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**EVALUATION CONSIDERATIONS FOR LICENSE APPLICATION CRITERIA**

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The license application criteria contained in Section 18 of the Massachusetts Gaming Act primarily focus on rating Applicants on what they say they will do in Massachusetts. However, Applicants have varying degrees of experience and past success in addressing these criteria. Therefore, we firmly believe that strong consideration should be given to putting a high emphasis on an Applicant's track record and past experience. For example, two Applicants could both be bidding on projects that have identical development costs. However, the Applicant that has actually developed a facility at the cost being proposed in the past should be scored higher than an Applicant that has no track record of developing a facility at the proposed cost.

Other examples of adjusting scoring to reflect track record and past experience include, but are not limited to: historical relationships with organized labor, LEED Gold construction experience, revenue market share in comparable gaming markets, experience in operating in competitive markets, experience in generating tourism as opposed to regional and day-trip visitation, purchasing from local vendors, job creation metrics and ratios (e.g. number of jobs per slot, jobs per dollar of gaming revenue) in comparable markets, the execution of comprehensive diversity programs that include employees, vendors and contractors, providing advancement opportunities (through tuition assistance, vocational training, etc.) to employees, and responsible gaming.

*EXCISED MATERIAL*

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**EXHIBIT 6(A) – PROTECTING COMMONWEALTH LOTTERY**

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*EXCISED MATERIAL*

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**EXHIBIT 6(B) – PROMOTING LOCAL BUSINESSES**

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For a discussion of how MGM Springfield will showcase, stimulate and improve City attractions and amenities, please refer to the following sections of Exhibit 1(a): Complementing the City's Culture and Showcasing, Stimulating and Improving the Use of Existing and Future facilities; "Outward Looking" Nature of Project"; Stimulation of Surrounding Retail.

For a discussion of how MGM Springfield will promote economic growth, please refer to Exhibit 4(a).

For a discussion of how MGM Springfield will work with local vendors and contractors, please refer to Exhibit 5(c).

EXHIBIT 6(C) – MAXIMUM CAPITAL INVESTMENT (EXCLUDING LAND/INFRASTRUCTURE)

The capital investment proposed for this Project is significant and we are convinced significantly exceeds whatever maximum capital investment would be contemplated by the Commonwealth for the western Massachusetts zone license. Details regarding our investment have been provided in Exhibit 1(e).

EXHIBIT 6(D) – IMPLEMENTING WORKFORCE DEVELOPMENT PLAN THAT UTILIZES EXISTING LABOR

Please see our response in Exhibit 5(d).

EXHIBIT 6(E) – HIGH CALIBER FACILITY (LOCAL AMENITIES)

**LOCAL PARTNERSHIPS**

For a discussion of the non-gaming amenities that will be offered at MGM Springfield, including the local businesses that will be incorporated directly into the development, please refer to the following sections in Exhibit 1(a): *Restaurants; Hotel and Spa; Lounges and Bars; Retail and Entertainment; Convention and Meeting; Residential; Offices; Child Care.*

For a discussion of how MGM Springfield will partner with, integrate with and encourage patronage to non-gaming attractions in Springfield, please refer to the last three sections of Exhibit 1(a): *Complementing the City's Culture and Showcasing, Stimulating and Improving the Use of Existing and Future facilities; "Outward Looking" Nature of Project; Stimulation of Surrounding Retail.*

EXHIBIT 6(F) – ADDRESSING COMPULSIVE GAMING

Please see our response in Exhibit 4(e).



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EXHIBIT 6(G) – UTILIZING SUSTAINABLE DEVELOPMENT PRINCIPLES

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*EXCISED MATERIAL*

EXHIBIT 6(H) – CONTRACTING WITH LOCAL BUSINESSES

Please see our response in Exhibit 4(a).

EXHIBIT 6(I) – MAXIMIZING REVENUES FOR COMMONWEALTH

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EXHIBIT 6(J) – PROVIDING HIGH NUMBER OF QUALITY JOBS

Please refer to Exhibits 4(a) and 5(b).

