3 SOCIOECONOMIC CONDITIONS

3.1 Introduction

As defined in the 2021 *CEQR Technical Manual,* the socioeconomic character of an area includes its population, housing, and economic activity. Socioeconomic changes are disclosed if they would affect land use patterns, low-income populations, the availability of goods and services, or economic investment in a way that changes the socioeconomic character of the area, regardless of whether the changes result in other environmental impacts under CEQR. A CEQR socioeconomic assessment considers whether a proposed project could result in significant adverse impacts on the socioeconomic character of an area because of direct or indirect displacement of the residential population or businesses, or whether a project would have adverse effects on one or more specific industries.

The Proposed Actions would allow the Proposed Facility, an approximately 3,093,880-gross-square-foot (gsf) gaming space with food and beverage space, a hotel, an event center, retail, and a 4,660-space parking garage. Bally's has also committed to develop a police substation in the Proposed Facility. In connection with the Proposed Facility, a replacement golf clubhouse would also be constructed and the uninterrupted circular roadway within the Park that connects the southbound and northbound Hutchinson River Expressway service roads (the "Ring Road") would be converted to a City street under New York City Department of Transportation (NYCDOT) jurisdiction.

3.2 Principal Conclusions

The Proposed Actions would not result in significant adverse impacts to socioeconomic conditions. The Proposed Actions would not displace residents nor introduce new residential units and a residential displacement analysis is not warranted. The Proposed Actions would also not directly affect goods or services provided on the Development Site that a substantial number of residents or workers depend on. Additionally, the Proposed

Actions would not result in the loss or substantial diminishment of a particularly important product or service within New York City – the *CEQR Technical Manual* threshold for an analysis of the effects on a specific industry. However, an analysis of the potential for the Proposed Actions to result in indirect business displacement was warranted because the Proposed Actions would result in more than 200,000 gross square feet (gsf) of commercial uses on the Development Site. A qualitative analysis of indirect residential displacement was also conservatively included.

Preliminary Indirect Residential Displacement Assessment

The Proposed Development would generate up to 3,500 new permanent jobs on the Development Site. Based on current data, the percentage of individuals living and working within the Study Area is approximately two percent. Thus, it was assumed that the Proposed Development could generate a need of up to 70 housing units (approximately two percent of total new workers) – an increase of 0.3 percent above the existing population – which could be accommodated by the existing 347 vacant units within the Study Area and additional vacancies within the surrounding neighborhoods. Based on the assumption that new residents moving into the Study Area spend 30 percent of their household income on rent, the expected income range of incoming households would be between $71,000 and $139,280. Additionally, if all 3,500 new workers were required to relocate (assuming all workers did not live in the Bronx), the existing vacant units within the Bronx could accommodate all new potential workers and would equate to 14 percent of existing vacant housing units in the Bronx and only 1.4 percent in New York City.

Based on the unemployment rate of the Study Area (4.7 percent) and the Bronx (6.5 percent) the total amount of new housing demand due to relocation is projected to be significantly less than the 3,500 new jobs generated by the Proposed Development. While not all project-generated jobs could be filled within the Study Area, all jobs could be filled through individuals seeking employment in the Bronx. Further, through Bally's workforce diversity plan, construction and operation of the Proposed Development would utilize to the extent practicable New York State's existing labor force including the development of training programs that serve the unemployed and include agreements to the extent practicable with existing organized labor unions. Therefore, the Proposed Development is not projected to introduce or accelerate housing demand through the relocation of workers to the Study Area and would not have a significant effect on the housing market in the area. Accordingly, the Proposed Actions would not result in a significant adverse socioeconomic conditions impact in the area of indirect residential displacement and no further analysis is warranted.

Preliminary Indirect Business Displacement Assessment

The Proposed Actions would not result in a significant adverse indirect business displacement impact. The Proposed Actions would allow the construction of the Proposed Facility, which would provide 3,500 new jobs to the Study Area, and up to 1,800 temporary construction jobs. Gaming and other destination entertainment are not present within the Study Area, and a gaming facility is not located within the Bronx. In the With-Action Condition, the Proposed Development would provide recreational uses to the public that would complement the existing Golf Course and provide an integrated entertainment experience. The Proposed Development would provide a new economic use on the Development Site that is not expected to compete with other destination entertainment

in the Bronx. Due to the regional draw of the Proposed Development, visitors to the Development Site are also expected to patronize existing local businesses within the Study Area which would increase the production and sales at nearby businesses and the demand of goods and service providers to support the Proposed Development. Businesses that could be potentially affected by increased market pressure would be those which do not directly benefit from an increased visitor population and do not primarily attract local residents such as warehouse and manufacturing uses, auto-related services, or other types of regional focused uses. These uses are not unique to the local neighborhood and are found throughout the Bronx and nearby areas within New York City. Additionally, very few of these businesses exist in the Study Area; therefore, it is not expected that any potential indirect displacement of these uses would significantly alter the socioeconomic characteristics of the Study Area.

Overall, the Proposed Actions would generate increased local spending at nearby restaurants, gas stations, and convenience stores and retail establishments, which would benefit the Study Area population. New York State and New York City would also benefit from gaming taxes, corporate and employee income taxes, sales, hotel, and property taxes, and bridge/tunnel tolls. Therefore, any potential changes to the socioeconomic characteristics of the Study Area would either be beneficial or would not be large enough to significantly alter existing socioeconomic characteristics, and the Proposed Development does not have the potential to result in significant impacts due to indirect business displacement and no further analysis is warranted.

