

STATE GAMING REVENUE - SOURCES AND USES

Legislative Fiscal Office

LOTTERY

(\$ in millions)

Fiscal Year Available Calendar Year of Sales	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020
Sales Outlets at Calendar Year End	2,882	2,925	2,949	2,931	2,893	2,919	2,878	2,897	2,912	2,840
Total Game Sales & Other Earnings	\$400.3	\$447.1	\$460.6	\$438.0	\$463.5	\$505.7	\$474.4	\$518.7	\$489.0	\$559.7
Operating Expenses of Corp. (not appropriated)	\$25.4	\$25.3	\$27.7	\$25.9	\$26.4	\$28.6	\$27.9	\$28.1	\$27.0	\$26.1
Retailer Commission Expense (not appropriated)	\$22.0	\$24.6	\$25.6	\$24.4	\$25.9	\$28.0	\$26.5	\$28.9	\$27.3	\$31.7
Effective Tax Rate (% net revenue after prize expense)	73.8%	76.2%	76.4%	77.0%	77.1%	75.4%	75.0%	75.6%	77.8%	76.3%
Share Of Gross Revenue Transferred To The State	35.4%	36.2%	35.8%	38.0%	40.6%	35.0%	35.0%	35.0%	35.0%	34.4%
Total Annual Transfers To The State	\$141.7	\$162.0	\$164.8	\$166.3	\$188.1	\$177.0	\$166.0	\$181.6	\$171.2	\$192.4
Compulsive and Problem Gaming Program	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5
For Support Of Minimum Foundation Program *	\$141.2	\$161.5	\$164.3	\$156.8	\$187.6	\$176.5	\$165.5	\$181.1	\$170.7	\$191.9
Total Allocations Of Available Transfers	\$141.7	\$162.0	\$164.8	\$184.3	\$188.1	\$177.0	\$166.0	\$181.6	\$171.2	\$192.4

(*) As originally adopted, lottery receipts were deposited to a special fund (the Lottery Proceeds Fund established by the State Constitution) that had no specific uses enumerated. For FY 91-92 and FY 92-93 lottery receipts were appropriated to support the operations of numerous state agencies, local allocations, and the state general fund. For the 1993-94 fiscal year, most lottery receipts (\$140 million) were appropriated to the Minimum Foundation Program (MFP, K-12 education funding) and a like amount of state general fund support was removed from MFP financing. Lottery receipts have been appropriated to the MFP ever since. Act 1305 of the 2003 session amended the State Constitution to formally dedicate lottery receipts to the MFP beginning with FY 04-05 (including a maximum of \$500,000 to compulsive and problem gaming services). Act 646 of the 2014 Regular Session required the Lottery Corp. to transfer an additional \$9 million from reserves for deposit into the Mega-Project Development Fund. Act 121 of the 2015 Regular Session required an additional \$5.9 million transfer from reserves and \$20 million from unclaimed prizes, both for deposit into the Lottery Proceeds Fund supporting the MFP. Act 318 of the 2020 Regular Session reduces the current transfer percentage of lottery gross receipts to the state from 35% to 25% beginning 7/1/20. If transfers do not exceed their FY20 budgeted amount (~\$167.7 million) by FY 23, the transfer reverts back to 35%. Actual FY21

