

1 P-R-O-C-E-E-D-I-N-G-S

2 (10:33 a.m.)

3 CHAIRPERSON ANDERSON: Good morning,
4 everyone. I would like to welcome you to the
5 regular scheduled meeting of the District of
6 Columbia, Alcoholic Beverage Control Board.
7 Today is Wednesday, August 5th, 2020 and the time
8 is 10:33 a.m.

9 This meeting is being conducted
10 pursuant to guidance made available by the
11 District of Columbia's Office of Open Government
12 regarding electronic meetings held by public
13 bodies during the public health emergency.
14 Pursuant to this guidance, notice of today's
15 meeting was provided 48 hours in advance of the
16 meeting on ABRA's website and on the District's
17 central meeting calendar. The notice included
18 the time, date, agenda, and call-in or log-in
19 information for public participation.

20 This electronic meeting is being
21 hosted by a WebEx account provided by the
22 District of Columbia Government. Please address
23 any questions or complaints to the OOG at
24 opengovoffice@dc.gov.

25 My name is Donovan Anderson and I'm

1 the Chairman of the Board. I would like to
2 introduce the members of the Board -- of the ABC
3 Board who are also participating electronically
4 pursuant to Mayor's Order 2020-054. Please
5 respond when I announce your name. Mr. James
6 Short.

7 MEMBER SHORT: Mr. James Short
8 present.

9 CHAIRPERSON ANDERSON: Mr. Bobby Cato.

10 MEMBER CATO: Bobby Cato present.

11 CHAIRPERSON ANDERSON: Ms. Rafi
12 Crockett.

13 MEMBER CROCKETT: Rafi Crockett
14 present.

15 CHAIRPERSON ANDERSON: Ms. Jeni
16 Hansen.

17 MEMBER HANSEN: Jeni Hansen present.

18 CHAIRPERSON ANDERSON: Mr. Ed Grandis.

19 MEMBER GRANDIS: Ed Grandis present.

20 CHAIRPERSON ANDERSON: The Board has
21 six members in attendance for the conduct of
22 business today and that constitutes a quorum.

23 Our first order of business today is
24 our calendar. We have a fact-finding hearing,
25 Trestle. It's a request to install Trestle's

1 electronic game of skill at an ABC licensed
2 premises.

3 Now as I said, our first order of
4 business today is a fact-finding hearing to
5 gather additional information on a proposal from
6 Trestle Corporation who is a manufacturer of an
7 entertainment device characterized as a game of
8 skill. Trestle is represented by Mr. Thomas
9 Patrick Cassidy, esquire.

10 Mr. Cassidy, please introduce yourself
11 for the record. And please introduce your
12 colleagues who are also here for the hearing and
13 who I understand will be offering testimony. We
14 can't hear you, sir. Turn your microphone on.

15 MR. CASSIDY: Hello, good morning.
16 Good morning, Chairman and the rest of the Board.
17 My name is Thomas Cassidy. I'm an attorney in
18 Washington D.C. I've practiced law in the city
19 for 40 years. I started out working for a
20 legendary Board Member, James O'Day. So
21 throughout my career, I've interacted with the
22 Agency. I also wanted to thank Simone Andrews
23 for doing a great job walking me through the
24 process to be able to do this today.

25 With me today is Matt Phillips and

1 he's a game developer for Trestle. So I think he
2 can shed some light on the issues that you might
3 have. I also have Chuck Brooks who's the
4 distributor of the machines who will be working
5 closely to develop the relationships throughout
6 the city to make sure that the games are, you
7 know, properly run and all of that. So those are
8 the two that might be able to provide testimony.
9 But Matthew from Trestle is the subject matter
10 expert.

11 CHAIRPERSON ANDERSON: Okay, thank
12 you. All right, based on information submitted
13 by Trestle prior to today's hearing, the Board is
14 aware that the manufacturer is seeking to install
15 its video game terminals in ABC licensed
16 establishments throughout the District. The
17 manufacturer has described the game as a game of
18 skill and not a game of chance, which would run
19 afoul of the District and federal laws regarding
20 gambling.

21 While the Board is not the primary
22 gambling regulator, Trestle's request potentially
23 implicates compliance with Title 25 of the DC
24 Official Code. Specifically if the machines
25 qualify as gambling devices, licenses may be in

1 violation of the District's gambling and alcohol
2 laws.

3 Additionally, to qualify as a game of
4 skill in the District, a mechanical or electronic
5 gaming device must meet the requirements of DC
6 Act 23.259; the Games of Skill Consumer
7 Protection Temporary Amendment Act of 2020.
8 Furthermore, if these devices are not gambling
9 devices and permitted by DC Act 23.259, they
10 still may trigger the substantial change statute
11 which requires Board approval before the
12 installation and use of the devices in an ABC
13 licensed establishment.

14 The Board is in receipt of a one-pager
15 from Trestle, as well as a report from Nick
16 Farley and Associates who conducted a review and
17 examination of the game of skill multi-game
18 system version 12.2.6. Based on our review of
19 the materials provided by Mr. Cassidy, we are
20 also aware that Trestle is requesting that the
21 Board finds these devices in compliance with
22 District law.

23 With that being said, let's hear from
24 Mr. Cassidy regarding Trestle's product and
25 presentation they would like to make. And then

1 the Board will follow up with questions. So what
2 I'll ask -- Mr. Cassidy, whatever presentation
3 you'd like to make, you can go ahead. If someone
4 else is speaking, prior to speaking, please
5 identify yourself for the record please.

6 MR. CASSIDY: Right. I think what's
7 going to be important to get the Board to agree
8 with our proposition and that of our expert
9 report, I think it's important for Matt Phillips
10 who developed the game and has a long history
11 developing these games of skill. I think if
12 Matthew can pick it up from here to describe --
13 talk about the expert report. And then what he
14 plans on potentially installing with your
15 approval. Matthew?