3.3 Gaming Facilities and Regulations

Gaming Facilities in New York State

In 2013, voters in a statewide referendum approved changes to the New York State Constitution that permitted the issuance of up to seven licenses for casinos, as approved by the New York State Senate and Governor. Following the referendum, the following four casinos were subsequently licensed and built in Upstate New York:

- Resorts World Catskills Casino in Thompson;
- Rivers Casino and Resort in Schenectady;
- del Lago Resort and Casino in Tyre; and
- Tioga Downs in Nichols.

As a result of state legislation adopted in 2022, the remaining three gaming facility licenses were only available to the Downstate New York region – New York City, Long Island, and Putnam, Rockland, and Westchester Counties.[1] While gaming facilities, casinos, and racetracks were not previously permitted in the City, there is one existing racino – Resorts World New York City – located in Queens. Resorts World has video lottery machines and automated table games and is adjacent to the Aqueduct Racetrack – which opened in 1894 and is the only horse racetrack facility remaining in the city. Both facilities

[1] City Planning Commission Report, Gaming Facility Text Amendment, March 20, 2024.

are located on New York State-owned property and are not subject to local zoning regulations.[2]

The New York gaming industry has grown since 2013. Developed as integrated resorts, commercial casinos can attract significant meetings, incentives, conferences, and exhibitions, and these casinos have generated approximately 3,400 new gaming facility jobs. Additionally, between 2015 and 2020 approximately 7,000 new jobs have also been generated as an indirect effect from the new gaming facilities developed Upstate – an approximate one-to-one job creation rate of non-gaming facility jobs for every gaming facility job created.[3] Total revenue of gaming facilities in New York State also increased by 1.1 billion dollars between 2015 and 2020 because of the development of these new gaming facilities, and approximately 188 million dollars in additional tax revenue was attributed to the new facilities.[4] It has been estimated that a new integrated resort casino in New York City is likely to generate between 417 and 842 million dollars in incremental tax revenue to the State.[5]

Gaming Facility Regulations

The Gaming Commission regulates all aspects of gaming activity in the State, including horse racing, the state lottery, commercial gaming, sports wagering, interactive fantasy sports, and charitable gaming. In 2013, the Gaming Commission established the Gaming Facility Location Board to oversee the selection and review process related to the issuance of gaming facility licenses. In 2022, the New York State budget established a new siting process and criteria for the remaining three licenses that would be issued to locations in Downstate New York.[6] This competitive process is clearly defined and has explicit legislative purposes and intent. However, the process differs from the process to allow casinos in Upstate New York because, as a condition precedent to the award of a gaming facility license, a Community Advisory Committee (CAC) must approve the license application by a two-thirds majority vote. The license applicant must also obtain all required State and local zoning approvals, waive any recoverable license fee, if applicable, and pay the application fee before the Gaming Facility Location Board will review an application.

The statutory definition of a gaming facility is: "[T]he premises approved under a gaming license which includes a gaming area and any other non-gaming structure related to the gaming area and may include, but shall not be limited to, hotels, restaurants or other amenities." A gaming facility can include other related uses and facilities, but it is not a requirement.[7]

The *New York Codes Rules and Regulations (NYCRR) Title 9, Chapter IV, Subchapter B: Casino Gaming* includes the rules and regulations of gaming facilities within the State of New York. As a part of these regulations, gaming facilities must comply with the provisions of Article 15-A of the Executive Law and the rules and regulations set forth in Parts 140 through 144 of Title 5 of these Codes, Rules and Regulations. These statutes promote and

[2] Ibid.
[3] https://www.gaming.ny.gov/pdf/Spectrum%20New%20York%20Gaming%20Study%20Main%20Report,%20Final.pdf
[4] Ibid.
[5] Ibid.
[6] https://cbsix.org/resources/casino-license-awarding-process/
[7] City Planning Commission, Gaming Facility Text Amendment, March 20, 2024.

encourage maximum feasible participation by minority- and women-owned businesses in State contracting opportunities.[8] In accordance with these statutes, gaming facilities are required to submit an annual plan to the Gaming Commission which illustrates how the facility intends to contract or subcontract minority or women-owned businesses. Additionally, gaming facilities must comply with workforce enhancement standards, including the annual submission to the Gaming Commission of a workforce diversity plan that ensures a diverse workplace and opportunity of employment for all residents.

3.4 Methodology

An assessment of socioeconomic conditions separately evaluates the socioeconomic conditions of area residents and area businesses, although a proposed project may affect them in similar ways. The *CEQR Technical Manual* defines direct displacement as "the involuntary displacement of residents or businesses from a site(s) directly affected by a proposed project." Indirect displacement is the involuntary displacement of residents, businesses, or employees that results from a change in socioeconomic conditions in a particular study area because of a proposed project.

Initial Screening Assessment

First, the project increment is compared to CEQR initial screening criteria. If the project increment exceeds the preliminary screening criteria, a preliminary assessment must be completed. If the preliminary assessment cannot rule out the potential for significant adverse impacts, a detailed assessment is warranted. The results of the detailed assessment are then compared to the impact criteria outlined in the *CEQR Technical Manual* to determine if the project could result in a significant adverse impact.

Direct Residential Displacement

Per the *CEQR Technical Manual*, a direct residential displacement analysis is warranted if more than 500 residents would be directly displaced. Ferry Point Park does not contain residential uses and the Proposed Actions would not displace any residents; thus, the Proposed Actions would not result in a significant adverse impact related to direct residential displacement. Accordingly, further assessment is not warranted for direct residential displacement.