VIDEO DRAW POKER

(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Locations/Devices at Fiscal Year End (June month)	2,124/14,467	2,044/14,108	1,945/14,081	1,911/14,171	1,798/13,160	1,754/13,091	1,707/12,985	1,652/12,878	1,567/12,669	1,522/12,445
Total Device Net Revenue	\$600.8	\$603.62	\$581.94	\$590.81	\$573.72	\$570.68	\$577.30	\$603.33	\$522.51	\$758.63
Effective Tax Rate	30.1%	30.2%	30.2%	30.3%	30.3%	30.3%	30.3%	30.3%	30.4%	30.7%
Gaming Remittances	\$181.1	\$182.0	\$175.8	\$178.8	\$173.6	\$172.9	\$174.9	\$182.9	\$158.9	\$233.3
Device & Other Fees	\$12.3	\$12.2	\$11.9	\$12.0	\$12.0	\$11.1	\$11.3	\$11.4	\$10.9	\$11.3
Total Available To The State	\$193.3	\$194.3	\$187.8	\$190.8	\$185.6	\$184.0	\$186.2	\$194.3	\$169.8	\$244.6
Gaming Enforcement Activities	\$8.6	\$8.8	\$8.9	\$9.6	\$10.6	\$9.8	\$10.4	\$10.5	\$10.6	\$10.5
Local Govs. (~ Munis 40%, Parishes 30%, Sheriffs 30%)	\$42.1	\$42.4	\$40.8	\$41.6	\$40.3	\$39.9	\$39.3	\$38.8	\$24.7	\$47.3
District Attorney Support	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4	\$5.4
Horse Racing Purse Supplements	\$3.0	\$3.0	\$2.9	\$2.9	\$2.8	\$2.8	\$2.9	\$3.1	\$2.6	\$3.8
Compulsive and Problem Gaming Program	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5
State General Fund Share	\$133.9	\$134.3	\$129.3	\$130.9	\$126.1	\$125.7	\$127.8	\$136.2	\$126.1	\$177.1
Total Allocations Of Available Revenue	\$193.3	\$194.3	\$187.8	\$190.8	\$185.6	\$184.0	\$186.2	\$194.3	\$169.8	\$244.6

RIVERBOAT GAMING

(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Boats/Tables/Devices at Fiscal Year End (CYQ2)	12/490/14,007	14/581/16,399	14/573/16,101	15/622/17,505	15/612/17,327	15/618/17,108	15/639/17,040	15/608/17,058	14/569/16,065	13/525/14,046
Total Gross Gaming Revenue	\$1,653.7	\$1,673.0	\$1,714.9	\$1,889.0	\$1,912.4	\$1,933.1	\$1,948.7	\$1,865.3	\$1,457.0	\$1,619.4
Effective Tax Rate	21.5%	21.5%	21.5%	21.5%	21.5%	21.5%	21.5%	21.5%	21.5%	21.5%
Gaming Remittances	\$355.6	\$359.7	\$368.7	\$406.1	\$411.2	\$415.6	\$419.0	\$401.0	\$313.3	\$348.2
Other Fee Revenue	\$3.6	\$4.1	\$3.8	\$4.0	\$4.3	\$3.6	\$3.5	\$3.4	\$3.4	\$3.6
Total Available To The State	\$359.2	\$363.8	\$372.5	\$410.1	\$415.4	\$419.2	\$422.5	\$404.5	\$316.6	\$351.8
Gaming Enforcement Activities	\$14.7	\$18.1	\$14.4	\$13.9	\$11.3	\$11.8	\$11.2	\$20.2	\$14.0	\$16.0
Non-Gaming Operations in State Police	\$40.9	\$31.4	\$14.7	\$32.8	\$31.5	\$53.9	\$49.1	\$47.5	\$35.6	\$13.2
Compulsive and Problem Gaming Program	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5
SELF Fund (Teacher Payraise)	\$77.1	\$78.0	\$80.0	\$88.1	\$89.2	\$90.2	\$90.9	\$86.9	\$68.0	\$75.5
State General Fund Share	\$225.9	\$235.7	\$262.9	\$274.9	\$282.9	\$262.8	\$270.7	\$249.3	\$198.6	\$246.5
Total Allocations Of Available Revenue	\$359.2	\$363.8	\$372.5	\$410.1	\$415.4	\$419.2	\$422.5	\$404.5	\$316.6	\$351.8

