

STATE OF MAINE Department of Public Safety Gambling Control Board 87 State House Station Augusta, Maine 04333-0087

JANET T. MILLS GOVERNOR MICHAEL SAUSCHUCK COMMISSIONER STEVEN SILVER CHAIRMAN MILTON CHAMPION EXECUTIVE DIRECTOR

MAINE GAMBLING CONTROL BOARD NOTICE OF MEETING and AGENDA June 25, 2024 Beginning at 9:00 a.m. at: Fallen Heroes Room 45 Commerce Drive, Augusta, ME 04333

Option for Virtual Attendance by the Public:

This meeting is being made virtually available using the platform Zoom to members of the public who do not attend inperson.

> To join via the Zoom application, click on <u>https://mainestate.zoom.us/i/154738284</u> or for audio only dial 1-929-205-6099 and enter meeting ID 154-738-284.

The Board expects that members of the public who attend the Board meeting virtually will be able to provide public comment to the same extent as members of the public who attend in-person. The Board is offering the virtual attendance option due to the continued health concerns regarding the 2019 novel coronavirus (COVID-19).

- 1. Call to Order Introductions of Board and staff
- 2. Approval of Minutes from March 19, 2024 and May 21, 2024
- 3. Operations Report Vicki Gardner, Inspector Supervisor
- 4. Financial Report Amanda Spencer, Auditor
- 5. Executive Director Report Milton Champion, Executive Director
- 6. License applications for Review
 - a. Resolution 13 Renewal of Resolution
 - b. Konami Gaming Inc. Slot Machine Dist. Renewal
 - c. US Playing Card Co. Gambling Service Vendor Renewal
 - d. AGS LLC Table Games Distributor Renewal
 - e. JCM American Corp. Gambling Service Vendor Renewal
 - f. LNW Gaming, Inc. Table Games Dist. Renewal

7. Unfinished Business:

- a. None applicable
- 8. New Business:
 - a. Self-Exclusion application process
 - b. Review of FBMS written comments
 - c. Approval of qualified independent laboratories according to Title 8 §1020, sub-§4, Certification of Slot Machine and Associated Equipment
- 9. Board Business:
- 10. Public Comment:

11. Next Meeting date: TBD 12. Adjournment