

**Erie County Gaming Revenue Authority  
Profit & Loss  
February 2020**

	<u>February</u>	<u>YTD</u>	<u>Budget YTD</u>	<u>2019-20 Budget</u>
<b>Ordinary Income/Expense</b>				
<b>Income</b>				
44800 · Gaming Revenue	1,360,202.23	4,438,816.76		
46400 · Other Types of Income				
46410 · Interest Income - Savings	11,694.28	129,912.39		
46422 · Interest Income - BWC - Erie Growth		22,916.67		
46424 · Interest Income - Progress Fund		20,000.00		
46425 · Interest Income - EDF Restruct		13,008.13		
46426 · Int. Income - BWC - Inclusive		19,097.22		
46427 · Interest Income - Blue Highway		4,674.51		
46430 · Miscellaneous Revenue				
<b>Total Income</b>	<u>1,371,896.51</u>	<u>4,648,425.68</u>		
<b>Expense</b>				
62100 · Contracted Services	10,510.40	110,048.70	<b>133,837.00</b>	<b>146,000.00</b>
62800 · Facilities & Equipment	1,452.31	14,579.09	<b>21,087.00</b>	<b>23,000.00</b>
65000 · Office Administration	867.92	12,649.03	<b>24,420.00</b>	<b>26,650.00</b>
65100 · Other Types of Expenses	3,631.51	50,971.52	<b>55,781.00</b>	<b>60,850.00</b>
66000 · Payroll Expenses	15,627.49	194,496.70	<b>208,312.50</b>	<b>227,250.00</b>
<b>Total Expense</b>	<u>32,089.63</u>	<u>382,745.04</u>	<u><b>443,437.50</b></u>	<u><b>483,750.00</b></u>
<b>Net Ordinary Income</b>	1,339,806.88	4,265,680.64		
<b>Other Income/Expense</b>				
70000 · Grants / Settlements				
70030 · Community Assets		433,708.60		
70050 · Municipal Settlements	340,050.56	1,109,704.19		
70070 · Special Events		175,515.39		
70090 · Multi-Municipal Collaboration		295,655.00		
70100 · Mission Main Street		683,840.00		
70120 · Summer Jobs Program	6,770.23	141,757.88		
70130 · Small Business Financing		0.00		
70140 · Pilot Projects		55,000.00		
70150 · Shaping Tomorrow		0.00		
70170 · Renaissance Block		119,920.00		
70180 · Anchor Building	80,000.00	340,276.20		
<b>Total 70000 · Grants / Settlements</b>	<u>426,820.79</u>	<u>3,355,377.26</u>		
<b>Net Other Income</b>	<u>(426,820.79)</u>	<u>(3,355,377.26)</u>		
<b>Net Income</b>	<u><b>912,986.09</b></u>	<u><b>910,303.38</b></u>		