

**Attachment 1: Summary of 2025 Progress and Achievements**

Requirement	Target	Progress and Achievements to Date
<p><b>Local and Social Hiring (Operations)</b></p>	<p>40 percent of new hiring through Local or Social Hiring, with minimum of 20 percent Local Hiring</p> <p>Prioritize youth hiring, particularly youth who identify as a member of an Equity-Seeking Group<sup>1</sup></p> <p>40 percent of total employees have full-time employment<sup>2</sup> in the first two years of Expanded Gaming<sup>3</sup>.</p> <p>50 percent of total employees have full-time employment after two years of Expanded Gaming.</p>	<ul style="list-style-type: none"> <li>• In 2025, a total of 268 individuals were hired to support casino operations. Of the 268 individuals hired, 140 individuals self-identified as a local or social hire.</li> <li>• Total of 3,428 new hires as a result of expanded gaming.</li> <li>• Of the 3,428 new hires since 2018, 41 percent (1,402 individuals) self-identified as a social hire and 9 percent (314 individuals) were local hires.</li> <li>• Of the 1,402 individuals who self-identified as a social hire, 21 percent (291 individuals) self-identified as youth. Categories for self-identification are not mutually exclusive.</li> <li>• Of the 1,715 active employees as of December 31, 2025, 63 percent (1,081 individuals) were employed on a full-time basis and 37 percent (634 individuals) were employed on a part-time basis.</li> </ul>
<p><b>Local and Social Hiring (Construction)</b></p>	<p>By 2022, at least 10 percent of overall hours worked by trades or craftspeople will be apprentices or journeypersons hired through Local or Social hiring Prioritize youth hiring, particularly youth who identify as a member of an Equity-Seeking Group</p>	<ul style="list-style-type: none"> <li>• In 2025, a total of 8 individuals were hired for construction related roles. Of the 8 individuals hired, 2 individuals self-identified as a social hire and 1 individuals self-identified as a local hire.</li> <li>• A total of 2,827 people worked on the redevelopment project since 2018.</li> <li>• Of the 2,827 people employed on the construction site since 2018, 29 percent (809 individuals) self-identified as a social hire and two percent (66 individuals) self-identified as a local hire.</li> <li>• Of the 809 individuals who self-identified as a social hire, 55 percent</li> </ul>

<sup>1</sup> The City of Toronto now uses the terminology of "equity-deserving". Any reference in the report to "equity-seeking" is intended to reflect the terms and definitions included in the Rexdale-Casino Woodbine Community Benefits Agreement.

<sup>2</sup> Full-time employment is defined as a minimum of 35 hours per week.

<sup>3</sup> Expanded Gaming means the operation of live table games at Casino Woodbine. This started in 2018.

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		(444 individuals) self-identified as youth. Categories for self-identification are not mutually exclusive.
<b>Supply Chain Diversity</b>	<p>Develop Supply Chain Diversity Policy and Procedures for non-construction procurement.</p> <p>Starting in 2019, at least 10 percent of annual non-construction procurement will be through Local<sup>4</sup> or Diverse<sup>5</sup> Suppliers (specialized gaming procurement exempt).</p>	<ul style="list-style-type: none"> <li>• One Toronto Gaming developed a Supply Chain Diversity Policy and Procedures in 2019.</li> <li>• In 2025, One Toronto Gaming spent \$113.3 million across 18 local suppliers. This represents 34 percent of their total annual non-construction procurement.</li> <li>• In 2024, One Toronto Gaming spent \$2.34 million across 7 diverse suppliers. This represents less than one percent of their total annual procurement.</li> </ul>
<b>Child Care Centre</b>	<p>Contribute \$5 million to create a child care centre that will benefit Casino employees and local residents.</p>	<ul style="list-style-type: none"> <li>• One Toronto Gaming provided the \$5 million contribution in 2018.</li> <li>• Children's Services completed a feasibility study for the construction of the child care centre in April 2023.</li> <li>• Children's Services has selected a location for the child care centre located nearby the casino (910 Queen's Plate Drive).</li> <li>• The project was included in the 2025-2034 Approved Capital Budget and Plan for Children's Services.</li> <li>• Children's Services is currently in the agreement negotiation stage with Toronto Community Housing (TCH) and are working with legal to draft and execute the project and funding agreement.</li> </ul>
<b>Employment and Labour Market Plan</b>	<p>Develop a 20-year Employment and Labour Market Plan and implement by January 2019.</p>	<ul style="list-style-type: none"> <li>• One Toronto Gaming developed the Employment and Labour Market Plan in 2018.</li> <li>• The Employment and Labour Market Advisory Working Group was established in 2018 to oversee implementation and reporting of outcomes.</li> <li>• In 2023, City staff and One Toronto Gaming co-developed a new</li> </ul>

<sup>4</sup> Local Suppliers means a business located in the Woodbine Local Area supplying goods or services.