Direct Business Displacement

Per the *CEQR Technical Manual*, a direct business displacement analysis is warranted if more than 100 employees would be directly displaced. The Golf Course employs approximately 165 people, and these employment opportunities would continue with the Proposed Actions; thus, the Proposed Actions would not directly displace employees and would not result in significant adverse impacts related to direct business displacement. Accordingly, further assessment is not warranted for direct business displacement.

[8] https://www.gaming.ny.gov/pdf/legal/New%20York%20State%20Gaming%20Commission%20rules%20Chapter%20IV,%20Subchapter%20B%20(Gaming,%20Casino%20Gaming)%20updated%202023-10.pdf

Indirect Residential Displacement

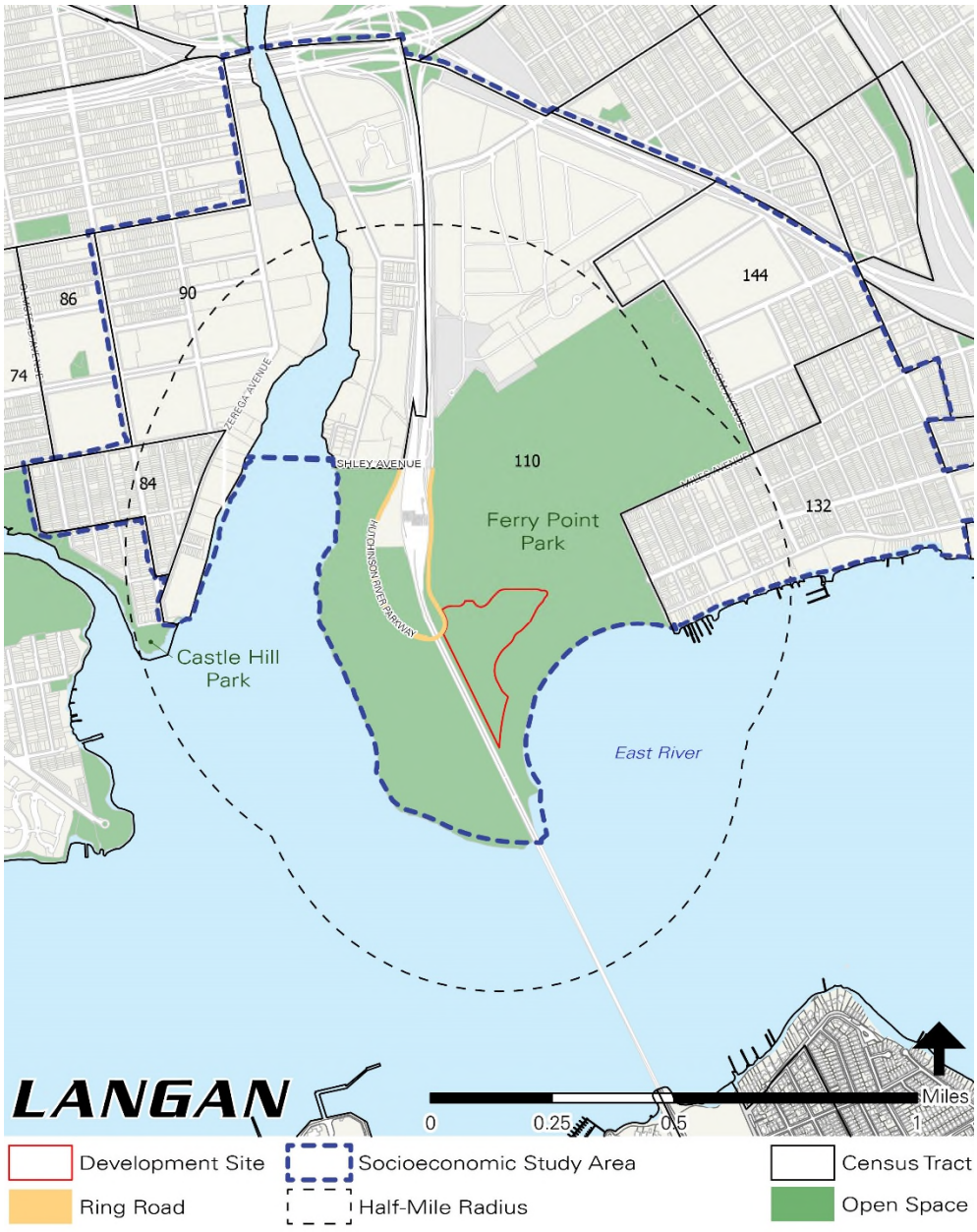
Indirect displacement is defined in the *CEQR Technical Manual* as "the involuntary displacement of residents, businesses, or employees that results from a change in socioeconomic conditions created by a proposed project." The objective of an indirect residential displacement analysis is to determine whether a proposed project may either introduce or accelerate a trend of changing socioeconomic conditions that may potentially displace a vulnerable population; for example, renters living in privately held dwelling units that are unprotected by rent control, rent stabilization, or other government regulations. Per the *CEQR Technical Manual*, an indirect residential displacement analysis is warranted if more than 200 residential units would be developed by a proposed project. The Proposed Actions would not result in the development of residential units and would not result in significant adverse impacts related to direct residential displacement.

