

Exhibit VIII.B.4 (Projected Tax Revenue to State):

Submit as Exhibit VIII.B.4. a study completed by an independent expert providing projections for all estimated State, county and local tax revenue (e.g., gaming, sales, income, real estate, hotel, entertainment and other taxes) for a period of at least the first five (5) years of operations on a high-, average- and low-case basis, identifying the source of each element of these tax revenues.

The study should include a description of the background conditions in the comparable year (i.e., assuming economic conditions and demographics continues to develop as to trend without the Applicant's proposed Gaming Facility) and build scenario with express enumeration of assumptions. Include analysis of the low-, average- and high-cases used for the revenue study and financial forecasts. Studies should explain their methodology, report their results and compare those results to actual observed conditions in similar built projects.

Please see the attached Impact Study - Projected Tax Revenue by Custom Gaming Consulting / Maxim Strategy Group dated June 22, 2014.

Also see Attachments "A", "B", and "C" for the Template for Exhibit VIII.B.4. provided by the NYS Gaming Commission, completed on a high-, average-, and low-case basis.

Impact Study – Projected Tax Revenue

Hudson Valley Casino & Resort

Town of Newburgh, New York

June 22, 2014

Prepared for:

Hudson Valley Casino & Resort

Completed by:

Custom Gaming Consulting /

Maxim Strategy Group

Table of Contents

Introduction.....	3
Gaming Tax and Fees	4
Gaming Tax.....	4
<i>Allocation</i>	4
Game Fee.....	4
<i>Allocation</i>	5
5-year Forecast.....	5
Sales Tax.....	6
Sales Tax Bases.....	6
<i>Retail Purchases by Gaming Patrons at Gaming Facility</i>	6
<i>Wholesale and Retail Purchases by Gaming Facility</i>	7
<i>Indirect Spending by Gaming Facility Vendors</i>	7
<i>Retail Purchases by Gaming Patrons at Other Businesses</i>	8
<i>Wholesale and Retail Purchases by Other Businesses</i>	8
Sales Tax Summary.....	9
5-year Forecast.....	9
Hotel Occupancy Tax	10
Hotel Tax Basis.....	10
<i>Gaming Facility Hotel</i>	10
<i>Other County Hotels</i>	10
Hotel Tax Forecast.....	11
Real Estate Tax	12
Market Value or Tax Basis.....	12
Real Estate Tax Assessment	12
Personnel Income Tax.....	14
Income Tax Summary	14
5-year Forecast.....	14
Summary of Taxes	15
5-year Forecast by Jurisdiction	15
Disclaimer.....	17

Introduction

The goal of this report is to comply with “Section VIII.B.4” of the RFA, which requires the applicant to submit a study, conducted by an independent expert, projecting the potential tax revenue to the state, county, and Host Municipality. In terms of economic impact, this is known as public sector impact and relates to the increase in payments to governmental bodies resulting from the proposed project. The public sector impact focuses on the fiscal benefits to state, county and local governments in the form of incremental tax revenue, including the tax categories directly cited in the RFA, as itemized below:

1. Gaming
2. Sales
3. Corporate Income
4. Real Estate
5. Hotel Occupancy
6. Entertainment
7. Personnel Income

This tax study focuses on ongoing taxes or tax revenue that will continue in perpetuity. Great care was taken to reconcile this exhibit with the RFA Template (“Template”). Much of the information on tax rates and applicability was gathered from the Orange County Tax Assessors Office and the Town of Newburgh Tax Assessor. However, there is no Entertainment Tax in Orange County. Also, corporate income tax was not addressed because the structure of the company owning the Gaming Facility was not yet known when this report was published. Regarding “other taxes & fees” we did estimate personnel income taxes to coincide with the Template.

This section of the RFA requires that tax revenue be forecasted for a 5-year period, and include a high-case, average case and low-case scenario. However, the focus is on Year 3; the stabilized year of operations, also known as the Steady State Year. In addition, the source of the tax revenue is identified for each tax category.

