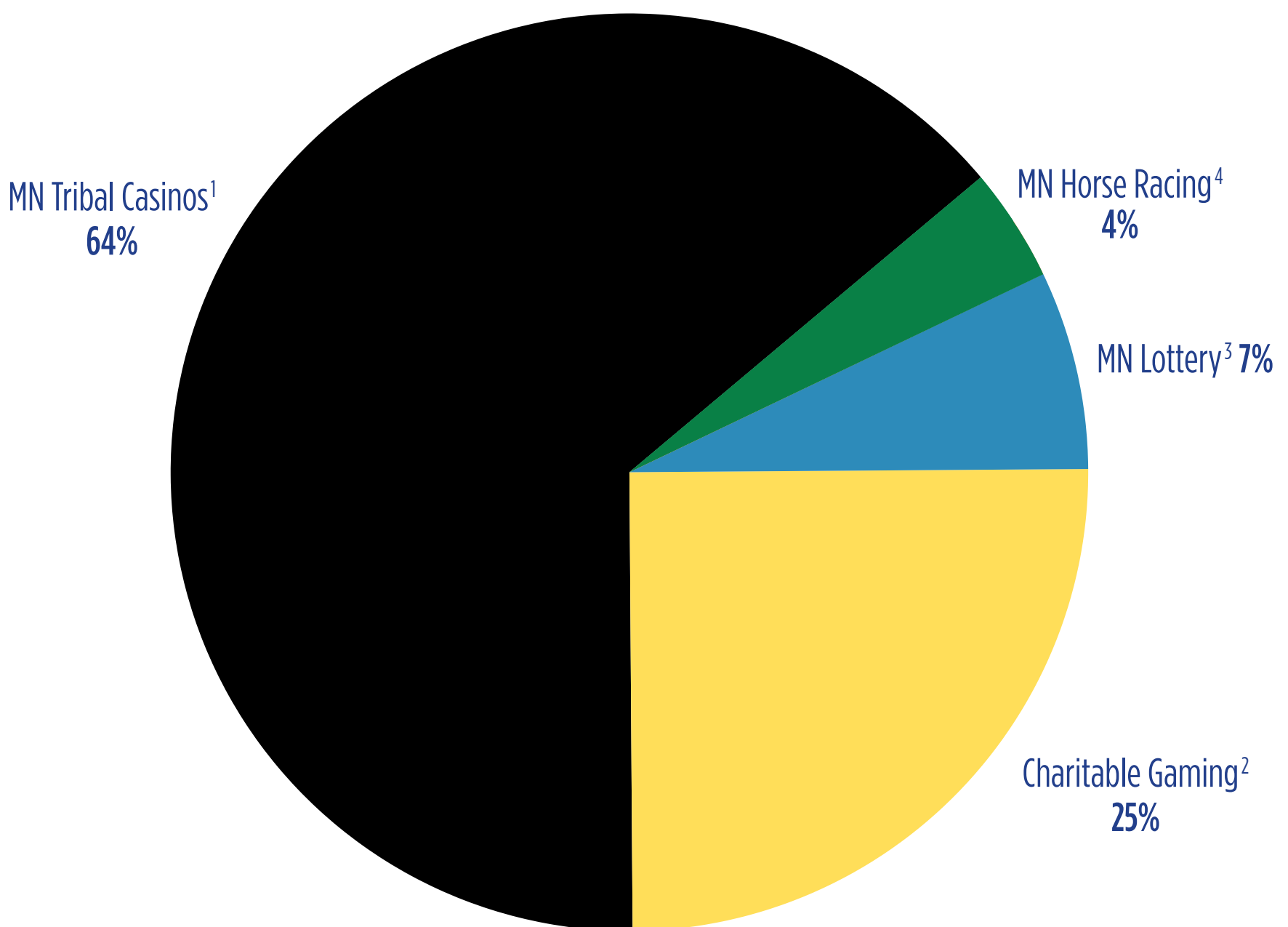


Paid Advertisement

# GREED AND POWER

## Minnesota Gaming Revenues



### Total \$2.52 Billion Gaming Revenues

(<sup>1</sup>Twin Cities Business article August 30, 2023, <sup>2</sup>Gambling Control Board annual report 2023 Summary Page, <sup>3</sup>FY '22 Lottery Annual Report, <sup>4</sup>Audited FY '22 financial statements for MN horse racing)

## DID YOU KNOW?

- **Minnesota tribal gaming** makes up **64%** of the MN gaming market, which is estimated to be **\$1.6 BILLION** in annual gaming revenues **alone** (based on self-reported amounts). **IT'S TOUGH TO KNOW EXACTLY HOW MUCH THEY ARE REALLY MAKING!**
- **The DFL wants to dramatically increase their dominance** by giving them an **exclusive on sports betting**, the largest **expansion of gaming** in MN in 40 years.
- **Zack Stephenson, DFL House Representative** from Coon Rapids has spearheaded recent efforts that **eliminated innovative technology** which would have helped MN racetracks and charities remain viable.
- **These efforts will directly result in the loss of MILLIONS of dollars** in funds for senior citizen, veterans and youth sports organizations as well as threaten the future of the **MN parimutuel horse racing** industry. An industry that **supports 10,000 jobs in MN and contributes \$500 MILLION dollars to the state's agricultural sector.**

(University of Minnesota Economic Impact Study, 2017).

## WHY?

- **WHY** would Mystic and some DFL legislators try to **KILL** the horse racing industry?
- **WHY** did Mystic and some DFL legislators **GUT** the charities?

Learn More At [ProtectMNHorseRacing.com](https://ProtectMNHorseRacing.com)

Paid for and prepared by Running Aces Casino, Hotel & Racetrack | 15201 Running Aces Blvd, Columbus, MN 55025