<sup>5</sup> Diverse Supplier means a business that is 51% or more owned or operated by persons from an Equity-seeking group, veteran-owned businesses, or Social Enterprises supplying good or services.

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		<p>Employment and Labour Market Plan (2024-2026).</p> <ul style="list-style-type: none"> <li>The plan was finalized in March 2024.</li> </ul>
<p><b>International Marketing Plan for the Woodbine Entertainment Complex<sup>6</sup></b></p>	<p>Develop and implement an International Marketing Plan by January 1, 2022.</p>	<ul style="list-style-type: none"> <li>One Toronto Gaming delivered a preliminary plan in 2018.</li> <li>In 2022, an Amending Agreement was signed to extend the submission deadline of the International Marketing Plan to March 31, 2023.</li> <li>In May 2023, One Toronto Gaming submitted an International Marketing Plan to the City of Toronto</li> <li>In January 2026, One Toronto Gaming submitted 2025 key performance indicators associated with the International Marketing Plan.</li> </ul>
<p><b>Community Access to Space</b></p>	<p>Develop Community Access to Space Policy and Procedures. 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>	<ul style="list-style-type: none"> <li>Great Canadian Casino Resort Toronto opened its entertainment venue on December 31st, 2023.</li> <li>One Toronto Gaming finalized the Community Access to Space Policy and Procedures in November 2024 and hosted the first community event in December 2024.</li> <li>In 2025, One Toronto Gaming hosted seven events.</li> </ul>
<p><b>Labour Peace</b></p>	<p>Respect the role of organized labour, comply with contractual and statutory labour obligations.</p>	<ul style="list-style-type: none"> <li>On May 5, 2023, One Toronto Gaming informed City staff about a lockout notice issued to approximately 1000 Great Canadian Casino Resort Toronto employees.</li> <li>One Toronto Gaming was in a lockout situation as of May 8, 2023.</li> <li>On May 27, 2023, Great Canadian Casino Resort Toronto informed City staff about the end of the labour disruption, full operations resumed on May 29, 2023.</li> <li>In 2025, the City or Community Steering Committee has not received any reports related to One Toronto Gaming failing to comply with contractual or statutory labour obligations.</li> </ul>

<sup>6</sup> Woodbine Entertainment Complex is defined as the integrated entertainment complex including the Great Canadian Casino Resort Toronto constructed and operated by OGGLP (One Toronto Gaming) on the Woodbine Gaming Lands.

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<b>Responsible Gambling Measures</b>	Maintain all Responsible Gambling Measures at Casino Woodbine.	<ul style="list-style-type: none"> <li>• Ontario Lottery and Gaming Corporation has confirmed that One Toronto Gaming continues to uphold all safer gambling measures at Great Canadian Casino Resort Toronto as required by the Ontario Lottery and Gaming Corporation (OLG) and the standards enforced by the Alcohol and Gaming Commission of Ontario (AGCO).</li> </ul>
<b>Negative Impacts of Expanding Gaming</b>	Work with stakeholders to identify any negative impacts of Expanded Gaming and implement mitigation measures.	<ul style="list-style-type: none"> <li>• In 2024, Toronto Public Health worked with OLG to develop a 5-year workplan to ensure that Responsible Gambling initiatives are community-informed and reduce the harm associated with problem gambling.</li> <li>• The 5- year workplan organized around four workstreams; data collection and analysis; partnership development and stakeholder engagement; strategic initiatives; outcome measurement.</li> <li>• Toronto Public Health and OLG have focused on continuing analysis of local data and initiating engagement to better understand local experiences of gambling expansion.</li> </ul>
<b>Monitoring and Reporting</b>	Report on requirements of the Agreement on a quarterly and annual basis.	<ul style="list-style-type: none"> <li>• One Toronto Gaming's 2025 Annual Report was submitted to the City on January 28, 2026.</li> <li>• One Toronto Gaming provided required quarterly reports through the Employment and Labour Market Advisory Working Group.</li> </ul>
<b>Governance</b>	Establish three committees to be responsible for accountability, transparency, and overall delivery of the Agreement requirements.	<ul style="list-style-type: none"> <li>• Three oversight bodies are active:               <ul style="list-style-type: none"> <li>○ Community Steering Committee (convened by City of Toronto).</li> <li>○ Responsible Gambling Oversight Committee (convened by Ontario Lottery and Gaming Corporation)</li> <li>○ Employment and Labour Market Advisory Working Group (convened by One Toronto Gaming)</li> </ul> </li> </ul>