



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 17, 2025**

**Beginning at 9:00 a.m. at:
Hollywood Casino
500 Maine Street
Bangor, ME 04401**

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 in-person.

To join via the Zoom application, click on <https://mainestate.zoom.us/j/154738284>
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 April 15, 2025
3. **Operations Report** – Mathew Motti, Deputy Director
4. **Financial Report** – Amanda Spencer, Auditor
5. **Executive Director Report** – Milton Champion, Executive Director
6. **License applications for Review:**
 - a. AGS LLC – Table Games Distributor - Renewal
 - b. US Playing Card Company – Table Games Distributor – Renewal
 - c. Galaxy Gaming Inc – Table Games Distributor – Renewal
 - d. JCM Global – Gambling Services vendor – Renewal
 - e. LNW Gaming, Inc – Table Games Distributor – Renewal
 - f. eBet Technologies Inc – Gambling Services Vendor - Renewal
7. **Unfinished Business:**
 - a. Rule Comment Review Chapter 19-A
8. **New Business:**
 - a. Hollywood Internal Controls
 - b. Oxford Internal Controls
 - c. Interblock review of Electronic Table Games
9. **Board Business:**
10. **Public Comment:**

11. **Next Meeting date:** August 19, 2025

12. **Adjournment**