With Society Environment

Group CSR Charter

With a full awareness of the fact that we are, as a corporate citizen, a member of society, we will voluntarily and proactively put forward efforts to provide a social contribution through our business activities, etc., our support in the development of cultural activities including art and sport and the preservation of the global environment.

Group Code of Conduct

Local Community

1. As a locally-rooted company, we will actively and voluntarily strive to promote solidarity and cooperation with, and engage in exchange with, the local community.

Global Environment

2. We will consider the possible effects on the global environment stemming from all elements of our products overall lifecycles, ranging from material procurement, manufacturing, distribution, use, recycling and disposal.
3. To protect the global environment, we will not only comply with related laws and various regulations, but will also actively and voluntarily consider and implement any further measures we believe will benefit the global environment.
4. We will nurture our personnel, to be highly aware of the global environment and to strive for material and energy conservation, both personally and professionally.

Seagaia Beach Cleaning Campaign in Hitotsuba

PHOENIX SEAGAIA RESORT

At the Phoenix Seagaia Resort, we have conducted the Seagaia Beach Cleaning Campaign in Hitotsuba since 2015 to protect loggerhead sea turtles, a designated natural treasure of Miyazaki Prefecture, and their spawning areas.

Every year, we invite around 100 volunteers, including local residents and members of the Junior Sports Club, to participate by, for example, collecting household waste and driftwood that could hinder loggerhead sea turtles from reaching land where they can lay their eggs.

Before the cleanup, participants have the opportunity to attend a lecture by Mr. Tomohisa Deguchi on loggerhead sea turtles and their ecology. Mr. Deguchi is a member of the Miyazaki Wildlife Research Group, which is a non-profit organization, and he is also head of the Miyazaki City Phoenix Zoo.









Cleanup activity to protect loggerhead sea turtles and their spawning areas

Green Power Certificates System

E

SEGA has bought one million kilowatt-hours' worth of Green Power Certificates (microhydropower and biomass) annually since April 2005 under a contract with Japan Natural Energy Co., Ltd. Additionally, in April 2007 we became a Y-Green Partner of the Yokohama City Wind-Power Electricity Generation Project, whose main facility is the Hama Wing turbines in Yokohama's Kanagawa Ward and generated 212,848 kWh in fiscal 2019.

Japan Natural Energy Company Limited (Japanese only)
http://www.natural-e.co.jp/

Marks of accreditations by Japan Natural Energy Company Limited for the use of green electricity, or renewable energy, generated by wind power, biomass power and small hydroelectric generators.

Designing Environmentally Friendly Products

E

Our ongoing efforts to save energy have proven to be effective, with achievements including a 55% reduction in power consumption of the medal game machine, THE MEDAL TOWER OF BABEL, compared to an older product, Arabian Jewel.

We strive to reduce waste by designing components for amusement machines so that they can be reused in new products. We provide customers at amusement centers with maintenance and inspection manuals so our products can be used over a long time. In our amusement centers, we implement thorough daily maintenance to extend the life of machines. Machines that must be discarded are manually disassembled by Sega Logistics Service Co., Ltd. and completely recycled. The company has attained the complete elimination of disposal in landfills or through incineration by having intermediate industrial waste processing firms come to its distribution centers and establishing a nationwide recycling system that reduces the cost and prevents illegal dumping.



Moreover, it is also in charge of the storage and management of used machines, selling those in good condition for reuse and processing the ones no longer usable as industrial waste. After the machines have been sorted, intermediate industrial waste processing workers come to the company distribution centers to manually dissemble the good used machines into materials for complete recycling. Waste cards and papers used for amusement machines and some plastic waste are recycled by thermal recycling to produce RPF (refuse paper and plastic fuel), an alternative fuel.

PP

To improve the reusability of parts from pachislot and pachinko machines, we have worked to standardize parts, substrates, and units at the design and development stages. Three years ago, we set targets for the number of reusable parts, a minimum of 50 items for pachislot machines and 15 for pachinko machines. In fiscal 2019, we achieved both targets (about 80 items for pachislot machines and 30 for pachinko machines). Starting in fiscal 2020, we will promote the use of used pachislot and pachinko machines in units without having to dismantle them into parts in order to improve the efficiency of reuse and quality. In addition, we revised the conventional trade-in conditions for collecting used machines to take into account environmental considerations, which significantly improved the collection rate (fiscal 2017: 47% → fiscal 2019: 74%).

