January 29, 2024

Cathy Judd-Stein, Chair
Massachusetts Gaming Commission
101 Federal St., 12th Floor
Boston, MA 02110

Dear Chairwoman Judd-Stein:

I wanted to thank you for your recent visit to Springfield, it was a pleasure meeting with you and discussing the positive impacts and future of both MGM Springfield and the city's working relationship with the Massachusetts Gaming Commission (MGC).

Enclosed you will find the city's application to the Community Mitigation Fund Fiscal Year 2025 Program. As per the new guidelines we have included project forms for each category, and have met the suggested 15% minimum spend across each required category.

In addition, we have submitted a waiver form for the new Central Mixed-Use Parking Infrastructure project currently being designed for Willow Street, a project that will help address neighborhood parking mitigation issues and support a new private investment estimated at $68 million that will create over 90 new units of housing just across the street from MGM Springfield.

As per the new guidelines, waiver forms should be to "fund significant projects that would not otherwise be able to be funded under the annual allocation". The garage infrastructure project, within the casino impacted adjacent blocks, was supported by MGC last year with the expectation that this would be a multi-year request of the city.

Our request is $1,402,348.03 from the Community Mitigation Fund, with an additional waiver request of $1.5 million for the garage project, for a total request of $2,901,348.03. This total request is in line with recent annual award totals to Springfield through the fund, including $3,082,500 last year.
As you know from your recent visit, Springfield has made great advances in partnership with MGM Springfield and the MGC, the latest being the long-awaited completed redevelopment of 13-31 Elm Street on Court Square, with residential tenants moving into the building in recent weeks.

We will continue to build off of that positive energy and appreciate MGC’s support in recognizing the significant impacts of being a Host Community and partnering to best catalyze positive development.

We hope you will look favorably on these requests and please feel free to reach out to myself or my Development Division should you have any questions.

Respectfully,

Domenic J. Sarno
Mayor

"Good health & Good Bless."

CC: Tim Sheehan, Chief Development Officer
    Joe Delaney, Chief, MGC Division of Community Affairs
FY 2025 Municipal Community Mitigation Fund Grant Application

Application Instructions:

I. All applications must be received by the Massachusetts Gaming Commission by January 31st, 2024, at 11:59 p.m. to be considered for funding for the FY 2025 grant round.

II. Each Municipality may only submit ONE application as a Word Document.

III. Each project must have its own form within the appropriate category. Forms can be found below as Parts A-E. If there is more than one project in a category, please copy the form. Provide a form and attachments for each project. All attachments should directly follow the relevant project form.

IV. Be sure to fill in all the information requested on the application. Applications that are left incomplete will not be accepted.

V. The application must be signed by the municipal administrator or an individual with signatory authority.

VI. Submit this completed form as well as any relevant attachments to MGCCMF@Massgaming.gov or as a response to the COMMBUYS BID BD24-1068-1068C-1068L-95061

For more detailed instructions as well as the full FY 2025 Application Guidelines visit https://massgaming.com/about/community-mitigation-fund/.

### Municipal Grant Manager Information:

<table>
<thead>
<tr>
<th>Applicant: City of Springfield</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vendor Code: VC6000192140</td>
</tr>
<tr>
<td>Name: Brian Connors</td>
</tr>
<tr>
<td>Title: Deputy Director</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:bconnors@springfieldcityhall.com">bconnors@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: 413-787-6564</td>
</tr>
<tr>
<td>Address: OPED, 70 Tapley Street, Springfield, MA 01104</td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Grant Budget Summary

Your community’s FY 2025 proposed allocation can be found at https://massgaming.com/about/community-mitigation-fund/. Use the space below to total all requests by category. Please clarify how many discreet projects your community plans to undertake per category.

<table>
<thead>
<tr>
<th>Application Totals by Category</th>
<th># of Projects</th>
<th>Requested Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>A. Community Planning</td>
<td>1</td>
<td>$225,000.00</td>
</tr>
<tr>
<td>B. Public Safety</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Police</td>
<td>2</td>
<td>$310,904.03</td>
</tr>
<tr>
<td>- Fire</td>
<td></td>
<td>$91,444.00</td>
</tr>
<tr>
<td>C. Transportation</td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Planning</td>
<td>2</td>
<td>$500,000.00</td>
</tr>
<tr>
<td>- Construction: Central Mixed Use Parking Infrastructure Project</td>
<td></td>
<td>$1,500,000 (waiver request)</td>
</tr>
<tr>
<td>D. Gambling Harm Reduction</td>
<td>1</td>
<td>$275,000.00</td>
</tr>
<tr>
<td>E. Specific Impact</td>
<td>0</td>
<td>$0</td>
</tr>
<tr>
<td>TOTAL</td>
<td></td>
<td>$1,402,348.03</td>
</tr>
</tbody>
</table>

I. Are you requesting a waiver for any program requirement?
   YES ☑
   No ☐

II. If yes, you must fill out a CMF Municipal Waiver Form. The Waiver form can be found as Appendix E to the RFR on COMMBUYS or online at https://massgaming.com/about/community-mitigation-fund/forms/. Applications without a completed waiver form will not be considered for a waiver.

   See Attached

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
**Budget Category Summary**

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

<table>
<thead>
<tr>
<th>Category</th>
<th>Project Name</th>
<th>Description</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A. Community Planning</strong></td>
<td>Main Street and Convention District Wayfinding/Signage</td>
<td>Creation of District Wayfinding and Identity Signage Detailed Designs/CDs for Cohesion, Integration &amp; Synergy with MGM Campus &amp; Area Businesses</td>
<td>$225,000</td>
</tr>
<tr>
<td><strong>B. Public Safety</strong></td>
<td>Police Equipment, Training &amp; Outreach</td>
<td>Equipment upgrades (Cameras/Barriers/2-EBikes), Crisis/Attack Training, Deployments for homeless outreach, anti-john, traffic issues</td>
<td>$310,904.03</td>
</tr>
<tr>
<td></td>
<td>Extrication Tools for Casino Area Apparatus</td>
<td>Equipment upgrades to extrication &quot;Jaws of Life&quot; equipment. Calls for this type of need have doubled since MGM opening.</td>
<td>$91,444.00</td>
</tr>
<tr>
<td><strong>C. Transportation</strong></td>
<td>1. District Public Realm Phase II</td>
<td>Design of Phase II Expansion of Public Realm Streetscape, Hardscape &amp; Landscape Project to Priority Development area of around MGM &amp; State/Main/Willow/Union Economic Development Projects</td>
<td>$500,000</td>
</tr>
<tr>
<td></td>
<td>2. Central Mixed-Use Parking Infrastructure Project</td>
<td>Request for second tranche grant to fund 2023 MGC Approved Parking Infrastructure Project to solve for parking deficiencies, improve traffic flow and assist in new economic development</td>
<td>$1,500,000</td>
</tr>
<tr>
<td></td>
<td>Springfield Young Adult Gambling Project</td>
<td>Will build off of existing research to implement gaming harm reduction and outreach work aimed at young adults</td>
<td>$275,000</td>
</tr>
<tr>
<td><strong>E. Specific Impact</strong></td>
<td></td>
<td></td>
<td>$0.0</td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Applicant Certification

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

Signature

Date: January 29, 2024

Name and Title of Signatory: Mayor Domenic J. Sarno

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
APPENDIX E - RFR
MUNICIPAL BLOCK GRANT FY 2025 WAIVER FORM

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 the FY 2025 Guidelines.

Applicant: City of Springfield
Program Manager: Brian Connors
Email: bconnors@springfieldcityhall.com
Telephone: 413-787-6664
Address: OPED, 70 Tapley Street, Springfield, MA 01107

I. Financial Variance Request:
If your municipality's proposed allocation is insufficient to mitigate identified casino related impacts, you may use the space below to request additional funds. Municipal waivers will be evaluated on a case-by-case basis and award decisions will be based on available funding.

Please Note: The intent of this waiver is not to fund routine expenses but to find significant projects that would not otherwise be able to be funded under a municipality's annual CMF allocation.

CMF Designated FY 2025 Grant Amount: $1,403,700.00
Requested Amount Over Designated: $1,498,648.03 ($1,402,348.03 requested + $1,500,000 waiver project)

Basis of Waiver Request: As per the guidance, the Central Mixed-Use Parking Infrastructure Project is a major project that would otherwise not be funded by our annual allocation. Our total request of other projects is $1,402,348.03 from the Community Mitigation Fund, with an additional waiver request of $1.5 million for the parking infrastructure project, for a total request of $2,901,348.03. This total request is at scale with recent annual total awards to Springfield through the fund, including $3,082,500 last year.

As pursued and recommended in 2023, the City of Springfield seeks grant dollars for the suggested second tranche of funding for the mixed-use garage construction, part of two installments proposed by the Commission at the MGC's June 21, 2023 meeting. The first half of the award was made by MGC in 2023, this request is anticipated as the second award of this multi-year project.

Current designs include reactivation of underutilized and uninviting surface parking lots between Main St. and Willow St. with two phases of development including parking structures partially lined with residential and ground floor retail. The City has advanced to a two-phase project approach.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
which was necessary to align with near term acquisition efforts, projected costs and funding, and most viable implementation strategies. Phase 1 is anticipated to accommodate nearly 300 spaces in a 4.5 story structure lined with 6,500 SF of ground floor retail and 30 to 40 residential units estimated at approximately $18.5M. The balance of funding will come from other city/Springfield Parking Authority, state and potentially federal funding.

II. Programmatic Requirement Variance Request:
A municipality may request a waiver from any application requirement. Municipal waivers will be evaluated on a case-by-case basis and applicants will be notified of the Commission's decision.

Basis of Waiver Request:
As per the project outlined in the Financial Variance Request, we would seek a waiver from the Transportation Construction guideline regarding funding projects “up to $250,000 and will fund up to 30% of the costs in excess of $250,000 up to a maximum grant of $1.5 million”.

While we were unclear if a single project can apply for more than one maximum grant in multiple years if otherwise meeting the other program requirements, we want to be sure to request a waiver from this condition if that is not the case.

As noted in the previous section, this project was suggested in working with the MGC to be a multi-year award of $1.5 million each year for two years, and as such we would request a waiver from any provision that may be in conflict with such an award.

It should also be noted that at $3,000,000 of total CMF funding between the 2023 award and this requested award, the total amount would still be far under the 30% limit of an $18.5 million project.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
Part A-Community Planning

**Project Name:** Main Street & Convention District Wayfinding / Signage Design & Engineering

Please provide below the contact information for the individual managing this aspect of the grant.

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Ms. Cathy Buono</td>
<td>Name: Brian Connors</td>
</tr>
<tr>
<td>Title: Director of Administration &amp; Finance, Community Development</td>
<td>Title: Deputy Director</td>
</tr>
<tr>
<td>Department: Community Development</td>
<td>Department: Planning &amp; Economic Dev.</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:cbuono@springfieldcityhall.com">cbuono@springfieldcityhall.com</a></td>
<td>Email Address: <a href="mailto:bconnors@springfieldcityhall.com">bconnors@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: 413-787-6682</td>
<td>Telephone: 413-787-6664</td>
</tr>
<tr>
<td>Address: 1600 E. Columbus Ave, Springfield, MA</td>
<td>Address: 70 Tapley Street, Springfield, MA 01104</td>
</tr>
</tbody>
</table>

I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 8-9). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

**Community Planning Grant**

Since late 2018 MGM Springfield has attracted an entirely new audience of patrons, tourist and employees to downtown, yet few venture beyond the confines of the Casino itself due in large part to the economically stagnant area around the casino. To counter the negative effects of speculative investors, absentee landlords, and disinvestment unintentionally caused by MGM’s inflation of area real estate, the City is proactively implementing their a master development plan to stimulate new investment, redevelopment, tourism and public benefits. Funded in part by prior MGC mitigation grants, these have begun to show positive results in terms of generating new development interest, investment and enhancements while also revealing further needs and opportunities. Specifically, the area around MGM, Court Square and MassMutual lacks a consistent district identity & demarcation, and cohesive signage package to unite the anchors together while providing clear wayfinding throughout and attraction to all the retail, business, and tourism offerings.

Developed conceptually in the District Public Realm master plan from 2022 as a tiered “family” of signs, the specific district identity pylons and area wayfinding concepts need to be further advanced through the design/engineering process Into Construction Documents, enabling the City to quantify costs, identify funding, and advance strategic implementation. The effort will also seek to unify the signage in the area offering potential refinements to marry with existing signage and a more consistent theme, cohesive style that builds on the district identity emerging from around MGM. Identified in the Pioneer Valley Planning Commission (PVPC) 2021 Rapid Recovery Plan (see insert below), enhanced pedestrian wayfinding, reinvestment in public realm and improved “entrances” to the city were priority initiatives that focused on this exact problem and potential – to unify the public experience, attraction, and repeat visitation to the area to encourage economic stability, new visitors and spending, and sustained growth in

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
the downtown area. The City team will continue to work with PVPC toward advancement and realization of these objectives.

Negative Impacts:
- Continued economically depressed area around casino caused by speculation, disinvestment and resulting economic stagnation stemming from MGM Springfield’s overvalued land purchases
- Inflated real estate market created unattainable rents hampering competing retail, restaurant and related services
- Dichotomy of pedestrian experience and disconnection between MGM Springfield’s cohesive campus and surrounding area, now exacerbated by the lingering effects of COVID and MGM’s closed entrances off of Main, South End Market, Plaza, etc.