16 MR. PHILLIPS: Good morning. My name
17 is Matthew Phillips and I'm one of the founders
18 of Trestle Corporation. Also the head game
19 developer for these games of skill. We started
20 this company over a decade ago. And what we do
21 is we go around to different jurisdictions and we
22 work with entities like yourselves and different
23 state governments such as like the Georgia
24 Lottery Commission down here to make sure that
25 we're in compliance with all the regulations.

1 And what we've done with our games of
2 skill for the District of Columbia is we
3 eliminate the element of chance. Okay? The
4 player is allowed to play our games and is
5 directly in control of how much they can
6 functionally win. And at any given point, they
7 can always win back their original play. Okay?
8 So the game technically could be in our terms,
9 always upside down. Therefore, not making any
10 money. It could lose money. Okay?

11 And basically with regards to that,
12 there is no chance. And with the player having
13 to physically select symbols and also physically
14 use a timing mechanism button too, that is really
15 based on skill. There is not a -- There is not
16 an algorithm with regards to, you know, if you
17 touch it here, it's going to move over to here.
18 With the winnings, it's based on the final
19 timing.

20 And also with regards to the ability
21 to win every time, there is a secondary game
22 where they actually have to use their brain to
23 match certain symbols to win their initial play
24 back. That's just where it comes in, it actually
25 allows its interaction. The player has more

1 interaction with the game as opposed to just a
2 slot machine if you will that you might see in
3 casinos in Maryland. Okay? Where they just
4 press a button and sit there, you know, slouching
5 in a chair.

6 It provides a form of entertainment that's
7 engaging to the patrons, especially for
8 establishments that, you know, that serve liquor.
9 And it keeps the players -- you know, the
10 establishment's having fun and enjoying
11 themselves. As opposed to just going in, having
12 a couple of beers and then just leaving for the
13 night. Okay?

14 That's essentially in a nut shell what
15 we have and that's what we would be working with
16 Chuck and his company and Mr. Cassidy to be able
17 to put out and place machines -- these amusement
18 skill games in your District.

19 CHAIRPERSON ANDERSON: That's the
20 extent of your presentation? Anything else you
21 want to bring to our attention?

22 MR. PHILLIPS: Well we also have a
23 machine here that we would like to show you with
24 regards to -- because this is a little -- our
25 first time being on one of these --

1 MR. BROOKS: Not live.

2 MR. PHILLIPS: -- not live, in-person.

3 So we do have an amusement machine here that we
4 could show you the functionality of what is in
5 Mr. Farley's report. Okay?

6 CHAIRPERSON ANDERSON: Well if you're
7 able to do that, then that would be helpful.

8 MR. PHILLIPS: Okay.

9 CHAIRPERSON ANDERSON: Because I read
10 the report and it's -- sometimes it's difficult
11 to picture what this machine is by reading the
12 report. So if you're able to show the machine
13 and the functionality -- if you're able to do
14 that. I'm not sure if the technology allows
15 that, but if you're able, that would work.

16 MR. PHILLIPS: We can. So what we're
17 going to do is we're going to maneuver this
18 computer here a little bit just over to the left
19 and we're going to show you what the skill game
20 looks like. And then go through the functions to
21 show you that it's not a game of chance, it's a
22 game of skill. Okay?

23 CHAIRPERSON ANDERSON: All right.

24 MR. PHILLIPS: And then we'll go with
25 that.

1 CHAIRPERSON ANDERSON: All right.

2 MR. BROOKS: And look, if you don't
3 mind -- if you can't see somebody, please speak
4 up and tell us so I can adjust it.

5 MEMBER SHORT: Who's speaking, Mr.
6 Chair? Who is speaking?

7 MR. BROOKS: This is Chuck Brooks, I
8 apologize.

9 CHAIRPERSON ANDERSON: All right. We
10 have a court reporter, so that's the one of the
11 reasons why when you're speaking, just identify
12 who is speaking please. Okay?

13 MR. BROOKS: Yes, sir. I apologize.

14 MR. PHILLIPS: So essentially what we
15 have here is an amusement device. Okay? And at
16 the top, we do label it games of skill. Okay?
17 So it is -- functionally we're identifying the
18 machine as a game of skill. Okay? And in the
19 report, what we have is we have two games -- two
20 games. And essentially you can insert currency
21 into -- down here. Just like any other video
22 game and you will see the currency put on here.
23 Okay?

24 We don't use any dollar signs or
25 anything else to try to entice people to play.

1 It just comes in that they're allowed to pick one
2 of the games. It will load on the machine. It
3 takes a couple seconds. And right here, they're
4 allowed to play their entries or their credits.
5 So right now, they're going to play 100 credits.
6 Okay? And what we'll do then is we're going to
7 play the game. And the customer -- the player
8 has to choose a symbol to make a match. Okay?

9 Now on this aspect, they didn't win.
10 And I'll get to that in just a moment. I want to
11 show you a winner first. All right? So what we
12 have here is we have some cherries and some
13 ducks. And what we're going to do is we have a
14 flashing symbol that helps the player understand
15 what symbol to pick. I know it's hard to see
16 right now, but this symbol is actually flashing
17 for the player. So the player picks it. Now it
18 wins. So we have to -- We won 120 credits.

19 The player is in charge of actually
20 getting that 120 credits. And it can actually
21 win more than 120 -- actually another extra 10
22 percent or it can only win 55 percent. So the
23 player is in 100 percent control of the credits.
24 Now right there, I only had 95 percent and I only
25 ended up winning 114 credits out of the 120. So

1 it really comes down to the physical timing -- of
2 the skill of that individual player that's
3 playing. Okay?

4 Now what we end up doing now is that
5 we're going to still play another dollar -- well,
6 100 credits, okay, if you will. And we're going
7 to show you how the player can win -- always win
8 their money back if they don't -- if they don't
9 make the match. Okay? So we're going to pick
10 one here. Now (audio interference), but at the
11 bottom it says -- if you read the report, it
12 would say, "Touch here to follow through." And
13 what we're going to have is a basic Simon follow-
14 me feature where the player is going to match six
15 symbols in a row. And he's going to be able to
16 win an extra six credits. He's going to win his
17 money back, plus an extra six credits. Okay?