Gaming Tax and Fees

This section forecasts the taxes and fees related to the operation of the gaming floor, and includes two (2) components of tax: 1) Gaming Tax; and 2) Slot & Table Game Fee. **All gaming taxes are paid by the Gaming Facility.**

Gaming Tax

The gaming tax is assessed against gaming revenue, segregated by slot and table revenue. Per the New York Upstate Economic Development Act (“ACT”), the tax rate for Region One on slot revenue is 39%, compared to 10% for table revenue. Based on a comprehensive *Gaming Market Assessment* (presented under a separate cover) conducted for this project, slot and table revenue were estimated at \$391.6 million and \$167.8 million in Year 3 (Steady State Year), respectively, resulting in Gaming Tax revenue of \$152.7 million and \$16.8 million; for a total of \$169.5 million, as displayed in the table below.

Gaming Taxes (Year 3)			
	Slot Sector	Table Sector	Total
Revenue (\$M)	\$391.6	\$167.8	\$559.4
Tax Rate	39.0%	10.0%	30.3%
Gaming Taxes (\$M)	\$152.7	\$16.8	\$169.5

Allocation

Per the Act, the allocation of the Gaming Tax is 80% to the state; 5% each to the county and Host Municipality; and 10% to Neighboring Counties. The allocation of the \$169.5 million is displayed in the table below. The \$16.9 million going to Neighboring Counties in Region One is allocated pro-rata against the population in each county.

Gaming Taxes Allocation				
Jurisdiction	Slot Sector	Table Sector	Total Allocation (\$M)	Allocation %
State	\$122.2	\$13.4	\$135.6	80.0%
County	\$7.6	\$0.8	\$8.5	5.0%
Host Municipality	\$7.6	\$0.8	\$8.5	5.0%
Neighboring Counties	\$15.3	\$1.7	\$16.9	10.0%
Total	\$152.7	\$16.8	\$169.5	100.0%

Game Fee

The Game Fee is based on the slot and table unit count, and assessed at a rate of \$500 per unit for both slots and tables. The subject Gaming Facility is proposing a casino floor with 2,750 slot machines and 190 tables, for a total of 2,940 units. Thus, the Game Fee calculated to about \$1.5 million (2,940 x \$500) for the Steady State Year.

Game Fee (Year 3)			
	Slot Sector	Table Sector	Total
Unit Count	2,750	190	2,940
Fee Rate	\$500	\$500	\$500
Game Fees (\$M)	\$1.4	\$0.1	\$1.5

Allocation

The allocation of the Game Fee is 100% to the State's commercial gaming revenue fund, and earmarked for the benefit of problem gambling in New York State.

5-year Forecast

Total gaming taxes and fees summed \$171.0 million in Year 3, the Steady State Year. The growth from Year 1 through Year 3 represents a ramp-up, as the operation establishes its player database and hones its marketing strategy to the unique characteristics of its customer base. Growth in the out years stabilizes in the 2% range, reflecting modest growth in the market's population base and income levels. Note that the Game Fee was assumed to be constant as we are unable to predict shifts in unit counts at this time.

5-year Gaming Tax and Fee Forecast					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Gaming Taxes:					
State	\$117.3	\$130.4	\$135.6	\$138.3	\$141.1
County	\$7.3	\$8.1	\$8.5	\$8.6	\$8.8
Host Municipality	\$7.3	\$8.1	\$8.5	\$8.6	\$8.8
Neighboring Counties	\$14.7	\$16.3	\$16.9	\$17.3	\$17.6
Total Gaming Taxes	\$146.7	\$163.0	\$169.5	\$172.9	\$176.3
Game Fee	\$1.5	\$1.5	\$1.5	\$1.5	\$1.5
Total	\$148.1	\$164.4	\$171.0	\$174.3	\$177.8

Sales Tax

This section forecasts sales taxes. The sales tax rate in Orange County is 8.125%, comprising 4.00% for the state, 3.750% for the county, and 0.375% for the Metropolitan Transportation Authority (“MTA”).