Positive Impacts:
- Continued visits and growth in attracting large groups of patrons, visitors and employees to MGM Springfield offers unique opportunity to drive these markets to alternative businesses in downtown, though yet to be realized.
- Current post COVID recovery offers potential to reopen MGM and reactivate Main St. to drive patrons to other businesses and attraction through carefully planned wayfinding signage, public realm improvements and new development

II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

A critical component to the City’s Master Development Plan and continued economic potential of the area, the wayfinding signage improvements are needed to unify, “advertise,” link, enhance and leverage the overall District environment, providing clear paths and exposure to MGM, MMC and area patrons to venture out into downtown businesses and area attractions. The district signage will build on the 2022 Public Realm Master Plan recommendations for a “family” of related signs to adorn key boundaries, intersections, anchors and pedestrian paths within the Main Street and Convention District generally bound by Court St., Dwight St., Union St. and E/W Columbus. The project will advance these master plan directions into a comprehensive District wayfinding Site Plan to finalize locations and types of signage, as well as the detailed design and construction drawings to articulate final sign massing, composition, materials, content and activation. A primary objective is to develop a signage system that not only serves

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
the purpose of clearly identifying the neighborhood but also functions as an engaging component of the urban landscape. The envisioned system may incorporate interactive elements, including innovative lighting features, to enhance the aesthetic appeal and functionality of the neighborhood surrounding Court Square.

The proposed Team will consist of the Chicago Consultants Studio, Inc. (urban planning, design and lead), GoodGood (signage design, branding, content), DCL Communications (technology & engineering), and Copley Wolff (landscape / public realm interface) in collaboration with the City of Springfield, the Pioneer Valley Planning Commission (PVPC), and other relevant stakeholders as needed. Other expertise may be utilized during the course of design and engineering including but not limited to additional brand name creation / marketing, construction cost estimating, landscape interface, etc.

The project scope is anticipated to include the following key steps:

**DISTRICT SITE PLAN & ENGAGEMENT**
Revisit and advance the signage site plan, range of signage types, and applications with the City, PVPC and key stakeholders, gaining feedback on the existing design, as well as additional insight into the needs and requirements of the District. Clearly define the optimal locations for the placement of wayfinding and identification signage that maximizes visibility, impact of each signage location within the Court Square vicinity.

**SIGNAGE DESIGN & REFINEMENT**
Building on the Public Realm Master Plan, advance in-depth analysis of the area’s unique characteristics, signage, anchors, etc. and integrate these insights into the signage design. The plan anticipates a range of three signage types, including Primary Identity/Wayfinding Signage Pylons, Secondary Identity/Wayfinding Signs, Tertiary Directional/Information Signs, as well as possible retrofit/upgrade to existing area signage/kiosks working with the fabricator for repairs, consistency upgrades and related improvement. Refine the chosen designs based on feedback, ensuring it aligns with the neighborhood, key anchors/attractions, needs and opportunities. Explore opportunities for innovative lighting features and interactive elements to enhance the signage’s appeal, functionality and activation. Assess preliminary order of magnitude costs.

**BRAND & CONTENT DEVELOPMENT**
Collaborate with City, MGM, MMC, area anchors/stakeholders and community to brainstorm a unique identity for the area. Align the signage design with the District name, overarching brand identity and desired activation. Develop clear and concise content that resonates with the local community & stakeholders, aligns with District identity and vibrancy, and offers informative messaging, interaction and direction. Integrate map design into the content development process, ensuring a cohesive and user-friendly approach.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
SIGNAGE STRUCTURE / DEVELOPMENT OF CD’S
Develop comprehensive design documents (CDs) outlining the specifications, dimensions, and materials for the signage structure. Collaborate with architects and engineers to ensure the structural integrity and aesthetic coherence of the signage. Include detailed instructions for the implementation phase, addressing any potential challenges. Finalize the CDs through iterative reviews with City, PVPC and stakeholders, ensuring alignment with the overall project vision and objectives.

<table>
<thead>
<tr>
<th>PHASE</th>
<th>2020 &amp; 2022 MGC Specific Impact Mitigation Grants</th>
<th>2025 MGC Community Planning Grant</th>
<th>Potential 2026/26 MGC Transportation Construction Grant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phase One Master Development Plan MGC Grant $250,000</td>
<td>District Wayfinding Signage Design / Engineering MGC Block Grant Request $225,000</td>
<td>City, State, MGC Grant, Other Funding TBD</td>
<td></td>
</tr>
<tr>
<td>Adopted March 2021 Public Realm Conceptual Master Plan Part of MGC Court Square Grant $400,000 Completed March 2022 Including Prelim Signage</td>
<td>MGC Design, Engineering, &amp; Final Site Plan for Main St. &amp; Convention District Wayfinding / Identity Signage Program</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Description of Purchase/Work</th>
<th>Timeline</th>
<th>QTY</th>
<th>Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>Final District Wayfinding Signage, Urban Design/Locational Strategy, Design Development, Construction Documents</td>
<td>Anticipated 6-8 month</td>
<td></td>
<td></td>
</tr>
<tr>
<td>• District Wayfinding Site Plan, Urban Design and Public Realm Interface</td>
<td></td>
<td></td>
<td>+$50,000</td>
</tr>
<tr>
<td>• Signage Types Design Development</td>
<td></td>
<td></td>
<td>+$45,000</td>
</tr>
<tr>
<td>• Brand &amp; Content</td>
<td></td>
<td></td>
<td>+$25,000</td>
</tr>
<tr>
<td>• Engineering &amp; CD’s</td>
<td></td>
<td></td>
<td>+$80,000</td>
</tr>
<tr>
<td>Additional Expertise Budget (naming brand expert/creative, cost estimation, landscape interface, etc.)</td>
<td></td>
<td></td>
<td>+$25,000</td>
</tr>
<tr>
<td>final allocations may vary depending on final scope</td>
<td></td>
<td>TOTAL:</td>
<td>$225,000</td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Part B- Transportation (Planning)

**Project Name:** *Main Street and Convention District Phase II Public Realm & Connectivity*

Please provide below the contact information for the individual managing this aspect of the grant. If there are multiple people involved in the grants management, please add more lines to accommodate their information.

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Cathy Buono</td>
<td>Name: Brian Connors</td>
</tr>
<tr>
<td>Title: Director of Administration &amp; Finance</td>
<td>Title: Deputy Director</td>
</tr>
<tr>
<td>Department: Community Development</td>
<td>Department: Office of Planning &amp; Economic Development</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:cbuono@springfieldcityhall.com">cbuono@springfieldcityhall.com</a></td>
<td>Email Address: <a href="mailto:bconnors@springfieldcityhall.com">bconnors@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: 413-787-6082</td>
<td>Telephone: 413-787-6664</td>
</tr>
<tr>
<td>Address: 1600 E. Columbus Ave, Springfield, MA 01103</td>
<td>Address: 70 Tapley Street, Springfield, MA 01104</td>
</tr>
</tbody>
</table>

1. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 10-11). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

**Transportation Planning Grant**

As established in the City of Springfield’s prior mitigation grant applications, the real estate conditions surrounding MGM Springfield have suffered sustained decline, property disinvestment and area blight due in large part to the over inflated and speculative market caused by the MGM project. This continued stagnation of large segments of real estate exacerbated by the COVID pandemic, renders major street corridors and pedestrian connections to MGM unappealing and devoid of life, pedestrians, tenants, and vibrancy, all key aspects that are essential to attract residents, tourists and development interests. The City’s Phase One Master Development Plan (from the MGC 2020 Grant) recommended addressing not only the physical structures but also the declining public realm and pedestrian environment to strengthen the critical connections throughout the District to area anchors and prevent growing isolation around MGM Springfield.

The City’s *Phase One Master Development Plan of the Implementation Blueprint* also outlined a multifaceted, multi-phased plan and strategy to rethink and recast this area rich in assets as a cohesive destination “district” through a comprehensive and cohesive streetscape/landscape character and experience. Focusing first on the historic arrival point to the District and MGM, the current Court Square Public Realm project (2021 MGC Specific Mitigation Grant and 2022 Transportation Construction Grant) is helping advance the construction of the Phase 1 core area around Court Square Park which will begin to reconnect major anchors MGM, MMC and Symphony Hall/City Hall and improve the pedestrian environment, vehicular access and related infrastructure. Intended as the first phase to a multiphase public realm strategy which eventually would expand throughout the entire District, the Court Square area project has established a precedent approach (incorporating Complete Streets planning, road safety.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
improvements/traffic calming/diets, pedestrian & bike safety/shared street connections, etc.), a design palette, character and reactivation that can now be replicated to the next priority areas of the District.

The City’s current grant request is for funding to advance the design and engineering for a Phase II project along adjacent primary streets and approach corridors emanating from Court Square and MGM, within an area roughly bound by State St., Willow St., Union St. and E. Columbus- further enhancing, unifying, connecting, and activating the pedestrian experience around MGM and continuing the City’s Complete Streets program and vehicular safety improvements begun in Phase I. The City seeks to complete Design and Construction Documents for the next phase improvements (site plan, landscape/streetscape design, and engineering). This effort would build on the landscape master plan and District palette established from the Phase I Court Square area project utilizing the design expertise of the current team, including CCS, Copley Wolff and Allen and Major. Specific focus will be on expanding connectivity to MGM, the Main Street Corridor and area anchors, with public improvements enhancing and uniting the City’s/SRA’s efforts around the advancing Clocktower and Colonial building renovation project (113 State St., 1152 Main and 21 Stockbridge), MCCA’s planned South Entry for the MassMutual Center on State & Main St., and the advancing Willow St. area central mixed-use parking infrastructure project among others.

Together with the Phase One Court Square Public Realm project, these improvements will help cohesively knit the area together around MGM, while stimulating much needed economic investment, new business/tenant attraction, increased tourism, and residential usage.

Initial design fee estimates for the entire area identified in the Phase II Public Realm diagram below are about $650,000, though the City Team will cap the project scope at $500,000 and work to prioritize key next phases in coordination and collaboration with the City, PVPC, and area stakeholders.

Negative Impacts:
• As previously demonstrated in the City’s prior MGC grant applications, the stymied market conditions inadvertently caused by MGM Springfield acquisitions continue to perpetuate a negative image and declining physical environment around MGM, deterring patrons from venturing out beyond the casino property
• Aside from the City’s ongoing projects, there remain little change in additional private investment or improvements to areas surrounding MGM that would encourage economic growth as evidenced by:
  – continued absence of landlord investment, renovation or upkeep of prime structures
  – no new tenants or business openings in the prime spaces that line Main Street immediately adjacent to MGM and MMC
  – lack of pedestrian activity, continuity, and street life/vibrancy critical to attracting developers/investors, businesses, visitors, and residents to the area
• The continuing negative impact is evident in the conditions surrounding MGM where prime buildings and storefronts lining large segments of the Main Street corridor remain largely unoccupied and/or in poor, declining condition. Among these are the following buildings immediately adjacent to MGM:
  – 1208 Main St., Shean Building
  – 101 State St., MGM owned
  – 1127 Main St. Patel Buildings, former restaurants, retail and office
  – 1021 Main St., closed restaurant
  – 24 Park St. demo/vacant
  – 55 State St. vacancy adjacent to MGM main vehicular entry

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
Positive Impacts:

- Mitigation grants paired with City and State funds have helped advance a number of key projects intended to jumpstart investment activity and reactivation of the area around MGM. These include:
  - Advancement of the construction of the Court Square Park and surrounding area Public Realm Phase 1 Project which will update and reactivate Court Square Park and enhance the pedestrian environment, public safety, and connectivity between MGM and area anchors including Symphony Hall, MassMutual Center, Bruce Landon Way/Pynchon Park.
  - The Springfield Redevelopment Authority has selected and is negotiating with a national developer for the sale and renovation of key city-owned properties identified in the City’s master development plan immediately adjacent to MGM including 113 State St. Masonic Building, 1155 Main St. Colonial Building and 19-21 Stockbridge. The proposed $560M project will begin to bring important retail, restaurants and residential to enliven Main Street for residents, tourists, conventioners, and businesses. The requested grant will help advance the design/engineering of the Phase 2 Public Realm enhancements expanding the public realm improvements (Complete Streets, streetscape/landscape/pedestrian environment, safety, etc.) beyond Court Square to better unify, link and leverage area redevelopment and investment – including the City’s Clocktower/Colonial project, MMC proposed south entry, and MGM.

II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

The City seeks funding to advance the Phase 2 public realm design/engineering work with their current Design Team led by CCS (Planning/Urban Design, Design) with Copley Wolff (Landscape Design) and Allen and Major (Engineering) providing project efficiency, established working relationships and deep project knowledge of the Court Square Phase 1 public realm project. Following a similar scope to the Court Square Public Realm Project, the Team will advanced the detailed urban design, streetscape, hardscape, landscape, and lighting designs and related engineering to expand a high quality pedestrian environment and connectivity to additional areas around MGM and area anchors. An improved pedestrian environment/experience will increase the resident, tourist and business attraction to the area, while encouraging private investment and redevelopment of adjacent languishing buildings and sites.

Of critical importance is the continuation of the public realm improvements down Main and State Streets, to further strengthen connections to/with MGM, MMC, and restore Main Street back to an active, cohesive and vibrant two-sided corridor. The team will assess additional area streets, alleys and pedestrian connections to prioritize and align them with highest needs, impacts and opportunities against available budgets, including but not limited to:

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
The Design Team will undertake a similar design and engineering scope as the Phase 1 project to advance the following:

- Urban design input, “tie in”, incorporation for consistency, compliance and new opportunities with the 2021 Main St & Convention District Master Development Plan
- Schematic / Conceptual Design development generally adhering to and advancing the District palette established in the Phase I Court Square Area Public Realm project
- Detailed Design Development, Construction Documents, Specifications, Cost Budgets, and Bid Documents to articulate the design, specs and details for the streetscape, hardscape, landscape and lighting improvements in the priority streets and alleys
- Bidding and Construction Administration are excluded at this early point of the project but can be defined once the project scope/breadth is known, if needed

For this scope, professional fee estimates are over $650,000 accounting for the sizable area / streets contemplated. For purposes of allocating funds from the 2025 Springfield block grant, the City is capping the request at $500,000. The City will work with the design team, PVPC, area stakeholders and others to prioritize the key streets, alleys and connections within these boundaries to advance into CDs.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
# Part B - Transportation (Construction)

**Project Name: Central Mixed-Use Parking Infrastructure Project**

Please provide below the contact information for the individual managing this aspect of the grant. If there are multiple people involved in the grants management, please add more lines to accommodate their information.

