYRA Bet Commission Live 0131	\$	-	\$	-	\$	-	\$	-		
Suffolk NYRA Bet Commission Simulcast 0131	\$	100,000.00	\$	-	\$	-	\$	100,000.00	\$	96,227.69
AMWEST Commission Simulcast 0131									\$	5,475.18
Transfer to General Fund 10500140 0000	\$	-	\$	-			\$	-		
Wonderland Assessment 4800	\$	-	\$	-	\$	-	\$	-	\$	75.49
Wonderland Daily License Fee 3003	\$	-	\$	-	\$	-	\$	-	\$	66.93
Wonderland Racing Development Oversight Simulcast 0131	\$	2,000.00	\$	-	\$	-	\$	2,000.00	\$	-
Plainridge fine 2700	\$	25,000.00	\$	-	\$	-	\$	25,000.00	\$	29,850.00
Suffolk Fine 2700	\$	-	\$	-	\$	-	\$	-		
Plainridge Unclaimed wagers 5009	\$	-	\$	-	\$	-	\$	-	\$	119,889.78
Suffolk Unclaimed wagers 5009	\$	-	\$	-	\$	-	\$	-	\$	114,379.51
Raynham Unclaimed wagers 5009	\$	-	\$	-	\$	-	\$	-	\$	105,723.77
Wonderland Unclaimed wagers 5009	\$	-	\$	-	\$	-	\$	-	\$	-
Return of Unclaimed wagers	\$	-	\$	-	\$	-	\$	-		
Misc/Bank Interest 0131	\$	750.00	\$	-	\$	-	\$	750.00	\$	-
Grand Total	\$	2,097,550.00	\$	-	\$	147,855.14	\$	-	\$	2,245,405.14
									\$	2,574,378.08

	Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed	
10500004									
AA REGULAR EMPLOYEE COMPENSATION	\$ 294,181.02	\$ -	\$ -	\$ -	\$ 294,181.02	\$ 216,868.34	74%	108%	
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 5,000.00	\$ -	\$ -	\$ -	\$ 5,000.00	\$ 1,466.91	29%	108%	
DD PENSION & INSURANCE RELATED EX	\$ 131,735.34	\$ -	\$ -	\$ -	\$ 131,735.34	\$ 97,720.85	74%	108%	
EE ADMINISTRATIVE EXPENSES	\$ 2,500.00	\$ -	\$ -	\$ -	\$ 2,500.00	\$ 22,190.20	888%	108%	
GG ENERGY COSTS AND SPACE RENTAL	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	#DIV/0!	108%	
JJ OPERATIONAL SERVICES	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 5,033.44	#DIV/0!	108%	
KK EQUIPMENT PURCHASES	\$ -	\$ -	\$ -	\$ -		\$ 1,150.44	#DIV/0!	108%	
HH CONSULTANT SVCS (Grant)	\$ -	\$ -	\$ -	\$ -	\$ -	\$ -	#DIV/0!	108%	
PP STATE AID/GRANTS	\$ 16,000,000.00	\$ -	\$ -	\$ -	\$ 16,000,000.00	\$ 9,013,991.79	56%	108%	
UU IT Non-Payroll Expenses	\$ 50,000.00	\$ -	\$ -	\$ -	\$ 50,000.00	\$ -	0%	108%	
Grand Total	\$ 16,483,416.36	\$ -	\$ -	\$ -	\$ 16,483,416.36	\$ 9,358,421.97	57%	108%	
	Revenue Projections								
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Balance forward prior year	\$ -	\$ 63,387,677.32	\$ -	\$ -	\$ -	\$ 63,387,677.32			
Grand Total	\$ -	\$ 63,387,677.32	\$ -	\$ -	\$ -	\$63,387,677.32			

	Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	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)	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 20,743,279.81	#DIV/0!	108%	
	Revenue Projections								
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Balance forward prior year 3003		\$ 24,244,663.95			\$ 24,244,663.95	\$ 24,244,663.95			
Race Horse Development Fund assessment 3003	\$ 25,000,000.00				\$ 25,000,000.00				
Grand Total	\$ 25,000,000.00	\$ 24,244,663.95	\$ -	\$ -	\$ 49,244,663.95	\$ 24,244,663.95			

10500008									
					Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total		% BFY Passed	
Row Labels		Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments			%Spent	
Casino forfeited money MGC Trust MGL 267A S4		\$ -	\$ 7,229.00			\$ 7,229.00	\$ 0.00	0%	108%
Grand Total		\$ -	\$ 7,229.00	\$ -	\$ -	\$ 7,229.00			

	Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	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	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 46,500.00	#DIV/0!	108%	
	Revenue Projections								
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Plainridge Import Harness Horse Simulcast 0131	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00	\$ 11,187.94			
Plainridge Racing Harness Horse Live 0131	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00	\$ 6,857.42			
Raynham Import Plainridge Simulcast 0131	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 3,579.39			
Suffolk Import Plainridge Simulcast 0131	\$ 2,000.00		\$ -	\$ -	\$ 2,000.00	\$ 1,873.20			
Plainridge Racecourse Promo Fund Beginning Balance 7205	\$ 200,000.00	\$ 327,856.79	\$ -	\$ -	\$ 200,000.00	\$ 327,856.79			
TVG Live 0131	\$ -		\$ -	\$ -	\$ -	\$ -			

TVG Simulcast 0131	\$	15,000.00	\$	-	\$	-	\$	15,000.00	\$	26,615.84
Twin Spires Live 0131	\$	-	\$	-	\$	-	\$	-		
Twin Spires Simulcast 0131	\$	7,500.00	\$	-	\$	-	\$	7,500.00	\$	9,848.62
Xpress Bets Live 0131	\$	-	\$	-	\$	-	\$	-		
Xpress Bets Simulcast 0131	\$	3,000.00	\$	-	\$	-	\$	3,000.00	\$	3,754.58
AMWEST Simulcast									\$	976.48
NYRA Live 0131	\$	-	\$	-	\$	-	\$	-		
NYRA Simulcast 0131	\$	3,000.00	\$	-	\$	-	\$	3,000.00	\$	3,260.22
Grand Total	\$	260,500.00	\$	-	\$	-	\$	260,500.00	\$	395,810.48