On an industry basis, we have been promoting industry-wide efforts to reduce environmental impacts through the standardization of parts and units in collaboration with other makers.

As a part of our initiative to provide environmentally sound products, almost all of our pachislot and pachinko machines feature eco-friendly functions to reduce power consumption, such as the low illumination of LED components (e.g., decorative parts) during standby mode, leading to a power consumption reduction of the current machines by 5% compared to those launched prior to fiscal 2015. Also, we added functions that allow players to adjust sound and lighting levels. Other achievements include maintaining a 100% usage rate of lead-free soldering components for pachinko and pachislot machines. Additionally, we participate in the initiative of Nippon Yugikikogyo Kumiai (Japan game machine industry association) and Nichidenkyo (Japan electronic game machine industry association) to grasp and reduce the overall industry usage of substances of concern and to share information among companies.



Pachislot DISC UP
©Sammy



P Hokuto No Ken 8 Haou
©Buronson & Tetsuo Hara/NSP 1983, ©NSP 2007 Approved No.YSE-020
©Sammy



The Medal Tower of Babel
©SEGA

Eleventh Year of the Adopt-A-Forest Activity

SEGA-no-Mori

E SEGA Holdings endorses the intent of Adopt-A-Forest Promotion Program, a program led by Nagano Prefecture acting as an intermediary, and signed an "adopt-a-forest" contract with Minamiaiki Village of Saku County in Nagano Prefecture in April 2008. The contracted forest covers an area of 3,633 hectares (roughly 773 times the area of the Tokyo Dome) of privately-owned forest. We named the forest SEGA-no-Mori and support global environmental preservation by funding part of forest maintenance activities to sustain the forest's ability to absorb CO_2. As a result of maintenance efforts, the volume of CO_2 absorbed by the forest in fiscal 2019 was 320.7 t-CO_2.

With the impressive cooperation of local people, SEGA-no-Mori also fosters an awareness of global environmental protection among employees. In January 2018, our ten years of performance in forest maintenance activities and interaction with the local community were recognized by the presentation of the Nagano Prefectural Governor's Award in the category of utilization of prefectural tax for Nagano Prefecture's forest creation.

MAINTENANCE

Forest Maintenance

To provide opportunities to learn and experience first-hand the importance and the weight of forest maintenance, we organize forest maintenance experiences every autumn such as tree planting guided by people from the village who preserve and nurture SEGA-no-Mori on a daily basis.



EXPERIENCE

Learning about Nature

With the hope of handing down to the next generation the spirit of treasuring nature, we are organizing nature study events during which SEGA SAMMY Group employees and their families share experiences in tasks that vary every summer. These include removing undergrowth, harvesting crops and catching fish by hand.



EXCHANGE

Interaction with the Local Community

Villagers have shared a variety of stories such as the history of Minamiaiki Village, tips for mountain hiking, and the hard work required for growing delicious produce, thereby teaching us about the harsh and precious sides of nature that are not experienced in city life.



Minamiaiki Village is rich in nature with about 80% of its gross area covered by mountains, forests, and fields as well as rivers that flow through the valley.

- Minamiaiki Village website (Japanese only): http://www.minamiaiki.jp/

Adoption of signs identifying the forest as SEGA-no-Mori was an initiative set up in 2008, the first year of the SEGA-no-Mori project. These drawings were made by students of Minamiaiki Elementary School under the theme "Creating the future together with nature."



Participants Voices

The children seemed to be sad to leave, saying they wanted to stay one more night. They made good friends, gathered a lot of vegetables on the second day, and had a really wonderful experience.

Every event, from picking blueberries and catching fish by hand to participating in a BBQ and watching fireworks, was fun for the whole family.

There were so many fun events, and the entire experience was very satisfying! The first thing my children did after returning home was to draw Sega-no-Mori in their summer vacation picture diary.