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Cathy Buono</td>
<td>Name: Amanda Pham</td>
</tr>
<tr>
<td>Title: Director of Administration &amp; Finance</td>
<td>Title: Executive Director</td>
</tr>
<tr>
<td>Department: Community Development</td>
<td>Department: Springfield Redevelopment Authority</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:cbuono@springfieldcityhall.com">cbuono@springfieldcityhall.com</a></td>
<td>Email Address: <a href="mailto:apham@springfieldcityhall.com">apham@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: 413-787-6082</td>
<td>Telephone: 413-787-7661</td>
</tr>
<tr>
<td>Address: 1600 E. Columbus Ave, Springfield, MA 01103</td>
<td>Address: SRA, 70 Tapley Street, Springfield, MA 01107</td>
</tr>
</tbody>
</table>

I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 10-11). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

## Transportation Construction Grant

As pursued and recommended in 2023, the City of Springfield seeks grant dollars for the suggested second tranche of funding for the mixed-use garage construction which was proposed by the Commission at the MGCs June 21, 2023 award for the re-categorization of the Regionally Significant Project to Transportation Construction (see link): [https://www.youtube.com/live/Y9pVI0SbcIY?feature=share](https://www.youtube.com/live/Y9pVI0SbcIY?feature=share)

Following the MGC's recommendation for reapplying this year for a second tranche construction grant, the City seeks $1.5M in funding to pair with the 2023 MGC $1.5M Transportation Construction Grant for the implementation efforts for a mixed-use garage project essential to drive and support new development, tourism and residential needs in the area around MGM. To better understand the proposed project, critical need and proposed solutions, the City offers the following link to the MGC website for the City's 2023 proposal application for Projects of Regional Significance which again was recharacterized and awarded in the Transportation Construction Category: [https://massgaming.com/wp-content/uploads/City-of-Springfield-2023-Project-of-Regional-Significance-Application.pdf](https://massgaming.com/wp-content/uploads/City-of-Springfield-2023-Project-of-Regional-Significance-Application.pdf)

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
The City is continuing efforts with their planning and design team, CCS & Walker Consultants, under the 2022 Specific Mitigation award to advance the conceptual design and implementation strategies for the parking structure development. Current designs include reactivation of underutilized and uninviting parking lots between Main St. and Willow St. with two phases of development including parking structures partially lined with residential and ground floor retail. The City has advanced to a two-phase project approach which was necessary to align with near term acquisition efforts, projected costs and funding, and most viable implementation strategies. Phase 1 is anticipated to accommodate nearly 300 spaces in a 4.5 story structure lined with 6,500 SF of ground floor retail and 30 to 40 residential units estimated at approximately $18.5M.

As the $1.5M request was suggested in last year’s grant round though currently exceeds the City of Springfield’s $1.4M allocation under the new 2025 MGC block grant structure, the City seeks funding through the recommended Waiver process. The City has included the waiver form for this request.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

Please consult the City’s 2023 proposal for description of the project, its impact, scope and preliminary cost estimates (see link):

The City is requesting the $1.5M for the first phase project which will accommodate approximately half of the projected near term demand/parking deficiencies articulated in the City’s 2020 assessment generated by MMC, MGM, current area businesses, and future development.

Impact/results

The combined $3.0M in MGC grants will be paired with $15.5M from the City/Springfield Parking Authority, State and potentially Federal funding sources. The City is currently pursuing necessary site acquisitions, advancing project conceptual design and project parameters, undertaking predevelopment activities with goal of advancing the implementation by June 2025.

### Proposed MGC Grant Budget

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

<table>
<thead>
<tr>
<th>Description of Purchase/Work</th>
<th>Timeline</th>
<th>QTY</th>
<th>Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>Phase II Public Realm / Streetscape Design</td>
<td>9 months</td>
<td></td>
<td>$500,000</td>
</tr>
<tr>
<td>Central Mixed-Use Parking Infrastructure Project Construction</td>
<td>12 - 18 months</td>
<td></td>
<td>$1,500,000 (waiver request)</td>
</tr>
<tr>
<td><strong>TOTAL:</strong></td>
<td></td>
<td></td>
<td><strong>$1,900,000</strong></td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
## Part C - Public Safety

**Project Name: Police Equipment, Training & Outreach**

Please provide below the contact information for the individual managing this aspect of the grant.

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Sean Pham</td>
<td>Name:</td>
</tr>
<tr>
<td>Title: Senior Budget Analyst</td>
<td>Title:</td>
</tr>
<tr>
<td>Department: Administration &amp; Finance</td>
<td>Department:</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:spham@springfieldcityhall.com">spham@springfieldcityhall.com</a></td>
<td>Email Address:</td>
</tr>
<tr>
<td>Telephone: 413-784-4883</td>
<td>Telephone:</td>
</tr>
<tr>
<td>Address: 36 Court Street, Springfield, MA 01103</td>
<td>Address:</td>
</tr>
</tbody>
</table>

**I.** Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 12-13). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

**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.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

1. **Vigilant Mobile LPR-2 (License Plate Readers) Camera Package**

   The Springfield Police Department proposes to use this funding opportunity to purchase (6) Vigilant Mobile LPR-2 (License Plate Readers) Cameras, associated installation accessories, server account, technical assistance package, user license, and investigative data platform.

   These units will be deployed on specialized and patrol vehicles, and will be utilized as a means to mitigate traffic and crime issues in the area of MGM Springfield. The new cameras will seamlessly integrate with our previous generation Vigilant cameras still in use in our investigative and patrol fleet.

   With the widespread deployment of LPR cameras, both in fixed and mobile installations, automatic surveillance of vehicles by monitoring license plates has been revolutionized. In fact, the LPR has become ubiquitous, like the home security camera system. It is now a primary tool in crime investigation, as well as for traffic violation detection and management. Today’s automatic LPR systems are useful not only for enforcing traffic laws, but also as an effective crime fighting and investigative tool that saves precious time during a critical incident or investigation.

   With wireless communications technology, LPR data and database lookups are done within seconds, allowing alerts on vehicles of interest to be issued in real time. Centralized data collection, combined with sophisticated database search tools, allow retrospective searches, analysis and movement tracking to be done.

   The deployment of LPR has revolutionized the way in which law enforcement agencies operate, similar to the introduction of fingerprint analysis and DNA testing. LPR technology has been embraced as a force multiplier in order to make existing resources more efficient and effective. Automated checking of suspect vehicles and proactive alerting have really helped law enforcement to deny criminals use of the roads. Law enforcement agencies operate in well-defined geographic boundaries, criminals are not similarly constrained. When data is shared regionally among law enforcement and motor vehicle sources, LPR systems catch more violators and operate more efficiently.

   LPR computer software can automatically detect threats, crimes or events of interest and automatically generate and distribute alerts for those events. This technology is now widespread and experiences great success in the global law enforcement community.

   The greatest positive impact that LPR provides to daily lives of law enforcement officers is the ability to proactively and automatically check many hundreds of vehicles while on regular patrol with minimal human intervention; a factor that allows officers to engage in more strategic and less bias-suggestive interactions with the public.

   In addition, the ability to access real-time information such as crime information, suspicious activity, intelligence reports and analysis of vehicle behavior all assist the officer in the investigation of criminality.

   Amid privacy concerns over long-term storage of LPR data that makes the system valuable to investigators or analysts who are looking for crime patterns or the moments of suspects; Vigilant, like our Flock stationary LPR camera system, has promulgated stringent data retention policies that the department abides by. In addition, by company and department policy, access to data for sworn personnel, especially search and analytic functions, is strictly controlled by the program administrator and afforded based on assignment.

   For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
It is anticipated that this technological acquisition will ensure that officers are their safest and most productive while on the road, have more productive interactions with the community, as well as expanding the department’s investigative capacity and bettering the clearance rates of a range of crimes.

2. Recon Power (Electric) Bike – Interceptor Model with Emergency Lighting, and Accessory/Spare Battery Packages

The Springfield Police Department proposes to use this funding opportunity to purchase (2) Recon Power – Interceptor model bikes with emergency lighting, and accessory/spare battery packages.

Numerous benefits exist to support the acquisition of electric (E-bike) bike technology and, in particular, deploying them into the downtown patrol area around MGM Springfield resort. The bikes would be housed at the downtown Metro Unit along with an existing fleet of standard mountain bikes and deployed to traffic and large scale traffic control events at and around MGM Springfield including their sponsored Red Sox Weekend (as weather permits), annual 4th of July fireworks celebration, Naismith Basketball Hall of Fame Enshrinement ceremony, as well as utilizing them to respond to virtually any situation in the casino’s sometimes traffic-congested parking garage or it’s outside plaza.

The novelty of a police officer on a bike is often enough to start overcoming the negative perceptions that some members of a culturally diverse city population have about law enforcement. Unlike patrol vehicles, which often reinforce these perceptions, bicycle patrols give an opportunity for a new impression. Most of the negative attributes associated with vehicle patrol officers - flashing lights, obstructive parking, and the time on scene attending to the issue - are not associated with bicycle officers. As a result, those who come in contact with bike officers may be more cooperative and willing to listen. Members of the public are more likely to talk about legal matters, directions, parking information, or ask for information from a bicycle patrol officer. These positive contacts help counter stereotypes of police officers as “enforcers” and reinforce efforts to establish relationships of trust between the community and the department. Officers dressed down yet authoritative appearance of a bicycle patrol provides a citizen with a different, less intimidating experience.

This type of engagement is essential to the Metro Unit’s community-oriented policing model and policing of the city’s entertainment and hospitality zone where every day they quickly transition from their traditional law enforcement duties to more service-oriented work.

Individuals who break the law normally are not looking for bicycle officers. They are concerned with marked and unmarked squad cars. Metro Unit officers can relate stories of responding to crimes in progress, unnoticed or unrecognized by the perpetrators until the very last moment.

One of the biggest advantages to bicycle patrol is its ability to navigate swiftly (up to 50 M.P.H.) around an urban center, avoiding obstacles and hazards that would stop a patrol vehicle in its tracks. And, unlike traditional mountain bikes, an officer can travel a significant distance quickly and not be fatigued on arrival to the scene. Urban centers and the MGM Springfield campus are characterized by car-free zones, clusters of buildings with limited vehicle access, events of all kinds, distracted pedestrians, skateboarders and other bicyclists.

Responding to calls in downtown Springfield in a cruiser can take a great deal of time; ongoing large-scale construction projects coupled with regular vehicle and pedestrian traffic leaves the streets choked with traffic especially during the morning and afternoon commute, and special events. And, whether a sporting event, concert or protest, bicycle police have the unmatched ability to be in the center of crowds with the means to get to other areas quickly. Additionally, the e-bikes can support longer duration events since they can travel up to 50 miles on a single charge.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
While essential for community policing initiatives, bike patrols can be integrated into other operations and initiatives. Targeted enforcement, surveillance, traffic enforcement, and public order are just a few ways in which bike officers can be deployed. Even in unruly crowd situations, bike officers have a unique ability to develop a rapport with the members, defusing situations before they get out of control. When they do, bike patrol officers can not only maintain swift response times, but their bicycles can become a useful barrier; an effective crowd control tactic.

E-bikes are also cost effective; generally costing about the same as traditional police mountain bikes to maintain, in addition to being eco-friendly.

It is anticipated that e-bikes will prove adaptable to the downtown and MGM Springfield area, and beneficial to improving delivery of traditional and community police services, realizing operational efficiencies and effectiveness including remediation of traffic and crime issues centric to downtown and MGM Springfield.

3. **Vector Ballistic Protective Barrier**

The Springfield Police Department proposes to use this funding opportunity to purchase (15) Vector Ballistic Barriers.

The Vector Shield is a light-weight, low profile, arm-secured shield that provides mobile ballistic and blunt force to the upper body, face and neck of the officer.

The Vector is a life-saving de-escalation tool designed to create a peaceful resolution to confrontational interactions between the police and the public, while shielding the officer. The Vector shield serves as a de-escalation barrier in conjunction with officers’ de-escalation training so citizens can interact safely while both are protected. When used to aid de-escalation, the Vector barrier decreases the chance of injury or death to an officer, citizen, or dog.

Police officers observed holding a Vector barrier will appear less menacing and in-control to the public because he or she is maintaining distance and establishing a demarcated safety zone.

The Vector barrier is a lightweight, versatile, and maneuverable Level III ballistic-rated shield small enough to be stored in the patrol vehicles. The barrier also provides protection against knives, bats, bricks, needles, and dogs.

Currently, other agencies using the Vector barrier include the Massachusetts State Police and Department of Corrections.

It is anticipated that the acquisition of the barriers will support officers’ de-escalation aims and leave them and the public safer.

4. **Communication Microphone and Ear Pieces for ESU**

The Springfield Police Department requests Communication Ear Pieces compatible with existing Communication setup for all (22) Emergency Services Unit members. The ESU is regularly called upon for security at MGM sponsored events (Red Sox Winter Weekend, Concerts, Comedy Shows, Etc). In order to present a “Low Profile” appearance, ESU members avoid wearing full tactical equipment (such as helmets and communication headsets) and often have officers deploy in plain clothes/undercover capacity for surveillance purposes. With large crowds it becomes difficult to hear vital radio communication. With Ear Pieces compatible with ESU communication setup, it would allow ESU members to plug in the ear piece to

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
their current set up with the ability to “quick disconnect” and plug in helmet with headset if a situation unfolded that required a tactical response.