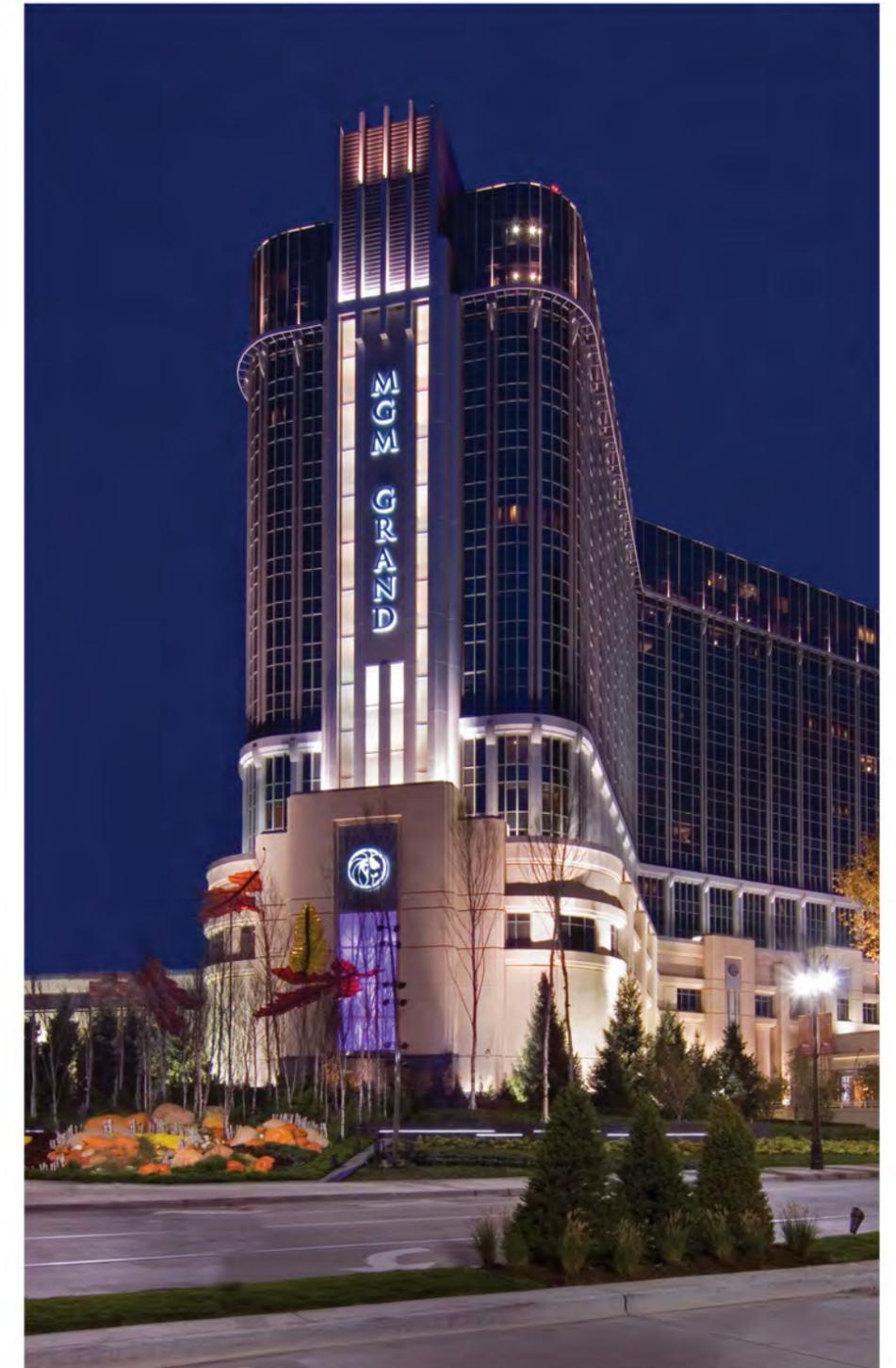


EXHIBIT 6(K) – CREATE A SECURE AND ROBUST GAMING MARKET (REGIONALLY AND IN COMMONWEALTH)

*EXCISED MATERIAL*



*EXCISED MATERIAL*



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EXHIBIT 6(L) – MITIGATING POTENTIAL IMPACTS ON HOST AND SURROUNDING COMMUNITIES

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Please refer to Exhibit 1(g) and 8(b) for a discussion of how MGM Springfield will mitigate potential impacts from a traffic and financial perspective.

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EXHIBIT 6(M) – PURCHASING DOMESTICALLY MANUFACTURED SLOT MACHINES FOR THE PROJECT

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MGM Springfield will purchase, whenever possible, domestically manufactured slot machines for installation in MGM Springfield.

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EXHIBIT 6(N) – GAINING PUBLIC SUPPORT IN THE HOST AND SURROUNDING COMMUNITIES

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*EXCISED MATERIAL*