18 So you'll see it flash. I'm going to
19 pick right here. Okay? And it will be here two
20 more, then a short break, and then another three.
21 So this changes every time, so it's not the same
22 thing. So it still has interaction where the
23 player does have to memorize the sequence. Okay?
24 It's going to say this one, this one, that one,
25 and then one more.

1 So what we now know is that because we
2 didn't make a match on the first initial game, we
3 completed that game and we actually had another
4 winner. Okay? You could call it a winner, but
5 at least the customer always has that chance to
6 be able to make his play back -- his credits
7 back. And essentially that's what comes on.

8 And the games will -- they all
9 function the same way. Okay? There's just
10 different graphics. Okay? So even if it --
11 there are bonuses that will come in. Even if you
12 pick the wrong one, you can still win your money
13 back. All right? The games cannot be
14 manipulated. The customers can't go and --
15 there's no pattern to always -- to cheat the
16 games with regards to electronic devices or
17 whatever. Essentially it's just providing
18 entertainment for the patrons in the bars and
19 restaurants in your District.

20 CHAIRPERSON ANDERSON: Okay.

21 MR. PHILLIPS: Do you have any
22 questions about --

23 CHAIRPERSON ANDERSON: I have a lot of
24 questions that I'm going to ask, but I'm going to
25 ask the questions after you do the presentation.

1 I have a different series of questions. So maybe
2 if you -- if you're done with the presentation,
3 then I can ask you --

4 MR. PHILLIPS: Yeah.

5 CHAIRPERSON ANDERSON: -- the
6 questions. Then maybe you can interact with the
7 -- with the game. Mr. Cato, I have a lot of
8 questions to ask. However, as you are aware, I
9 am not a video game person. So please feel free
10 if you so desire to jump in. I'm not trying to
11 pick on you, but I know that when we had the
12 fact-finding hearing the previous time because
13 you're a little bit more familiar with video
14 games than I am. And I have no clue what is
15 going on.

16 MEMBER CATO: All right, will do.

17 CHAIRPERSON ANDERSON: All right. All
18 right. All right, so the present -- the
19 representatives that I have today, they're here
20 representing the manufacturers. There's no
21 representative of the licensee.

22 MR. CASSIDY: Correct.

23 CHAIRPERSON ANDERSON: All right. And
24 that's Mr. Cassidy speaking. Okay.

25 MR. CASSIDY: Yes.

1 CHAIRPERSON ANDERSON: All right.
2 What other states does Trestle Corporation
3 currently operate in?

4 MR. PHILLIPS: We currently operate in
5 -- Do you want an entire list?

6 CHAIRPERSON ANDERSON: I'm just
7 curious where do you operate? And who is
8 speaking?

9 MR. PHILLIPS: Excuse me. I'm Matthew
10 Phillips with Trestle.

11 CHAIRPERSON ANDERSON: Okay.

12 MR. PHILLIPS: Yeah, so we operate in
13 Georgia, North Carolina, Virginia, Pennsylvania,
14 Ohio, Illinois, Wisconsin, Iowa, Nebraska,
15 Missouri, Kansas, Florida, Texas, Wyoming, also
16 Utah as well.

17 CHAIRPERSON ANDERSON: You provided --
18 you currently operate in a significant portion of
19 the states.

20 MR. PHILLIPS: That's correct, yes.

21 CHAIRPERSON ANDERSON: And does this
22 -- Which states features this particular game of
23 skill -- this particular game that you -- that
24 you're trying to introduce in D.C.? Those same
25 states or is it different states?

1 MR. PHILLIPS: This specific game, we
2 are running in Nebraska.

3 CHAIRPERSON ANDERSON: I'm sorry,
4 where?

5 MR. PHILLIPS: The state of Nebraska.

6 CHAIRPERSON ANDERSON: In Nebraska.

7 MR. PHILLIPS: The identical games of
8 skill. We run different versions of skill based
9 on state law such as here in Georgia. But this
10 identical games of skill version that Mr. Farley
11 tested is running in Nebraska.

12 CHAIRPERSON ANDERSON: So how long has
13 the game been operating in Nebraska?

14 MR. PHILLIPS: Almost three years now.

15 CHAIRPERSON ANDERSON: Almost three
16 years now?

17 MR. PHILLIPS: Yes.

18 CHAIRPERSON ANDERSON: And so why is
19 it that only Nebraska -- why is it not in the
20 other states -- this particular game?

21 MR. PHILLIPS: Well the state of
22 Nebraska requires that -- just like the District
23 of Columbia requires that the skill -- it's
24 predominantly a game of skill. It eliminates the
25 element of chance. Okay? And so we just have to

1 abide by what, you know, the state government in
2 Lincoln tells us to do. It's party of the
3 Lottery Commission over there as well.

4 CHAIRPERSON ANDERSON: All right. So
5 you're saying, this is a game -- So this game --
6 this particular game in Nebraska has been run by
7 the Lottery?

8 MR. PHILLIPS: No. No, it's not run
9 by the Lottery. It's run by operators. The
10 operators have to -- for each location have to do
11 an application and pay a stamp tax fee per device
12 that is put into operation.

13 CHAIRPERSON ANDERSON: Now the reason
14 I'm asking -- the reason I'm asking whether or
15 not -- because I know here in D.C., you're coming
16 to the ABC Board for us to determine whether or
17 not it's a game of skill or a game of chance.
18 And so I was just trying to find out in say for
19 Nebraska -- and I'm not familiar with the way
20 Nebraska operates -- who did you apply to have
21 this game -- to have this game in Nebraska?

22 MR. PHILLIPS: So the Revenue
23 Department is in charge of the Lottery Commission
24 and the Charitable Gaming Division and the
25 Amusement Device Division is all under the

1 Revenue Department in the state of Nebraska. So
2 that's just the channel that we had to go. And
3 our customers such as Chuck, they would have to
4 go and apply -- it's just part of the channels
5 that you have to go to in the state of Nebraska.

6 CHAIRPERSON ANDERSON: That's fine.
7 Now aren't there similar games currently on the
8 market? And if there are, can you name them?