5. Sexual Assault Training/The National Cyber Crime Conference hosted by the MA Attorney General’s Office, which includes training in digital evidence for both law enforcement and prosecutors

The Springfield Police Department seeks funding to provide up to five (5) officers/detectives with Sexual Assault Investigator Training and/or attendance at the National Cyber Crimes Conference including the $475.00 pp. cost of attendance at the National Cyber Crime Conference.

Between January 1, 2023 and December 1, 2023, (31) various types of reported sexual assaults occurred in the Metro Unit’s patrol area (1 mile radius from MGM Springfield). In 2022, twenty-four offenses of this kind were recorded. The overwhelming majority of victims of sexual assault are statistically women and children. Many of these occurred in residences, schools, hotels, bars/nightclubs, and other entertainment venues. Others occurred in public spaces or vacant structures. The fourteen-acre MGM Springfield resort and hotel is centrally located in the Metro Unit patrol area and spans three downtown city blocks between Union Street to State Street and East Columbus Avenue to Main Street. Factors exacerbating these types of incidents are the large number of entertainment and lodging venues in the Metro Unit catchment area and its established drug-trade; elemental to the victimization of women patrons of these establishments and the volume of sexually-trafficked, drug-addicted women settled here. With an inside-out design and integrated gaming space and hotel, the troubles effecting Main Street regularly are often casted upon MGM-Springfield. For MGM-Springfield, this perception has sometimes unfairly become reality in the form of diminished patronage and guest confidence.

Department investigators have historically worked to support their state and federal (MSP -HRVU and Homeland Security) partners in addressing human trafficking. As previously mentioned, detectives recently aided a successful joint, state and federal, hotel-based “sting” operation that targeted the buyers of online commercial sex. Investigators are challenged to address a billion-dollar global sex trade industry that has the financial means to adapt and evade law enforcement through the use of cutting-edge technology, social media mainstreaming of sexual exploitation, online sites, tools to disguise illicit proceeds, and force, coercion, and intimidation of victims.

Comprehensive and timely investigation is paramount to the successful investigation of sexual offenses that Metro Unit officers are often the first responder to, this training is crucial. During the above time period, Metro Unit officers have been the first reporting officers to many of these incidents. Because offenses involving human trafficking and sexual assault are among the most complex and difficult types of crimes to investigate and prosecute, MPTC-Sexual Assault Investigator training will allow Metro Unit officers and detectives to best assist the victims and help hold accountable those persons who commit such heinous acts. The department proposes to utilize this grant opportunity to fund sending up to five (5) officers/detectives to the MPTC-Sexual Assault Investigator Course and National Cyber Crime Conference. In order to maintain operational readiness, backfill staffing will be utilized to cover attendees’ positions.

6. Crisis Intervention Team Training

The Springfield Police Department seeks funding to provide (8) officers with Crisis Intervention Team Training at the Western Mass CIT-TTAC site at the Holyoke Police Academy, Holyoke, MA.

Crisis Intervention Team Training (CIT) is a first-responder model of police-based crisis intervention training. It involves working in a team with mental health practitioners, law enforcement, medical personnel, and other first responders. The focus is to provide the best services possible to the individual in a mental health crisis. CIT training provides information to increase understanding of the dynamics of communication and
de-escalation strategies that can be implemented to assist in resolving a situation. The training is a specialized, 40-hour program for law enforcement officers, and in conjunction with robust community partnerships, the goal is to improve outcomes of encounters with people living with behavioral health challenges.

The Springfield Police Department fully agrees with national data reveals that officers who are trained in CIT have enhanced preparedness, greater confidence, and reduced social distance during encounters with individuals who have serious mental illness and substance use disorders. CIT training incorporates best practices that include instructing trainees in CIT-specific de-escalation techniques, maintaining an appropriate response level and assessing the need for use of force. The tenets are consistent with MPTC and POST policy directives. Training bolsters officer confidence and allows him/her to establish control over the situation. Greater confidence through increased understanding when attending to a behavioral health situation enables the officer to empower the person in crisis to make positive choices and affirming their personhood. Training also helps lessen the stigma of mental illness. Officers’ perspective on those persons in crisis is shaped through training and experiencing. The course curriculum includes blocks of instruction on responding to crisis calls involving traditionally disenfranchised and BIPOC, LGBQT, and homeless persons. These groups are represented in the city’s demographic at rates that eclipse state and national averages. It is crucial for our officers to foster trusting relationships with community members who have historically not always felt best treated or served by law enforcement. Officers will hopefully come to view treatment of persons in crisis in the same way as persons in medical distress.

The department has been a longtime funded partner of the Department of Mental Health (DMH) pioneered and currently uses the entirety of its current Co-Response grant award to fully fund the salaries of three (3) Behavioral Health Clinicians (BHN) who are stationed at the department’s Metro Unit and co-respond with officers citywide to crisis and other behavioral health calls. Given our great need for clinical support, current and entire award was allocated to pay for the salaries of our clinicians. Although the department has institutionally embraced CIT through policy adaptation and response continuum incorporation reflective of (http://cit.memphis.edu/pdf/CoreElements.pdf), we now lack the fiscal resource to absorb the cost of the necessary backfill/overtime needed to allow us to expand our CIT trained officer cadre (which stands at 155 officers, including some with advanced de-escalation training and Student Resource Officer (SRO)/Juveniles in Crisis training).

7. ALERRT Active Shooter Level 1 Train-the-Trainer.

The Springfield Police Department seeks funding to train (20) sworn personnel in ALERRT Active Shooter Level 1 training through the use of backfill staffing on an overtime basis.

ALERRT (Advanced Law Enforcement Rapid Response Training) is the national standard for Active Shooter Training. ALERRT offers free training to all law enforcement agencies. That being said, with 400+ Supervisors and Officers training requiring, it creates significant staffing issues to train all officers and would be a logistical issue to have all officers attend the course. This request is for overtime to cover vacancies created by Emergency Services Unit Supervisors and Officers to attend the ALERRT Active Shooter Level 1 Train-the-Trainer (Instructor) course (5 days) in order to then host in-house training and train all sworn members.

Since its opening, MGM Springfield has been the scene of two highly-publicized police/citizen use-of-deadly force engagements that arose after Gaming Enforcement Unit (GEU) personnel were called to respond to armed persons on site. In the first instance, the suspect who was ejected from the casino was armed with a flare gun which he used to shoot and seriously injure a GEU officer. In the second event, a male casino patron with a firearm threatened to use it against another patron following a dispute on the casino floor. GEU
personnel located the man off-property blocks away from the casino and were immediately fired upon by him, but unharmed. In another incident, a homeless male seeking shelter from the winter cold, used a golf club to smash out a window on the casino triggering a panicked response from patrons inside who feared they were caught in another of the nation’s endemic mass shootings. Certainly, the memories of the tragic events of the 2017 Las Vegas shooting weren’t far from the minds of first responders to these local incidents. For members of the GEU, Metro, and other officers, concern in exacerbated by their knowledge that firearms are routinely recovered from patrons’ vehicles in the casino’s parking garage. Thankfully, none of these occurrences were active shooter events, but they triggered a massive response from Springfield and State Police, fire, and EMS assets. While each public safety entity has different training and operational mandates, they are unified by a common goal to save lives.

8. Traffic Deployments

The Springfield Police Department is requesting overtime funding that will allow for approximately thirty-four (34) 4-hour deployments, consisting of Two (2) officers each, that will focus on traffic control and high visibility patrols in and around the MGM garage. The patrols will assist in releasing traffic from the MGM Parking Garage after the ending of large venue events.

As of November of 2023, MGM has reported an increase in vehicles parking at the MGM garage when large venue events are occurring at the Mass Mutual Center. MGM staff has requested the Metro Units assistance with traffic control after such events to assist exiting vehicles onto surrounding streets and prevent patrons from being stuck in the parking garage for hours at a time, unable to exit. There is a minimum of (34) large venue events that are expected to take place over the course of 2024 that will require assistance in expediting the flow of traffic out of the MGM garage and onto surrounding streets and intersections, which is when these deployments would occur. Additionally, construction of a new state-of-the art, 800-900 space multi-use Massachusetts Convention Center Authority is underway and slated for completion in late 2024/early 2025. This parking garage replaces the former Civic Center Parking Garage and will serve as the primary parking site for the Mass Mutual Center; a locality that MGM Springfield through award of a Venue Management Contract continues to manage. Since 2017, when MGM Springfield initially assumed management of the Mass Mutual Center, the venue has hosted over 730 events that have attracted over one million people to the Greater Springfield area (despite the impacts of Covid-19). Emerging from the pandemic, MGM Springfield has continued to expand its operating hours and amenities, as well as the quantity and quality of world class entertainment and events, and the number of meetings and conventions.

Thus far in 2023, the city recorded one of its eighteen (18) fatal crashes in October 2023 when a man was struck by a vehicle while crossing a section of State Street, blocks away from MGM Springfield. Additionally, in that same time period, (35) crashes involving a pedestrian occurred within a mile of MGM Springfield.

In 2021, 1,100 calls for service were recorded within 500 feet of MGM, and in 2022, there were over 1,900 calls for service, an increase of 600 calls. In 2023 Y-T-D, 2,778 calls for service were recorded. These calls included disturbances, gun calls, stolen vehicles, breaking and entering motor vehicles, shots fired, and robberies. In 2022, there were also seven (6) illegally possessed or improperly stored firearms recovered from vehicles parked in the MGM garage. In 2023 Y-T-D, fifteen (22) illegally possessed or improperly stored handguns have been seized in the garage. The role of the MGM Gaming Unit has continued to expand as suggested by the previous data. The Gaming Enforcement Unit would benefit from reinforcement during occasions of increased patronage at the MGM garage. These additional officers will also conduct high visibility patrol of and around the MGM parking garage.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
9. Anti-John Deployments/Sex Trafficking Deployments

The Springfield Police Department is requesting funding that will allow for approximately (4) deployments of 4 hours each, comprised of twenty (20) officers, two (2) Sergeants, one (1) Lieutenant, and one (1) Captain, to conduct "John" sting operations in the immediate vicinity of the MGM Casino. (Flat $18,000 requested) and/or to conduct and oversee investigations into sexual trafficking, as directed by a Special Victims Unit supervisor.

Over the past two years, the Springfield Police Department has conducted "sting operations" targeting individuals who drive the sex trade by increasing demand for purchase of commercial sex acts in Metro Division area of Springfield. In 2021, 7 such deployments resulted in 52 arrests of individuals who were attempting to solicit sex, and in 2022, 4 deployments resulted in 34 arrests. These deployments have historically been paid from City coffers, and as such are limited by funding limitations, which resulted in the drop from 2021-2022. In 2023 Y-T-D, 5 deployment resulted 43 arrests of individuals attempting to solicit sex. Springfield seeks to combat the ever-increasing demand for commercial sex by the number of deployments to at least 6. Funding received by the Community Mitigation Fund for these deployments would be used to complement rather than supplement the City's budget for these deployments and would result in a direct increase in the number of planned "sting operations."

The Springfield Police Department also hopes to embrace a multi-faceted approach to sex trafficking. According to the Trafficking in Persons Report composed by the State Department, 79% of human trafficking is the sexual type. As such, detectives from the department's Special Victims Unit (SVU), Firearms Identification Unit (F.I.U.) and Youth Aid Bureau (Y.A.B.) will investigate criminal enterprises that profit from sex trafficking and following up on police intelligence including a review of missing juvenile persons reports, and referrals from family and service provider sources about members of this cohort thought to be sexual exploited and involved in the city's sex trade. These investigations are specialized and time-intensive.

For both "sting operations" and sexual trafficking investigations, the Springfield Police Department will be aided by their unfunded state, federal, and county law enforcement partners from the Massachusetts State Police – High Risk Victims Unit, Homeland Security, and the Hampden County Sheriff's Department. In fact, this partnership was leveraged during a recent investigation into online commercial sex activity at a city hotel located less than a mile from MGM Springfield.

The deployments and investigations are anticipated to cause a reduction in the demand for commercial sexual activity and the identification of persons engaged in an evolving sex trafficking industry in the area of MGM Springfield.

10. Homeless Outreach Deployments

The City of Springfield is requesting personnel funding for two (2) Patrol Officers and 1 Supervisor, for (60) deployments of 4 hours each to assist in Homeless Outreach.

The Metro Unit's catchment area features the highest and most visible concentration of homeless persons and illicit substance users, many of whom suffer from co-occurring mental health issues. Per the City of Springfield's Office of Housing, Hampden County reported 427 chronically homeless individuals in FY22, with the vast majority located in or coming through Springfield due to the number of social service agencies and since it serves as a central location for people seeking illegal drugs. In FY22, Springfield had identified 37 unsheltered individuals, an increase of 21 persons over the FY21 number (16).

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
A report (https://www.westernmahousingfirst.org/wp-content/uploads/2023/05/WMNEH-Annual-Regional-Gathering-2023-5-12.23.pdf) by Western Massachusetts Network to End Homelessness found 3,305 people were experiencing in 2023. This is the highest homeless count in Western Massachusetts in the last five years. Regionally, the study revealed an approximately 150 percent increase in unsheltered homeless persons from 2021 to 2023. Additionally, the report indicated that people of color are overrepresented in the region's homeless population, with some 49 percent of the homeless population in Western Massachusetts identifying as Hispanic, and 23 percent was Black. These numbers are telling and worrisome given the City's almost identical racial demographic that shows 49 percent of residents identify as Hispanic, and 18.6 percent identify as Black.

