

Gaming Fairness for Minnesota

NOTE: All figures are estimates based on average revenue per day per gaming machine of \$295

Number of gaming machines		4,000
Estimated average revenue per day per gaming machine	\$	295
		365.00
Estimated table games % of slots		15%
Estimated gaming machine revenue	\$	430,700,000
Estimated table game revenue	\$	64,605,000
Estimated total gaming revenue	\$	495,305,000

Distribution of Revenue

	Rate	
Fee to the Lottery	10.00%	\$43,070,000
Gaming transaction fee on slot revenue	26.00%	\$111,982,000
Gaming transaction fee on table games	14.00%	\$9,044,700
Total fee to the State		\$164,096,700
Estimated % of Total Gaming Revenue		33.13%
Lottery fee		\$43,070,000
Total gaming transaction fee		\$121,026,700

Distribution to Tribal Entity

Gaming share for the Tribal Entity	\$	331,208,300
Other revenue for Tribal Entity (Hotel/Retail/Food/Entertainment)	\$	53,546,599
Total revenue for Tribal Entity	\$	384,754,899
Estimated contribution for Problem Gaming		2,476,525
Estimated contribution for Host Community Fee		9,906,100
Net Available for Debt Service on Land and Construction Costs, All Operational Expenses, Depreciation, and Distribution		372,372,274

Distribution of the State Revenue

Lottery Expenses @ 50% of the fee	\$21,535,000
Lottery Proceeds to the general fund	\$12,921,000
Lottery Proceeds to the Environment and Natural Resources Trust Fund	\$8,614,000
General fund portion of the gaming transaction fee	\$108,924,030
Total General Fund Revenue (estimated)	\$121,845,030
Community Assets Account	\$12,102,670

Overall Summary of State Revenue

Lottery Expenses	\$21,535,000
Environment and Natural Resources Trust Fund	\$8,614,000
General Fund	\$121,845,030
Community Assets Account	\$12,102,670
Total State and Minnesota State Lottery Revenues	\$164,096,700

Estimated Summary of State Revenues