STATE GAMING REVENUE - SOURCES AND USES

Legislative Fiscal Office

N. O. LAND-BASED CASINO

(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Tables/Devices at Fiscal Year End (CYq2)	117/1,953	126/1,841	125/1,774	123/1,743	126/1,604	130/1,513	149/1,530	165/1,489	113/1,451	114/1,337
Total Gross Gaming Revenue	\$342.0	\$337.6	\$337.5	\$332.3	\$296.9	\$281.8	\$288.5	\$291.5	\$210.3	\$213.2
Effective Tax Rate	21.5%	21.5%	21.5%	21.5%	21.5%	21.3%	22.1%	21.7%	38.5%	36.4%
Gaming Remittances and Other Transfers	\$73.5	\$72.6	\$72.6	\$71.4	\$63.8	\$60.0	\$63.8	\$63.1	\$80.9	\$77.6
Total Annual Transfers To The State	\$73.5	\$72.6	\$72.6	\$71.4	\$63.8	\$60.0	\$63.8	\$63.1	\$80.9	\$77.6
Compulsive and Problem Gaming Program	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5
Casino Support Services Fund	\$0.0	\$0.0	\$0.0	\$3.6	\$1.8	\$3.6	\$3.6	\$3.2	\$0.0	\$0.0
Cancer Research Center	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$3.4	\$3.4
Early Childhood Fund	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.042	\$0.164
SELF Fund (Teacher Payraise)	\$73.0	\$72.1	\$72.1	\$67.3	\$61.5	\$55.9	\$59.7	\$59.5	\$59.5	\$59.7
State General Fund Share	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$17.5	\$13.8
Total Allocations Of Available Transfers	\$73.5	\$72.6	\$72.6	\$71.4	\$63.8	\$60.0	\$63.8	\$63.1	\$80.9	\$77.6

PARI-MUTUEL GAMING

(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Tracks/OTBs/Racing Days at Fiscal Year End	4/15/487	4/16/491	4/15/492	4/15/483	4/15/473	4/15/471	4/17/481	4/17/472	4/17/386	4/17/437
Pari-Mutuel Handle	\$256.0	\$241.2	\$228.3	\$219.8	\$210.1	\$205.5	\$200.2	\$178.7	\$141.6	\$158.5
Effective Tax Rate To Racing Commission	1.97%	1.89%	1.92%	1.98%	2.06%	2.03%	2.08%	2.15%	2.27%	1.48%
Taxes On Handle To Racing Commission	\$3.2	\$2.9	\$2.8	\$2.7	\$2.6	\$2.5	\$2.4	\$2.2	\$1.9	\$1.0
Other Fees To Racing Commission	\$1.8	\$1.6	\$1.5	\$1.6	\$1.7	\$1.7	\$1.7	\$1.6	\$1.3	\$1.3
Total Revenue To Racing Commission	\$5.0	\$4.5	\$4.4	\$4.4	\$4.3	\$4.2	\$4.2	\$3.8	\$3.2	\$2.3
Gaming Enforcement Activities: Racing Commission	\$3.3	\$2.8	\$2.7	\$2.653	\$2.651	\$2.078	\$2.049	\$1.758	\$1.274	\$0.391
Breeder Awards	\$1.8	\$1.7	\$1.7	\$1.703	\$1.687	\$1.677	\$1.664	\$1.654	\$1.613	\$1.630
Board of Regents & Dept. of Agric. Allocations	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.418	\$0.445	\$0.422	\$0.326	\$0.326
Excess To State or Retained by Comm or Other Financing	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0
Total Allocations Of Racing Commission Revenue	\$5.0	\$4.5	\$4.4	\$4.4	\$4.3	\$4.2	\$4.2	\$3.8	\$3.2	\$2.3

CHARITABLE GAMING

(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Avg. No. Organizations / Bingo Sessions	531/49,481	510/49,213	497/49,493	479/46,942	453/43,348	440/40,680	428/39,215	416/37,667	405/29,769	391/32,255
Gross Gaming Revenue	\$77.5	\$74.2	\$69.2	\$69.2	\$62.1	\$66.6	\$65.0	\$67.4	\$56.1	\$80.4
Operator Expenses (not appropriated)	\$39.4	\$38.0	\$37.3	\$37.0	\$37.0	\$35.7	\$35.1	\$35.1	\$28.4	\$34.8
Available To Charities (not appropriated)	\$38.1	\$36.2	\$31.9	\$32.1	\$25.0	\$30.8	\$29.8	\$32.3	\$27.7	\$45.6
Effective Total Fee Rate	2.8%	2.8%	3.1%	3.0%	3.2%	2.9%	2.9%	2.8%	2.8%	2.4%
Various Fees Paid To Support Regulation	\$2.2	\$2.1	\$2.1	\$2.1	\$2.0	\$1.9	\$1.9	\$1.9	\$1.6	\$1.9
Total Various Fees Paid To Support Regulation	\$2.2	\$2.1	\$2.1	\$2.1	\$2.0	\$1.9	\$1.9	\$1.9	\$1.6	\$1.9
Gaming Enforcement Activities	\$2.2	\$2.1	\$2.1	\$2.1	\$2.0	\$1.9	\$1.9	\$1.9	\$1.6	\$1.9
State General Fund Share	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0
Total Allocations Of Available Revenue	\$2.2	\$2.1	\$2.1	\$2.1	\$2.0	\$1.9	\$1.9	\$1.9	\$1.6	\$1.9