9 MR. PHILLIPS: Where?

10 CHAIRPERSON ANDERSON: Just are you
11 aware of any similar games of skill to this
12 machine? That's what I'm just saying. Do you
13 know if there are any games similar to this one
14 that you're trying to bring to the District?

15 MR. PHILLIPS: So let me clarify that.
16 You're asking if -- whether or not they are like
17 identical --

18 CHAIRPERSON ANDERSON: Like similar.

19 MR. PHILLIPS: Well yeah, there are
20 many similar games of skill out there, but they
21 may not truly eliminate the chance on the game.
22 So there's many companies out there that will --
23 you know, that have software that is deemed
24 compliant i.e. down here in Georgia, okay, where
25 they don't require the complete elimination of

1 chance if you will. Okay? So I can give you
2 those names of those companies if you'd like.

3 CHAIRPERSON ANDERSON: No, no. I was
4 just trying to find out if there are similar
5 games on the market that you could let us -- All
6 right, now based on the material submitted to the
7 Agency, the device you intend to introduce will
8 offer two games; the Duck Game and Diamond Dogs.
9 Can you describe the devices and the games?

10 MR. PHILLIPS: Okay, I'll describe the
11 device first.

12 CHAIRPERSON ANDERSON: All right.

13 MR. PHILLIPS: The device first is a
14 wooden shell arcade cabinet that is about 6-feet
15 tall by about 27 to 30 inches wide. It weighs
16 about 150 pounds. Okay? It has a 32-inch LCD
17 touch-screen on the front -- Would you like me to
18 show you this while we talk?

19 CHAIRPERSON ANDERSON: Yeah, you can
20 do that please. Yeah. If you're able to do
21 that, yes.

22 MR. PHILLIPS: So basically you have
23 a 6-foot tall wooden arcade cabinet by 23-inch
24 wide cabinet, 150-pounds all together. It has a
25 32-inch LCD touch-screen on it. Okay? All

1 right? Inside, what we have first here is a bill
2 unit acceptor and a thermal ticket printer. This
3 will print out a ticket with the name of the
4 establishment on it and how many credits and the
5 time. We'll be able to print out a ticket for
6 you in just a moment. Okay?

7 Inside the machine, what you have here
8 is -- this is the bill acceptor unit where the
9 money goes in. And then you would take the money
10 out from the bottom. Here is the roll of paper
11 that the ticket prints out on. Inside what we
12 have here is a power supply that drives the
13 amusement game, basically computer if you will.
14 Okay? But it's not a traditional computer in
15 that sense. It specifically -- this unit right
16 here is specifically for this machine. Okay?
17 And then inside of it, we have different cables
18 that hook up the peripherals i.e., the bill
19 acceptor, the printer, the touch-screen, and the
20 power. Okay?

21 Inside what we have here is that -- we
22 have our games of skill and we have the Duck
23 Game. Okay? And what you already saw about how
24 there are basically 25 lines. And then what they
25 end up doing, is this goes back to -- you press

1 play and if there isn't a winner -- there isn't
2 one, we can always win our initial play back,
3 which I demonstrated earlier.

4 I'm just going to -- I'm going to lose
5 on purpose, so we don't have to go through it
6 again.

7 CHAIRPERSON ANDERSON: Okay.

8 MR. PHILLIPS: Okay?

9 CHAIRPERSON ANDERSON: One of things
10 I'm asking is what's the difference between like
11 Duck Game and the Diamond Dogs Game?

12 MR. PHILLIPS: Right. So basically --
13 Basically the difference is they're just
14 different -- Okay, we didn't make it. All right?
15 Yeah, it's just the graphics that are different.
16 Okay? So you'll see that it's a different type
17 of graphics as opposed to -- So what we have
18 here, you can see that it's different. Is just
19 looks different.

20 CHAIRPERSON ANDERSON: Okay.

21 MR. PHILLIPS: But it has the same
22 functionality.

23 CHAIRPERSON ANDERSON: Okay.

24 MR. PHILLIPS: Okay?

25 CHAIRPERSON ANDERSON: So why would I

1 play --

2 (simultaneous speaking)

3 MR. PHILLIPS: I'm sorry, go ahead.

4 CHAIRPERSON ANDERSON: Yeah. Why
5 would I play one game, rather than the other?

6 MR. PHILLIPS: Why do you drive a blue
7 car versus a red car?

8 CHAIRPERSON ANDERSON: Okay.

9 MR. PHILLIPS: Just some people like
10 one aspect of the game as opposed to the other
11 one. Okay? The functionalities of the game are
12 identical. All right. It's just that they have
13 a little bit -- They have different symbols, but
14 the game play is the same.

15 CHAIRPERSON ANDERSON: Okay, all
16 right. I'm not sure if you had answered this
17 before. But will the device be connected to the
18 internet or of a form of mobile communication or
19 will they be unnetworked?

20 MR. PHILLIPS: No, they're
21 unnetworked. These are stand-alone systems.
22 Okay? There is no -- If you look right here --
23 let's go to the back of the machine -- there is
24 only a power cable going into the back of the
25 machine. That is it.

1 CHAIRPERSON ANDERSON: Okay. Now if
2 it -- And you maybe answered this, I don't
3 recall. But is it possible for the player to win
4 every play?

5 MR. PHILLIPS: Yes. It's possible for
6 them to win every play no matter what. So even
7 if the first game -- let's say The Duck Game,
8 they have the shutters open and they make the
9 wrong nudge, they can always win i.e. the
10 matching game, always.

11 CHAIRPERSON ANDERSON: Okay. Now what
12 are the range of prices that will be offered in
13 D.C. now and in the future?

14 MR. BROOKS: This is Chuck Brooks.
15 Can you ask that question again please, sir?

16 CHAIRPERSON ANDERSON: Yes, sir. What
17 are the range of prices -- what are the range of
18 prices that will be offered in D.C. now and in
19 the future? What is it -- is it just cash, gift
20 cards, what is it you're offering?