In another report published online by USA by Numbers in early 2023, the City of Springfield ranked 17th highest for rate of homeless in cities across the country. The national average for rate for homelessness (based on counts per every 100,000 persons) is 170. According to this measure, the city's rate of homelessness is a staggering 324; nearly twice the national average.

These eye-popping statistics are of little surprise but great alarm to the city's Office of Housing and Police Department. Emergency shelters statewide are at or over capacity, according to a report that aired on WBUR/All Things Considered in November 2023, and on the brink of crisis. Additionally, the state's family shelter system recently reached the cap of families it can admit.

The data and shelter crisis spells bad news for a city which has long experienced a rate of homelessness among the highest in the state and New England. Anecdotally, the police department has recognized a conspicuous increase in the number of homeless persons in close proximity to MGM Springfield. Patrons of MGM Springfield - whether on foot or stopped in traffic on major roadways around the casino – are viewed as potential donounts by any of the roughly dozen panhandlers operating daily in the resort’s shadow. Additionally, police investigation has attributed a sizeable share of the large amount of vehicle breaking and entering incidents that occur around MGM Springfield to a select number of homeless persons. Furthermore, in an informal survey of the downtown business community by Metro Unit officer, the group overwhelmingly cited issues of nuisance crimes (panhandling, loitering on private property, open-air drinking of alcohol and drug use, and public toilieting) by homeless persons as the most pervasive and deleterious.

To address the City’s mental health issues, four (4) BHN Co-Response crisis clinicians are based out of the Metro Unit substation - a block away from the MGM Casino resort. As such, the Metro Unit is uniquely qualified to help deliver, with BHN clinicians and other stakeholders, wraparound services to members of underserved populations. This initiative will vastly reduce the number of problem engagements with the homeless/co-occurring mental health/addicted population in and around the MGM Casino resort.

The Metro unit will deploy officers, along with clinicians from the Behavioral Health Network, to locate and identify homeless individuals who are in need of mental health, addiction, or housing support services. The Metro Unit will leverage its long-standing partnership with the Behavioral Health Network to direct targeted outreach to homeless and other disenfranchised persons in the area of whose addiction and/or mental health issues put them at risk for entry into and sustained engagement with the criminal justice system. With a twenty-four-hour operational window, the MGM Casino resort attracts disenfranchised persons who lack adequate shelter and resource. Rather than trying in vain to make arrests related to the public health crisis that homelessness, addiction, and mental health issues have become, the Metro Unit proposes to use this funding opportunity to holistically divert this population away from a criminal justice system they are exposed to far too often.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
An average deployment will be twice a week, four (4) hours long and consist of (2) officers and (1) supervisor on an overtime basis. Metro Unit officers will deploy to known locations (public, open-air, and/or quasi-public "right of access" spaces) in the downtown and riverfront area used as living or gathering places for unsheltered persons, with a focus on MGM Casino and the immediate surrounding area, which receives a higher population of unsheltered individuals due to their hours of operation. Unsheltered persons will be referred to our Office of Housing's Continuum of Care 'CoC' program service providers and additionally supported by SPD Hub+Cor and Co-Response initiatives. Through intentional engagement and intensive supports to the target population, we will identify those persons whose mental health/addiction issues have left them acutely destabilized and at risk to themselves and others, and direct them to support services. Deployments will be responsive to CoC manager and provider partners to address emergent and other situations involving unsheltered persons as directed by the CoC manager. Metro Unit officers will generate and supply the CoC manager with a general activity report following each deployment. We believe this funding opportunity supports innovative programming that has the potential to substantially improve the lives of some of our most vulnerable community members.

### Proposed MGC Grant Budget

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

<table>
<thead>
<tr>
<th>Description of Purchase/Work</th>
<th>Timeline</th>
<th>QTY</th>
<th>Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vigilant Mobile LPR-2 Camera Package</td>
<td>ASAP</td>
<td>6</td>
<td>$79,060.00</td>
</tr>
<tr>
<td>Recon Power (Electric) Bikes</td>
<td>ASAP</td>
<td>2</td>
<td>$12,302.98</td>
</tr>
<tr>
<td>Vector Ballistic Barriers</td>
<td>ASAP</td>
<td>15</td>
<td>$37,500.00</td>
</tr>
<tr>
<td>Sexual Assault Training/Cyber Crimes Conference</td>
<td>ASAP</td>
<td>5</td>
<td>$12,187.05</td>
</tr>
<tr>
<td>Crisis Intervention Training</td>
<td>ASAP</td>
<td>5</td>
<td>$19,500.00</td>
</tr>
<tr>
<td>ALEHRT Active Attack Integrated Response Responder Training</td>
<td>ASAP</td>
<td>20</td>
<td>$55,000.00</td>
</tr>
<tr>
<td>Overtime Deployments: Traffic, Anti-John, and Homeless Outreach</td>
<td>ASAP</td>
<td>98</td>
<td>$87,280.00</td>
</tr>
<tr>
<td>Microphone and Earpiece Dynamic</td>
<td>ASAP</td>
<td>22</td>
<td>$8,074.00</td>
</tr>
</tbody>
</table>

| TOTAL:                                                           |          |     | $310,904.03 |

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
## (6) 2 cam L5M Systems with Lightbar Brackets

**LEARN Account**

**Year 1 Licensing included**

**Licensing Includes:** all software Updates, Unlimited Storage, Unlimited Retention

<table>
<thead>
<tr>
<th>Qty</th>
<th>Item #</th>
<th>Description</th>
<th>Hardware</th>
</tr>
</thead>
<tbody>
<tr>
<td>(6)</td>
<td>Mobile LPR SYS-1</td>
<td>Mobile LPR 2-Camera L5M High-Definition System (Expandable to 4 Cams)</td>
<td>Qty=2 12mm lens package</td>
</tr>
<tr>
<td></td>
<td>CDM-2-33-L5M</td>
<td></td>
<td>VLP-5200 Processing Unit</td>
</tr>
<tr>
<td></td>
<td>Unit = $10,000.00 Each</td>
<td></td>
<td>Wiring harness w/ ignition control (Direct to Battery)</td>
</tr>
<tr>
<td></td>
<td>Sell = $5,000.00 Each</td>
<td></td>
<td>o Single point power connection</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Field installed GPS antenna</td>
</tr>
<tr>
<td></td>
<td></td>
<td><strong>Software:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>o CarDetector Mobile LPR software application for MDC unit</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>o LPR vehicle license plate scanning / real time alerting</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Full suite of LPR tools including video tool set</td>
<td></td>
</tr>
</tbody>
</table>

| Subtotal Price (Excludes sales tax) | $30,000.00 |

<table>
<thead>
<tr>
<th>Qty</th>
<th>Item #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>(6)</td>
<td>VS-LBB-01-E</td>
<td>LPR Camera Mounting Brackets - Light Bar Mounting Style - Single Bracket</td>
</tr>
<tr>
<td></td>
<td>Unit = $570.00 Each</td>
<td>LPR Camera Mounting Bracket - Rooftop under light bar</td>
</tr>
<tr>
<td></td>
<td>Sell = $285.00 Each</td>
<td>Compatible with most Whelen/Code3 Light Bars</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Mounts up to two (2) LPR cameras on one side of vehicle</td>
</tr>
</tbody>
</table>

<p>| Subtotal Price (Excludes sales tax) | $1,710.00 |</p>
<table>
<thead>
<tr>
<th>Qty</th>
<th>Item #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>SSU-SYS-COM</td>
<td>Vigilant System Start Up &amp; Commissioning of 'In Field' LPR system</td>
</tr>
<tr>
<td></td>
<td>VS-TRVL-01</td>
<td>Vigilant Travel via Client Site Visit</td>
</tr>
<tr>
<td></td>
<td>VS-SHP-01</td>
<td>Vigilant Shipping Charges - Mobile</td>
</tr>
</tbody>
</table>
## Mobile Comp

<table>
<thead>
<tr>
<th>Qty</th>
<th>Item #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>(5)</td>
<td>VS-MC-MP.H</td>
<td>Multi-Plate Upgrade Single User License (with Vigilant Licensed Hardware)</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Mobile Companion license Upgrade for one (1) User</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Upgrade allows unlimited use of multi-plate Scan feature</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Requires existing Mobile Companion License</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Priced is per license</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Billed annually as a Subscription</td>
</tr>
</tbody>
</table>

Subtotal Price (Excludes sales tax) $0.00

## IDP

<table>
<thead>
<tr>
<th>Qty</th>
<th>Item #</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>(1)</td>
<td>VS-IDP-02</td>
<td>Investigative Data Platform - Annual Subscription for 501 to 1,000 Sworn - State and Local</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Commercial LPR Data access - For 501 to 1,000 Sworn</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Access to all Vigilant commercially acquired national vehicle location data</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Unlimited use by authorized agency personnel to complete suite of LEARN data analytics</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Includes full use of hosted/managed LPR server account via LEARN</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• ComparisonManager with public mugshot gallery Access For 501 to 1,000 Sworn</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Access to all agency/shared images and public mugshot gallery</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Unlimited use by authorized agency personnel to all ComparisonManager tools</td>
</tr>
<tr>
<td></td>
<td></td>
<td>o Image gallery of up to 5,000 images</td>
</tr>
</tbody>
</table>

Subtotal Price (Excludes sales tax) $32,750.00

### Quote Notes:

1. This Quote will expire in 90 Days from the date of the Quote.
2. All hardware component/s to have standard One (1) year hardware warranty.
3. All software to have standard one (1) year warranty for manufacturer defects.
4. This Quote is provided per our conversation & details given by you - not in accordance to any written specification.
5. This Quote does not include anything outside the above stated bill of materials.
6. MSI's Master Customer Agreement: https://www.motorolasolutions.com/en_us/about/legal.html (and all applicable addenda) shall govern the products & services and is incorporated herein by this reference. Any free services provided under this offer are provided AS IS with no express or implied warranty
7. Quote based on PSE-01 pricing and terms. Supersedes all other referenced terms and conditions.
8. 90-day validity is for standard pricing only. Quote with promotional pricing expires on December 27, 2023

Quoted by: Liam Dennehy - Inside Territory Sales - 925-398-2079 - Liam.Dennehy@motorolasolutions.com

Total Price $79,060.00 (Excludes sales tax)
Quotation

Quote Number: 4924
Quote Date: Nov 30, 2023
Page: 1

Quoted To:
Springfield Police Department
130 Pearl Street
Springfield, MA 01105
Anthony DiSantis

<table>
<thead>
<tr>
<th>Customer ID</th>
<th>Good Thru</th>
<th>Payment Terms</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPR1003</td>
<td>12/30/23</td>
<td>Net 30</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Quantity</th>
<th>Item Code</th>
<th>Description</th>
<th>Unit Price</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.00</td>
<td>B-INTERCEPTORBLK</td>
<td>Item: Interceptor Power Bike-Black/1,000 Mid-Driven Motor, Includes 48V 14.0 Ah Battery, Law Enforcement Model, 17&quot; Frame.</td>
<td>3,895.00</td>
<td>7,790.00</td>
</tr>
<tr>
<td>2.00</td>
<td>A-MPOWERKIT4</td>
<td>Item: SoundOff mPower 4x2 Light and Siren Kit, Quad Upfit/4 Front, Back, Side Lights, Siren, Powered by Bike, Scene Lighting, 1,836 LM per Light.</td>
<td>999.00</td>
<td>1,998.00</td>
</tr>
<tr>
<td>2.00</td>
<td>A-POLICEBAG</td>
<td>Item: Police Bag</td>
<td>129.99</td>
<td>259.98</td>
</tr>
<tr>
<td>2.00</td>
<td>A-BAT48V140AH</td>
<td>Item: Battery (48 Volt, 14.0 Amp Hour)</td>
<td>599.00</td>
<td>1,198.00</td>
</tr>
<tr>
<td>1.00</td>
<td>A-HITCHHAULER</td>
<td>Item: Hitch Hauler, Standard, Ability to Carry Two E-Bikes</td>
<td>449.00</td>
<td>449.00</td>
</tr>
<tr>
<td>1.00</td>
<td>S-WEBEXTRAINING</td>
<td>Recon Power Bikes Webex Training</td>
<td>250.00</td>
<td>250.00</td>
</tr>
<tr>
<td>2.00</td>
<td>S-ASSEMBLY-TESTING</td>
<td>Assembly, Testing, Uplifting, Shipping or Delivery of Bikes (Per Bike)</td>
<td>179.00</td>
<td>358.00</td>
</tr>
</tbody>
</table>

FOB: Fort Wayne, Indiana

Unless otherwise stated, freight charges are not included. If you'd like to place an order, please contact Becca Warren at admin@reconpowerbikes.com

Subtotal 12,302.98
Sales Tax
TOTAL 12,302.98
## Quote

**Date**: 12/4/2023  
**Quote #:** 44389

### Name / Address

Springfield Police Department  
130 Pearl Street  
Springfield, MA 01105  
413-787-6302

### Description

<table>
<thead>
<tr>
<th>Description</th>
<th>Qty</th>
<th>Rate</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vector Protective Barrier TM Emotionally Disturbed Person (EDP) De-Escalation, Counter-Ambush and Active Shooter Response Kit with 20 year warranty on the shield</td>
<td>15</td>
<td>3,500.00</td>
<td>52,500.00</td>
</tr>
<tr>
<td><strong>ALERRT DISCOUNT</strong></td>
<td>15</td>
<td>-1,000.00</td>
<td>-15,000.00</td>
</tr>
<tr>
<td><strong>INCLUDES:</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>NIJ Level III Steel Core Vector TM Protective Barrier</td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>In-person shield de-escalation &amp; active shooter/counter ambush training at department</td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td><strong>Tactical flashlight with mount</strong></td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Vector TM Active Shooter Disorienting Dazzle Cover - Standard &quot;STATE POLICE&quot;- Custom covers $50</td>
<td>15</td>
<td>50.00</td>
<td>750.00</td>
</tr>
<tr>
<td>Set Up for Custom Active Shooter Disorienting Cover $50 NC</td>
<td>1</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>2-point sling for covert carry or rapid deploy tethers for MOLLE chest rigs</td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Seat-mounted carrier bag</td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Vector TM Electronic Training Manual - No Charge - Printed copies $50 each</td>
<td>15</td>
<td>0.00</td>
<td>0.00</td>
</tr>
<tr>
<td>Ground UPS</td>
<td>15</td>
<td>26.75</td>
<td>401.25</td>
</tr>
</tbody>
</table>

Quotes are good for 45 days. Please call 239-281-8669 with questions. Thank you!