STATE GAMING REVENUE - SOURCES AND USES
Legislative Fiscal Office

RACETRACK SLOT MACHINE GAMING
(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Tracks/Devices at Fiscal Year End (CYq2)	4/4,746	4/4,747	4/4,692	4/4,674	4/4,659	4/4,459	4/4,781	4/4,423	4/4,416	4/4,362
Slot Gross Gaming Revenue	\$402.3	\$402.1	\$386.7	\$380.1	\$353.3	\$344.8	\$352.5	\$355.9	\$276.9	\$321.7
Allocation to Horse Breeder Assns. (not appropriated)	\$72.4	\$72.4	\$69.6	\$68.4	\$63.6	\$62.1	\$63.5	\$64.1	\$49.8	\$57.9
Effective Tax Rate To State (after breeder allocations)	15.17%	15.17%	15.17%	15.17%	15.17%	15.17%	15.17%	15.17%	15.17%	15.17%
Total Available To The State	\$61.0	\$61.0	\$58.7	\$57.7	\$53.6	\$52.3	\$53.5	\$54.0	\$42.0	\$48.8
Gaming Enforcement Activities	\$6.5	\$6.8	\$6.8	\$7.5	\$7.6	\$7.7	\$8.0	\$8.1	\$7.8	\$7.5
Non-Gaming Operations in State Police	\$0.5	\$0.5	\$0.5	\$0.6	\$0.6	\$0.6	\$0.6	\$0.6	\$0.6	\$0.6
Compulsive and Problem Gaming Program	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.5	\$0.4	\$0.5
Parish Funds	\$3.1	\$3.0	\$2.9	\$2.9	\$2.7	\$2.6	\$2.7	\$2.7	\$2.1	\$2.4
LA Agricultural Finance Authority	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0	\$12.0
Blind Services	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0	\$2.0
Southern Univ., Equine Health, N.O. City Park	\$1.8	\$1.8	\$1.8	\$1.8	\$1.8	\$1.8	\$1.8	\$1.8	\$1.8	\$1.7
N. O. Fairgrounds Allocations To Various Orleans Entities	\$6.6	\$6.9	\$6.6	\$6.5	\$6.0	\$5.9	\$6.1	\$6.2	\$5.0	\$5.8
State General Fund Share	\$28.1	\$27.5	\$25.6	\$23.9	\$20.4	\$19.1	\$19.8	\$20.0	\$10.2	\$16.3
Total Allocations of Available Revenue	\$61.0	\$61.0	\$58.7	\$57.7	\$53.6	\$52.3	\$53.5	\$54.0	\$42.0	\$48.8

INDIAN GAMING
(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Casinos/Tables/Devices Estimated at Fiscal Year End (CYq2)	3/212/6,194	3/205/5,936	3/148/5,931	3/176/5,511	3/178/5,445	3/169/5,141	3/159/4,991	3/141/4,602	3/110/3,394	3/121/3,985
Indian Gross Gaming Revenue (*)	\$501.7	\$473.9	\$485.7	\$461.3	\$466.2	\$450.6	\$442.8	\$390.4	\$238.8	\$356.4
Effective Fee Rate	0.4%	0.4%	0.4%	0.5%	0.5%	0.5%	0.5%	0.5%	0.7%	0.5%
Tribes Reimburse State Police For Enforcement Activity	\$2.0	\$1.9	\$1.9	\$2.1	\$2.2	\$2.2	\$2.0	\$1.8	\$1.7	\$1.7
Gaming Enforcement [Tribes Reimburse]	\$2.0	\$1.9	\$1.9	\$2.1	\$2.2	\$2.2	\$2.0	\$1.8	\$1.7	\$1.9
State General Fund Share	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0	\$0.0
Total Allocations Of Available Revenue	\$2.0	\$1.9	\$1.9	\$2.1	\$2.2	\$2.2	\$2.0	\$1.8	\$1.7	\$1.9