		Budget Projections							
Row Labels	Initial Projection	FY24 Balance	Approved	Proposed	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date			
		Forward	Adjustments	Adjustments		Total	%Spent	% BFY Passed	
10500013/ P Cap									
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 906,362.94	#DIV/0!	108%	
Revenue Projections									
Revenues	Initial Projection	FY24 Balance	Approved	Proposed	Current Budget (Initial+Apvd Adjmts)	Actuals To Date			
		Forward	Adjustments	Adjustments		Total			
Plainridge Import Harness Horse Simulcast 0131	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00	\$ 21,423.39			
Plainridge Racing Harness Horse Live 0131	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00	\$ 12,954.26			
Raynham Import Plainridge Simulcast 0131	\$ 2,000.00		\$ -	\$ -	\$ 2,000.00	\$ 6,084.39			
Suffolk Import Plainridge Simulcast 0131	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 3,731.47			
Plainridge Capital Improvement Fund Beginning Balance 7205	\$ 500,000.00	\$ 844,118.80	\$ -	\$ -	\$ 500,000.00	\$ 844,118.80			
TVG Live 0131	\$ -		\$ -	\$ -	\$ -	\$ -			
TVG Simulcast 0131	\$ 40,000.00		\$ -	\$ -	\$ 40,000.00	\$ 66,306.18			
Twin Spires Live 0131	\$ -		\$ -	\$ -	\$ -	\$ -			
Twin Spires Simulcast 0131	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00	\$ 26,928.58			
Xpress Bets Live 0131	\$ -		\$ -	\$ -	\$ -				
Xpress Bets Simulcast 0131	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00	\$ 6,772.72			
AMWEST Simulcast						\$ 1,933.60			
NYRA Live 0131	\$ -		\$ -	\$ -	\$ -				
NYRA Simulcast 0131	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 8,518.53			
Grand Total	\$617,000.00		\$0.00	\$0.00	\$617,000.00	\$998,771.92			

	Budget Projections							
Row Labels	Initial Projection	FY24 Balance Forward	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!	108%
	Revenue Projections							
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Plainridge Import Suffolk Simulcast 0131	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00	\$ 18,443.58		
Raynham Import Suffolk Simulcast 0131	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00	\$ 9,732.67		
Suffolk Import Running Horse Simulcast 0131	\$ 30,000.00		\$ -	\$ -	\$ 30,000.00	\$ 23,282.04		
Suffolk Racing Running Horse Live 0131	\$ -		\$ -	\$ -	\$ -			
Suffolk Promotional Fund Beginning Balance 7205	\$ 450,000.00	\$ 1,289,083.06	\$ -	\$ -	\$ 450,000.00	\$ 1,289,083.06		
TVG Live 0131	\$ -		\$ -	\$ -	\$ -	\$ -		
TVG Simulcast 0131	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 122,455.86		
Twin Spires Live 0131	\$ -		\$ -	\$ -	\$ -			
Twin Spires Simulcast 0131	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00	\$ 59,297.43		
Xpress Bets Live 0131	\$ -		\$ -	\$ -	\$ -			
Xpress Bets Simulcast 0131	\$ -		\$ -	\$ -	\$ -	\$ 21,442.38		
AMWEST Simulcast						\$ 1,499.88		
NYRA Live 0131	\$ -		\$ -	\$ -	\$ -			
NYRA Simulcast 0131	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00	\$ 30,666.15		
Grand Total	\$650,000.00	\$1,289,083.06	\$0.00	\$0.00	\$650,000.00	\$1,575,903.05		

	Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	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	\$ -	\$ -	\$ -	\$ -	\$ -	\$ 480.00	#DIV/0!	108%	
	Revenue Projections								
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total			
Plainridge Import Suffolk Simulcast 0131	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 58,242.94			
Raynham Import Suffolk Simulcast 0131	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00	\$ 18,180.68			
Suffolk Import Running Horse Simulcast 0131	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00	\$ 81,364.18			
Suffolk Racing Running Horse Live 0131	\$ -		\$ -	\$ -	\$ -				
Suffolk Capital Improvement Fund Beginning Balance 7205	\$ 4,500,000.00	\$ 6,882,518.85	\$ -	\$ -	\$ 4,500,000.00	\$ 6,881,760.59			
TVG Live 0131	\$ -		\$ -	\$ -	\$ -	\$ -			
TVG Simulcast 0131	\$ 200,000.00		\$ -	\$ -	\$ 200,000.00	\$ 355,556.59			
Twin Spires Live 0131	\$ -		\$ -	\$ -	\$ -				
Twin Spires Simulcast 0131	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00	\$ 188,999.25			
Xpress Bets Live 0131	\$ -		\$ -	\$ -	\$ -				
Xpress Bets Simulcast 0131	\$ -		\$ -	\$ -	\$ -	\$ 48,545.74			

AMWEST Simulcast						\$	7,288.25
NYRA Live 0131	\$	-	\$	-	\$	-	
NYRA Simulcast 0131	\$	75,000.00	\$	-	\$	75,000.00	\$ 92,305.77
Grand Total		\$5,100,000.00	\$6,882,518.85	\$0.00	\$0.00	\$5,100,000.00	\$7,732,243.99

Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date		% BFY Passed
						Total	%Spent	
10500140								
TT LOANS AND SPECIAL PAYMENTS	\$ 1,050,000.00	\$ -	\$ -	\$ -	\$ 1,050,000.00	\$ 956,410.97	91%	108%

Budget Projections								
Row Labels	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date		% BFY Passed
						Total	%Spent	
10501384								
AA REGULAR EMPLOYEE COMPENSATION	\$ 4,532,647.42		\$ 47,125.00	\$ -	\$ 4,579,772.42	\$ 2,449,880.72	53%	108%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 18,500.00		\$ -	\$ -	\$ 18,500.00	\$ 6,247.81	34%	108%
CC SPECIAL EMPLOYEES	\$ 154,000.00		\$ -	\$ -	\$ 154,000.00	\$ -	0%	108%
DD PENSION & INSURANCE RELATED EX	\$ 2,009,898.03		\$ 21,587.96	\$ -	\$ 2,031,485.99	\$ 1,080,438.71	53%	108%
EE ADMINISTRATIVE EXPENSES	\$ 92,350.00		\$ -	\$ -	\$ 92,350.00	\$ 103,124.45	112%	108%
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES	\$ -		\$ -	\$ -	\$ -	\$ -	#DIV/0!	108%
GG ENERGY COSTS AND SPACE RENTAL	\$ 311,353.26		\$ -	\$ -	\$ 311,353.26	\$ 693,293.51	223%	108%
HH CONSULTANT SVCS (TO DEPTS)	\$ 1,462,214.29		\$ 360,172.17	\$ -	\$ 1,822,386.46	\$ 1,117,568.79	61%	108%
JJ OPERATIONAL SERVICES	\$ 461,595.28		\$ -	\$ -	\$ 461,595.28	\$ 2,006,237.40	435%	108%
KK EQUIPMENT PURCHASES	\$ -		\$ -	\$ -	\$ -	\$ 10,060.45	#DIV/0!	108%
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ -		\$ -	\$ -	\$ -	\$ 162.99	#DIV/0!	108%
NN INFRASTRUCTURE:	\$ -		\$ -	\$ -	\$ -	\$ 5,439.93	#DIV/0!	108%
OO ALL SPENDING CATEGORIES	\$ -		\$ -	\$ -	\$ -	\$ -	#DIV/0!	108%
OO--ISA AGO	\$ 500,000.00		\$ -	\$ -	\$ 500,000.00	\$ 862,208.41	172%	108%
PP STATE AID/GRANTS						\$ 14,062.50		
TT LOANS AND SPECIAL PAYMENTS	\$ -		\$ -	\$ -	\$ -	\$ -	#DIV/0!	108%
UU IT Non-Payroll Expenses	\$ 1,041,951.94		\$ 120,000.00	\$ -	\$ 1,161,951.94	\$ 1,760,174.24	151%	108%
EE --Indirect Costs	\$ 520,356.13		\$ 9,379.17	\$ -	\$ 529,735.30	\$ 582,161.42	110%	108%
Grand Total	\$ 11,104,866.35		\$ 558,264.30	\$ -	\$ 11,663,130.65	\$ 10,691,061.33	92%	108%

