

BG Strategies draws on more than four decades of success in reshaping communities by advocating for smart and thoughtful development. Our proprietary approach shepherds proposals through the permitting or zoning process, resulting in the approval of projects that benefit both real estate developers and host communities.



Discovery

Our 360-degree discovery process provides actionable data and a survey of the community and political landscape.



Messaging

We craft the core messages that will inform all future communications about the project.



Creative & Branding

Our in-house design team will reinvigorate your project with unique, distinctive branding and impactful visual design – on your website, print assets and more.



Political Insight

We provide knowledge of and access to the elected officials and policymakers whose influence matters most to your project.



Media Relations

Our editorial specialists work to place positive stories, op-eds, and letters to the editor in local and regional media most relevant to your audience.



Community Engagement

Through one-on-one conversations and neighborhood meetings, we connect with relevant community stakeholders for intelligence and persuasion.



Social Media

Our digital experts develop timely, engaging content across all relevant social media channels that drive real-world activations.



Public Hearing Preparation

We ensure your team and public speakers are prepared to advocate and present effectively on your behalf at public meetings and hearings.



Supporter Mobilization & GOTV

We mobilize your project's supporters to vote or speak out in favor of your project at key decision points throughout the permitting processespecially the final vote.



Our Experience

Click on one of the logos below to learn more.



















Our Creative Portfolio

Learn more about our creative services at portfolio.thebelfortgroup.com.



Let's Work Together

Contact: Michael Sherry, Director | Public Affairs Practice Area Lead

Mike@the belfort group.com