(*) Various methodologies have been employed over time to estimate Indian gaming activity in the state. Since the Indian casinos do not report their activity, the estimates above should be viewed with considerable caution.

TOTAL STATE GAMING RECEIPTS SUMMARY
(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Lottery	\$141.7	\$162.0	\$164.8	\$166.3	\$188.1	\$177.0	\$166.0	\$181.6	\$171.2	\$192.4
Video Draw Poker	\$193.3	\$194.3	\$187.8	\$190.8	\$185.6	\$184.0	\$186.2	\$194.3	\$169.8	\$244.6
Riverboat Gaming	\$359.2	\$363.8	\$372.5	\$410.1	\$415.4	\$419.2	\$422.5	\$404.5	\$316.6	\$351.8
N. O. Land-Based Casino	\$73.5	\$72.6	\$72.6	\$71.4	\$63.8	\$60.0	\$63.8	\$63.1	\$80.9	\$77.6
Pari-Mutuel Racing	\$5.0	\$4.5	\$4.4	\$4.4	\$4.3	\$4.2	\$4.2	\$3.8	\$3.2	\$2.3
Charitable Gaming	\$2.2	\$2.1	\$2.1	\$2.1	\$2.0	\$1.9	\$1.9	\$1.9	\$1.6	\$1.9
Slot Machines At Racetracks	\$61.0	\$61.0	\$58.7	\$57.7	\$53.6	\$52.3	\$53.5	\$54.0	\$42.0	\$48.8
Indian Gaming	\$2.0	\$1.9	\$1.9	\$2.1	\$2.2	\$2.2	\$2.0	\$1.8	\$1.7	\$1.7
Total Available To The State	\$838.0	\$862.2	\$864.7	\$904.8	\$915.2	\$900.8	\$900.0	\$905.0	\$787.1	\$921.1
annual growth	0.7%	2.9%	0.3%	4.6%	1.1%	-1.6%	-0.1%	0.6%	-13.0%	17.0%
Total Used By State Gov. For Enforcement and Treatment	\$39.8	\$43.1	\$39.3	\$40.3	\$38.9	\$38.0	\$38.1	\$46.7	\$39.4	\$40.7
Share of Total Allocated to Enforcement and Treatment	4.7%	5.0%	4.5%	4.5%	4.3%	4.2%	4.2%	5.2%	5.0%	4.4%
Total Used By State Gov. For Non-Enforcement Purposes	\$410.3	\$421.6	\$407.6	\$434.9	\$446.9	\$455.2	\$443.6	\$452.7	\$412.8	\$440.5
Share of Total Allocated to Non-Enforcement Purposes	49.0%	48.9%	47.1%	48.1%	48.8%	50.5%	49.3%	50.0%	52.4%	47.8%
Total Allocated for State General Fund-direct Financing	\$387.9	\$397.5	\$417.8	\$429.7	\$429.4	\$407.7	\$418.3	\$405.6	\$334.9	\$440.0
Share of Total Allocated for SGF-direct Financing	46.3%	46.1%	48.3%	47.5%	46.9%	45.3%	46.5%	44.8%	42.5%	47.8%
Rev. Est. Conf. Total [Lott, Casino, Rvbt, VDP, Slots]	\$828.8	\$853.6	\$856.3	\$896.2	\$906.6	\$892.5	\$891.9	\$897.5	\$780.5	\$915.1
Share of Total Forecast By Rev. Est. Conf.	98.9%	99.0%	99.0%	99.1%	99.1%	99.1%	99.1%	99.2%	99.2%	99.3%