Revenue Projections						
Revenues	Initial Projection	FY24 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date
						Total
BALANCE FORWARD PRIOR YEAR	\$ -		\$ 2,246,423.16	\$ -	\$ 2,246,423.16	\$ 2,246,423.16
SUITABILITY COSTS BALANCE FORWARD	\$ -		\$ 499,226.50	\$ -	\$ 499,226.50	\$ 499,226.50
CATERGORY 1	\$ -		\$ -	\$ -	\$ -	\$ -
CATERGORY 2	\$ -		\$ -	\$ -	\$ -	\$ -
CATEROGRY 3 (TETHERED)	\$ -		\$ -	\$ -	\$ -	\$ -
CATERGORY 3 (UNTETHERED)	\$ -		\$ -	\$ -	\$ -	\$ -
SW GAMING CONTROL FUND BALANCE 0500	\$ -		\$ -	\$ -	\$ -	\$ -
REGISTRANT LICENSING FEES 3000	\$ 200,000.00		\$ -	\$ -	\$ 200,000.00	\$ 240,172.00
VENDOR SW FEES 3000	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00	\$ 84,948.00
FANTASY FEES 3000	\$ -		\$ -	\$ -	\$ -	\$ -
ASSESSMENT 0500	\$ 10,654,866.35		\$ (2,246,423.16)	\$ -	\$ 8,408,443.19	\$ 8,438,802.69
FINES & PENALTIES 2700	\$ -		\$ -	\$ -	\$ -	\$ -
MISC 0500	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00	\$ (15,000.00)
IEB BACKGROUND/INVESTIGATIVE/SUITABILITY FEES 3000	\$ 95,000.00		\$ -	\$ -	\$ 95,000.00	\$ 1,247,823.26
BANK INTEREST SW	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 7,083.15
Grand Total	\$11,104,866.35		\$499,226.50	\$0.00	\$11,604,092.85	\$12,749,478.76

Attachment B

Licensees	Actual Spend	Collected thru FY25	Variance	Status Completed
BALLY BET	\$466,686.66	\$550,000.00	(\$83,313.34)	No
BET365*	\$123,919.15	\$200,000.00	(\$76,080.85)	Yes
BETMGM	\$653,128.10	\$650,000.00	\$3,128.10	Yes
BETR	\$385,010.24	\$385,010.24	\$0.00	Yes
BETWAY	\$204,965.95	\$300,000.00	(\$95,034.05)	Yes
CAESARS SB	\$543,679.05	\$518,062.05	\$25,617.00	Yes
FANATICS	\$473,918.95	\$500,000.00	(\$26,081.05)	Yes
PENN SI	\$406,539.27	\$450,000.00	(\$43,460.73)	Yes
POINTSBET*	\$162,783.72	\$200,000.00	(\$37,216.28)	Yes
SW EBH*	\$193,248.83	\$300,000.00	(\$106,751.17)	Yes
SW FANDUEL	\$490,033.64	\$550,000.00	(\$59,966.36)	Yes
SW MGM	\$208,278.31	\$300,000.00	(\$91,721.69)	Yes
SW PPC	\$213,778.62	\$300,000.00	(\$86,221.38)	Yes
SW RAYNHAM	\$229,761.24	\$229,761.24	\$0.00	Yes
SWDRAFTKIN	\$646,496.07	\$700,000.00	(\$53,503.93)	Yes
WYNNBET	\$273,361.21	\$273,361.21	\$0.00	Yes
Grand Total	\$5,675,589.01	\$6,406,194.74	(\$730,605.73)	

*Initial \$200K invest fee is non-refundable.



MASSACHUSETTS GAMING COMMISSION

To: Jordan Maynard, Chair
 Eileen O'Brien, Commissioner
 Brad Hill, Commissioner
 Nakisha Skinner, Commissioner
 Paul Brodeur, Commissioner

From: Dean Serpa, Executive Director
 Derek Lennon, CFAO
 Douglas O'Donnell, Revenue Manager
 John Scully, Finance and Budget Office Manager

Date: 10/9/2025

Re: Fiscal Year 2026 (FY26) First (1st Q) Budget Update

Summary

The Massachusetts Gaming Commission (MGC) approved an FY26 budget of \$63.96M for Gaming, Racing, Community Mitigation, Sports Wagering, and Research & Responsible Gaming. The following are the funding levels approved by the Commission:

- **Gaming Control Fund**
 - \$40.8M for Regulatory and Statutorily Required Costs
 - Funds 85.52 FTEs and 3 Contract Employees
 - Requires an Assessment of \$36.97M
- **Racing**
 - \$2.09M for Regulating Racing
 - Funds 5.39 FTEs
- **Community Mitigation Fund**
 - \$533.55K for Grant Review and Sub-Recipient Monitoring
 - Funds 2.75 FTEs
- **Sports Wagering Control Fund**
 - \$13.91M for Regulatory and Statutorily Required Costs
 - Funds 46.04 FTEs and 4 Contract Positions
 - An assessment of \$12.87M
- **Public Health Trust Fund**
 - \$6.62M for the MGC's Office of Research and Responsible Gaming
 - Funds 4 FTEs



Massachusetts Gaming Commission

Staff are recommending decreasing the Gaming Control Fund assessment by \$1.97M, from \$36.97M down to \$35M, as reported in the FY25 closeout report. Staff are also recommending decreasing the assessment for sports wagering operators by \$1.37M, from \$12.87M down to \$11.5M, as reported in the FY25 closeout report.