### Subtotal

$38,651.25

### Sales Tax (0.0%)  

$0.00

### Total

$38,651.25
### Shipping Information
Matthew Benoit  
City of Springfield, MA Police Department  
130 Pearl Street  
Springfield MA 01105  
United States  
Tel. +1 413-636-5893

### Customer Information
mbenoit@springfieldpolice.net

### Payment
Valid for 30 Days

### Shipping Method
UPS® Ground

### Items
<table>
<thead>
<tr>
<th>Description</th>
<th>Price</th>
<th>Tax</th>
<th>Qty</th>
<th>Item Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Microphone and Earpiece Dynamic (Military Impedance)</td>
<td>$367.00</td>
<td>$0.00</td>
<td>20</td>
<td>$7,340.00</td>
</tr>
<tr>
<td>SKU: TEC-TP-MIC6-EP16-A-D</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes
This quote is valid for 30 days before it expires.  
Please allow +/-4 week lead time on these products.

### Subtotal
$7,340.00

### Shipping
$919

### Massachusetts State Tax % 0.0%
$0.00

### Total (USD)
$7,349.19

---

Note that this quotation is valid for a period of 30 days. After this period, prices and availability may be subject to change. If you have any questions or require further clarification regarding the quotation, please do not hesitate to contact us. We would be happy to assist you. Ready for your work™

DISCO32®
108 Vann Place, Aberdeen, NC, 28315, United States
DUNS: 05-684-0824 CAGE: 94P09 UEI: QFVGGGA895DU9
global@disco32.com
www.disco32.com
Part C- Public Safety

Project Name: Extrication Tools for Casino Area Apparatus

Please provide below the contact information for the individual managing this aspect of the grant

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Bernard J Calvi</td>
<td>Name: Darcy Borecki</td>
</tr>
<tr>
<td>Title: Fire Commissioner</td>
<td>Title: Administrative Analyst</td>
</tr>
<tr>
<td>Department: Fire Department</td>
<td>Department: Fire Department</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:bcalvi@springfieldcityhall.com">bcalvi@springfieldcityhall.com</a></td>
<td>Email Address: <a href="mailto:dborecki@springfieldcityhall.com">dborecki@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: (413) 787-6411</td>
<td>Telephone: (413) 787-2422</td>
</tr>
<tr>
<td>Address: 605 Worthington Street, Springfield MA</td>
<td>Address: 605 Worthington Street, Springfield MA</td>
</tr>
</tbody>
</table>

I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 12-13). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

The operation of MGM Springfield is having an adverse impact on the Springfield Fire Department's annual budget. Since opening, emergency response calls to the casino and the 5-block area of the casino footprint have increased. This influx of calls is in contradiction to the historical responses to this area in prior years.

Before MGM Springfield opened, we responded to an average of 15,447 emergency response calls each year. Since MGM Springfield has been open to the public, we've responded to an average of 18,379 emergency calls per year for the past 3 years. This increase has put a strain on the department's resources.

With the increase of emergency calls, we have seen an increase in extrications because more people are driving to visit the casino. This has caused the department to utilize our extrication tools more frequently due to an increase in car accidents. In addition, the need for efficient equipment has also increased.

Per MFIRS data, the average call volume for the City of Springfield Fire Department was 15,447, which included 8,224 “type 300” (medical) calls per year for 2016 and 2017. After MGM Springfield opened, the average call volume for the City of Springfield Fire Department increased substantially. Per MFIRS data, the average call volume was 18,379, which included 10,347 “type 300” (medical calls) per year for the past 3 years. This indicates that the casino opening has continued to have a direct impact on medical calls for the department.

Our use of extrication equipment at these calls continues to climb, going from 25 uses in 2017 (prior to the casino opening) to over 60 uses per year in the past 3 years.

II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
This mitigation request will address the impact indicated by providing us with the tools needed to perform extractions efficiently. The appropriate and efficient deployment of this equipment can make the difference between a life-or-death situation.

Although we replaced 1 set of jaws with prior Special Impact funding, our remaining current equipment averages over 17 years old, is used over 60 times every year, and services the response area of the casino. Replacing our antiquated, inefficient equipment that is prone to breakdown has become a clear, high priority need.

Our Fire Repair Supervisor has indicated that as our current jaws continue to age and as new technology becomes available, they become less efficient for our needs. Our remaining equipment is cumbersome and gas powered. In addition, since it’s aging, its repair cycles continually increase. It takes a longer amount of time to procure necessary parts for repair, which in turn takes this equipment out of service for a longer than normal amount of time. This requires us to deploy apparatus from second due response areas to use this equipment during critical incidents when such imperative equipment is out of service.

Our current equipment takes 2-3 minutes to deploy because of its power source. Since the new jaws are battery operated, deployment is automatic, and this decrease in deployment time is crucial during critical incidents. It’s an all-in-one tool, compact, takes up less space on our apparatus, is lighter in weight, easier to pass through vehicles, and overall, more efficient.

Additionally, our current equipment lacks mobility. The new equipment is mobile and will allow us to more efficiently serve casino patrons in and outside of the MGM Casino building and in the parking garage.

Our proposed remedy is to acquire 2 Genesis eForce Cutters, 2 Genesis eForce Spreaders, 2 Genesis eForce Telescopic Rams (this group of equipment is commonly known as “the jaws of life”), along with their supporting 2 Genesis 3 Bay Battery Chargers, and 6 Milwaukee/Genesis Batteries, to more efficiently carry out extrication incidents. These 2 sets of jaws will be assigned to the Rescue Squad and TAC-1 which primarily respond to the casino area.

This grant funding and investment in new equipment will increase efficiency within our department and at critical incidents, and will allow us to better (and more quickly) serve the needs of the casino’s guests.

<table>
<thead>
<tr>
<th>Description of Purchase/Work</th>
<th>Timeline</th>
<th>QTY</th>
<th>Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genesis eForce C236 SL-3 NXTGEN Cutter</td>
<td>Within 120 days of receipt of the grant funding</td>
<td>2</td>
<td>$29,620.00</td>
</tr>
<tr>
<td>Genesis eForce S54 SL-3 Spreader</td>
<td>Within 120 days of receipt of the grant funding</td>
<td>2</td>
<td>$32,990.00</td>
</tr>
<tr>
<td>Genesis eForce 22&quot;-54&quot; Telescopic Ram</td>
<td>Within 120 days of receipt of the grant funding</td>
<td>2</td>
<td>$25,474.00</td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
<table>
<thead>
<tr>
<th>Product Description</th>
<th>Quantity</th>
<th>Unit Price</th>
<th>Total Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genesis 3 Bay 28V Battery Charger</td>
<td>2</td>
<td>$990.00</td>
<td>$1,980.00</td>
</tr>
<tr>
<td>Milwaukee/Genesis M23 5Ah Battery</td>
<td>6</td>
<td>$2,370.00</td>
<td>$14,220.00</td>
</tr>
<tr>
<td><strong>TOTAL:</strong></td>
<td></td>
<td></td>
<td><strong>$91,444.00</strong></td>
</tr>
</tbody>
</table>

**Part D- Gambling Harm Reduction**

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Thank you for contacting New England Fire Equipment & Apparatus Corporation. Our goal is to be your first and only choice for all of your fire equipment, apparatus and service needs. You will find the quote that you requested attached to this email. If you have any questions, or there is anything else I can assist you with, please let me know.

Best Regards & Stay Safe

Randy Crowe
New England Fire Equipment & Apparatus Corporation
Randy Crowe
Cell: 401-481-8999
RCrowe@NEFEA.com
Tel - 203.239.5678
www.NEFEA.com

A
Akron Brass
AEP
Air Systems International
American Trademark
Argus Thermal Imagers
Alco - Lite Ground Ladders
Avon Protection

B
Buckeye
Blowhard Fan

C
CET
Challenger FE Door
ChemGuard Foam
Circle D Lights
Clarion
CMC Rescue
Class 1, Inc.
Code 3
Command Light, SVL
CrossFire
Custom FRP Water Tanks

D
Dragon Fire
Drager
Duo Safety - Ground Ladders

E
Elkhart Brass
Extenda-Lite

F
Federal Signal
Firehooks Unlimited
FoxFury
Fire Research Corp.
Flameout Foam
Foam Pro Foam Systems
Salt Dr. Tools

G
Germotor Harness
Genesis Rescue Tools
Groves (Ready Rack)
Glass Master (Wehr)

H
Hale Products
Hannay Reels
Harrington, Inc.
Harrison
Howell Rescue Systems
Havis
Husky Portable Containment

I
Iron Duck

J
Junkin

K
Kay Fire Hose
Kochek Company
KONG USA
Kussmaul

L
Lifeline Rescue Tools

M
Majestic Fire Apparel
Masimo
Mercedes Fire Hose

N
North American Rescue
Nightstick

O
Onspot Chains

P
Pac Mounting Brackets
Panther Compressors
Paul Conway
Petzl
Phoenix Wheel Covers

Q
Qualatel
Quaker Safety/Crewboss

R
RamFan
Rescue Systems
RKI
Rock Exotica
ROM

S
Set-Corn
Shelby Gloves
Smart Power
Sterling Rope
Super-Vac

T
Tele-Lite
Task Force Tips
Technimeter
TL-9
TNT Tools
True North Gear

U
UPF Water Tanks
US Armor
Unifire

W
Waterous
Weddle Tool Weldon

Z
Zico
Zephyr
New England Fire Equipment and Apparatus Corporation
10 Stillman Rd
North Haven, CT 06473
United States
T: 1-203-239-5678

Prepared for
Springfield Fire Department
Bernard Calvi
605 Worthington St
Springfield, MA 01105
United States
T: 413-750-2444
E: bcalvi@springfieldcityhall.com

New England Fire Equipment and Apparatus Corporation
Quote RANDY CROWE

<table>
<thead>
<tr>
<th>Product</th>
<th>Item</th>
<th>Qty</th>
<th>Price</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Genesis eForce C236 SL-3 NXTGEN Cutter</td>
<td>2</td>
<td>$14,810.00</td>
<td>$29,620.00</td>
<td></td>
</tr>
<tr>
<td>Code: ART.109.351.4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="#">C236-SL3-Nxtgen-Cutsheet.pdf</a> (167 KB)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Genesis eForce S54 SL-3 Spreader</td>
<td>2</td>
<td>$16,495.00</td>
<td>$32,990.00</td>
<td></td>
</tr>
<tr>
<td>Code: ART.109.173.5</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="#">S54-SL3-Cutsheet-1.pdf</a> (181 KB)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Genesis eForce 22&quot;-54&quot; Telescopic Ram</td>
<td>2</td>
<td>$12,737.00</td>
<td>$25,474.00</td>
<td></td>
</tr>
<tr>
<td>Code: ART.107.834.2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><a href="#">2254_Telescopic_Ram_ef2_cutsheet_art1078342-2.pdf</a> (208 KB)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type</td>
<td>Item</td>
<td>Qty</td>
<td>Price</td>
<td>Total</td>
</tr>
<tr>
<td>--------</td>
<td>-------------------------------------------</td>
<td>-----</td>
<td>--------</td>
<td>---------</td>
</tr>
<tr>
<td>Product</td>
<td>Genesis 3 Bay 28V Battery Charger</td>
<td>2</td>
<td>$495.00</td>
<td>$990.00</td>
</tr>
<tr>
<td>Code:</td>
<td>ART.105.410.9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>3_Bay_Charger_GENESIS_cutsheet_art1054109-3.pdf</td>
<td></td>
<td>(206 KB)</td>
<td></td>
</tr>
<tr>
<td>Product</td>
<td>Milwaukee/Genesis M28 5Ah Battery</td>
<td>6</td>
<td>$395.00</td>
<td>$2,370.00</td>
</tr>
<tr>
<td>Code:</td>
<td>50-11-2855</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>M28_Milwaukee_28V_5Ah_battery-1.pdf</td>
<td></td>
<td>(157 KB)</td>
<td></td>
</tr>
</tbody>
</table>

*Non-taxable item*

Total One-Time: $91,444.00 USD

Please contact us if you have any questions.

