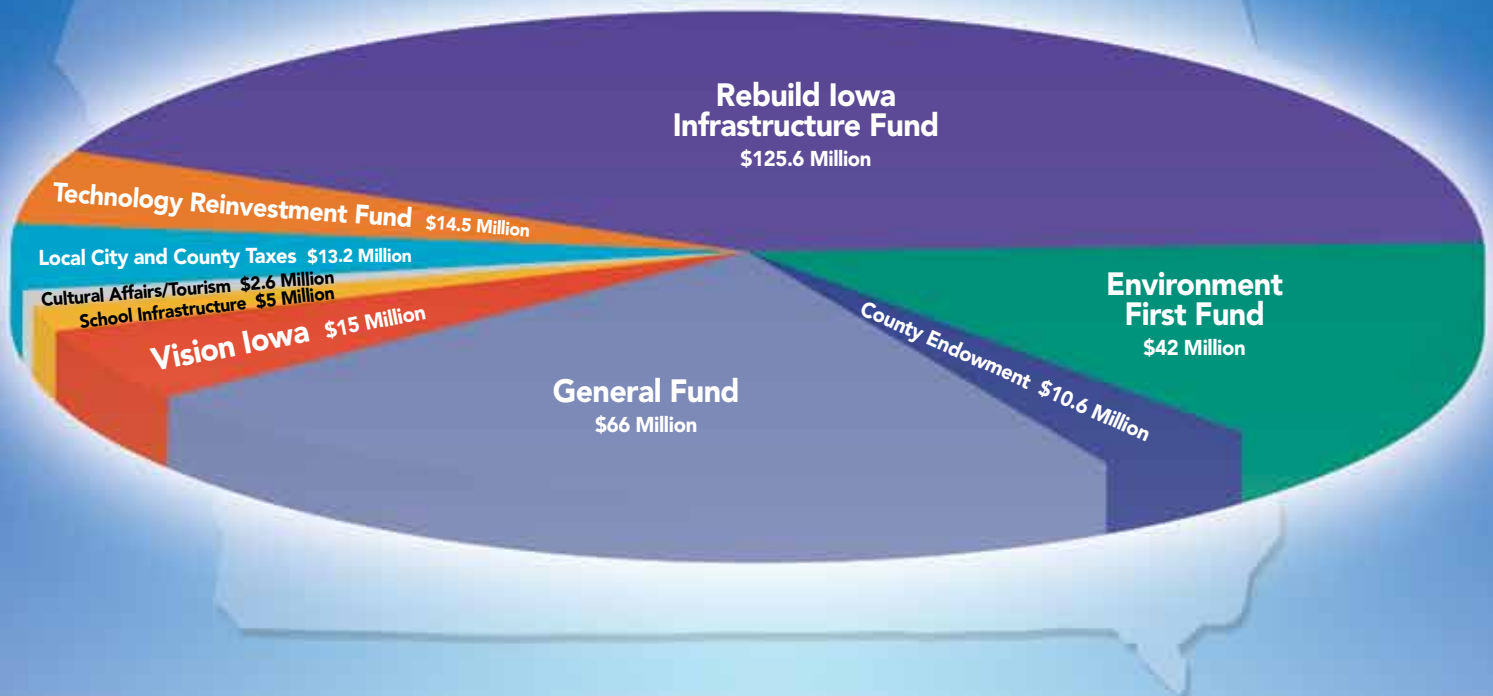


Gaming Revenues Benefit Iowa

FY2010 Appropriations and Outlays. Total = \$306,575,000.*



\$125,630,000

Rebuild Iowa Infrastructure Fund (RIIF)

RIIF funds go toward Capital Complex renovations, the Iowa State Fair, community tourism grants, libraries, public defense, historic preservation, community colleges, county fairs, Veterans Affairs, libraries, Great Places initiatives, plus at Universities: bio-renewable, and Iowa Flood Center.