The Proposed Actions would result in substantial new development that is markedly different from existing uses on the Development Site and could result in an increase in residential population in the Study Area due to the relocation of employees hired from outside of the Study Area. Therefore, a preliminary indirect residential displacement analysis was warranted to determine if the Proposed Development could introduce or accelerate residential displacement.

Indirect Residential Displacement Study Area

A study area is the area within which a project has the greatest potential to affect change. For a socioeconomic analysis, it is the area within which there is the greatest potential to directly or indirectly affect population, housing, and economic activities. The study area for a socioeconomic conditions assessment reflects the scale of change anticipated to result from the Proposed Actions. Based on *CEQR Technical Manual* guidance, the Socioeconomic Conditions Study Area includes all 2020 Census Tracts where 50 percent or more of the tract's area is within one half-mile of the Development Site. Figure 3-1 shows that 2020 Census Tracts 84, 90, and 110 have more than 50 percent of their area within one half-mile of the Affected Area. For conservative analysis purposes Census Tracts 132 and 144, which are located directly adjacent to the east of the Park, were included in the Study Area, even though less than 50 percent of their area is located within the radius.

Figure 3-1: Socioeconomic Conditions Study Area



Indirect Business Displacement

The objective of an indirect business displacement assessment is to determine whether a proposed project may either introduce or accelerate an economic trend that may potentially displace surrounding businesses that provide products or services essential to the local economy. The assessment examines whether a project would introduce trends that make it difficult for these businesses to remain in the area. In most cases, indirect displacement occurs when a project markedly increases property values and rents throughout the study area. The assessment will examine if the Proposed Actions have the

potential to adversely affect businesses that are subject to regulations or publicly adopted plans that are designed to preserve, enhance, or protect certain trades or services.

The Proposed Actions would introduce more than 200,000 gsf of commercial area on the Development Site, the *CEQR Technical Manual* threshold for an indirect business displacement assessment, and therefore an indirect business analysis is warranted.

Indirect Business Displacement Study Area

The indirect business displacement Study Area would be consistent with the residential indirect displacement study area shown in Figure 3-1.

Adverse Effects on Specific Industries

If a project is expected to affect the operation and viability of a specific industry not necessarily tied to a specific location, an assessment of a proposed action's effects on specific industries is appropriate. As described in the *CEQR Technical Manual*, a citywide regulatory change that would adversely affect the economic and operational conditions of certain types of businesses or processes may affect socioeconomic conditions in a neighborhood would warrant an assessment for the adverse effects on specific industries.

The Proposed Actions do not adversely affect the economic and operational conditions of certain types of businesses. Therefore, an analysis of the Proposed Action's effects on specific industries is not warranted.

Data Sources

Data sources to inform the Socioeconomic Conditions assessment included information provided by Bally's New York Operating Company, LLC, the Gaming Facility Text Amendment by the City Planning Commission, the New York State Gaming Market Study produced by Spectrum Gaming Group for the New York State Gaming Commission, the New York State Gaming Facility Location Board website, Esri Business Analyst, the 2010 and 2020 Decennial Census (via NYC Population Factfinder) and the American Community Survey (ACS) for years 2006-2010 and 2018-2022 (via NYC Population Factfinder).

To estimate the household income of residents moving to rental housing in the Study Area, asking monthly rents were compiled using Zumper's online inventory on 29 October 2024. Zumper is the largest privately owned rental platform in North America and provides information on monthly asking rents. The asking monthly rents found on Zumper were converted to annual asking rents. Annual household income was then estimated by dividing the asking annual rent by 0.3 because renters are assumed to spend up to 30 percent of their annual income on housing. The Study Area may have rental units that have not been posted to Zumper or other listing agencies, and these units would not be captured in the data analysis.

3.5 Preliminary Indirect Residential Displacement Assessment

Per *CEQR Technical Manual* guidelines, a preliminary assessment of a project's potential to cause indirect residential displacement is necessary to determine whether a proposed project may either introduce a trend or accelerate a trend of changing socioeconomic

conditions that may potentially displace a vulnerable population to the extent that the socioeconomic character of a neighborhood would change. While most analyses of indirect residential displacement involve residential projects, the *CEQR Technical Manual* guidelines suggest that a preliminary assessment of indirect residential displacement may also be warranted for large (over 200,000 sf) non-residential projects which may have the potential to introduce a new population to the study area.

The first step of the preliminary analysis is to determine if the proposed project would add new population with higher average incomes compared to the average incomes of the existing populations and any new population expected to reside in the study area without the project. If the expected average incomes of the new population would exceed the average incomes of the study area populations, then the next step of the analysis is conducted. Step 2 of the assessment involves calculating the size of the new population in comparison to the estimated future population of the study area. If the new population is estimated to increase the study area population by more than 5 percent, then the assessment proceeds to Step 3. Step 3 considers whether the study area has experienced a trend toward increasing rents and concludes with criteria that determine whether a detailed analysis should be conducted. This preliminary assessment follows the guidelines described in the *CEQR Technical Manual*.

Step One

The population of the Study Area was 19,196 in 2020, which is an increase of 1,234 from the 2010 Census population (see Table 3-1). The population of both the Bronx and New York City has increased over same time period by 6.3 and 6.7 percent, respectively.

Table 3-1: Study Area Population

Geography	2010 Census Population	2020 Census Population	Direction of Change
Study Area	17,962	19,196	6.9%[1]
Bronx	1,385,108	1,472,654	6.3%[1]
New York City	8,078,471	8,622,467	6.7%[1]

Source: U.S. Census Bureau, 2006-2010 and 2018-2022 ACS 5-Year Estimates (NYC Planning Population FactFinder)
[1] The margin of error (MoE) of the difference between the 2010 Census population and the 2020 Census population is less than one-third of the difference between the two values. The change is reported.