STATE GAMING REVENUE - SOURCES AND USES
Legislative Fiscal Office

SHARE OF TOTAL GAMING REVENUE TO STATE EACH ACTIVITY COMPRISES

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Lottery	16.9%	18.8%	19.1%	18.4%	20.6%	19.6%	18.4%	20.1%	21.7%	20.9%
Video Draw Poker	23.1%	22.5%	21.7%	21.1%	20.3%	20.4%	20.7%	21.5%	21.6%	26.5%
Riverboat Gaming	42.9%	42.2%	43.1%	45.3%	45.4%	46.5%	46.9%	44.7%	40.2%	38.2%
N. O. Land-Based Casino	8.8%	8.4%	8.4%	7.9%	7.0%	6.7%	7.1%	7.0%	10.3%	8.4%
Pari-Mutuel Racing	0.6%	0.5%	0.5%	0.5%	0.5%	0.5%	0.5%	0.4%	0.4%	0.3%
Charitable Gaming	0.3%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%
Slot Machines At Racetracks	7.3%	7.1%	6.8%	6.4%	5.9%	5.8%	5.9%	6.0%	5.3%	5.3%
Indian Gaming	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%	0.2%
Total Available To The State	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

GAMING REVENUE AVAILABLE COMPARED TO:

<u>REVENUE ESTIMATING CONFERENCE TOTAL REVENUE</u>	\$9,939.8	\$10,233.1	\$10,300.1	\$10,468.4	\$10,400.4	\$11,935.6	\$12,373.2	\$12,639.9	\$12,242.2	\$13,232.6
Revenue Estimating Conference Total State Tax Revenue	8.3%	8.3%	8.3%	8.6%	8.7%	7.5%	7.2%	7.1%	6.4%	6.9%

(REC revenue is taxes, licenses, and fees available for state general fund-direct appropriation plus numerous statutory dedications.)

<u>TOTAL STATE EFFORT BUDGET EXPENDITURES</u>	\$13,838.1	\$14,506.6	\$14,926.6	\$15,248.6	\$15,003.5	\$15,476.5	\$16,130.6	\$16,545.8	\$16,327.4	\$17,838.0
State Funds Budget (w/o double counts and federal funds)	6.1%	5.9%	5.8%	5.9%	6.1%	5.8%	5.6%	5.5%	4.8%	5.2%

(Total state effort budget includes the state general fund-direct, statutorily dedicated, and self-generated revenue budgets of state government. Estimated double-counted funding has been removed. The state effort budget concept is overstated by various federal funds that are budgeted by the state as statutory dedication or self-generated revenue means-of-finance. Through FY21, this consisted primarily of federal funds supporting highway construction, coastal protection, clean water, workforce training, higher education, voting, and child support enforcement. In FY20 this overstatement amounted to \$1.278 billion. In FY21, extraordinary federal support associated with the coronavirus increased this overstatement to \$2.136 billion. Adjusting the state effort concept by these amounts would increase the share of state effort comprised of gaming revenue by some 4/10 of a percentage point and 7/10 of a point in FY20 and FY21, respectively.)

<u>TOTAL STATE BUDGET EXPENDITURES</u>	\$23,583.6	\$24,027.6	\$23,920.0	\$24,010.8	\$24,259.7	\$26,635.5	\$28,215.5	\$29,203.6	\$30,807.5	\$34,432.0
Total State Budget (w/o double counts but w/ federal funds)	3.6%	3.6%	3.6%	3.8%	3.8%	3.4%	3.2%	3.1%	2.6%	2.7%

(Total state budget includes state and federal funds, but excludes double-counted amounts.)

ESTIMATED TOTAL ECONOMIC SPENDING ON LEGAL GAMING ACTIVITIES IN THE STATE
(spending by players = player losses = gaming operator revenue)
(\$ in millions)