\$42,000,000

Environment First Fund

The Environment First Fund provides monies to the Resource Enhancement and Protection (REAP) program, soil conservation, water quality, levees, wetlands, park operations, water and air quality and other initiatives that promote environmental protection and preservation.

\$14,525,000

Technology Reinvestment Fund (TRF)

The TRF is earmarked for upgrades and additions including generators and equipment to the state's communication network, fingerprinting, veteran's interactive history exhibit, corrections offender network data system and other state-initiated technology projects.

\$10,570,000

County Endowment/Community Foundation

Qualified Community Foundations in 85 non-casino counties each receive a proportionate share for grants and endowments to benefit thousands of worthy organizations and projects.

\$66,000,000**

General Fund

A portion of gaming tax revenues are earmarked within the state budget for education and other programs to make Iowa a better place to live, work and raise a family. This includes a commitment to responsible gaming with funds allocated to treatment, counseling, outreach and the 1-800-BETSOFF helpline and advertising.

\$15,000,000

Vision Iowa

Gaming revenue pays the debt service on the bonds for the Vision Iowa Program which provides funding for recreation, education, entertainment and cultural projects. To date, 14 Vision Iowa projects have been awarded a total of over \$228.5 million. The Community Attraction and Tourism (CAT) program has received gaming funding for 325 projects, awarding over \$122 million benefiting numerous communities. For a complete list, visit www.VisionIowa.org.

\$5,000,000

School Infrastructure

These dollars go toward payment of the bonds issued for additions and improvements to the aging school infrastructure throughout Iowa.

\$2,640,000

Cultural Affairs/Tourism

Funds are earmarked towards regional advertising and marketing campaigns, plus worthwhile cultural grant initiatives to promote Iowa's many attractions and quality places to visit.

\$13,210,000

Local City and County Taxes

These funds go back to the cities and counties of gaming property locations.

* Source: Legislative Services Agency, March 2010

** An additional \$12,000,000 is paid to the General Fund for regulatory-related costs associated with the Department of Public Safety and the Iowa Racing and Gaming Commission.



Iowa Gaming Association

4401 Westown Parkway, Suite 209
 Three Fountains Complex • West Des Moines, IA 50266
 515-267-9200 • 888-327-0384 • FAX 515-267-9300
 Wes Ehrecke, President (wese@IowaGaming.org)
www.IowaGaming.org

Rebuild Iowa Infrastructure Fund (RIIF), \$125,630,000***

Administrative Services/General

Services, \$17,442,543

Routine Maintenance
DAS Distribution Account
Wallace Building Improvements
Capitol Complex Electrical Distribution
Capitol Interior/Exterior Restoration and ADA Compliance
Hoover Building HVAC Improvements
Energy Plant and Additions
Mercy Capitol Hospital Building Operations
Terrace Hill Preservation and Restoration
D-Line Bus Service and Employee Ride Program

Corrections, \$1,618,890

Construction Project Management and Correctional Spec.

Cultural Affairs, \$3,425,000

Historical Preservation Grant Program
Great Places Grants
Civil War Sesquicentennial
Community Cultural Grants

Economic Development, \$26,060,000

Regional Sports Authorities
Community Colleges –
Workforce Training
Grow Iowa Values
Asbestos Demolition Assistance –
City of Seymour
AAU Jr. Olympics Summer 2009
Warren County Juvenile Courthouse Renovation
Fire Station Improvements –
Muscatine Fire Dept.
Stratford Community Center
ADA Compliance

Education, \$1,000,000

Enrich Iowa Libraries

Human Services, \$200,000

Independence Mental Health Institute

Iowa Finance Authority, \$3,200,000

Administration of IJOBS Program
State Housing Trust Fund

Natural Resources, \$5,685,000

Lake Restoration & Water Quality
Floodplain Management/Dam Safety
Water Trails and Low Head Dam Programs