21 MR. BROOKS: The paperwork that we
22 read on that from the Mayor's order was saying it
23 was cash pay-outs.

24 CHAIRPERSON ANDERSON: So you're
25 issuing cash?

1 MR. BROOKS: Yes, sir.

2 CHAIRPERSON ANDERSON: So you're
3 basically -- you're only issuing vouchers that
4 you can take for cash. Right?

5 MR. BROOKS: Yes, sir.

6 CHAIRPERSON ANDERSON: Okay. Now how
7 are the size of the prizes or pay-outs
8 determined? Is it random, they are subject to
9 chance, or is it consistent?

10 MR. PHILLIPS: Yes, they're actually
11 -- each game has a pay table on it. And it is
12 subject to that pay table on each game.

13 CHAIRPERSON ANDERSON: All right. Now
14 is there any -- you're saying at least for this
15 particular game, it's been operated in Nebraska.
16 So do the operators lose money? How do they make
17 money? How do the operators make money on these
18 games?

19 MR. PHILLIPS: Well the fact of the
20 matter is, is that certain people will not play
21 the second game to win their money back. Okay?
22 The follow-through function, the matching game.

23 CHAIRPERSON ANDERSON: Explain that to
24 me again please.

25 MR. PHILLIPS: So you know, what it

1 is, is you remember there's two games we just
2 showed you.

3 CHAIRPERSON ANDERSON: Right.

4 MR. PHILLIPS: Okay? You've got the
5 one and then you make the nudge. And then if you
6 don't make the nudge, then you can play the
7 second game to win your money back. All right?
8 Some people just don't do it. I don't know -- I
9 mean, we're sitting here in this conference and
10 some people just don't -- won't do it.

11 MR. CASSIDY: Chairman, if I may, this
12 is Cassidy. Some of these machines are really
13 lost leaders. But if you're losing money on the
14 machine, those customers there are, you know,
15 having some appetizers and maybe having a nice
16 expensive IPA. So it's really in the owner's
17 interest to have this machine there so that the
18 patrons can do something in their downtime until
19 their friends show up at the establishment. So
20 I've heard from numerous operators that it's a
21 way to bring in some customers and add a little
22 excitement. And if they're upside down, they're
23 upside right with the martinis and the IPA that
24 they're selling.

25 CHAIRPERSON ANDERSON: Okay, thank you

1 Cassidy. Now all right, you're saying that this
2 particular game operates in Nebraska. So are you
3 aware of how much prize money that this machines
4 gives out a month? And do you have any idea
5 what's the average or usual part that's given?
6 And is there like a highest that you're aware
7 that this machine has ever given out to Nebraska?

8 MR. PHILLIPS: I am unaware on what
9 our customers make because that is not Trestle's
10 business. That is up to that operator and that's
11 confidentiality with their business. However
12 though, the operator is able to set --

13 CHAIRPERSON ANDERSON: No, not -- the
14 customer. I mean I'm just trying to find like --
15 Do you know what the most amount of money someone
16 who has ever played at this machine wins? That's
17 what I'm trying to find out.

18 MR. PHILLIPS: Oh yes, yes. Okay,
19 right. So we can show you on the machine real
20 quick where the -- you can set the jackpot/the
21 highest amount of win -- the location can set
22 that. It's a range.

23 CHAIRPERSON ANDERSON: What's the
24 range? What's the range and are you aware of
25 whether or not anyone has ever won that -- the

1 jackpot?

2 MR. BROOKS: This is Chuck. We
3 usually set our jackpots no higher than \$2,500
4 unless there's just somebody that, you know, begs
5 and begs and really pushes us to do it. We try
6 to stay no higher than \$2,500.

7 CHAIRPERSON ANDERSON: Okay. So has
8 anyone ever won the jackpot?

9 MR. BROOKS: Yes, sir.

10 CHAIRPERSON ANDERSON: Okay. In the
11 Nick Farley and Associates report, the nudge
12 feature section indicates that after a player
13 hits play that the reels will spin and stop
14 automatically or the patron will hit a button to
15 stop the reels. Please describe the reels --
16 what is described on the reels and their role and
17 impact on the game.

18 MR. PHILLIPS: Okay. The reels
19 actually we can see on that -- you're on Page 2
20 of 15. If you look at, they can be displayed as
21 shutters as well. So we use shutter/spinning
22 reels. We use shutters on the game for (audio
23 interference). And what that is, is -- Let me
24 show you again. This essentially if you can call
25 it, this whole part of the screen right here

1 would be the shutter for reels. So when we press
2 play, there's your shutters right here. And then
3 your symbols are behind the shutter -- sorry,
4 it's a tongue twister. Yeah. This would be --
5 this would be a reel or shutter here.

6 CHAIRPERSON ANDERSON: Okay.

7 MR. PHILLIPS: Okay?

8 CHAIRPERSON ANDERSON: All right.

9 MR. PHILLIPS: Does that make sense?

10 CHAIRPERSON ANDERSON: All right so --
11 But what's the impact on the game -- the reels?
12 Tell me again please.

13 MR. PHILLIPS: That's just -- it
14 doesn't have an impact on the game. Okay, excuse
15 me. It's the next -- it's the play of the game
16 actually.

17 CHAIRPERSON ANDERSON: Okay.

18 MR. PHILLIPS: The functionality of
19 the game, yes.

20 CHAIRPERSON ANDERSON: Okay. All
21 right, now when automatically stopping, does the
22 reel land on different symbols randomly?

23 MR. PHILLIPS: Yeah. The symbols do
24 change, yes. You can see the symbols do change.

25 CHAIRPERSON ANDERSON: Okay.

1 MR. PHILLIPS: They're going to be
2 different every time, yes. There's not a
3 pattern. However, the winner to match the symbol
4 is completely in the power of the player.

5 CHAIRPERSON ANDERSON: Okay. Now when
6 a player hits stop, is there any control over
7 which symbols appears on the reel?

8 MR. PHILLIPS: Excuse me?

9 CHAIRPERSON ANDERSON: When a player
10 hits stop, is there any control over which symbol
11 appears on the reel? If I'm playing and you hit
12 stop, do you control what symbol appears on the
13 reel?