**Comments**

Mass State Contract PSE01

5% Discount if ordered before 12/31/2023

**Cost Breakdown**

<table>
<thead>
<tr>
<th>Type</th>
<th>One-Time Fees</th>
</tr>
</thead>
<tbody>
<tr>
<td>Product</td>
<td>$91,444.00</td>
</tr>
<tr>
<td>Total</td>
<td>$91,444.00 USD</td>
</tr>
</tbody>
</table>
**Project Name:** Springfield Young Adult Gambling Project

Please provide below the contact information for the individual managing this aspect of the grant

<table>
<thead>
<tr>
<th>Project Contact</th>
<th>Additional Project Contact (if applicable)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name: Theresa Glenn</td>
<td>Name: Helen Caulton-Harris</td>
</tr>
<tr>
<td>Title: Project Coordinator</td>
<td>Title: Commissioner</td>
</tr>
<tr>
<td>Department: Springfield Department of Health and Human Services</td>
<td>Department: Springfield Department of Health and Human Services</td>
</tr>
<tr>
<td>Email Address: <a href="mailto:tglenn@springfieldcityhall.com">tglenn@springfieldcityhall.com</a></td>
<td>Email Address: <a href="mailto:hcaulton@springfieldcityhall.com">hcaulton@springfieldcityhall.com</a></td>
</tr>
<tr>
<td>Telephone: 413 750-2065</td>
<td>Telephone: 413 787-6456</td>
</tr>
<tr>
<td>Address: 311 State Street, Springfield, MA 01105</td>
<td>Address:</td>
</tr>
</tbody>
</table>

I. Please use the space below to identify the impact of the gaming establishment on your municipality. You may use the impacts identified in the FY 2025 Guidelines relevant to this category (Page 14-15). If you are using an impact not identified in the guidelines, please use the space below to identify the impact. Please provide documentation or evidence that gives support for the determination that the operation of the gaming facility caused or is causing the impact (i.e., surveys, data, reports, etc.)

**Problem Gambling Among Young Adults**

Since the MGM Resort Casino opened its doors in 2018, thousands of individuals visit the casino each year. While many may be considered recreational gamblers, research shows that a percentage of Massachusetts residents who gamble are at risk for problem gambling or already have a gambling addiction. According to research by the University of Massachusetts, Amherst, 2.0% of Massachusetts adults are problem gamblers. Additionally, 8.4% of adults in the State are at risk of developing a gambling problem or gambling disorder (Volberg et al., 2017).

To date, little is known about how the presence of the MGM resort casino in Springfield affects the gambling behavior of Springfield young adults. Although it is illegal for young people under the age of 21 in Massachusetts to gamble at a casino, young people experience heavy media advertisement campaigns of casino and sports betting venues. They also witness the gambling behaviors of others, including members of their intimate and community social networks. The MGM Resort Casino helps to normalize gambling as a socially acceptable form of entertainment in Springfield.

Young adults, defined here as 18–24 years of age, are known to be at risk for problems gambling because of cognitive immaturities and lack of development of executive function. These factors increase impulsivity and risk-taking behaviors (Chambers & Potenza, 2003). This vulnerability may increase as gambling opportunities for young people increase online, via video gaming and most recently with the addition of legalized sports betting in Massachusetts.

Gambling disorder is considered an addictive behavior that causes disruptions to many areas of life: psychological, physical, vocational, financial and social. Individuals with a gambling disorder, as well as those with less severe problem gambling, have an increasing preoccupation with gambling. This can lead to adverse consequences for the individual, their family and friends, and their community.

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Among young adults, research has identified that gambling participation typically increases during adolescence and peaks in young adulthood, when risk for gambling problems is also increased (Delfabbro, King, & Griffiths, 2014; Volberg et al., 2010). In addition, online gambling is one of the strongest predictors of gambling problems in young adults (Responsible Gambling Council, 2016). Players 18–20 years are significantly more likely to have chased their losses and bet more than they could afford (Ibid.)

Additional studies show that youth and college age students engage in gambling activities, and are at risk for problem gambling (Werner et al., 2020). Individuals who have a parent with a gambling problem are more likely to have problems too (Black et al., 2019, Nowak, et al., 2014, Derevensky et al., 2015).

In addition to casino gambling, young adults are increasingly exposed to free and paid online gambling such as online casino gambling and sports betting. An area of increasing concern is video gaming which offers in-game purchases that mirror gambling. Though the primary area of focus of this proposal is problem gambling, it is important to note that the introduction of “gambling” features by the gaming industry blur the line between gaming and gambling (Zerdle & Bowden-Jones, 2019). Recent research (Coelho et al., 2022) has found that gamers who buy video game ‘loot boxes’ are up to two times more likely to gamble.

**Young Adult Gambling Project (YAGP) Community Based Participatory Research (CBPR) Plan**

In 2023, the Young Adult Gambling Project (YAGP) was established with a grant award from the MGC FY 2023 Community Mitigation Fund to the Springfield Department of Health and Human Services and its partners, University of Massachusetts, Amherst, Center for Community Health Equity Research, (CCHER), School of Public Health and Health Sciences and the New North Citizens’ Council (NNCC) of Springfield, MA. The goal of the project is to gain a greater understanding of the gambling behaviors of Springfield young adults. To achieve this, a community advisory board (CAB) was created. The CAB is comprised of diverse young adults, ages 18 – 24, who work closely with researchers and health professionals to identify gambling related areas that merit further investigation.

Using a community-engaged approach, the project offers a unique partnership between individuals most at risk for problem gambling with researchers and public health professionals (Vaughn et al., 2018). This partnership creates an “insider” view of factors related to problem gambling and seeks to complement existing and future research as well as prevention and treatment efforts.

The YAGP is in the process of completing its preliminary research with the CAB and will submit the final CBPR research plan in June of 2024. To date, the YAGP CAB has met six times between October 26, 2023, and December 7, 2023. The meetings were guided by the tenets of the community based participatory research, which (a) recognize the CAB as a valued partner, (b) build on the strengths and resources of the participants, (c) promote co-learning among all partners, (d) achieve a balance between research and action that mutually benefits both science and the community, (Holkup, et. al., 2004).

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Preliminary review of the CAB meeting notes and recordings indicate the emergence of several themes or areas of interest for future research (YAGP Meeting Summary Notes: December, 2023).

- **Recommendation for Types of Gambling by Young Adults that Merit Further Investigation**
  CAB members identified an extensive list of types of gambling that they perceived their peers were engaged in. From this list they selected three types of gambling they prioritized for investigation. This included 1) “gentlemen’s bet” a term developed by the CAB to define how “betting” is integrated in the social structure and is a possible precursor to gambling behavior among young adults; 2) video games that include gambling features, and 3) sports betting.

- **Gambling as a Social Phenomenon**
  Through conversation about what how gambling is viewed and experienced among young adults, CAB members emphasized the social aspect of gambling, highlighting the critical role that it plays in gambling behavior and activities. This takes on many forms and within different social circles. “Gentlemen’s bets” and activities like “truth or dare”, online gaming activities, and going to arcades with friends are among the many ways that young adults and youth begin to engage with gambling from a young age. The CAB extensively discussed the motivations and reasons for engagement in gambling and what some might consider pre-gambling activities. Topics that arose in conversation included non-monetary influences such as competition, status, pressure, ego, and the effect one’s pride has on one’s behavior. Belonging to certain groups such as sports teams and online gaming communities may also contribute to increased gambling exposure and experimentation.

- **Gambling Misconceptions and the Importance of Gambling Literacy Among Young Adults and Adolescents**
  During the initial 6 meetings, CAB members received education about gambling and the potential harms of problem gambling. Many members of the CAB were exposed to gambling as early as six years of age. This exposure was often through family, media, and other sources that offered limited to no education about gambling literacy and potential related harms. This was especially true for video gaming with in-game gambling features, that are often not recognized as gambling. As one CAB member commented “A lot of people are blind to what is really going on and half of what they are doing is actually gambling.”

- **Determining if Specific Gambling Literacy Education Could Lower the Risk of Problem Gambling Among Young Adults and Adolescents**
  CAB members were in consensus that gambling education was needed for their peers, as well as middle and high school age adolescents with the hope of reducing problem gambling among these age groups.

- **Ways that the Transition Period from Adolescence to Young Adulthood May Increase Young Adults’ Vulnerability to Problem Gambling**

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
During CAB meetings, participants discussed how social, economic and other issues may increase the risk of problem gambling among young adults. While gaining financial and emotional independence, CAB members discussed the challenges young adults often face, including how to manage financial resources to balance personal needs with personal interests.

**Completion of the YAGP CBPR Research Plan**

With additional funding granted to YAGP by the Massachusetts Gaming Commission in December 2023 to complete research goals, the CAB and adult mentors will continue to meet over the first half of 2024 to continue identifying priorities for research and identify appropriate research questions and methodologies for the next phase.

The work that will be completed by SDHHS, CCHER, NNCC, and the CAB by the start of FY 2025 includes the following:

- Further exploration of the themes identified to date as well as identification of new themes through discussions and through the findings of a literature review completed for the project by CCHER.
- Finalization of specific, community-driven research questions.
- Selection by the CAB of community-engaged approaches and appropriate research methodologies to further investigate priority areas of interest.
- With the assistance and guidance of the SDHHS, CCHER and NNCC, completion of a final report that highlights the research plan to be implemented with FY 2025 grant CMF award.

Types of research under consideration includes the use of digital storytelling and crowdsourcing contests. The use of digital storytelling as a critical narrative intervention (1) provides a safe space for participants to share their experiences and narratives around potentially stigmatized topic areas, (2) provides a space that values lived expertise and partners with those from marginalized communities to produce their own stories, (3) fosters social support and builds solidarity in the process, and (4) promotes participants to critically consider dimensions and structures that inform their lives and to actively create meaning around their narratives, ultimately transforming their personal experiences into collective shared experiences that can be useful for social-justice oriented public health efforts (Gubrium et al., 2019). Crowdsourcing contests in health research (1) draws on the power of group-based thinking and diversity in lived experiences and knowledge, (2) promotes power-sharing, (3) increases community engagement and participation around health topics important to communities, (4) creates a space for uplifting and sharing community voices publicly (Evans et al., 2023).

Ultimately, in the spirit of CBPR theory and practice, the CAB will make a collective decision with support from their adult mentors, to select the research methodology for investigating problem gambling their peers in Springfield. Both research methods under consideration are equally reliable and efficacious.

*References in this section are provided separately in Appendix A. of the proposal.*

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
II. Please describe the project in detail and how the proposed project will address the impact indicated above. Please include a breakdown of the proposed scope of work, the scope should be sufficiently detailed to allow the review team to understand the steps required for project completion.

**FY 2025 - Implementing the CBPR Research Plan**

SDHHS is requesting FY 2025 CMF funding to implement the YAGP community engaged research plan that is being developed with the 2023 CMF grant award. The goal of this research is to better understand the gambling knowledge, perceptions and practices of Springfield young adults as well as the impact of mitigation strategies on their wellbeing. To complete this work, the CAB will continue to be supported by SDHHS and project partners, New North Citizen’s Council (NNCC), and the Center for Community Health Equity Research (CCHER). This robust community team comprised of young adults most at risk for problem gambling, researchers and public health professionals will continue to create an “insider” view of factors related to problem gambling. In addition, the work will deepen and complement existing research as well as prevention and treatment efforts.

**Scope of Work**

<table>
<thead>
<tr>
<th>Timeline</th>
<th>Activity</th>
<th>Organization(s) Responsible</th>
</tr>
</thead>
<tbody>
<tr>
<td>July 1 – July 31, 2024</td>
<td>Development and Execution of Project Contracts with Community Partners</td>
<td>SDHHS</td>
</tr>
<tr>
<td>August 1, 2024 – June 30, 2025</td>
<td>Hold Bi-weekly CAB meetings at New North Citizen Council for a total of 26 meetings during FY 2025;</td>
<td>CAB, CCHER, UMASS, SDHHS, NNCC</td>
</tr>
<tr>
<td>October 1, 2024 – February 28, 2025</td>
<td><strong>Data collection</strong>&lt;br&gt;The CAB/research team will implement the research plan completed by the YAGP with (2023) CMF grant award. CAB members will actively participate in the research by being paired with researchers. Young Adult research participants would be recruited to take part in the research from the Springfield area and would be compensated for their time.</td>
<td>CAB, CCHER, UMASS, SDHHS, NNCC</td>
</tr>
<tr>
<td>October 2024</td>
<td>Attendance and if the abstract submitted to the APHA is accepted, presentation of the CAB process at the American</td>
<td>CAB, CCHER, UMASS, SDHHS</td>
</tr>
</tbody>
</table>

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
<table>
<thead>
<tr>
<th>Date Range</th>
<th>Activity Description</th>
<th>Participants</th>
</tr>
</thead>
</table>
| March 1 – April 30, 2025 | Analysis of the Data  
With the support and guidance of the UMass research team, the young adult participants would assess the findings of the research. | CAB, CCHER, UMASS, SDHHS, NNCC |
| April 1 – April 30, 2025 | Prepare presentation of findings for Springfield community presentations             | CAB, CCHER, UMASS, SDHHS, NNCC |
| May 1 – May 31, 2025     | Present Preliminary Findings to the Springfield Community  
Hold 3 community presentations of research findings at community settings identified by the CAB. This would include presentations in schools and in the community where young adults spend their time. | CAB, CCHER, UMASS, SDHHS, NNCC |
| June 1 – June 30, 2025   | Translational Dissemination of Findings in the Springfield Community – Implement Social Media Campaign  
To maximize the dissemination of the research findings, the CAB would develop a social and print media campaign. The primary target would be young adults ages 18 – 24, however the campaign would also reach and benefit the community at large. | CAB, CCHER, UMASS, SDHHS, NNCC |
| May 1 – June 30, 2025    | Prepare final report for Project                                                     | SDHHS, CCHER, CAB |

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
## Proposed MGC Grant Budget

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

<table>
<thead>
<tr>
<th>Description of Purchase/Work</th>
<th>Timeline</th>
<th>QTY</th>
<th>Budget</th>
</tr>
</thead>
<tbody>
<tr>
<td>University of Massachusetts, Amherst Center for Community Health Equity research will:</td>
<td>July '24 – June '25</td>
<td>2,568 hours Personnel</td>
<td>$133,280.32</td>
</tr>
<tr>
<td>• Provide leadership of the CBPR research implementation and data analyses.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Offer mentorship to CAB participants who will participate fully in the research.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Assist with the planning and facilitation of CAB meetings, community presentations and social media campaign</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Assist with completion of the final research report</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>• Attend project team meetings</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Budget Justification