Hungry Canyons Alliance

Public Defense, \$7,300,000

Gold Star Museum-Camp Dodge Facility/Armory Maintenance
Davenport Aviation Readiness Center
Mount Pleasant Readiness Center
Statewide Modernization Agenda –
Readiness Centers

Public Health, \$130,000

Vision Screening

Regents, \$37,202,412

Tuition Replacement
ISU – Biorenewables Building

SUI – Iowa Flood Center

Revenue, \$10,000,000

Secure and Advance Vision for Education (SAVE)

State Fair, \$5,500,000

Agriculture Exhibition Center

Transportation, \$24,750,000

Local Roads Counties and Cities 50/50
Passenger Rail Service
Rail Assistance/Revolving Loan Fund
Recreational Trails
Public Transit Infrastructure
General Aviation Airport Grants

Treasurer, \$6,590,000

County Fairs Infrastructure
Watershed Improvement Review Board

Veterans Affairs, \$1,600,000

Home Ownership Program

Technology Reinvestment Fund,

\$14,525,000****

Dept. of Administrative Services,

\$2,037,184

Pooled Technology Projects

Dept. of Corrections, \$500,000

Iowa Corrections Offender Network
Data System

Dept. of Cultural Affairs, \$486,250

Iowa Veterans Oral Histories
Interactive Exhibit

Dept. of Education, \$3,327,000

ICN Part III & Maintenance & Leases
Statewide Education Data Warehouse

Ethics and Campaign Finance, \$15,000

Technology Upgrades Online Database

Dept. of Human Rights, \$361,072

Justice Enterprise Data Warehouse

Iowa Telecommunications and Tech

Commission, \$7,287,109

ICN Equipment Replacement
Generator Replacement
Network Redundancy

Law Enforcement Academy, \$185,000

Training Software and Mobile Simulator

Dept. of Public Defense, \$250,000

2-1-1 Call System

Dept. of Public Safety, \$350,000

Auto Fingerprint Info. System (AFIS)
Lease Purchase

Environment First Fund, \$42,000,000

Department of Agriculture, \$15,750,000

Soil Conservation Cost Share
Watershed Protection Program
Wetland Incentive Program (CREP)
Conservation Reserve Program (CRP)
Farm Demonstration Program
Loess Hills Conservation Authority
Agricultural Drainage Wells
S. Iowa Conservation & Dev. Authority

Department of Natural Resources,

\$25,750,000

REAP Program

Park Operations and Maintenance

Volunteer Water Quality Initiative

Animal Feeding Operations

Water Quality Program

Resource Conservation and Development

Air Quality Monitoring Program

Water Quality Protection

Geographic Information System

Development

Water Quality Monitoring Stations

Department of Economic Development,

\$500,000

Brownfield Redevelopment Program

Cultural Affairs/Tourism, \$2,640,000

Iowa Department of Cultural Affairs,

\$443,000

Iowa Department of Economic

Development, \$862,000

Regional Tourism and Marketing

General Fund, \$1,335,000

Vision Iowa, \$15,000,000

Great River Gateway, Burlington

Things to Do with a River View, Clinton

Mid-America Recreation and Convention

Complex, Council Bluffs

River Renaissance on the Mississippi,

Davenport

Capital City Vision Project, Des Moines

Rediscovering the Rivers, Des Moines

John & Mary Pappajohn Sculpture

Garden, Des Moines

America's River at the Port of Dubuque,

Dubuque

Great Rivers Center and RiverMax

Theater, Dubuque

Bridge View Center, Ottumwa

Mason City...a community on the March,

Mason City

River's Edge, Sioux City

Project Always, Storm Lake

Cedar Valley River Renaissance,

Waterloo/Cedar Falls

County Endowment/Community Foundation, \$10,570,000

Qualified Community Foundations in 85 non-casino counties each receive a proportionate share for grants and endowments to benefit thousands of worthy organizations and projects.

For more detailed information and an annual report, please visit www.IowaGaming.org.

*** Some programs are partially funded with non-gaming revenue.

****Some funds come from a balance forward from prior year.