Participating in a BBQ with the residents of Minamiaiki Village was fun, and I was happy to learn about the village and meet such great people.

Let's Grow a Forest in Hitotsuba

PHOENIX SEAGAIA RESORT

R The Phoenix Seagaia Resort (PSR) engages in environmental preservation activities for a black pine forest under the Black Pine Forest Declaration we formulated. It also participates in the Festival of Morizukuri (forest creation) hosted by the Regional Forest Office of Miyazaki. In March 2018, pruning of black pine tree branches (black pines planted in fiscal 2001) was done in the nationally owned forest of Hitotsuba Coast under the theme "Let's Grow a Forest in Hitotsuba." In fiscal 2019, four PSR employees took part in the activity with about 60 participants from the local government, forest industry, and local residents despite rainy weather. We will cooperate with local residents to preserve and nurture the black pines and pass them on to the next generation as precious assets.





Countermeasures for Plastic Waste

To reduce plastic waste generated from game centers, each shop sorts the plastic waste according to the standards of each region and facility and has it treated by a contracted intermediate industrial waste processing firm. Recognizing that a manufacturer is responsible for reducing waste by simplifying product packaging, we reuse plastic bags at the time of shipment and take other necessary actions to keep the packaging as simple as possible.

Efforts to Reduce Electricity Use in Game Centers

In addition to promoting the use of LED lighting for facilities, we are replacing air conditioning units, mainly at renovated shops. We also use the same electricity supply company for all our shops so it is easier to monitor and optimize the usage for each place. As of March 31, 2019, there are no violations of environmental laws.

Environmental Data

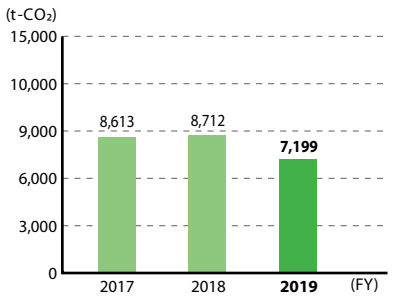
Scope

Reporting organizations for the aggregation of data: 15 companies

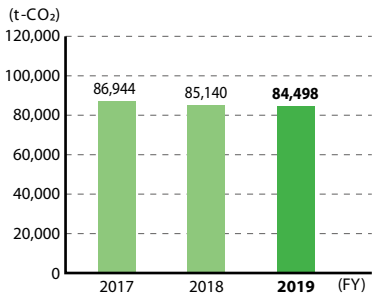
●SSHD/SHD/SAMMY/TOYS/TMS/SNW/PSR/SE/SIC/SGC/SLS/DL/JMS/BTF/JNEXT

*For abbreviations, see page 2.

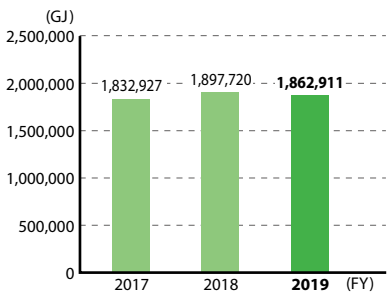
● CO_2 Emissions (Scope 1)



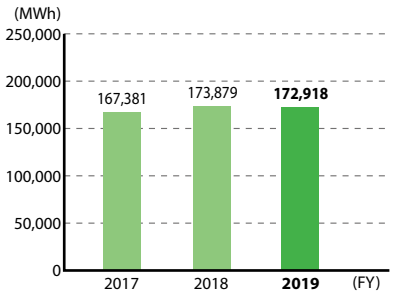
● CO_2 Emissions (Scope 2)