The number of households and housing units in the Study Area in 2020 were 6,805 and 7,152, respectively. In 2010, there were 6,306 households and 6,647 housing units, representing increases of 7.9 percent and 7.6 percent, respectively (see Table 3-2). The Bronx and New York City had 8.1 percent and 8.4 percent increases in the number of households, respectively, and an increase of 6.9 and 7.3 percent in the number of housing units, respectively.

Table 3-2: Household and Housing Data

	2010 Households	2020 Households	Market Directionality	2010 Housing Units	2020 Housing Units	Market Directionality
Study Area	6,306	6,805	7.9%[1]	6,647	7,152	7.6%[1]
Bronx	483,449	522,450	8.1%[1]	511,896	547,030	6.9%[1]
New York City	3,109,784	3,370,448	8.4%[1]	3,371,062	3,618,635	7.3%[1]

Source: U.S. Census Bureau, 2010 and 2020 Census Data (NYC Planning Population FactFinder)
[1] The margin of error (MoE) of the difference between the 2006-2010 income and the 2018-2022 income is less than one-third of the difference between the two values. The change is reported.
Note that number of households was not available for the 2018-2022 ACS 5-Year Estimates; thus, the 2010 and 2020 census were included.

The majority of occupied housing units in the Study Area are rental units (66.4 percent) rather than owned units (33.6 percent), per Table 3-3. However, the percentage of occupied rental units in the Study Area is less than in the Bronx (81.4 percent) and New York City as a whole (70.2 percent). Thus, there is a greater percentage of homeowners in the Study Area compared to the Bronx and New York City.

Table 3-3: 2020 Housing Tenure

Geography	% Vacant	% Renter Occupied Units	% Owner Occupied Units
Study Area	4.9%	66.4%	33.6%
Bronx	4.5%	81.4%	18.6%
New York City	6.9%	70.2%	29.8%

Source: U.S. Census Bureau, 2006-2010 and 2018-2022 ACS 5-Year Estimates (NYC Planning Population FactFinder)

Table 3-4 indicates that median gross rent for the Study Area was $735 in 2010 and $942 in 2020. Median gross rent in the Bronx is $1,401, a 12.5 percent increase from 2010. Median gross rent for New York City is $1,714, an 18.6 percent increase from 2010. Per the Equitable Development Data Explorer developed by the NYC Department of City Planning, the Study Area and surrounding neighborhoods have up to 24,894 rent-stabilized housing units.[9] Thus, the low rental prices within the Study Area could be attributed to rent restrictions for existing rental units within the Study Area. A review of current market-rate listings generally within the Study Area on Zumper indicate that the average rent is $1,775 for a studio, $2,625 for a one-bedroom, $2,762 for a two-bedroom, and $3,482 for a three-bedroom.[10]

Table 3-4: Median Gross Rent

Geography	2006-2010	2018-2022	Change	Percent Change
Study Area	$735	$942	N/A[1]	N/A[1]
Bronx	$1,245	$1,401	$156	12.5%
New York City	$1,445	$1,714	$269	18.6%

Source: U.S. Census Bureau, 2006-2010 and 2018-2022 ACS 5-Year Estimates (NYC Planning Population FactFinder)

[1] MoE of the difference between the 2006-2010 income and the 2018-2022 income is greater than the difference between the two values; therefore, the percentage change cannot be estimated with confidence. The directionality cannot be reported.

Table 3-5 indicates the 2018-2022 ACS mean and median household income in the Study Area, and the change since the 2006-2010 ACS. The median household income reported in the 2018-2022 ACS was $51,734 in the Study Area, $47,036 in the Bronx, and $76,607 in New York City.

[9] The Equitable Development Data Explorer provides demographic, housing and quality of life characteristics across neighborhoods. For this analysis, the Public Use Microdata Areas (PUMAs) 3703 and 3709 were used, which is approximately the boundaries of Bronx Community Districts 9 and 10.

[10] Zumper.com, accessed 29 October 2024.

Table 3-5: Household Income Characteristics (2006-2010, 2018-2022 ACS)

Geography	Mean Household Income			Median Household Income		
	2006-2010	2018-2022	Market Directionality	2006-2010	2018-2022	Market Directionality
Study Area	$92,235	$79,633	N/A[2]	$58,951	$51,734	N/A[2]
Bronx	$63,856	$69,157	8.3%[1]	$46,232	$47,036	1.7%[1]
New York City	$105,106	$122,667	16.7%[1]	$67,850	$76,607	12.9%[1]

Source: U.S. Census Bureau, 2006-2010 and 2018-2022 ACS 5-Year Estimates (NYC Planning Population FactFinder)

[1] The margin of error (MoE) of the difference between the 2006-2010 income and the 2018-2022 income is less than one-third of the difference between the two values. The change is reported.

[3] MoE of the difference between the 2006-2010 income and the 2018-2022 income is greater than the difference between the two values; therefore, the percentage change cannot be estimated with confidence. The directionality cannot be reported.