Sales Tax Bases

Based primarily on the *Economic Impact Study*, several sales tax bases will be impacted by the opening of the Gaming Facility. These tax bases are itemized as follows:

1. Retail Purchases by Gaming Patrons at Gaming Facility - Direct
2. Wholesale and Retail Purchases by Gaming Facility - Direct
3. Wholesale and Retail Purchases by Downstream Vendors of Gaming Facility - Indirect
4. Retail Purchases by Gaming Patrons at Other Businesses - Indirect
5. Wholesale and Retail Purchases by Other Businesses - Indirect

Retail Purchases by Gaming Patrons at Gaming Facility

This category of taxable purchases relates to spending by the gaming patrons at the gaming facility, primarily on hotel rooms and food & beverage; but also on other retail items, such as sundries or souvenirs at the gift shop. Based on information provided by the Applicant and the HMA, total spending by gaming patrons (excluding gambling) was projected at \$69.9 million.

This amount is then discounted somewhat to account for what economists call the “substitution effect” or the effect of substituting spending at a similar venue elsewhere in the community with spending at the gaming facility. Based on an average incremental rate of 89% (11% substitution), the net patron spending calculated to \$61.9 million, as displayed in the table below.

The sales tax at the state level calculated to \$2.8 million for total spending at the gaming facility, netting to \$2.5 million due to substitution effect, in Year 3.

Sales Tax Basis - Patron Spending			
Component	Total Spending	Incremental Rate	Net Incremental
Hotel	\$20.6	95%	\$19.6
F&B	\$44.7	85%	\$38.0
Other	\$4.5	95%	\$4.3
Total	\$69.9	89%	\$61.9
Sales Tax:			
State	\$2.8		\$2.5
County	\$2.6		\$2.3
Total	\$5.4		\$4.8

Wholesale and Retail Purchases by Gaming Facility

This category of taxable purchases relates to spending by the Gaming Facility itself during the ordinary course of business as it acquires the goods and services needed to operate the business. Operating costs include food and beverage product, office supplies, cleaning supplies, equipment rental, maintenance supplies, and gaming supplies (cards, dice, slot machines parts, etc.), just to name a few. Many of these purchases would be taxable, most notably the utilities, supplies and equipment. Based on a detailed Pro-Forma Operating Statement provided by the Applicant, we estimated that approximately [REDACTED] or \$28.6 million of local enterprise spending (excluding labor and taxes) would be taxable.

Sales Tax Basis - Gaming Facility Spending			
Operating Expense Component	Total Local Spending (\$M)	Taxable %	Net Taxable (\$M)
Cost of Goods Sold	[REDACTED]	[REDACTED]	[REDACTED]
Marketing	[REDACTED]	[REDACTED]	[REDACTED]
Facilities / Utilities / R&M	[REDACTED]	[REDACTED]	[REDACTED]
G&A	[REDACTED]	[REDACTED]	[REDACTED]
Hotel Supplies	[REDACTED]	[REDACTED]	[REDACTED]
Total	[REDACTED]	[REDACTED]	[REDACTED]

Based on the applicable state and county tax rate, sales taxes on facility spending calculated to about \$1.1 million for each jurisdiction in Year 3.

Sales Tax - Gaming Facility Spending (\$M)			
Jurisdiction	Basis	Rate	Sales Tax
State	\$28.6	4.000%	\$1.1
County	\$28.6	3.750%	\$1.1

Indirect Spending by Gaming Facility Vendors

This category of taxable purchases relates to indirect spending spurred by the Gaming Facility itself as downstream vendors of the gaming facility spend money. The tax basis calculated to \$25.8 million, as 25% of indirect spending was estimated to be subject to sales tax, resulting in \$1.0 million in tax revenue for each jurisdiction in Year 3.

Sales Tax - Indirect Gaming Facility Spending (\$M)			
Jurisdiction	Basis	Rate	Sales Tax
State	\$25.8	4.000%	\$1.0
County	\$25.8	3.750%	\$1.0

Retail Purchases by Gaming Patrons at Other Businesses

This category of taxable purchases relates to spending by the gaming patrons originating from outside the county at other businesses in the area during their visit to the Gaming Facility. In other words, spending by tourists to the area on hotel rooms, food & beverage, retail, and attractions. Based on Economic Impact Study, this category of taxable spending summed to \$16.9 million, resulting in state and county sales taxes of \$0.7 million and \$0.6 million, respectively, in Year 3.

