

EX13.3 - Rexdale-Casino Woodbine Community Benefits Agreement: 2023 Progress Update

April 8, 2024

The Toronto Community Benefits Network, as a community-labour coalition whose local organizing and advocacy efforts with member organizations, local residents and stakeholders through the RexdaleRising! campaign led to this historic Community Benefits Agreement is encouraged by the outcomes and achievements highlighted in this 2023 Rexdale Casino Woodbine Progress Update.

We acknowledge that many of the commitments and targets set out in the Rexdale Woodbine Community Benefits Agreement including a range of social and economic outcomes like social hiring, full-time employment and contributions towards a new 10,000 sq. ft child care centre in the community have been met to date.

With the growth of land use developments across Toronto, the TCBN encourages the City to expand tools, mechanisms and opportunities that can ensure similar Community Benefits Agreements are in place, especially on large-scale, multi-year development projects that can maximize social and economic benefits and outcomes for local and equity deserving communities. For example, in 2018, the City of Vancouver City Council adopted a mandatory Community Benefits Agreement policy, which applies to large-scale land use development proposals over 65,000 square metres.¹

While the TCBN is encouraged by the outcomes and achievements outlined in the 2023 CBA update, we feel that there is room for improvement to ensure that all commitments are achieved and in good standing. We are in support of the 5-year review recommendations outlined by City staff and encourage co-development and collaboration of solutions through the CBA Community Steering Committee where TCBN participates as a member.

Below, we outline the commitments and our recommendations for improvements:

Ontario Toronto Gaming CBA Commitment	TCBN Recommendations
At least 10 percent of overall hours worked by trades or craftspeople will be apprentices or journeypersons hired through Local or Social hiring	As a standard for CBAs in the City of Toronto, TCBN would like to see the tracking, monitoring and reporting of construction hiring through hours worked, local or social and trade-by-trade

¹ <https://vancouver.ca/people-programs/community-benefit-agreements.aspx>

One Toronto Gaming is required to ensure that a minimum of 40 percent of new hires are through local or social hiring by 2022, of which at least 20 percent through local hiring.	We recommend that the City does not change its Woodbine Local Area definition, rather work with the Community Steering Committee to explore a tiered approach through an enhanced geographic boundary (with a focus on Neighbourhood Improvement Areas)
<p>Develop Community Access to Space Policy and Procedures and Make Entertainment Venue space available to local community at little or no cost for at least one large-scale event per month or 12 large-scale events per calendar year</p> <p>We have yet to see a Community Access to Space Policy and Procedures that meets the community expectations and commitments set out in the CBA.</p>	One Toronto Gaming must submit a Community Access to Space Policy and Procedures that meets the community's expectations and honour its commitments for making available the Entertainment Venue space at little or no costs, for at least one large-scale event per month or 12 large-scale events per calendar year
<p>Supply Chain Diversity - Local and Social Procurement</p> <p>We are concerned that reporting on local and social procurement has not been consistent in previous years.</p>	We encourage local procurement efforts to focus on the Woodbine Local Area and encourage an updated Supply Chain Diversity plan to identify strategies for working with diverse suppliers in the local catchment area and in the City of Toronto
Publicly Available Reports	As committed in the CBA, all outcomes and reporting must be posted on a publicly available website by One Toronto Gaming

Sincerely,



Rosemarie Powell
Executive Director
Toronto Community Benefits Network