The change in direction in mean and median household income for the Study Area between 2006-2010 and 2018-2022 cannot be estimated with confidence because of the margin of error when comparing the ACS data. Both the mean and median household income decreased for the Study Area between 2006-2010 and 2018-2022. The mean and median household income increased within these periods for the Bronx 8.3 and 1.7 percent, respectively. Within New York City as a whole, the mean household income has increased by 16.7 percent and median household income increased by 12.9 percent between the 2006-2010 and the 2018-2022 ACS. The mean household income for the Study Area, the Bronx, and New York City are higher than the median household incomes, indicating that a small percentage of populations in each geography earn significantly more than the typical household. Both the mean and the median household incomes in the Study Area are greater than the mean and median household incomes in the Bronx but less than New York City.

Compared to the No-Action, the With-Action Condition would result in the development of the Proposed Facility containing gaming and food and beverage space, a 500-key hotel with a spa and meeting space, a 2,000-person event center, retail spaces, and a replacement golf clubhouse. While no residential uses are proposed, the Proposed Facility is expected to generate up to 3,500 new permanent jobs. To estimate the annual incomes of new households in market-rate rental housing in the Study Area, existing asking rents in the Study Area were inventoried. The market-rate rental inventory in the Study Area is relatively limited, and therefore the sample size for calculating median rents is small. The review of listings on Zumper found 12 units for rent in the Study Area, comprising two studios, two one-bedroom units, four two-bedroom units, and four three-bedroom units. Table 3-6 shows the asking rents and estimated household incomes that would be expected to occupy these existing units. Based on the assumption that new residents moving into the Study Area spend 30 percent of their household income on rent, the expected income range of incoming households would be between $71,000 and $139,280. Thus, the income of potential new residents moving to the Study Area could exceed the average income of the Study Area (approximately $79,633).

Table 3-6: Study Area Asking Rents by Unit Type and Estimated Household Income

Unit Type	Studio	1-BR	2-BR	3-BR
Average Asking Rent				
Monthly	$ 1,775	$ 2,625	$ 2,953	$ 3,520
Annually	$ 21,300	$ 31,500	$ 35,436	$ 42,240
Estimated Household Income (Annual Asking Rent / 0.3)[1]				
	$ 71,000	$ 105,000	$ 110,480	$ 139,280

1 Assumes households spend up to 30 percent of income on rent.

Step Two

The unemployment rate is 4.7 percent (approximately 728 individuals) in the Study Area and 6.5 percent (approximately 73,599 individuals) in the Bronx based on the 2018-2022 ACS.[11] Given the level of unemployment in the Study Area and borough, the total amount of new housing demand due to relocation is projected to be significantly less than 3,500. While not all project-generated jobs could be fulfilled by the existing unemployment within the Study Area, all jobs could be filled through individuals seeking employment in the Bronx. Based on the US Census Longitudinal Employer-Household Dynamics data, approximately 98 percent of individuals working within the Study Area commute from other locations. Similarly, 97.9 percent of individuals living within the Study Area commute outside of the Study Area for work. Thus, the percentage of individuals living and working within the Study Area is approximately two percent.[12] Further, the 2018-2022 ACS data shows that residents within the Study Area typically travel an average of 42.6 minutes per day to work and Bronx residents travel approximately 44.6 minutes per day. Thus, it is likely that many Bronx residents would remain in their current housing within the Bronx and commute to the Proposed Facility for work.

The addition of 3,500 new jobs in the Study Area may result in an increase in housing demand over time as workers seek to relocate closer to their place of employment. However, the demand for housing is expected to be dispersed throughout the Bronx and New York City. Currently, approximately two percent of the population lives and works within the Study Area. Thus, it is assumed that up to 70 workers would relocate to the Study Area – an increase of 0.3 percent over the existing population (19,196) within the Study Area. Additionally, the Study Area has 347 vacant housing units, and the Bronx and New York City have 24,580 and 248,187 vacant housing units, respectively.[13] All projected workers seeking to relocate within the Study Area could be accommodated by the existing available housing units. Further, all 3,500 potential new workers could relocate within the Bronx (if potential workers do not already live within the Bronx), which would equate to 14 percent of the existing vacant housing units in the Bronx.

Bally's workforce diversity plan for construction and operation of the Proposed Development would utilize, to the extent practicable, New York State's existing labor force including the development of training programs that serve the unemployed and form agreements to the extent practicable with existing organized labor unions.[14] Therefore, the Proposed Development is not projected to significantly increase housing demand

[11] 2018-2022 American Community Survey, NYC Population Factfinder.
[12] US Census Bureau OnTheMap Application, Inflow/Outflow Analysis, onthemap.census.gov.
[13] 2020 Decennial Census, NYC Population Factfinder.
[14] Per the New York Gaming Facility Location Board Evaluation and Selection requirements, https://nycasinos.ny.gov/evaluation-and-selection.

through the relocation of workers to the Study Area and would not have a significant effect on the housing market in the area.

Indirect Residential Displacement Analysis Conclusion

The Proposed Development would generate up to 3,500 new permanent jobs on the Development Site. Assuming new residents moving into the Study Area spend 30 percent of their household income on rent, the expected income range of incoming households would be between $71,000 and $139,280. Based on current data, the percentage of individuals living and working within the Study Area is approximately two percent. Thus, it was assumed that the Proposed Development would generate a need of up to 70 housing units (approximately two percent of total new workers) – an increase of 0.3 percent above the existing population – which could be accommodated by the existing 347 vacant units within the Study Area. Additionally, if all 3,500 new workers were required to relocate, the existing vacant units within the Bronx could accommodate all new potential workers and would equate to 14 percent of existing vacant housing units in the Bronx and 1.4 percent in New York City.