Sales Tax Basis - Tourist Spending	
Spending Component	Taxable Spending
Hotel	\$6.6
F&B	\$2.0
Light Retail	\$2.1
Major Retail	\$1.3
Attractions / Entertainment	\$4.8
Total	\$16.9
Sales Taxes:	
State	\$0.7
County	\$0.6
Total	\$1.3

Wholesale and Retail Purchases by Other Businesses

These “Other Businesses” (described in the prior section) would spend more in the local economy to support the additional business they receive from the tourists. This additional spending mainly relates to Cost of Goods Sold and other operating expenses. Again, per the Economic Impact Study, the taxable portion of this spending was estimated at \$3.6 million, resulting in approximately \$0.1 million in sales taxes for the state and county.

Sales Tax Basis - Enterprise Spending	
Spending Component	Taxable Spending
Hotel	\$1.0
F&B	\$0.7
Light Retail	\$0.8
Major Retail	\$0.6
Attractions / Entertainment	\$0.5
Total	\$3.6
Sales Taxes:	
State	\$0.1
County	\$0.1
Total	\$0.3

Sales Tax Summary

Combining all categories of taxable spending, the sales tax base for the state and Orange County is expected to increase by \$144.6 million. Spending by patrons at the Gaming Facility and spending by the Gaming Facility itself comprise about 68% of the total.

Incremental Sales Tax Basis		
Category	Taxable Spending (\$M)	% of Total
Direct Patron Spending	\$69.9	48%
Gaming Facility Spending	\$28.5	20%
Indirect	\$46.3	32%
Total Taxable	\$144.6	100%

The resulting sales tax calculated to \$5.8 million for the state and \$5.4 million for the county, based on the 4.00% and 3.75% rates, respectively.

Sales Tax and Allocation Summary (\$M)				
Jurisdiction	Tax Basis	Tax Rate	Sales Tax	Allocation %
State	\$144.6	4.000%	\$5.8	51.6%
County	\$144.6	3.750%	\$5.4	48.4%
Total	\$144.6	7.750%	\$11.2	100.0%

5-year Forecast

The following tables summarize the sales tax forecast for the state and county. Note, these tables do not reconcile to the Template figures, as there was no line item on the Templates to account for sales taxes associated with direct spending by the gaming facility.

5-year Sales Tax Forecast - State Summary (\$M)					
Jurisdiction	Year 1	Year 2	Year 3	Year 4	Year 5
Direct Patron	\$2.4	\$2.7	\$2.8	\$2.9	\$2.9
Direct Gaming Facility	\$1.0	\$1.1	\$1.1	\$1.2	\$1.2
Indirect	\$1.6	\$1.8	\$1.9	\$1.9	\$1.9
Total	\$5.0	\$5.6	\$5.8	\$5.9	\$6.1

5-year Sales Tax Forecast - County Summary (\$M)					
Jurisdiction	Year 1	Year 2	Year 3	Year 4	Year 5
Direct Patron	\$2.3	\$2.5	\$2.6	\$2.7	\$2.7
Direct Gaming Facility	\$0.9	\$1.0	\$1.1	\$1.1	\$1.1
Indirect	\$1.5	\$1.7	\$1.7	\$1.8	\$1.8
Total	\$4.7	\$5.2	\$5.4	\$5.6	\$5.7

Hotel Occupancy Tax

This section forecasts the hotel occupancy taxes, a tax that is entirely allocated to the county. The occupancy tax rate in Orange County is 5.0%, and is assessed against hotel revenue.

Hotel Tax Basis

The tax basis is hotel revenue generated in Orange County. Based primarily on the *Economic Impact Study*, incremental hotel revenue will be generated by two (2) sources, as follows:

1. Gaming Facility Hotel
2. Other County Hotels

Gaming Facility Hotel

As part of the development plan, the Applicant is proposing a 300-room, high-end hotel. Based on the related *Hotel Market Assessment*, completed under a separate cover, the subject hotel is expected to generate hotel revenue of \$18.2 million in Year 1, increasing to \$22.1 million in Year 5, as displayed in the table below.