Gaming Control Fund

Spending Update:

Due to numerous potential areas of exposure such as ongoing projects like the LMS implementation, which is still in its early stages, and the large surplus that was carried forward from the prior fiscal year, we are not recommending any budgetary increase at this time.

Assessment Update:

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 underspending. 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.”

An initial budget assessment with estimates of gaming positions as of May 2025 for each Licensee was created. Revisions have been made for each licensee’s share of the assessment based on actual gaming position counts as of 7/1/2025. In addition, we have decreased the assessment for the balance forward of excess revenue from FY25, as was reported in the Commission meeting on 10/09/2025.

The tables below show estimated gaming positions at each facility for the preparation of the FY26 budget documents, as well as the actual positions as of 7/1/2025. The change in actual gaming positions as opposed to estimates impacts each licensee’s proportional share of the FY25 assessment. The following tables also illustrate each licensee’s anticipated FY26 assessments for both the Gaming Control Fund and the Public Health Trust Fund:



Massachusetts Gaming Commission

Gaming Positions for Budget Estimates							
Licensee	Slot Machines	Table Games	Table Gaming Positions	Total Gaming Positions	Percentage of Gaming Positions	Licensee's Allocation of Assessment	PHTF Allocation of Assessment
MGM	1,526	60	386	1,912	27.71%	\$10,244,647.81	\$1,385,507.25
Encore	2,716	196	1,298	4,014	58.17%	\$21,507,330.70	\$2,908,695.65
Penn	919			974	14.12%	\$5,218,769.33	\$705,797.10
TOTAL	5,161	256	1,684	6,900	100.00%	\$36,970,747.84	\$5,000,000.00

Actual Gaming Positions as of July 1, 2025							
Licensee	Slot Machines	Table Games	Table Gaming Positions	Total Gaming Positions	Percentage of Gaming Positions	Licensee's Allocation of Assessment	PHTF Allocation of Assessment
MGM	1,525	60	386	1,911	27.82%	\$10,286,997.54	\$1,391,234.71
Encore	2,686	196	1,298	3,984	58.01%	\$21,446,048.25	\$2,900,407.69
Penn	914			973	14.17%	\$5,237,702.05	\$708,357.60
TOTAL	5,125	256	1,684	6,868	100.00%	\$36,970,747.84	\$5,000,000.00

Racing Development and Oversight Trust

Spending Update:

The Commission received additional revenue for Racing unclaimed wagers in the amount of \$120.5K which will be moved to the Racing Stabilization Fund. Staff will continue to monitor spending with no need for a change to the assessment at this time as \$275.9K carried forward as seen in the table below.

Racing Oversight and Development Fund FY25		
Revenue		\$ 2,574,378.08
Less Spending	\$ 2,177,927.12	
Balance Forward to FY26		\$ 396,450.96
Less Raynham Unclaimed	\$ 105,723.77	
Less Wonderland Unclaimed	\$ 14,812.46	
Unrestricted FY25 Surplus		\$ 275,914.73

Sports Wagering Control Fund

Spending Update:

Staff will continue to monitor the sports wagering spending, especially on any potential exposures with larger ongoing initiatives such as the Suitability Reviews with RSM. No adjustments are being recommended at this time as we are still very early into the 2026 fiscal year.



Massachusetts Gaming Commission

Assessment Update:

205 CMR 221.00 describes how the Commission shall assess its operational costs on Sports Wagering licensees, including any increases or decreases that are the result of over or under-spending. 205 CMR 221.01, paragraph 4(a) specifically states:

An Annual Assessment as provided by M.G.L. c. 23N, § 15(c), to be determined by the Commission and calculated in accordance with M.G.L. c. 23N, § 15(c) to cover costs of the Commission necessary to maintain control over Sports Wagering, in proportion to each licensee's actual or projected Adjusted Gross Sports Wagering receipts; provided, however, that such assessment may be adjusted by the Commission at any time after payment is made where required to reflect the actual Adjusted Gross Sports Wagering Receipts, and accordingly, the payment of additional funds may be required or a credit may be issued towards the payment due the following year;

There was a surplus in revenue that was carried forward into FY26, allowing the sports wagering operators to receive a credit. The table below shows the proportional breakout for each operator of the total sports wagering credit of \$1.37M.

SW Operator	FY25 Assessment % based on FY24 AGSWR	FY26 Credit
Bally's	1.65%	\$ 22,679.82
Espn/PSI	4.10%	\$ 56,364.33
BetMGM	6.10%	\$ 83,907.58
Caesars - AWI	1.65%	\$ 22,679.82
DraftKings-Crown MA	51.79%	\$ 712,182.14
Fanatics-FBG	1.83%	\$ 25,224.45
FanDuel-Betfair	32.10%	\$ 441,400.00
EBH SB	0.47%	\$ 6,509.43
MGM SB	0.01%	\$ 186.43
PPC SB	0.29%	\$ 4,013.45
TOTAL	100.00%	\$ 1,375,147.45

The credit amount in the table above is factored into the FY26 Sports Wagering Assessment breakout in the table below which includes actual FY25 AGSWR and has been rebalanced from May 2025 numbers for each operator.

Sports Wagering Operators	FY25 Adjusted Gross SW Revenue	Assessment % based on FY25 AGSWR	Assessment \$ amount owed
Bally's	\$3,621,237.37	0.48%	\$55,131.06
Espn/PSI	\$21,255,455.67	2.82%	\$323,600.94
BetMGM	\$51,360,635.53	6.80%	\$781,933.35
Caesars - AWI	\$13,718,542.78	1.82%	\$208,856.18
DraftKings-Crown MA	\$400,681,380.53	53.08%	\$6,100,121.85
Fanatics-FBG	\$33,990,078.54	4.50%	\$517,477.55
FanDuel-Betfair	\$224,276,050.47	29.71%	\$3,414,461.72
EBH SB	\$3,241,768.00	0.43%	\$49,353.88
MGM SB	\$177,134.57	0.02%	\$2,696.76
PPC SB	\$2,555,485.91	0.34%	\$38,905.66
TOTAL	\$754,877,769.37	100.00%	\$11,492,538.95



Massachusetts Gaming Commission

In addition to the assessment for the sports wagering control fund, C. 23N Section 15(e) requires the Commission to annually assess \$1M on sports wagering to be deposited into the Public Health Trust Fund. This \$1M fee is to be distributed proportionately across all sports wagering licensees who are not issued a category 1 sports wagering license. 205 CMR 221.01, paragraph 4(b) specifically states:

An annual fee, as provided by M.G.L. c. 23N, § 15(e) reflecting each Operator that is not a Category 1 Sports Wagering Licensee's share of \$1,000,000 to be deposited into the Public Health Trust Fund; provided, however, that the Commission shall determine each Operator's share as their proportional share of anticipated or actual Adjusted Gross Sports Wagering Receipts; provided further, however, that such assessment may be adjusted by the Commission at any time after payment is made where required to reflect the actual adjusted gross sports wagering revenue;

The table below shows the updated annual fee for each of the non-Cat. 1 Sports Wagering Operators, which is going into the Public Health Trust Fund, now that the AGSWR numbers are final.