Based on the unemployment rate of the Study Area (4.7 percent) and the Bronx (6.5 percent) the total amount of new housing demand due to relocation is projected to be significantly less than 3,500. While not all project-generated jobs could be filled within the Study Area, all jobs could be filled through individuals seeking employment in the Bronx. Further, through Bally's workforce diversity plan, construction and operation of the Proposed Development would utilize to the extent practicable New York State's existing labor force including the development of training programs that serve the unemployed and include agreements to the extent practicable with existing organized labor unions. Therefore, the Proposed Development is not projected to significantly increase housing demand through the relocation of workers to the Study Area and would not have a significant effect on the housing market in the area. Accordingly, the Proposed Actions would not result in a significant adverse socioeconomic conditions impact in the area of indirect residential displacement.

3.6 Preliminary Indirect Business Displacement Assessment

The goal of the indirect business displacement assessment is to determine whether a proposed project may either introduce or accelerate a trend that alters the local economic base of a neighborhood, and whether a project would stimulate changes that would raise either property values or rents in the area. The analysis also considers whether relocation opportunities exist for the affected categories of businesses. The Study Area for the indirect business displacement assessment is consistent with the indirect residential displacement assessment.

Existing Business Conditions

The Development Site is currently improved with the golf clubhouse, parking lot, a portion of the golf course practice area, and additional landscaping. The clubhouse is one story and has approximately 25,265 gsf of floor area. The Proposed Development will not displace residents, visitors, or workers on the Development Site. The Golf Course currently employs 165 people during peak business season, and it is assumed that all employees that work at the clubhouse will be offered positions at the new golf clubhouse or the

Proposed Facility. With the Proposed Actions, an additional 3,500 permanent jobs and approximately 1,800 temporary construction jobs would be created. Therefore, the Proposed Actions would not displace any residents, visitors, or workers who form the customer base of existing businesses in the area.

As shown in Table 3-7, there are approximately 270 businesses and 4,312 employees within the Study Area. Of the standard North American Industry Classification System (NAICS) sectors industries with the most employees in the Study Area are Construction; Retail Trade; Transportation and Warehousing; and Other Services (except Public Administration).

Table 3-7: Employment by Industry Sector[15]

	Businesses		Employees	
NAICS Codes	**Number**	**Percent**	**Number**	**Percent**
Agriculture, Forestry, Fishing & Hunting	0	0.0%	0	0.0%
Mining	0	0.0%	0	0.0%
Utilities	0	0.0%	0	0.0%
Construction	31	11.5%	495	11.5%
Manufacturing	0	0.0%	0	0.0%
Wholesale Trade	4	1.5%	109	2.5%
Retail Trade	32	11.9%	732	17.0%
Motor Vehicle & Parts Dealers	1	0.4%	1	0.0%
Furniture & Home Furnishings Stores	2	0.7%	6	0.1%
Electronics & Appliance Stores	0	0.0%	0	0.0%
Building Material & Garden Equipment & Supplies Dealers	4	1.5%	315	7.3%
Food & Beverage Stores	13	4.8%	119	2.8%
Health & Personal Care Stores	4	1.5%	22	0.5%
Gasoline Stations & Fuel Dealers	0	0.0%	0	0.0%
Clothing, Clothing Accessories, Shoe and Jewelry Stores	2	0.7%	26	0.6%
Sporting Goods, Hobby, Book, & Music Stores	2	0.7%	19	0.4%
General Merchandise Stores	4	1.5%	224	5.2%
Transportation & Warehousing	12	4.4%	862	20.0%
Information	3	1.1%	13	0.3%
Finance & Insurance	5	1.9%	29	0.7%
Central Bank/Credit Intermediation & Related Activities	3	1.1%	24	0.6%
Securities & Commodity Contracts	2	0.7%	5	0.1%
Funds, Trusts & Other Financial Vehicles	0	0.0%	0	0.0%
Real Estate, Rental & Leasing	17	6.3%	126	2.9%
Professional, Scientific & Tech Services	25	9.3%	193	4.5%
Legal Services	3	1.1%	7	0.2%
Management of Companies & Enterprises	0	0.0%	0	0.0%
Administrative, Support & Waste Management Services	7	2.6%	22	0.5%
Educational Services	7	2.6%	211	4.9%
Health Care & Social Assistance	20	7.4%	308	7.1%
Arts, Entertainment & Recreation	2	0.7%	27	0.6%
Accommodation & Food Services	33	12.2%	287	6.7%
Accommodation	0	0.0%	0	0.0%
Food Services & Drinking Places	33	12.2%	287	6.7%
Other Services (except Public Administration)	48	17.8%	533	12.4%
Automotive Repair & Maintenance	4	1.5%	302	7.0%
Public Administration	4	1.5%	365	8.5%
Unclassified Establishments	20	7.4%	0	0.0%
Total	270	100.0%	4,312	100.0%

[15] ESRI Business Analyst, Retrieved 3 October 2024.

The Proposed Actions would allow the development of the Proposed Facility, which would provide destination gaming and accessory uses. A large portion of the Study Area includes Ferry Point Park and residential uses to the east and north. However, industrial and commercial uses are present north of the Development Site. Businesses include a beverage distribution facility, construction contractor yards, UPS and FedEx facilities, and on-site truck parking facilities. North of this industrial area is a grocery store, industrial machinery rental agencies, and the Throggs Neck Shopping Center, which contains several fast-food restaurants, Target, and other retail stores. East of the Development Site is dominated by residential and community facility uses, with a bar, wedding venue, several general contractor offices, a laundromat, catering food and beverage supplier, supermarket and restaurant interspersed throughout the residences and community facilities.