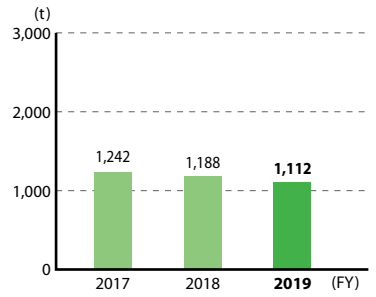
● Total Energy Input



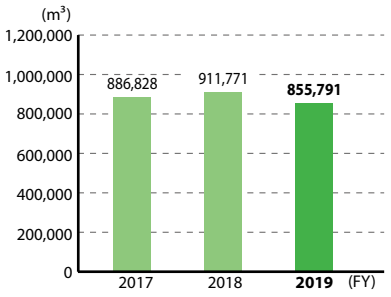
● Electricity Usage



● Industrial Waste Discharged



● Water Usage



- Aggregated data include an estimate based on floor space.
- Gross decrease in CO_2 emissions is mainly attributable to reduced fuel and electricity consumption.
- Adjusted CO_2 emission factors for each power company in previous years are used for purchased electricity.

● Status of Eco-friendly Initiatives at the Sammy Kawagoe Factory

		FY2017	FY2018	FY2019	Remarks
Amusement machine recycling rate	Recycling rate (%)	97.21	95.99	95.00	Pachinko and pachislot machines combined
Use of environmentally friendly materials	Amount of lumber used (t)	1,494	566	370	
	Amount of PEFC-certified lumber*	84 t (5.6%)	38 t (6.8%)	51 t (13.8%)	

Note: No adhesives, including water-based ones, are used at the Sammy Kawagoe Factory.

*PEFC-certified lumber has been procured properly from forests certified by a third-party organization under the Programme for the Endorsement of Forest Certification Schemes (PEFC) as being sustainably managed. The volume has been reduced as the production of products made with PEFC-certified lumber has decreased.

With Society

Serving Society

Group CSR Charter

With a full awareness of the fact that we are, as a corporate citizen, a member of society, we will voluntarily and proactively put forward efforts to provide a social contribution through our business activities, our support in the development of cultural activities including art and sport and the preservation of the global environment.

Group Code of Conduct

Prosperity in Core Business

1. We will always aim for our core business to prosper by providing products and services satisfactory to our customers, and will not forget to contribute to society by paying taxes and creating employment.

Contribution to Society and Donations

2. Not only will we contribute to society through our business activities, but we will also actively and voluntarily support cultural interests such as the arts and sports to contribute to the realization of a prosperous society.
3. In engaging in the above socially contributing activities (including giving donations), we will comply with any internal rules stipulated in accordance with related laws including tax laws, the Commercial Code of Japan and the Political Funding Regulation Law.



DARTSLIVE

Nobuyuki Nagashima

Sports Promotion Team Leader,
Sports Promotion Department,
Service Strategy Division,
DARTSLIVE Co., Ltd

I believe that darts is a sport which deserves more recognition than as merely an activity for adults, and it could be added to the Olympics Games. If I set it as a goal and plan backwards, it would be essential to spread the world view of "darts = sport" across all generations. To prepare for such an initiative, I wanted to establish a track record of experiences, so I consulted with Mr. Tasaki, who is a friend and elementary school teacher with whom I play darts. When I watched his students playing darts, they exhibited a rollercoaster of emotions, and I would like to disseminate that excitement throughout the country.

Unlocking the Potential of Children through Playing Darts!

DARTS

Supporting the development of the next generation

Offering a darts program as an elementary school extracurricular activity

The SEGA SAMMY Group offers a darts program in an elementary school as part of its support for developing the next generation.





While I was searching for a new club activity for kids in the fourth to sixth grades, Mr. Nagashima from DARTSLIVE suggested a darts program.

First we had the children experience playing darts to see if they liked it, and the result was better than we had imagined. In 2017 we included darts as a club activity, in which about 20 students now take part. They do everything from preparation to management and cleaning, and this encourages them to exercise their own judgment, while adding up the points manually helps with their calculation skills.

Darts is for everyone regardless of age, gender, and athletic ability. When I see my students playing the game, praising high scorers, competing, and becoming absorbed in it, I feel the impact has been far greater than I initially expected.



Makoto Tasaki (left)

Teacher, Yokohama Municipal Morinodai Elementary School

Mikuru Suzuki

Professional darts player

During the Q&A session, many children shared their dreams with me with their eyes sparkling, which was a great experience for me. I hope that there will be additional opportunities for different generations to interact with each other so that darts will gain greater recognition and more fans across generations.