APPLICANT		PHTF %	PHTF amount owed
Bally's	\$3,621,237.37	0.48%	\$ 4,835.39
ESPN - PSI	\$21,255,455.67	2.84%	\$ 28,382.11
BetMGM	\$51,360,635.53	6.86%	\$ 68,581.12
Caesars - AWI	\$13,718,542.78	1.83%	\$ 18,318.17
DraftKings-Crown MA	\$400,681,380.53	53.50%	\$ 535,024.13
Fanatics-FBG	\$33,990,078.54	4.54%	\$ 45,386.47
FanDuel-Betfair	\$224,276,050.47	29.95%	\$ 299,472.61
TOTAL	\$748,903,380.89	100.00%	\$ 1,000,000.00

Conclusion

Staff are not currently recommending any increases to the Gaming Control Fund, Racing Development Oversight Trust Fund, and Sports Wagering Control Fund. Gaming licensees have had their assessments rebalanced for Gaming Positions now that 7/1/2025 figures are in, and they will be receiving a credit of \$1.97M bringing down the total assessment for Gaming licensees to \$35M. Similarly, Sports Wagering operators will also be receiving a credit of \$1.37M bringing down the total assessment to \$11.5M. We will continue to monitor spending especially around any larger initiatives for any needed adjustments in future quarters.

Attachment A: FY26 Actuals Spending and Revenue as of 10/1/2025.



