

Iowa Riverboats and Racetracks
Statement of Economic Impact on State of Iowa
For the Period January 1, 2009 to December 31, 2009

	Iowa Vendors/Source	Non Iowa Vendors/Source			Total
		Gaming Equipment	Specialized Source/ Necessary		
			A	B	
Payroll & Related Expenses:					
Salaries & Wages	220,789,296.10	0.00	33,826.06	0.00	220,823,122.16
Employee Benefits	63,820,708.24	0.00	41,060.51	2,533,900.95	66,395,669.70
Total Payroll & Related Expenses	284,610,004.34	0.00	74,886.57	2,533,900.95	287,218,791.86
Category Percentage	99.09%	0%	0%	0.88%	
Iowa Percentage	99.12%			0.88%	
Equipment, Supplies & Services:					
Gaming related equipment & supplies	18,470,131.45	37,023,406.65	6,480.00	1,001.62	55,501,019.72
Other supplies & Services	197,429,206.83	0.00	23,906,876.86	30,429,809.66	251,765,893.35
Total Operating Expenses	215,899,338.28	37,023,406.65	23,913,356.86	30,430,811.28	307,266,913.07
Category Percentage	70.26%	12.05%	7.78%	9.90%	
Iowa Percentage	87.65%			12.35%	
Statutory Required Payments:					
Gaming tax & Admission fees	321,586,368.80	0.00	0.00	0.00	321,586,368.80
Payroll taxes - Federal & State	24,992,403.70	0.00	1,242.12	512.00	24,994,157.82
Taxes - Other	35,679,684.04	0.00	0.00	20,465.83	35,700,149.87
Total Statutory Required Expenses	382,258,456.54	0.00	1,242.12	20,977.83	382,280,676.49
Category Percentage	99.99%	0.00%	0.00%	0.01%	
Iowa Percentage	99.99%			0.01%	
Charitable Contribution/Donation					
Not-for-Profit Contribution	38,946,202.75	0.00	0.00	0.00	38,946,202.75
Donation(s) - Other	7,371,765.92	0.00	0.00	129,531.93	7,501,297.85
Other(s) - City/County Contributions	37,937,029.90	0.00	0.00	0.00	37,937,029.90
Total Charitable/Donations	84,254,998.57	0.00	0.00	129,531.93	84,384,530.50
Category Percentage	99.85%	0.00%	0.00%	0.15%	
Iowa Percentage	99.85%			0.15%	
Total Economic Impact	967,022,797.73	37,023,406.65	23,989,485.55	33,115,221.99	1,061,150,911.92
Economic Impact Percentage by Category	91.13%	3.49%	2.26%	3.12%	
Percentage by Source	91.13%	3.49%	5.38%		
Iowa Percentage	96.69%			3.31%	