Sponsoring Tokyo Rainbow Pride 2019

The SEGA SAMMY Group promotes diversity through the achievement of Sustainable Development Goals (SDGs) toward realizing a society in which everyone plays an active role. As part of this effort, we sponsored Tokyo Rainbow Pride 2019 to celebrate the diversity of life and gender while also raising awareness of sexual minority communities, including LGBT. About 40 employees and their families participated in the parade on April 28. We will continue our efforts to realize a society in which everyone can live happily with positive attitudes and be proud of themselves.



Hosting Programming Workshops for Elementary School Students

In view of the revised school curriculum by the Ministry of Education, Culture, Sports, Science and Technology, which includes making computer programming a compulsory subject at elementary schools in 2020, we have been hosting programming workshops since 2016 and offering fun learning experiences. In fiscal 2019, we held these workshops at the various Sega Labs locations, such as shopping centers and public facilities, around the country. Over 1,500 elementary school students and their parents joined the workshops, which are so popular that they sell out immediately. Moreover, we are now offering an experience-based program using robots and drones and are planning to expand its content. We will continue to contribute to society by creating opportunities for children to smile and take part in moving experiences.



IBD Project 2019 with UC Berkeley Haas

The SEGA SAMMY Group participated in the IBD 2019 (International Business Development) program with the Haas School of Business, University of California Berkeley.

In the program, which has handled 468 projects in 89 countries, IBD teams comprising MBA students work together with clients around the world to solve various problems.

Participating in the program for the first time, the SEGA SAMMY Group formed a project team with five students to address specific tasks with various online and offline approaches. Every day of the program, which lasted for more than half a year, was spent co-creating solutions with the students, who represented different nationalities, including the U.S., Columbia, and India, and it was very exciting for all participants.



Donating and Disinfecting Toys in Collaboration with NPOs

This year marked the tenth time we engaged in the initiative since fiscal 2010. Working together with the Japan NPO Center, we select NPOs to donate our toys.

In fiscal 2019, hoping to deliver smiles and courage to children who spend most of their time in beds and their family members, we donated about 124 toys from SEGA TOYS to the Approved Specified NPO Family House, which provides accommodation support for the families of children undergoing treatment for cancer and other intractable diseases.

Group employees regularly visit the houses and disinfect toys and stuffed animals so that children and their families feel more comfortable using them. In future we will continue to develop contributions to make all children smile.



Report from Family House on donations

Supporting Children's Diet

Hoping to be of assistance in supporting children's development through our Group businesses and facilities, we donated vegetables such as potatoes and onions to the Children's Cafeteria, supported by Shinagawa Ward, where the Osaki headquarters is located. The produce had been harvested from an area in the Phoenix Seagaia Resort that we use for growing vegetables for our employee cafeteria. We will continue to actively support children to keep smiles on their faces.



Campaign to Deliver Picture Books

We have been participating in the Shanti Volunteer Association's Campaign to contribute through entertainment to children living in conflict areas by delivering picture books to them. We purchase picture books with money raised through the collection of unwanted used items from our offices and the homes of our employees. Staff from 19 Group companies took part in pasting stickers into the books along with translations into local languages. They also sent them to designated locations. Since the start of the activity in 2009, a total of 2,472 books have been sent to those areas. We intend to continue taking part in the campaign with the hope of seeing a world in which all children can thrive and pursue their dreams through entertainment.



SPORTS, THE ARTS AND OTHER CULTURAL ACTIVITIES

Establishment of the SEGA SAMMY Culture and Art Foundation

As a company that continues to create moving experiences, supporting cultural and artistic development represents an indispensable contribution to society. We also believe that sharing artwork and ideas across society and continuously fostering their creation are far more important. The SEGA SAMMY Group through the foundation will actively contribute to the development of cultural and artistic activities while also promoting efforts towards realizing an abundant society.