In the With-Action Condition, the Proposed Development would provide recreational uses to the public that would complement the existing Golf Course and provide an integrated entertainment experience. Gaming and other destination entertainment are not present within the Study Area or the Bronx, and the Proposed Development would provide a new economic use on the Development Site that is not expected to compete with other destination entertainment in the Bronx. The Proposed Development would result in the removal of accessory surface parking and other paved/landscaped areas within the Golf Course to develop the Proposed Facility and support existing uses on site. New food and beverage, hotel, and gaming uses are expected to enhance the experience of their existing customer base and provide a regional draw similar to the existing Golf Course, which hosts national golf tournaments. The Proposed Facility would provide year-round gaming uses and include an up to 500-room hotel to accommodate the potential visitors to the site.

Due to the regional draw of the Proposed Development, visitors to the Development Site are also expected to patronize existing local businesses within the Study Area. The Proposed Development is projected to increase the production and sales at nearby businesses due to the increased demand generated by the Proposed Development and increase the demand of goods and service providers that will support the Proposed Development. Visitors will not only spend money at the Proposed Facility and golf clubhouse, but at nearby gas stations, restaurants, bars, retail establishments, attractions, and hotels. If the demand for accommodations, food services, entertainment, and other uses generated by visitors to the Development Site is greater than anticipated, it is possible that a small number of existing businesses in the Study Area could experience increased market pressure through increased commercial rents and could cease operations or relocate their operations outside of the Study Area.

The businesses that could be affected by this potential market pressure would be those retail or service businesses that would not directly benefit from an increased visitor population from the Proposed Development, and which do not primarily attract their patronage from local residents. Examples of these types of uses could include warehouse and manufacturing uses, auto-related services, or other types of regional focused uses that do not rely heavily on patronage from local residents and typically do not serve temporary visitors to an area. These uses are not unique to the local neighborhood and are found throughout the Bronx and nearby areas within New York City. Because these businesses are not unique to the neighborhood, do not primarily attract their patronage from local residents, and would not benefit from increased visitors, potential closures or relocation of these businesses would not be expected to result in a significant adverse

impact. Very few of these businesses exist in the Study Area; therefore, it is not expected that any potential indirect displacement of these uses would significantly alter the socioeconomic characteristics of the Study Area.

Businesses including restaurants and retail services that primarily serve the local population, including those that also serve visitors to the surrounding regional uses are not expected to be adversely impacted by the Proposed Development. These businesses would continue to have the same or a potentially higher demand for their goods and services from the existing residential neighborhood, the surrounding regional uses, including the Proposed Development, and are expected to withstand the limited market pressure for additional accommodations and food uses outside the Development Site that the Proposed Development could generate.

The Proposed Actions would generate increased local spending at nearby restaurants, gas stations, and convenience stores and retail establishments, which would benefit the Study Area population. New York State and New York City would also benefit from gaming taxes, corporate and employee income taxes, sales, hotel, and property taxes, and bridge/tunnel tolls. The Proposed Actions would beneficially alter economic patterns by attracting new economic activity to the Study Area and the Bronx. When complete, the Proposed Development would be one of the largest Bronx employers and one of the largest privately funded projects in Bronx's history. The Proposed Development would facilitate the creation of new, well-paying jobs and bring visitors to the Study Area. Any potential changes to the socioeconomic characteristics of the Study Area would either be beneficial or would not be large enough to significantly alter existing economic characteristics. Therefore, a detailed assessment of indirect business displacement is not warranted, and the Proposed Development does not have the potential to result in significant impacts due to indirect business displacement.

Indirect Business Displacement Analysis Conclusion

The Proposed Actions would not result in significant adverse indirect business displacement impacts. The Proposed Actions would allow the construction of the Proposed Development, which would provide 3,500 new jobs to the Study Area, and up to 1,800 temporary construction jobs.

In the With-Action Condition, the Proposed Development would provide recreational uses to the public that would complement the existing Golf Course and provide an integrated entertainment experience. Gaming and other destination entertainment are not present within the Study Area or the Bronx, and the Proposed Development would provide a new economic use on the Development Site that is not expected to compete with other destination entertainment in the Bronx. Due to the regional draw of the Proposed Development, visitors to the Development Site are also expected to patronize existing local businesses within the Study Area which would increase the production and sales at nearby businesses and the demand of goods and service providers to support the Proposed Development. Businesses that could be potentially affected by increased market pressure would be those which do not directly benefit from an increased visitor population and do not primarily attract local residents such as warehouse and manufacturing uses, auto-related services, or other types of regional focused uses. These uses are not unique to the local neighborhood and are found throughout the Bronx and nearby areas within New York City. However, very few of these businesses exist in the

Study Area; therefore, it is not expected that any potential indirect displacement of these uses would significantly alter the socioeconomic characteristics of the Study Area.

Overall, the Proposed Actions would generate increased local spending at nearby restaurants, gas stations, and convenience stores and retail establishments, which would benefit the Study Area population. New York State and New York City would also benefit from gaming taxes, corporate and employee income taxes, sales, hotel, and property taxes, and bridge/tunnel tolls. Therefore, any potential changes to the socioeconomic characteristics of the Study Area would either be beneficial or would not be large enough to significantly alter existing socioeconomic characteristics, and the Proposed Development does not have the potential to result in significant impacts due to indirect business displacement.