14 MR. PHILLIPS: Not here, but you
15 control -- No, not on this reel. You do control
16 (audio interference) win, which we can show you
17 here in a moment.

18 CHAIRPERSON ANDERSON: All right.

19 MR. PHILLIPS: Which we will right
20 here. The player cannot control this screen, but
21 they're controlling this symbol. And then what
22 happens now is that the player is 100 percent in
23 control of retrieving his win or not winning
24 enough or winning more than the original win. So
25 we're going to hit stop. I'm going to try to get

1 110 and I didn't get it. I only got 95 percent
2 out of 100.

3 CHAIRPERSON ANDERSON: All right. All
4 right, the report also indicates that --
5 (Telephonic interference.) -- play will contain
6 a possible winning outcome, which is on Page 3.
7 May the player skip all games where no winning
8 outcome is possible and play again without losing
9 credits or do they lose credits every time they
10 hit play?

11 MR. PHILLIPS: So the answer to your
12 question is the player can play and lose credits
13 every time. However, they can play a secondary
14 game to win that credit back every time.

15 CHAIRPERSON ANDERSON: All right. Now
16 what control, if any, does the player have to
17 avoid reels with non-winning outcomes?

18 MR. PHILLIPS: They will play the
19 secondary game to win an extra 6 percent of their
20 original play.

21 CHAIRPERSON ANDERSON: Okay. Now it
22 says that a player -- a player that fails to
23 obtain a winning outcome after spinning a reel is
24 directed to the follow-through feature. Before
25 this feature is activated, what skill can a

1 player use to avoid not obtaining a winning
2 outcome?

3 MR. PHILLIPS: They can choose the
4 wrong symbol.

5 CHAIRPERSON ANDERSON: Okay. All
6 right, the game also indicates that the retailer
7 or manufacturer -- the retailer or manufacturer
8 can activate the penny features that awards one
9 cent regardless of outcome. Nevertheless, when
10 this feature is activated, the player can obtain
11 games where no winning outcome is possible and
12 the player will only be rewarded one cent credit.
13 Is this correct?

14 MR. PHILLIPS: Yes, but we have that
15 turned off.

16 CHAIRPERSON ANDERSON: Okay.

17 MR. PHILLIPS: That's just a -- That
18 setting is standard on all of our games in the
19 United States. We just -- it's either on or off
20 and it's turned off here.

21 CHAIRPERSON ANDERSON: Okay. Now
22 let's talk about a little bit about The Duck
23 Game. The Duck Game contains a bonus feature
24 where six bubble icons are displayed that contain
25 a multiplier or a boom. Can the player see the

1 multiplier or the boom before they select the
2 bubble or are they hidden? And if hidden, how is
3 the selection of a multiplier or boom not random
4 and subject to chance?

5 MR. PHILLIPS: Yeah, I need to -- Just
6 a second. Can you repeat the question again
7 please?

8 CHAIRPERSON ANDERSON: Now it says --
9 This is for The Duck Game. The Duck Game
10 contains a bonus feature where six bubble icons
11 are displayed that contain a multiplier or a
12 boom. Can the player see the multiplier or the
13 boom before they select the bubble or are they
14 hidden? And if hidden, how is the selection of a
15 multiplier or boom not random and subject to
16 chance?

17 MR. PHILLIPS: So the answer is --
18 they cannot see the six bubble icons before they
19 hit their bonus. However, we do have the -- So
20 on the preview function on our game, it allows
21 the player to see the upcoming value of the win.
22 So therefore, the player knows essentially how
23 much -- if he chooses to, he could find out how
24 much he's going to win before he enters the next
25 play.

1 CHAIRPERSON ANDERSON: Now regarding

2 --

3 (simultaneous speaking)

4 MR. PHILLIPS: Therefore taking out
5 the element of chance even further.

6 CHAIRPERSON ANDERSON: Regarding the
7 Diamond Dogs game -- Describe the normal Diamond
8 Dogs game. Is the pattern and amount of diamonds
9 always the same? And how is the pattern and
10 amount of diamonds selected? Is there a script
11 or is it random?

12 MR. PHILLIPS: Well the diamonds that
13 will come up, there's a feature of the game that
14 when it comes up, it's going to be similar bonus
15 as before. Okay? So it's not -- it's not going
16 to be different random diamonds all the time.

17 CHAIRPERSON ANDERSON: All right.
18 During the diamond bonus feature, the dog symbols
19 reveal blank spaces or diamonds. Are the number
20 of blank spaces or diamonds set by script or
21 random? And what control does the player have
22 over the appearance of blank spaces or diamonds?
23 And how is this feature not random and completely
24 by chance?

25 MR. PHILLIPS: It's because of the

1 fact that -- how do I -- the symbols that will
2 come up on the screen are random. However
3 though, the ability for the player to make that
4 choice on the winning symbol is based on skill
5 and has nothing to do with chance. Okay? So
6 just for instance as any video game that --
7 Galactica for instance, though, is -- you know,
8 the random bugs flying across the screen. It's
9 the same deal. It's still up to the player to be
10 able to shoot the right bugs to be able to win
11 the game.

12 CHAIRPERSON ANDERSON: Now during the
13 double bonus feature, is it always possible to
14 align the color bars?

15 MR. PHILLIPS: The answer would be not
16 always possible.

17 CHAIRPERSON ANDERSON: So what
18 determines the alignment of the bars?

19 MR. PHILLIPS: It's going to be based
20 on whether or not the player picks the right
21 symbol. So if the player picks the wrong symbol,
22 then he will force the loss.

23 CHAIRPERSON ANDERSON: Then how is
24 this portion of the game not random or completely
25 by chance?

1 MR. PHILLIPS: Because at the end of
2 the day is that when the player takes his
3 winnings, he still has to use his skill to be
4 able to obtain his winnings. Okay? Also, the
5 fact that if he picks the wrong symbol, all
6 right? He's still going to go back to the
7 follow-through feature that allows him to always
8 win his initial play back. Therefore it's --
9 there's no chance in those aspects of the game.