- **Total Faculty Time** (Profs. Derose, L Evans, Volberg): 392 hours @ $92 per hour $36,064
- **Total CCHER Staff Time** (B Evans): 96 hours@ $79 per hour $7584
- **Total Graduate Student Time:** 1040 hours @ $56 per hour $58,240
- **Total Undergraduate Student Time:** 1040 hours @ $18 per hour $18,720
- **Mileage** (48 trips x 52 miles x 67 cents/mile)$1672
- **Travel to APHA** (5 people (including 3 young adult CAB members x $2200 each) $11,000

*See Attachment B for Full CCHER, UMass Scope of Work and Budget Justification*

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
**New North Citizens’ Council (NNCC)**

**NNCC will:**
- Attend project team meetings
- Host the CAB meetings
- Provide Stipends for CAB Participants (10 participants x $100 per meeting x 22 Meetings) - $22,000
- Provide food for 22 CAB meetings ($200 X 22 Meetings) - $4,400
- Provide hourly compensation for CAB members for project related activities, (e.g., cata collection and analyses with UMASS researcher, $92,439.60

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
<table>
<thead>
<tr>
<th>Activity</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preparing for presentations and other project activities in addition to CAB meetings (5 hours a week x $25 an hour x 26 weeks x 10 CAB participants)</td>
<td>$32,500</td>
</tr>
<tr>
<td>Provide incentives for research participants - $6,000</td>
<td></td>
</tr>
<tr>
<td>Project Personnel</td>
<td></td>
</tr>
<tr>
<td>Jarix Santiago (4 hours a week x 52 weeks) - $7,488</td>
<td></td>
</tr>
<tr>
<td>Rosemarie Oliveras (8 hours a week X 52 weeks) – 11,648</td>
<td></td>
</tr>
<tr>
<td>NNCC Administrative Cost $8,403.60</td>
<td></td>
</tr>
<tr>
<td>Springfield Department of Health and Human Services (SDHHS) Expenses:</td>
<td>$14,780.78</td>
</tr>
<tr>
<td>Community Presentation Expenses for 2 community events (e.g., space, food for attendees) $7,500</td>
<td></td>
</tr>
<tr>
<td>Printing Costs $1,280.78</td>
<td></td>
</tr>
<tr>
<td>Office Supplies $1,500</td>
<td></td>
</tr>
<tr>
<td>Social Media and Print Campaign</td>
<td>$17,715</td>
</tr>
<tr>
<td>Costs for Developing a social and print media campaign that highlights the findings of the Project Research</td>
<td></td>
</tr>
<tr>
<td>Project Total</td>
<td>$258,215.70</td>
</tr>
<tr>
<td>SDHHS/City of Springfield Administrative Cost (6.5%)</td>
<td>$16,784.30</td>
</tr>
<tr>
<td><strong>TOTAL CMF REQUEST:</strong></td>
<td><strong>$275,000</strong></td>
</tr>
<tr>
<td><strong>In Kind Services – SDHHS</strong></td>
<td></td>
</tr>
<tr>
<td>Staff Time for Theresa Glenn 10 hours a week for 40 weeks = $14,510.80</td>
<td></td>
</tr>
<tr>
<td>Fringe @ 39@ = 5,659.21</td>
<td></td>
</tr>
<tr>
<td>Total Cost= $20,170.01</td>
<td></td>
</tr>
<tr>
<td>Total Project Cost</td>
<td>$295,170.01</td>
</tr>
</tbody>
</table>
Appendix A

References


Coelho, S.G., Keough, M.K., Hodgins, D.C., Shean, Parmar, P.K., Kim, H.S., Loot box purchasing is associated with gambling and problem gambling when controlling for known psychological risk factors of gambling. Addiction Research & Theory, 2022; 1. DOI: 10.1080/16066359.2022.2141717


For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/

Responsible Gambling Council, (2016) Young Adults and Gambling | Safer Play | For the Public | Responsible Gambling Council


For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
Attachment B

Center for Program Evaluation
School of Public Health and Health Sciences
University of Massachusetts Amherst

Proposed Budget for FY 2025 Young Adult Gambling Project

Provider: The Center for Program Evaluation in the Department of Health Promotion and Policy at the University of Massachusetts provides program evaluation services to academic, community, state and federal partners. Services include evaluation planning and design, needs assessments, grant writing, evaluation implementation and report writing. Services are performed by faculty in the Department of Health Promotion and Policy, Center staff, graduate and undergraduate students. Rates are established by the University of Massachusetts Budget Office and audited annually (see attached). Rates are per hour of service and include salary, fringe and indirect costs.

Scope of work: Tasks associated with this project include co-facilitation of the Young Adult Community Advisory Board (CAB); implementation of the community-based participatory research plan as identified with the CAB (data collection and analysis); preparation of a community presentations about the project, poster and oral presentations at national conferences, journal articles for scientific journals, and a final report for the MA Gaming Commission; coordination with Ms. Glenn and other team members, as needed.

Budget period: approx. 7/1/24 to 6/30/25

Total Faculty Time (Profs. Derose, L Evans, Volberg): 392 hours @ $92 per hour
$36,064

Total CCHER Staff Time (B Evans): 96 hours @ $79 per hour
$7,584

Total Graduate Student Time: 1040 hours @ $56 per hour
$58,240

Total Undergraduate Student Time: 1040 hours @ $18 per hour
$18,720

Mileage (48 trips x 52 miles x 67 cents/mile)
$1,672

Travel to APHA (5 people x $2200 each)
$11,000

Total for budget period:
$133,280

For full guidelines please see [www.massgaming.com/about/community-mitigation-fund/application-guidelines/](http://www.massgaming.com/about/community-mitigation-fund/application-guidelines/)
Proposed Personnel

Kathryn P. Derose, PhD, MPH (96 hours)
Dr. Derose is Professor in the Department of Health Promotion & Policy at UMass Amherst, Core Faculty of the Center for Community Health Equity Research (CCHER), and an expert in community partnered research. She will advise the team throughout the project and will contribute to presentations, journal articles, and the final report.

Linnea Evans, PhD (200 hours)
Dr. Evans is Assistant Professor in the Department of Health Promotion & Policy at UMass Amherst, Core Faculty of the Center for Community Health Equity Research (CCHER), and an expert in mixed-methods researcher who focuses on the social exclusion processes that link racial and ethnic minoritized groups to disadvantaged health. Dr. Evans will implement the CBPR plan with Ms. Glenn and the CAB, will provide oversight to the graduate and undergraduate research assistants working on the project, and will co-author presentations, journal articles, and the final report.

Rachel Volberg, PhD (96 hours)
Dr. Volberg is a Research Professor in the Department of Epidemiology & Biostatistics at UMass Amherst and an expert in problem gambling and gambling addiction. She will advise the team throughout the project and will contribute to presentations, journal articles, and the final report.

Brenda Evans, MPH (96 hours)
Ms. Evans is the CCHER Community Research Liaison and has extensive experience in community health issues, especially in the Springfield area. She will advise the team throughout, will help facilitate the community meetings when findings of the project are shared and discussed, and will contribute to presentations, journal articles, and the final report.

Geraldine Puerto, MPH, (1040 hours)
Ms. Puerto is a PhD student in the Department of Health Promotion & Policy and has been the graduate research assistant involved in the development of the CAB. She will work with Ms. Glenn to continue to facilitate the CAB, will work under the supervision of Dr. Evans in carrying out the CBPR research plan, and will co-author presentations, journal articles, and the final report.

Undergraduate student (TBD) (1040 hours)
We will recruit a senior from the UMass undergraduate public health program to provide additional support to the CAB and CBPR data collection activities.

For full guidelines please see www.massgaming.com/about/community-mitigation-fund/application-guidelines/
January 25, 2024

Helen Caulton Harris, Commissioner
Springfield Department of Health and Human Services
311 State Street
Springfield, MA 01105

Dear Ms. Caulton Harris,

On behalf of the New North Citizens' Council (NNCC), I am pleased to write this letter of support for the Massachusetts Gaming Commission Community Mitigation Fund application and the proposed Springfield Young Adult Gambling Project. Our organization welcomes the opportunity to partner with the Springfield Department of Health and Human Services (SDHHS) to develop a project which engages adults ages 18 – 24 in a process to further understand problem gambling among their age group.

As our mission states, NNCC provides advocacy, public and human services to preserve and support families resulting in the improvement of quality of life, with an emphasis on the multicultural community. We serve Springfield and adjacent communities within Hampden County. We have a long history of working with youth and young adults to enrich and uplift their health and overall well-being. This includes workforce development, mental health counseling, intervention, outreach, recreational programing and more. Two of our programs specifically address the needs of young adults ages 18 – 24. These programs include the Connecticut River Valley YouthBuild and the Gun Violence Prevention Program.

There is a serious need to gain further understanding of problem gambling among young people of color in our community as well as to investigate the unintended impacts of casino gambling on this age group. The proposed project by SDHHS is a needed step that can help inform future problem gambling related programs and services in Springfield.

NNCC wholeheartedly supports the efforts of SDHHS and look forward to working with the Springfield Young Adult Gambling Project staff to develop a better understand of problem gambling among Springfield’s young and emerging adults.

Sincerely yours,

Maria M Ligus, M.Ed.
Executive Director
January 24, 2024

Helen Caulton-Harris, Commissioner
Springfield Department of Health & Human Services
311 State Street
Springfield, MA 01105

Dear Commissioner Caulton-Harris,

The Center for Community Health Equity Research at UMass Amherst is very excited to continue partnering with Springfield Department of Health and Human Services (SDHHS) in promoting prevention and health equity. Our missions are closely aligned, and our partnership will be productive and mutually beneficial through the application of community-engaged research.

We are very pleased to participate in SDHHS’ proposal for the FY 25 Community Mitigation Fund, Massachusetts Gaming Commission (Part D: Gambling Harm Reduction) grant by supporting SDHHS in community engagement and research activities. CCHER brings together researchers with diverse disciplinary expertise to investigate health disparities and disseminate findings to promote health equity. Research by our core faculty seeks to address the gap between academic research and practice by leveraging rigorous studies to drive public health policies toward health equity. In addition, we mentor graduate and undergraduate students interested in health equity and facilitate professional opportunities to apply their skills.

Our culture-centered research aims to identify and implement novel interventions to improve mental health, manage chronic illness and build community resilience. Research led by our 6 core faculty members draws on a range of research methods to understand health disparities and develop health equity-related interventions. CCHER core and affiliate faculty have extensive research expertise on a wide range of methodologies and a strong commitment to conducting research that addresses the structural determinants of health.

We are excited about this opportunity to continue to partner with you on understanding gambling-related issues affecting young adults in Springfield. Specifically, Ms. Brenda Evans and Drs. Kathryn Derose, Linnea Evans, and Rachel Volberg will advise all phases of the project, as well as work with PhD student Ms. Geraldine Puerto on the tasks she will be leading and co-leading with the research. We will also recruit an undergraduate public health student to help with the CAB and data collection activities. Dr. Linnea Evans in particular will provide oversight to these students and the CBPR process with the CAB members.

Sincerely,

Susan Shaw, PhD
Associate Professor, Department of Health Promotion & Policy
Director, CCHER

Kathryn P. Derose, PhD, MPH
Professor, Department of Health Promotion & Policy
Core Faculty, CCHER
January 25, 2024

Helen Caulton-Harris, Commissioner
Springfield Department of Health and Human Services
311 State Street
Springfield, MA 01105

Dear Ms. Caulton-Harris,

On behalf of the Young Adult Gambling Project (YAGP) Community Advisory Board (CAB), we are writing in support of the Massachusetts Gaming Commission FY 2025 Community Mitigation Fund application and the continuation of our work in the City of Springfield, MA. Our CAB has formed a strong partnership with your staff at the Springfield Department of Health and Human Services as well as the researchers from UMass Center for Community Health Equity Research (CCHER) and public health practitioners at New North Citizens’ Council.

We have spent time learning from one another, discussing and brainstorming ideas, and, most importantly, thinking through how we can address problem gambling among young adults in Springfield. This work is important because we have come to realize that a lot of people are blind to what is really going on, and half of what they are doing is actually gambling. There is a lot of miseducation among people in general but especially youth. Kids and young adults don’t know what they are getting themselves into, especially around activities that, at the surface, don’t appear to be gambling, such as some things found in video gaming. Our group has spent an extensive amount of time uncovering the reality of how gambling appears in young adults’ lives and issues that are important to explore further. As a current CAB member shares:

Going into this project I thought I knew everything there was to know about gambling. Man was I wrong! There are so many aspects of gambling we have to take into consideration, like If gambling is causing you harm, understanding why people gamble in the first place. This project does that. And in doing that we can find a solution to decrease gambling to help change their behavior. – Aida (Current CAB Member)

While we have our own personal experiences, it is important to continue this work to have opportunities to connect with other young adults and people from our communities. We want to have the opportunity to talk to folks, gather more information from first-hand experiences, understand why young adults gamble in the first place and what people in our community know and don’t know about gambling. Our future goal is to better understand how we can make it more interesting to learn about gambling and the risks. We truly care about the well-being and health of our community and would be grateful for the opportunity to make a further contribution to improving the lives of others living in Springfield.

Sincerely,

The Young Adult Gambling Project (YAGP) Community Advisory Board Members

Aida, Moe, Blu, Monet, Jaliyah, Nuno, Luis, Manny, Victor, Andy, Tykie