Massachusetts Gaming Commission

2026		Budget Projections						
Row Labels	Initial Projection	FY25 Balance Forward	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	\$ 8,773,670.66			\$ -	\$ 8,773,670.66	\$ 2,662,032.47	30%	25%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 85,993.75			\$ -	\$ 85,993.75	\$ 6,007.81	7%	25%
CC SPECIAL EMPLOYEES	\$ 198,419.20			\$ -	\$ 198,419.20	\$ 62,380.97	31%	25%
DD PENSION & INSURANCE RELATED EX	\$ 3,157,783.90			\$ -	\$ 3,157,783.90	\$ 627,910.08	20%	25%
EE ADMINISTRATIVE EXPENSES	\$ 696,991.92			\$ -	\$ 696,991.92	\$ 86,339.00	12%	25%
FF PROGRAM, FACILITY, OPERATIONAL SUPPLIES	\$ 20,000.00			\$ -	\$ 20,000.00	\$ 2,307.02	12%	25%
GG ENERGY COSTS AND SPACE RENTAL	\$ 1,142,798.06			\$ -	\$ 1,142,798.06	\$ 282,959.34	25%	25%
HH CONSULTANT SVCS (TO DEPTS)	\$ 939,450.00			\$ -	\$ 939,450.00	\$ 17,291.47	2%	25%
JJ OPERATIONAL SERVICES	\$ 12,671,596.82			\$ -	\$ 12,671,596.82	\$ 20,685.70	0%	25%
KK Equipment Purchase	\$ 62,000.00			\$ -	\$ 62,000.00		0%	25%
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 70,607.90			\$ -	\$ 70,607.90	\$ 3,992.92	6%	25%
NN NON-MAJOR FACILITY MAINTENANCE REPAIR	\$ 30,000.00			\$ -	\$ 30,000.00	\$ 12,341.99	41%	25%
PP STATE AID/POL SUB/OSD	\$ 90,000.00			\$ -	\$ 90,000.00	\$ 2,530.00	3%	25%
TT PAYMENTS & REFUNDS	\$ -			\$ -	\$ -			25%
UU IT Non-Payroll Expenses	\$ 4,424,888.27		\$ -	\$ -	\$ 4,424,888.27	\$ 568,627.55	13%	25%
MGC Regulatory Cost Subtotal:	\$ 32,364,200.48		\$ -	\$ -	\$ 32,364,200.48	\$ 4,355,306.32	13%	25%
EE--Indirect Costs	\$ 2,782,091.25			\$ -	\$ 2,782,091.25	\$ 289,670.18	10%	25%
Office of Attorney General								25%
ISA to AGO	\$ 4,500,000.00		\$ -	\$ -	\$ 4,500,000.00	\$ 720,231.04	16%	25%
TT Reimbursement for AGO 0810-1024	\$ -				\$ -	\$ -		25%
AGO State Police	\$ 1,085,056.11				\$ 1,085,056.11		0%	25%
Office of Attorney General Subtotal:	\$ 5,585,056.11	\$ -	\$ -	\$ -	\$ 5,585,056.11	\$ 720,231.04	13%	25%
ISA to ABCC	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00		0%	25%
Gaming Control Fund Total Costs	\$ 40,806,347.84	\$ -	\$ -	\$ -	\$ 40,806,347.84	\$ 5,365,207.54	13%	25%
		Revenue Projections						
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Gaming Control Fund Beginning Balance 0500		\$ 1,976,189.90		\$ -	\$ 1,976,189.90	\$ 1,976,189.90		
EBH Security fees 0500/Independent Monitor				\$ -	\$ -			
ENHANCED EBH Security fees	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 537.94		
Category/Region Collection Fees 0500			\$ -	\$ -	\$ -			
Prior Year Independent Monetary Fees 500			\$ -	\$ -	\$ -			
IEB background / investigative collections 0500	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00			
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	\$ 1,629,600.00		\$ -	\$ -	\$ 1,629,600.00	\$ 1,611,600.00		
Region B Slot Machine Fee 0500	\$ 915,600.00		\$ -	\$ -	\$ 915,600.00	\$ 915,000.00		
Slots Parlor Slot Machine Fee 0500	\$ 551,400.00		\$ -	\$ -	\$ 551,400.00	\$ 548,400.00		
Gaming Employee License Fees (GEL) 3000	\$ 200,000.00		\$ -	\$ -	\$ 200,000.00	\$ 43,500.00		
Key Gaming Executive (GKE) 3000	\$ 20,000.00		\$ -	\$ -	\$ 20,000.00	\$ 3,000.00		
Key Gaming Employee (GKS) 3000	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 25,000.00		
Non-Gaming Vendor (NGV) 3000	\$ 40,000.00		\$ -	\$ -	\$ 40,000.00	\$ 5,700.00		
Vendor Gaming Primary (VGP) 3000	\$ 150,000.00		\$ -	\$ -	\$ -			
Vendor Gaming Secondary (VGS) 3000			\$ -	\$ -	\$ -	\$ 10,000.00		
Gaming School License (GSB)/L/Q			\$ -	\$ -	\$ -			
Gaming Service Employee License (SER) 3000	\$ 75,000.00		\$ -	\$ -	\$ 75,000.00	\$ 5,550.00		
Subcontractor ID Initial License (SUB) 3000	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00			
Temporary License Initial License (TEM)/LAB FEE 3000	\$ 2,000.00		\$ -	\$ -	\$ 2,000.00			
Assessment for PHTF	\$ 5,000,000.00		\$ -	\$ -	\$ 5,000,000.00			
Transfer PHTF Assessment to PHTF	\$ (5,000,000.00)		\$ -	\$ -	\$ (5,000,000.00)			
Veterans Initial License (VET) 3000			\$ -	\$ -	\$ -			
Transfer of Licensing Fees to CMF 0500			\$ -	\$ -	\$ -			
Assessment 0500	\$ 36,970,747.84		\$ (1,976,189.90)	\$ -	\$ 34,994,557.94	\$ 9,242,686.96		
Misc/MCC Grant			\$ -	\$ -	\$ -			
Miscellaneous 0500	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00			
Bank Interest 2700	\$ 7,000.00		\$ -	\$ -	\$ 7,000.00	\$ 1,656.53		
Grand Total	\$ 40,806,347.84	\$ 1,976,189.90	\$ -	\$ (1,976,189.90)	\$ 40,656,347.84	\$ 14,388,821.33		
2025		Budget Projections						
Row Labels	Initial Projection	FY25 Balance Forward	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								
Health Trust Fund								
AA REGULAR EMPLOYEE COMPENSATION	\$ 552,320.64		\$ -	\$ -	\$ 552,320.64	\$ 69,463.99	13%	25%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 10,500.00		\$ -	\$ -	\$ 10,500.00	\$ 716.77	7%	25%
CC SPECIAL EMPLOYEES			\$ -	\$ -	\$ -		0%	25%
DD PENSION & INSURANCE RELATED EX	\$ 204,512.00		\$ -	\$ -	\$ 204,512.00	\$ 18,374.12	9%	25%
EE ADMINISTRATIVE EXPENSES	\$ 457,946.38		\$ -	\$ -	\$ 457,946.38	\$ 14,991.36	3%	25%
FF PROGRAMMATIC FACILITY OPERATIONAL SUPPLIES	\$ 1,000.00		\$ -	\$ -	\$ 1,000.00		0%	25%
HH CONSULTANT SVCS (TO DEPTS)	\$ 3,758,570.00		\$ -	\$ -	\$ 3,758,570.00	\$ 234,179.23	6%	25%
JJ OPERATIONAL SERVICES	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00		0%	25%
KK Equipment Purchase							#DIV/0!	25%
MM PURCHASED CLIENT/PROGRAM SVCS			\$ -	\$ -	\$ -		0%	25%
PP STATE AID/POL SUB	\$ 1,522,000.00		\$ -	\$ -	\$ 1,522,000.00	\$ 54,548.37	4%	25%
UU IT Non-Payroll Expenses	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00		0%	25%
ISA to DPH	\$ -		\$ -	\$ -	\$ -		#DIV/0!	25%
Research and Responsible Gaming/Public Health Trust Fund Subtotal:	\$ 6,621,849.02	\$ -	\$ -	\$ -	\$ 6,621,849.02	\$ 392,273.84	6%	25%
		Revenue Projections						
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
Public Health Trust Fund ISA	\$ 6,875,000.00	\$ 4,621,618.80	\$ -		\$ 11,496,618.80	\$ 11,496,618.80		
		Current Budget (Initial+Bal Fwd+Apvd Adjmts)						
Row Labels	Initial Projection	Approved Adjustments	Proposed Adjustments			Actuals To Date Total	%Spent	% BFY Passed
10500002								
TT LOANS AND SPECIAL PAYMENTS	\$ -	\$ -	\$ -		\$ -			25%
		Revenue Projections						
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
Greyhound Balance Forward Simulcast 7200	\$ 274,619.57	\$ -	\$ -		\$ 274,619.57	\$ 274,619.57		
Unclaimed from Raynham and Wonderland			\$ 120,536.23		\$ -			
Plainridge Greyhound Import Simulcast 7200			\$ -		\$ -			
Raynham Greyhound Import Simulcast 7200			\$ -		\$ -			
Suffolk Greyhound Import Simulcast 7200			\$ -		\$ -			
TJVG Greyhound Import Simulcast 7200			\$ -		\$ -			

TWS Greyhound Import Simulcast 7200				\$	-		
Wonderland Greyhound Import Simulcast 7200			\$	-	\$	-	\$
Sweep Per MGL C29513A							
	\$	-	\$	274,619.57	\$	-	\$ 120,536.23
				\$	274,619.57	\$	274,619.57