Photo courtesy of the Aichi Prefectural Art Theater ©Naoshi Hatori

Successfully bringing NDT, the world's best dance company, to perform in Yokohama, Japan for the first time in 13 years (special sponsorship)

Continuous Support for the Para-Nordic Skiing Japan Team

The SEGA SAMMY Group provides ongoing support to Japan's national Para-Nordic skiing team with the Ski Association of Japan for the Disabled, a specified non-profit corporation, as its parent organization.

The association strives to open up cross-country and biathlon skiing to persons with disabilities and related individuals in Japan to increase competitive abilities as well as to promote and popularize the sport. We will continue to support the team in working hard with the hope of inspiring persons with disabilities so that they can enjoy cross-country skiing and biathlon, which can lead to a healthier physical condition, while we also encourage young people with disabilities to dream of making it to the Paralympics.



Support for the Japan Disabled Golf Players Association

In Japan, disabled golf is not yet well known to the general public, much less to those with disabilities. This creates an insufficient environment for disabled golf that inhibits the disabled from freely enjoying the game, since there are so few opportunities. The SEGA SAMMY Group is supporting the activities of the Japan Disabled Golf Players Association through donations and announcement activities. The mission of the association is to establish disabled golf as a means for persons with disabilities to enjoy safe and happy lives as valued members of society.



SPORTS, THE ARTS AND OTHER CULTURAL ACTIVITIES

Junior Sport Festival

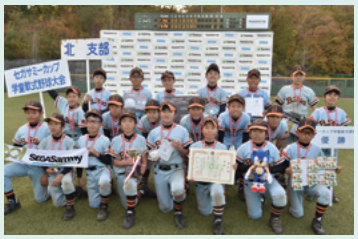
The Junior Sport Festival, during which first-class instructors teach elementary and junior high school students about sports, was held in Chitose City, the site of the Shigeo Nagashima Invitational SEGA SAMMY CUP Golf Tournament, and Eniwa City and Tomakomai City. Marking its 12th year, the 2019 festival was held from February to June and comprised of lessons for 14 different sports, with over 1,500 children participating. Mr. Ryuji Kawai, a former professional soccer player who played at Consadole Sapporo until 2018, taught in his soccer class in Tomakomai City about the importance of communication and playing with your head.

We will continue to make the event even more successful and popular with communities.



SEGA SAMMY Cup Children's Rubber Baseball Tournament

Supporting the efforts of the Tokyo Kids Baseball Academy to strengthen children's baseball skills in Tokyo, the SEGA SAMMY Group has been serving as a special cosponsor for The SEGA SAMMY Cup Children's Rubber Baseball Tournament. This year's event, the tenth tournament, took place at the SEGA SAMMY baseball field and Takigahara Ground in Hachioji, with 16 teams comprising 321 players competing. On the day of the opening ceremony there were events to help boost baseball education, such as baseball lessons by active players of the SEGA SAMMY baseball team and a seminar for instructors by the team's manager and coach. The tournament boasts a cumulative total of 2,500 participants. We will continue cosponsoring the event with the hope that it becomes a stage upon which children can make their dreams come true.



Let's Create a Moving Experience with Your Feet

The SAMMY SOCCER PROJECT, which started in November 2017, is for rediscovering the intrinsic joy of playing soccer. Its slogan "SAMMY × SOCCER = Making life more colorful" is based on our group mission "Continuing to create moving experiences."

We intend mainly to impress on the next generation the concept of "inspiring soccer," demonstrating the intrinsic value of this sport, which is fun to watch, exciting and moving, while at the same time supporting them to realize their dreams. We will continue these efforts to create moving experiences and broaden their impact. In April 2019, we held two programs simultaneously, "Soccer Clinic" for young athletes (elementary school students) and "SSP QUESTION" for parents and beginner coaches, and had a total of 300 participants.



Special Support for the Tokyo Jazz Festival

As part of its efforts to support the arts and cultural activities, the SEGA SAMMY Group has been helping out the Tokyo Jazz Festival, one of Japan's largest jazz festivals, since its inception in 2002. The event gathers top jazz musicians from around the world to perform under the concept of encouraging cultural and generational cross-fertilization. The festival is held every year and is highly regarded as a first-rate urban music festival.