Room Revenue					
	Available Room Nights	Occupancy Rate	Room Night Demand	ADR	Room Revenue (\$M)

Other County Hotels

The impact of the Gaming Facility on the existing hotels in the county has two components: 1) new business from new tourists to the area; and 2) the loss of existing customers to the proposed gaming hotel. We expect the existing hotels in the county to realize incremental business from gaming tourists coming to the area looking for accommodations. Due to extremely high occupancy rates expected for the subject hotel (see prior section), especially on the weekends, there will be considerable overflow business to existing hotels. Offsetting this positive impact, is the capture of existing hotels customers by the subject, mainly during the week when subject hotel rates are lowest and availability is highest. In summary, we expect a modest positive impact on existing hotel revenue in the county, as displayed below.

Net Revenue Impact on Existing County Hotels (\$M)					
	Year 1	Year 2	Year 3	Year 4	Year 5
New Business	\$5.7	\$6.4	\$6.6	\$6.8	\$6.9
Lost Business	-\$3.5	-\$3.4	-\$3.5	-\$3.5	-\$3.6
Net Impact	\$2.3	\$3.0	\$3.2	\$3.3	\$3.3

Hotel Tax Forecast

After combining incremental hotel revenue from these two sources, the hotel occupancy tax base is expected to increase by about \$20.4 in Year 1, increasing to \$25.4 million by Year 5. Applying the tax rate of 5.0%, the hotel tax calculated to \$1.0 million and \$1.3 million for Year 1 and Year 5, respectively. The 5-year summary is shown in the table below.

The hotel occupancy tax in the Templates includes state sales taxes, since there was no line item available for state sales taxes on hotel revenue or the indirect hotel occupancy tax.

5-year Hotel Occupancy Tax Forecast (\$M)					
Market Component	Year 1	Year 2	Year 3	Year 4	Year 5
Subject Hotel	\$18.2	\$19.9	\$20.6	\$21.4	\$22.1
Net Other Hotels	\$2.3	\$3.0	\$3.2	\$3.3	\$3.3
Incremental Hotel Tax Base	\$20.4	\$22.9	\$23.8	\$24.6	\$25.4
Occupancy Tax Rate	5.0%	5.0%	5.0%	5.0%	5.0%
Hotel Tax	\$1.0	\$1.1	\$1.2	\$1.2	\$1.3

Real Estate Tax

This section forecasts real estate taxes related to proposed Gaming Facility. The real estate tax rate is generally applied to the market value of the property. However, in some circumstance, the market value is discounted before the tax rate is applied, as is the case for the Town of Newburgh.

Orange County's effort to manage the property tax process is support by several county agencies, as follows (descriptions obtained from county's website):

The Real Property Tax Services Office ("RPTSO") maintains tax maps, ownership information and provides assessment and taxation information to the assessing community as well as to the general public.

The goal of the Office of Real Property is to provide services for assessors and local government officials to achieve and maintain equitable assessments. Our professional goal is to create and preserve tax equity within and between all municipalities.

The Orange County Office of Real Property, through its Director and staff, takes great pride in the services we provide to all of Orange County. This office is responsible for apportioning the County Tax rates, as well as processing all tax bills and correcting tax bill errors in accordance with Real Property Tax Law. The Real Property office also values and inspects all delinquent tax properties. In addition, this office advertises, educates and promotes the annual Deed Sale, which is conducted with the Commissioner of Finance.

Market Value or Tax Basis

The tax basis is set based on a valuation process, which likely includes the development costs associated with the land improvements and facilities, but exclude Furniture, Fixture, and Equipment ("FFE").

Real Estate Tax Assessment

Based on information obtained from the Orange County Real Property Tax Service Agency, eight (8) Millage rates were applied to the Assessed Value, as displayed in the table below. The Millage rates summed to 100.66561 for a tax rate of 10.1% against Assessed Value.

The real estate tax has not been determined, but for purposes of this report, it is assumed to be \$12.0 million in Year 1, increasing to \$13.0 million in Year 5.