Budget Projections							
Row Labels	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	% Spent % BFY Passed
10500003							
AA REGULAR EMPLOYEE COMPENSATION	\$ 603,157.16		\$ -	\$ -	\$ 603,157.16	\$ 124,258.15	21% 25%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 6,000.00		\$ -	\$ -	\$ 6,000.00	\$ 21.86	0% 25%
CC SPECIAL EMPLOYEES	\$ 487,360.00		\$ -	\$ -	\$ 487,360.00	\$ 123,413.30	25% 25%
DD PENSION & INSURANCE RELATED EX	\$ 240,138.31		\$ -	\$ -	\$ 240,138.31	\$ 32,919.75	14% 25%
EE ADMINISTRATIVE EXPENSES	\$ 27,060.00		\$ -	\$ -	\$ 27,060.00	\$ 630.00	2% 25%
FF PROGRAMMATIC FACILITY OPERATIONAL SUPPLIES	\$ 12,000.00		\$ -	\$ -	\$ 12,000.00		0% 25%
HH CONSULTANT SVCS (TO DEPTS)	\$ 10,000.00		\$ -	\$ -	\$ 10,000.00		0% 25%
JJ OPERATIONAL SERVICES	\$ 391,000.00		\$ -	\$ -	\$ 391,000.00	\$ 37,694.45	10% 25%
KK EQUIPMENT PURCHASES			\$ -	\$ -	\$ -		#DIV/0! 25%
LL EQUIPMENT LEASE-MAINTAIN/REPAR	\$ 915.00		\$ -	\$ -	\$ 915.00		0% 25%
NN PURCHASED CLIENT/PROGRAM SVCS	\$ 85,000.00		\$ -	\$ -	\$ 85,000.00		0% 25%
NN INFRASTRUCTURE:			\$ -	\$ -	\$ -		#DIV/0! 25%
TT LOANS AND SPECIAL PAYMENTS			\$ -	\$ -	\$ -		#DIV/0! 25%
UU IT Non-Payroll Expenses	\$ 4,000.00		\$ -	\$ -	\$ 4,000.00	\$ 116.24	3% 25%
EE --Indirect Costs	\$ 150,137.40		\$ -	\$ -	\$ 150,137.40	\$ 25,668.36	17% 25%
ISA to DPH	\$ 70,000.00		\$ -	\$ -	\$ 70,000.00	\$ -	0% 25%
Grand Total	\$ 2,086,767.87	\$ -	\$ -	\$ -	\$ 2,086,767.87	\$ 344,722.11	17% 25%

Revenue Projections							
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	
Racing Oversight and Development Balance Forward 0131	\$ -	\$ 550,533.87		\$ -	\$ 550,533.87	\$ 550,533.87	
Transfer of Unclaimed Greyhound Revenue to Racing Stabilization Trust	\$ -	\$ 120,536.23		\$ (120,536.23)	\$ -	\$ 120,536.23	
Plainridge Assessment 4800	\$ 70,000.00		\$ -	\$ -	\$ 70,000.00	\$ 11,905.37	
Plainridge Daily License Fee 3003	\$ 110,000.00		\$ -	\$ -	\$ 110,000.00	\$ 18,300.00	
Plainridge Occupational License 3003/3004	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00	\$ 6,315.00	
Plainridge Racing Development Oversight Live 0131	\$ 15,000.00		\$ -	\$ -	\$ 15,000.00	\$ 1,636.40	
Plainridge Racing Development Oversight Simulcast 0131	\$ 60,000.00		\$ -	\$ -	\$ 60,000.00	\$ 14,163.90	
Raynham Assessment 4800	\$ 40,000.00		\$ -	\$ -	\$ 40,000.00	\$ 24,225.04	
Raynham Daily License Fee 3003	\$ 63,000.00		\$ -	\$ -	\$ 63,000.00	\$ 45,600.00	
Raynham Racing Development Oversight Simulcast 0131	\$ 25,000.00		\$ -	\$ -	\$ 25,000.00	\$ 21,171.34	
Suffolk Assessment 4800	\$ 650,000.00		\$ -	\$ -	\$ 650,000.00	\$ 51,772.50	
Suffolk Commission Racing Development Oversight Simulcast 0131	\$ 60,000.00		\$ -	\$ -	\$ 60,000.00	\$ 5,589.29	
Suffolk Daily License Fee 3003	\$ 63,000.00		\$ -	\$ -	\$ 63,000.00	\$ 6,600.00	
Suffolk Occupational License 3003/3004			\$ -	\$ -	\$ -		
Suffolk Racing Development Oversight Live 0131			\$ -	\$ -	\$ -		
Suffolk TVG Commission Live 0131			\$ -	\$ -	\$ -	\$ 28,325.23	
Suffolk TVG Commission Simulcast 0131	\$ 375,000.00		\$ -	\$ -	\$ 375,000.00		
Suffolk Twin Spires Commission Live 0131			\$ -	\$ -	\$ -	\$ 12,445.24	
Suffolk Twin Spires Commission Simulcast 0131	\$ 175,000.00		\$ -	\$ -	\$ 175,000.00		
Suffolk Xpress Bet Commission Live 0131			\$ -	\$ -	\$ -		
Suffolk Xpress Bet Commission Simulcast 0131	\$ 65,000.00		\$ -	\$ -	\$ 65,000.00	\$ 6,964.64	
Suffolk NYRA Bet Commission Live 0131			\$ -	\$ -	\$ -		
Suffolk NYRA Bet Commission Simulcast 0131	\$ 90,000.00		\$ -	\$ -	\$ 90,000.00	\$ 5,570.89	
ADMWEST Commission Simulcast 0131			\$ -	\$ -	\$ -	\$ 478.81	
Transfer to General Fund 10500140 0000			\$ -	\$ -	\$ -	\$ 0.90	
Wonderland Assessment 4800			\$ -	\$ -	\$ -		
Wonderland Daily License Fee 3003			\$ -	\$ -	\$ -		
Wonderland Racing Development Oversight Simulcast 0131	\$ 40,000.00		\$ -	\$ -	\$ 40,000.00		
Plainridge fine 2700			\$ -	\$ -	\$ -	\$ 6,350.00	
Suffolk Fine 2700			\$ -	\$ -	\$ -		
Plainridge Unclaimed wagers 5009	\$ -		\$ -	\$ -	\$ -		
Suffolk Unclaimed wagers 5009	\$ -		\$ -	\$ -	\$ -		
Raynham Unclaimed wagers 5009	\$ -		\$ -	\$ -	\$ -		
Wonderland Unclaimed wagers 5009	\$ -		\$ -	\$ -	\$ -		
Return of Unclaimed wagers	\$ -		\$ -	\$ -	\$ -		
Misc/Bank Interest 0131	\$ 500.00		\$ -	\$ -	\$ 500.00		
Grand Total	\$ 1,951,500.00	\$ 671,070.10	\$ -	\$ (120,536.23)	\$ 2,502,033.87	\$ 938,484.65	