10 CHAIRPERSON ANDERSON: All right. Now
11 the report also includes that when the skill
12 feature is activated, the probability of the game
13 will fluctuate as game play progresses over time.
14 Describe how it fluctuates and what causes it to
15 fluctuate.

16 MR. PHILLIPS: So what fluctuates as
17 any game for instance though will -- this is
18 where the -- I guess this goes into what you're
19 saying about how does the operator make money.
20 And you know, Mr. Cassidy talked about this being
21 a loss leader. Is that the game will hold X
22 percent, okay? But by having the follow-through
23 feature, all right, you can change that
24 percentage to make it an upside game and be a
25 loss leader for the establishment.

1 CHAIRPERSON ANDERSON: All right. The
2 report also indicates that a source code review
3 reveals that game play outcomes that are
4 displayed by the game scenes are randomly
5 selected by the device via an internal random
6 number generator. The outcome is then displayed
7 on the patron via the game scene display. Your
8 report further illustrates that each play
9 initiated on the system displays a random
10 selected game outcome on the reels. If this is
11 so, how does this spec not render the game one of
12 chance and not skill?

13 MR. CASSIDY: That's a great question.
14 So basically in game development, there's two
15 forums -- two engines if you will. Okay?
16 There's a finite engine and then there's a RNG
17 engine. Okay? Basically you have a diesel car -
18 - diesel engine or regular unleaded combustible
19 engine. Okay? So essentially a finite engine
20 would be your Power Ball, your lottery type of
21 engine where the game pulls numbers i.e. symbols
22 in this case from a finite pool of numbers.
23 Okay? Now you might have a million or two, well
24 that actually, believe it or not, it's still
25 random. Okay?

1 Ours, by being -- ours being a random
2 number generator actually implies that yeah, the
3 symbols get pulled from a random number
4 generator. However though, it provides
5 entertainment to the clientele. All right? And
6 it's just putting symbols on the screen.

7 It's the same thing as a finite math
8 engine. Okay? And therefore with a finite math
9 engine, believe it or not, is that the players
10 can end up manipulating the game because they end
11 up having patterns. All right? Whereas ours,
12 there isn't a pattern. It's fun. And then at
13 the end of the day, by having the skill of
14 feature and the follow-through feature, it
15 eliminates the chance. Because the game can
16 always pay back more money than what was inserted
17 into the game.

18 CHAIRPERSON ANDERSON: Now can the
19 player engage in any skill that overrides the
20 random selection of the random number generator?

21 MR. PHILLIPS: Yes.

22 CHAIRPERSON ANDERSON: How can they do
23 that, if you're aware?

24 MR. PHILLIPS: That is because of the
25 fact that they can always play the follow-through

1 feature and always win 106 percent of its
2 original money -- original play. And therefore
3 if you were -- technically you could play this
4 game, you could lose every time on the first
5 play, and if you -- you can always win the
6 secondary game. And if there was \$1,000 put in
7 the machine, it actually -- would have actually
8 paid out \$60. Okay?

9 CHAIRPERSON ANDERSON: All right? Now
10 is this -- How can this be possible that -- How
11 can this possibly be a game of skill if the
12 device contains and uses a random number
13 generator?

14 MR. PHILLIPS: So it's the same thing
15 is that -- if you're using, again -- if you're
16 driving a diesel engine or you're driving an
17 unleaded car. Okay? They're both cars. Okay?
18 So it's just the fact that this is putting
19 symbols on the screen.

20 In our definition, and in my opinion,
21 if a game can never be upside down i.e. never be
22 profitable, then it's not a game of chance.
23 Okay? Because essentially, a game of chance
24 means you're taking consideration and it's
25 holding money. And therefore, they're taking

1 money away from the player. Okay? The follow-
2 through feature always gives money back,
3 therefore it eliminates the element of chance
4 with the RNG.

5 CHAIRPERSON ANDERSON: All right. Now
6 why do you expect this game to be legal in the
7 District of Columbia when the reports you
8 submitted states that the system incorporates a
9 random number generator. Through the review of
10 the source code, it has been revealed that the
11 potential game outcomes for each of these game
12 scenes are randomly selected by the random
13 process? That's on Page 11 of the report.

14 MR. PHILLIPS: Right. The reason why
15 we deem it will be legal is because of the fact
16 that, one, the player is in charge with the skill
17 of function. How much he will make on his
18 winnings if you will, all right, between 55 and
19 110 percent of play -- First, to get to that, he
20 has to use skill. Okay? He has to use his brain
21 to get to that point. And even if he does not,
22 he is able to choose the follow-through feature
23 which therefore allows him to win 106 percent of
24 his initial play, therefore negating any chance.

25 The one thing that I want to reiterate

1 about the difference between a random number
2 generator and a finite math pool, okay, is the
3 Power Ball, is that -- therefore, is that not
4 gambling? I mean essentially because they use a
5 finite pool. It's not any different than us
6 using a random number generator. It's just how
7 math engines are built. Yeah, the verbiage of
8 the programming, if you will.

9 CHAIRPERSON ANDERSON: We can't hear
10 you, Mr. Cassidy. Mr. Cassidy, we can't hear
11 you. Go ahead, Mr. Cassidy.

12 MR. CASSIDY: Yeah, in light of that
13 -- because I've seen the random number generator
14 in numerous case law that I've kind of explored
15 in preparation for this. So I had a conversation
16 with the reports expert, Mr. Farley. And he
17 cleared it up. And his ultimate conclusion was
18 that it is a game of skill, so that -- and we can
19 supply something to the Board to make you more
20 comfortable around that subject.

21 But it's -- and we can -- if you keep
22 the record open for a few days, we can address
23 that in a more proper fashion with our
24 independent expert. That was also used I believe
25 by others approaching the Board. So if that

1 would be helpful.