Estimated Real Estate Tax Assessment Summary (Year 3)			
Beneficiary	Millage Rate	Assessment	% of Total
County	9.81690	\$1,222,434	10%
Town of Newburgh	8.68140	\$1,081,038	9%
Newburgh Highway	4.12040	\$513,086	4%
Orange Lake Fire District	4.06140	\$505,739	4%
Consold. Water 1	1.50220	\$187,059	1%
Consold. Water 2	2.64046	\$328,799	3%
Newburgh Schools	67.18109	\$8,365,619	67%
Newburgh Library	2.66176	\$331,452	3%
Total	100.66561	\$12,535,226	100%

5-year Real Estate Tax Summary					
Beneficiary	Year 1	Year 2	Year 3	Year 4	Year 5
County	\$1,174,965	\$1,198,465	\$1,222,434	\$1,246,883	\$1,271,820
Town of Newburgh	\$1,039,060	\$1,059,841	\$1,081,038	\$1,102,658	\$1,124,712
Newburgh Highway	\$493,163	\$503,026	\$513,086	\$523,348	\$533,815
Orange Lake Fire District	\$486,101	\$495,823	\$505,739	\$515,854	\$526,171
Consold. Water 1	\$179,795	\$183,391	\$187,059	\$190,800	\$194,616
Consold. Water 2	\$316,031	\$322,352	\$328,799	\$335,375	\$342,083
Newburgh Schools	\$8,040,772	\$8,201,587	\$8,365,619	\$8,532,931	\$8,703,590
Newburgh Library	\$318,581	\$324,953	\$331,452	\$338,081	\$344,842
Total	\$12,048,468	\$12,289,437	\$12,535,226	\$12,785,931	\$13,041,649

Personnel Income Tax

Per the direction from the RFA via the Templates, we estimated personnel income taxes by multiplying estimated earnings plus tips by the applicable rate level relative to average annual wages plus tips. Since all wage categories as identified by the Templates fall into the fifth New York State income tax bracket, which utilizes a rate of 6.4% plus \$1,000 per employee. Note, the rate applies to single persons and married persons filing separately per directions in the Template.

Income Tax Summary

Based on taxable wages (plus tips) of \$96.9 million on a direct basis and \$98.7 million on an indirect basis, estimated personnel income taxes calculated to \$8.7 million and \$8.5 million, respectively. The effective tax rate was 9.0% for direct and 8.6% for indirect.

Personnel Income Tax Summary (Year 3)			
	Direct	Indirect	Total
Employees (FTEs)	2,497	2,145	4,641
Average + Tips	\$38,792	\$46,032	\$42,137
Total Wages + Tips (\$M)	\$96.9	\$98.7	\$195.6
Effective Rate *	9.0%	8.6%	8.8%
Income Tax (\$M)			

5-year Forecast

5-year Personnel Income Tax Forecast (\$M)					
Market Component	Year 1	Year 2	Year 3	Year 4	Year 5
Direct - Gaming Facility	\$7.4	\$8.3	\$8.7	\$9.0	\$9.3
Indirect	\$7.2	\$8.1	\$8.5	\$8.7	\$9.0
Total	\$14.5	\$16.3	\$17.2	\$17.7	\$18.3

Summary of Taxes

This section summarizes incremental tax revenue, segregated by New York State, Orange County, Host Municipality, and “Other.” The latter primarily reflects to gaming taxes going to neighboring counties. The following table summarizes the tax revenue forecast resulting from the proposed Gaming Facility. Total tax revenue was projected at just about \$213.6 million per year from ongoing operations. Note that 79% of the total taxes relate to gaming taxes, and 75% of total taxes goes to the state.

Tax Revenue Summary (Year 3)						
Tax Component	State	County	Town of Newburgh	Other	Total	% of Total
Gaming Taxes	\$135.6	\$8.5	\$8.5	\$16.9	\$169.5	79%
Machine Fee	\$1.5				\$1.5	1%
Real Estate		\$1.2	\$11.3		\$12.5	6%
Sales Taxes	\$5.8	\$5.4		\$0.5	\$11.8	6%
Hotel Occupancy		\$1.2			\$1.2	1%
Personnel Income	\$17.2				\$17.2	8%
Total	\$160.0	\$16.3	\$19.8	\$17.5	\$213.6	100%
<i>% of Total</i>	75%	8%	9%	8%	100%	

5-year Forecast by Jurisdiction

The following tables summarizes the 5-year forecasts by jurisdiction, with Low Case, Average Case, and High Case.