Budget Projections							
Row Labels	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	% Spent % BFY Passed
10500004							
AA REGULAR EMPLOYEE COMPENSATION	\$ 325,132.75	\$ -	\$ -	\$ -	\$ 325,132.75	\$ 35,959.39	11% 25%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 116.00	2% 25%
DD PENSION & INSURANCE RELATED EX	\$ 119,352.13		\$ -	\$ -	\$ 119,352.13	\$ 8,987.35	8% 25%
EE ADMINISTRATIVE EXPENSES	\$ 34,066.27		\$ -	\$ -	\$ 34,066.27	\$ 3,565.46	10% 25%
GG ENERGY COSTS AND SPACE RENTAL			\$ -	\$ -	\$ -		#DIV/0! 25%
JJ OPERATIONAL SERVICES			\$ -	\$ -	\$ -		#DIV/0! 25%
KK EQUIPMENT PURCHASES			\$ -	\$ -	\$ -		#DIV/0! 25%
HH CONSULTANT SVCS (Grant)			\$ -	\$ -	\$ -		#DIV/0! 25%
PP STATE AID/GRANTS	\$ 16,000,000.00		\$ -	\$ -	\$ 16,000,000.00	\$ 221,027.90	1% 25%
UU IT Non-Payroll Expenses	\$ 50,000.00		\$ -	\$ -	\$ 50,000.00		0% 25%
Grand Total	\$ 16,533,551.15	\$ -	\$ -	\$ -	\$ 16,533,551.15	\$ 269,656.10	2% 25%
Revenue Projections							
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	
Balance forward prior year	\$ -	\$ 52,663,337.54	\$ -	\$ -	\$ -	\$ 52,663,337.54	
Grand Total	\$ -	\$ 52,663,337.54	\$ -	\$ -	\$ -	\$ 52,663,337.54	

Budget Projections							
Row Labels	Initial Projection	FY25 Balance Forward	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)		\$ -	\$ -	\$ -	\$ -	\$ 3,578,851.08	#DIV/0! 25%
Revenue Projections							
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total	
Balance forward prior year 3003	\$ 25,000,000.00	\$ 25,755,085.83			\$ 50,755,085.83	\$ 50,755,085.83	
Race Horse Development Fund assessment 3003							
Grand Total	\$ 25,000,000.00	\$ 25,755,085.83	\$ -	\$ -	\$ 50,755,085.83	\$ 50,755,085.83	
10500008							
Row Labels	Initial Projection	FY25 Balance Forward	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 54	\$ 25,000.00	\$ 25,755,085.83			\$ 25,780,085.83	\$ 25,755,085.83	100% 25%
Grand Total	\$ 25,000.00	\$ 25,755,085.83	\$ -	\$ -	\$ 25,780,085.83		

	Budget Projections	
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Row Labels	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Bal Fwd+Apvd Adjmts)	Actuals To Date Total	%Spent	% BFY Passed
10501384								
AA REGULAR EMPLOYEE COMPENSATION	\$ 4,868,926.07			\$ -	\$ 4,868,926.07	\$ 298,753.15	6%	25%
BB REGULAR EMPLOYEE RELATED EXPEN	\$ 41,500.00			\$ -	\$ 41,500.00	\$ 218.47	1%	25%
CC SPECIAL EMPLOYEES	\$ 182,289.40			\$ -	\$ 182,289.40		0%	25%
DD PENSION & INSURANCE RELATED EX	\$ 1,784,666.87			\$ -	\$ 1,784,666.87	\$ 74,660.22	4%	25%
EE ADMINISTRATIVE EXPENSES	\$ 184,300.00			\$ -	\$ 184,300.00	\$ 25,471.87	14%	25%
FF PROGRAMMATIC FACILITY OPERATONAL SUPPLIES				\$ -	\$ -		#DIV/0!	25%
GG ENERGY COSTS AND SPACE RENTAL	\$ 450,936.69			\$ -	\$ 450,936.69	\$ 1,677.45	0%	25%
HH CONSULTANT SVCS (TO DEPTS)	\$ 2,415,386.00			\$ -	\$ 2,415,386.00	\$ 134,446.91	6%	25%
II OPERATIONAL SERVICES	\$ 1,372,694.00			\$ -	\$ 1,372,694.00	\$ 5,468.35	0%	25%
KK EQUIPMENT PURCHASES				\$ -	\$ -		#DIV/0!	25%
LL EQUIPMENT LEASE-MAINTAIN/REPAR				\$ -	\$ -	\$ 348.79	#DIV/0!	25%
NN INFRASTRUCTURE:				\$ -	\$ -		#DIV/0!	25%
OO ALL SPENDING CATEGORIES				\$ -	\$ -		#DIV/0!	25%
OO-ISA AGO	\$ 500,000.00			\$ -	\$ 500,000.00	\$ 79,058.13	16%	25%
TT LOANS AND SPECIAL PAYMENTS				\$ -	\$ -		#DIV/0!	25%
UU IT Non-Payroll Expenses	\$ 1,095,265.46			\$ -	\$ 1,095,265.46	\$ 102,647.26	9%	25%
EE -Indirect Costs	\$ 1,001,721.91			\$ -	\$ 1,001,721.91	\$ 40,874.21	4%	25%
Grand Total	\$ 13,897,686.40		\$ -	\$ -	\$ 13,897,686.40	\$ 763,624.81	5%	25%
Revenue Projections								
Revenues	Initial Projection	FY25 Balance Forward	Approved Adjustments	Proposed Adjustments	Current Budget (Initial+Apvd Adjmts)	Actuals To Date Total		
BALANCE FORWARD PRIOR YEAR	\$ -	\$ 1,375,147.45		\$ -	\$ 1,375,147.45	\$ 1,375,147.45		
SUITABILITY COSTS BALANCE FORWARD	\$ -	\$ 683,269.98		\$ -	\$ 683,269.98	\$ 683,269.98		
CATERGORY 1	\$ -		\$ -	\$ -	\$ -			
CATERGORY 2	\$ -		\$ -	\$ -	\$ -			
CATEROGRY 3 (TETHERED)	\$ -		\$ -	\$ -	\$ -			
CATERGORY 3 (UNTETHERED)	\$ -		\$ -	\$ -	\$ -			
SW GAMING CONTROL FUND BALANCE 0500	\$ -		\$ -	\$ -	\$ -			
REGISTRANT LICENSING FEES 3000	\$ 300,000.00		\$ -	\$ -	\$ 300,000.00	\$ 15,000.00		
VENDOR SW FEES 3000	\$ 100,000.00		\$ -	\$ -	\$ 100,000.00			
FANTASY FEES 3000			\$ -	\$ -	\$ -			
ASSESSMENT 0500	\$ 12,867,686.40		\$ (1,375,147.45)	\$ -	\$ 12,867,686.40	\$ 3,216,921.59		
FINES & PENALTIES 2700			\$ -	\$ -	\$ -			
MISC 0500	\$ 25,000.00		\$ -	\$ -	\$ 25,000.00			
IEB BACKGROUND/INVESTIGATIVE/SUITABILITY FEES 3000	\$ 600,000.00		\$ -	\$ -	\$ 600,000.00			
BANK INTEREST SW	\$ 5,000.00		\$ -	\$ -	\$ 5,000.00	\$ 385.26		
Grand Total	\$13,897,686.40		\$0.00	(\$1,375,147.45)	\$15,956,103.83	\$5,290,724.28		