©17th TOKYO JAZZ FESTIVAL Photo by Hideo Nakajima

COMMUNITY ACTIVITIES

Nordic Walking

As a social business using the parkland, Oasis Park began offering the Nordic Walking Class, which involves a form of walking with specially designed poles. Since the park opened in December 2018, six classes have been held up to June 2019, with a total of 300 participants, mainly seniors interested in improving their health and preventing dementia.

The class is very popular among those who wish to extend their healthy life expectancy. From now on, we will offer the class once a month to create an environment in which health-conscious seniors can form communities and enjoy Nordic walking in the parks.



COMMUNITY ACTIVITIES

Interacting with Children at Nursery Schools and a Group Home in Hachioji

Since 2010, the SEGA SAMMY Baseball Club has been visiting a group home and nursery schools in Hachioji City, where the team is based. Also, in December every year, it organizes a Christmas event for interacting with children.

In 2018, nine people including baseball team members visited these places. They gave toys from the SEGA SAMMY Group to children as gifts and played tee ball and other games. The group home and nursery schools were filled with laughter. We will continue these interactive activities with the community as part of being a strong team beloved by the community.



Support for the Koedo Kawagoe Half Marathon 2019

Since the commencement of Koedo Kawagoe Half Marathon in 2010, Sammy has been continuously serving as a special sponsor for the annual marathon held in the area where our Kawagoe Factory is located. Around 10,000 runners participated in the marathon in November 2018.

Exhibition at the Sakura City Industrial Festival: Sakura Monozukuri Festa 2018

Since 2012, Sega Logistics Service has been participating in the Sakura Monozukuri Festa every year held by Sakura City, where the company is located. In 2018, the company exhibited the UFO CATCHER to many enthusiastic visitors at a permanent booth in the Sakura City Civic Gymnasium, which highlighted various products and technologies offered by local companies. Looking ahead, we will continue working as members of the local community.



Supporting the Development of Career Choices and Appropriate Professional Behavior for Local Students

In cooperation with local junior and senior high schools and universities, the Phoenix Seagaia Resort offers various opportunities such as experience-based training, lectures, and tours for students to explore career choices and begin to develop professional behavior.

During the professional behavior seminars, presented as on-site classes, students learn important social skills and manners and receive personal guidance on future career or education choices. In addition, high school students studying social welfare tour a barrier-free room inside the resort and receive a one-point lesson about engaging in pleasant social interactions.

We will continue to provide support that is uniquely possible at the Phoenix Seagaia Resort, which reflects a high level of expertise in creating pleasant occasions and spaces for customers, and thereby contribute to the growth of local communities.



Note: Three professional behavior lessons with 390 participants and 2 barrier-free tours with 60 participants were conducted in fiscal 2019.

OTODAMA SEA STUDIO, Annual Summer Music Event at Miura Beach

In 2019, we brought fresh excitement to the beach in cooperation with the Windsurfing World Cup in May at the neighboring Tsukuihama Beach (Yokosuka City). With the goal of regional revitalization and demonstrating effective use of the beaches during the off-season, this first, extended event offered opportunities to enjoy music, beach sports, and other activities all at one site, with the full understanding and cooperation of Miura City, Yokosuka City, and Kanagawa Prefecture.



SEGASammy HOLDINGS

CSR & SDGs Office

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Phone: +81-3-6864-2408
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Comparison with Integrated Report

In 2018, this report was redesigned as the CSR BOOKLET to cover items not referred to in the integrated report and provide in-depth reporting from the CSR viewpoint. Additionally, the report includes "Voice" sections so that it more closely communicates the SEGA SAMMY Group's business and other engagements as well as the work styles of our employees.
In the integrated report, we disclose financial information and non-financial, ESG information, with a particular emphasis on investors.

INTEGRATED REPORT 2018



The integrated report is available in the IR section of SEGA SAMMY Holdings' website.

WEB **https://www.segasammy.co.jp/english/ir/library/printing_annual/**

Disclaimer

This report contains past and current facts about the SEGA SAMMY Group as well as forward-looking statements about social conditions, business plans, and forecasts based on management's judgments in light of information available as of the publication date. Please note that social conditions and business results may vary from these forecasts.