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Lottery Receipts Net Of Prize Expense	\$189.4	\$210.8	\$216.0	\$205.0	\$217.1	\$234.3	\$220.8	\$239.1	\$217.6	\$249.9
Video Poker Net Device Revenue	\$600.8	\$603.6	\$581.9	\$590.8	\$573.7	\$570.7	\$577.3	\$603.3	\$522.5	\$758.6
Riverboat Gross Gaming Revenue	\$1,653.7	\$1,673.0	\$1,714.9	\$1,889.0	\$1,912.4	\$1,933.1	\$1,948.7	\$1,865.3	\$1,457.0	\$1,619.4
N. O. Land-Based Gross Gaming Revenue	\$342.0	\$337.6	\$337.5	\$332.3	\$296.9	\$281.8	\$288.5	\$291.5	\$210.3	\$213.2
Pari-Mutuel Net Of Payouts (20% Commission Assumed)	\$51.2	\$48.2	\$45.7	\$44.0	\$42.0	\$41.1	\$40.0	\$35.7	\$28.3	\$31.7
Charitable Proceeds Net Of Prize Expense	\$77.5	\$74.2	\$69.2	\$69.2	\$62.1	\$66.6	\$65.0	\$67.4	\$56.1	\$80.4
Racetrack Slot Gross Gaming Revenue	\$402.3	\$402.1	\$386.7	\$380.1	\$353.3	\$344.8	\$352.5	\$355.9	\$276.9	\$321.7
Indian Gross Gaming Revenue	\$501.7	\$473.9	\$485.7	\$461.3	\$466.2	\$450.6	\$442.8	\$390.4	\$238.8	\$356.4
Estimated Total Spending On Legal Gaming	\$3,818.6	\$3,823.4	\$3,837.7	\$3,971.5	\$3,923.6	\$3,923.0	\$3,935.6	\$3,848.5	\$3,007.6	\$3,631.3
annual growth	0.9%	0.1%	0.4%	3.5%	-1.2%	0.0%	0.3%	-2.2%	-21.9%	20.7%
w/o Indian casino estimates	0.1%	1.0%	0.1%	4.7%	-1.5%	0.4%	0.6%	-1.0%	-19.9%	18.3%

The table above portrays spending by players engaged in each form of gaming on a comparable basis. Each estimate represents the amount of spending by players, in the aggregate, that is actually kept (or won) by gaming operators in an annual period, and is the operators gross gaming revenue from which business expenses are paid. Thus, each estimate is also the amount of losses that players incur in the aggregate each year, and is net of any rewagers. As such, the table is an estimate of the net economic flow of spending from players to gaming operators each year. All gaming sectors exhibited a downturn in FY20 activity due to the Covid-19 pandemic, through both the shut down of venues during the spring months of 2020 and reduced customer traffic even while open. The Lottery is an exception since it supports the FY20 state budget from calendar year 2019 sales.

SHARE OF TOTAL ECONOMIC GAMING SPENDING EACH ACTIVITY COMPRISES

Fiscal Year	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021
Lottery Receipts Net Of Prize Expense	5.0%	5.5%	5.6%	5.2%	5.5%	6.0%	5.6%	6.2%	7.2%	6.9%
Video Poker Net Device Revenue	15.7%	15.8%	15.2%	14.9%	14.6%	14.5%	14.7%	15.7%	17.4%	20.9%
Riverboat Gross Gaming Revenue	43.3%	43.8%	44.7%	47.6%	48.7%	49.3%	49.5%	48.5%	48.4%	44.6%
N. O. Land-Based Gross Gaming Revenue	9.0%	8.8%	8.8%	8.4%	7.6%	7.2%	7.3%	7.6%	7.0%	5.9%
Pari-Mutuel Net Of Payouts (Assumed Takeout of 20%)	1.3%	1.3%	1.2%	1.1%	1.1%	1.0%	1.0%	0.9%	0.9%	0.9%
Charitable Proceeds Net Of Prize Expense	2.0%	1.9%	1.8%	1.7%	1.6%	1.7%	1.7%	1.8%	1.9%	2.2%
Racetrack Slot Gross Gaming Revenue	10.5%	10.5%	10.1%	9.6%	9.0%	8.8%	9.0%	9.2%	9.2%	8.9%
Indian Gross Gaming Revenue	13.1%	12.4%	12.7%	11.6%	11.9%	11.5%	11.3%	10.1%	7.9%	9.8%
Total Spending On Legal Gaming	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

STATE GAMING REVENUE - SOURCES AND USES
Legislative Fiscal Office