State

5-year Summary - State					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Gaming Taxes	\$117.3	\$130.4	\$135.6	\$138.3	\$141.1
Machine Fee	\$1.5	\$1.5	\$1.5	\$1.5	\$1.5
Real Estate					
Sales Taxes	\$5.0	\$5.6	\$5.8	\$5.9	\$6.1
Hotel Occupancy					
Personnel Income	\$14.6	\$16.3	\$17.2	\$17.8	\$18.3
Total	\$138.4	\$153.8	\$160.0	\$163.4	\$166.9
<i>% Change</i>		11%	4%	2%	2%

5-year Summary - State - Low / Average / High Case					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Low Case	\$128.7	\$143.0	\$148.8	\$152.0	\$155.2
Average Case	\$138.4	\$153.8	\$160.0	\$163.4	\$166.9
High Case	\$148.1	\$164.5	\$171.2	\$174.9	\$178.6

County

5-year Summary - County					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Gaming Taxes	\$7.3	\$8.1	\$8.5	\$8.6	\$8.8
Machine Fee					
Real Estate	\$1.2	\$1.2	\$1.2	\$1.2	\$1.2
Sales Taxes	\$4.7	\$5.2	\$5.4	\$5.5	\$5.7
Hotel Occupancy	\$1.0	\$1.1	\$1.2	\$1.2	\$1.3
Personnel Income					
Total	\$14.3	\$15.7	\$16.3	\$16.6	\$17.0
<i>% Change</i>		10%	4%	2%	2%

5-year Summary - County - Low / Average / High Case					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Low Case	\$13.3	\$14.6	\$15.2	\$15.5	\$15.8
Average Case	\$14.3	\$15.7	\$16.3	\$16.6	\$17.0
High Case	\$15.3	\$16.8	\$17.5	\$17.8	\$18.1

Host Municipality

5-year Summary - Town of Newburgh					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Gaming Taxes	\$7.3	\$8.1	\$8.5	\$8.6	\$8.8
Machine Fee					
Real Estate	\$11.3	\$11.3	\$11.3	\$11.3	\$11.3
Sales Taxes					
Hotel Occupancy					
Personnel Income					
Total	\$18.6	\$19.5	\$19.8	\$20.0	\$20.1
<i>% Change</i>		4%	2%	1%	1%

5-year Summary - Host Municipality - Low / Average / High Case					
Tax Component	Year 1	Year 2	Year 3	Year 4	Year 5
Low Case	\$17.3	\$18.1	\$18.4	\$18.6	\$18.7
Average Case	\$18.6	\$19.5	\$19.8	\$20.0	\$20.1
High Case	\$20.0	\$20.8	\$21.2	\$21.4	\$21.5

Disclaimer

Certain information included in this report contains forward-looking estimates, projections and/or statements. Maxim Strategy Group has based these projections, estimates and/or statements on our current expectations about future events. These forward-looking items include statements that reflect our existing beliefs and knowledge regarding the operating environment, existing trends, existing plans, objectives, goals, expectations, anticipations, results of operations, future performance and business plans.

Further, statements that include the words "may," "could," "should," "would," "believe," "expect," "anticipate," "estimate," "intend," "plan," "project," or other words or expressions of similar meaning have been utilized. These statements reflect our judgment on the date they are made and we undertake no duty to update such statements in the future.

Although we believe that the expectations in these reports are reasonable, any or all of the estimates or projections in this report may prove to be incorrect. To the extent possible, we have attempted to verify and confirm estimates and assumptions used in this analysis. However, some assumptions inevitably will not materialize as a result of inaccurate assumptions or as a consequence of known or unknown risks and uncertainties and unanticipated events and circumstances, which may occur. Consequently, actual results achieved during the period covered by our analysis will vary from our estimates and the variations may be material. As such, Maxim Strategy Group accepts no liability in relation to the estimates provided herein.