2 CHAIRPERSON ANDERSON: Yeah, you can
3 provide it to us because the ultimate arbiter
4 will be the Office of Attorney General. They'll
5 make a legal determination --

6 (simultaneous speaking)

7 MR. CASSIDY: Right.

8 CHAIRPERSON ANDERSON: And then
9 depending on their recommendation to us, then
10 we'll make a determination whether or not we
11 believe it's a game of skill or a game of chance.

12 Now going back, so do you agree that
13 the determination of an automatic win is
14 completely random and by chance? That's
15 referenced on Page 12 of the report.

16 MR. PHILLIPS: Page 12, I'm sorry.

17 CHAIRPERSON ANDERSON: Yeah.

18 MR. PHILLIPS: Is it completely
19 random? No, the customer has to -- not the
20 customer -- the player has to choose the correct
21 symbol when it appears.

22 CHAIRPERSON ANDERSON: Okay. All
23 right. I'm sorry, this is a question for Mr.
24 Cassidy. You said you might provide some
25 information later on --

1 MR. CASSIDY: Right.

2 CHAIRPERSON ANDERSON: -- but off the
3 top, are you aware of any D.C. or federal
4 authority that would indicate your game is one of
5 skill and legal in the District of Columbia?

6 MR. CASSIDY: Well yeah, based on Mr.
7 Farley's report and how I've sized it up and I've
8 had some conversations with Mr. James at the
9 Attorney General's Office. But I feel rather
10 comfortable in the analysis I've done today in
11 relying on the experts is that this is a game of
12 skill.

13 CHAIRPERSON ANDERSON: All right. And
14 Mr. Cassidy, are you confident that the devices
15 comply with the Federal Johnson Act, which is 15
16 USC Section 1171 and other federal laws regarding
17 gambling?

18 MR. CASSIDY: Yes, I do. And I find
19 it interesting that most of the case law that we
20 look at is prior to the Home Rule Act. And they
21 are from 1938 and 1944. And I'd like to see Mr.
22 James and others really analyze these games of
23 skill based on a later decision that came out of
24 California. And that was a 1977 decision.

25 And there's been some good work more

1 recent that I think we can use in helping us try
2 to really analyze kind of the misnomer around the
3 random nature of generating (audio interference)
4 the numbers and more of the finite.

5 In the finite world, there's really
6 the possibility of real mischief. And the
7 random, it sounds -- the term itself leads one to
8 draw a conclusion that's really not applicable.
9 So I feel comfortable in the analysis. I believe
10 that in my discussions with AG James that -- you
11 know, I'm sure we'll have a robust discussion
12 about some of the more recent analysis that has
13 been done in this area.

14 As Mr. Cato, you know, I guess he's
15 kind of the expert on gaming. There's so much
16 going on in that world with E-games. I know that
17 Events DC has made an investment in it. There's
18 so much going on. So I know you want to get it
19 right. I know the Board gets things right.
20 That's why you have the analysis that you do.
21 But I feel pretty comfortable that at the end of
22 the day, hopefully we'll be able to you know,
23 convince Mr. James and have him look favorably
24 upon the game.

25 CHAIRPERSON ANDERSON: Now I'm not

1 sure who can answer this question. This is --
2 how do you ensure that revenues actually reported
3 for purpose of taxation?

4 MEMBER SHORT: Yeah.

5 MR. BROOKS: This is Chuck Brooks.
6 Excuse me. Well, we have -- the game itself will
7 have a -- it's got certain set-ups where you can
8 do a -- you can run like an odometer -- remember
9 the old odometers in cars before they went
10 digital? They had basically the little reel that
11 just spun the numbers. All of our cabinets start
12 out with those in them. And the game board
13 itself has a software that logs what we call a
14 soft reading. So you'll have the hard meter --
15 the odometer out of the car type set-up. And you
16 compare it to the soft meter every week. That
17 way if one of those ever breaks, you've got the
18 backup.

19 But on top of that, we also have --
20 you know, other different ways. Like we're
21 talking about using a player's card in some of
22 these locations just as one more form to audit,
23 as well. So you know, once you guys start
24 setting the taxes, you know, that's a
25 conversation we could have down the road with

1 certain, you know, systems that we could
2 implement to help you guys monitor the income or
3 the revenue of these as well to make sure you're
4 getting paid all the money that the District is,
5 you know, wanting the tax set at.

6 CHAIRPERSON ANDERSON: Okay.

7 MR. BROOKS: So that's a conversation
8 that -- you know, in the regulated markets that
9 we're in, that we could, you know, tell you guys
10 and turn you on to people and you know, the way
11 they do things -- what worked and what didn't.
12 And help you with that as well.

13 CHAIRPERSON ANDERSON: All right. Now
14 -- Okay. Now if these games are not categorized
15 as gambling devices, does this mean that persons
16 under the age of 18 can play them and win cash
17 prizes?

18 MR. BROOKS: Every jurisdiction we're
19 in, whatever the limit is -- whatever the age is
20 to play the lottery, if you're under that age, we
21 put signs up and tell everybody, that person is
22 not able to play. And that's why we feel so much
23 more comfortable in the alcohol establishments
24 because you're supposed to be 21 to be in there
25 anyway. So that makes --

1 (Simultaneous speaking.)

2 MEMBER SHORT: Supposed to be.

3 MR. BROOKS: Supposed to be. Yes,
4 sir. Yes, sir.

5 CHAIRPERSON ANDERSON: So you wouldn't
6 have a problem if a condition that it's only
7 available to 18 slash twenty -- to areas of 18
8 slash 21?

9 MR. BROOKS: I would be okay with
10 that. I would even say 21. If you were asking
11 my judgement on it, I would go ahead and set it
12 at 21.

13 CHAIRPERSON ANDERSON: Okay. Now was
14 this -- was this specific machine ever in
15 Charlottesville, Virginia?

16 MR. BROOKS: Not with that level of
17 skill.

18 MR. PHILLIPS: Not with that level of
19 skill. And we have probably, I think between 500
20 or 600 skill games through different operators in
21 the state of Virginia. Okay?

22 CHAIRPERSON ANDERSON: But I guess
23 what I'm trying to find out, was this game or
24 some semblance of this game asked -- was ordered
25 to be removed from the city of Charlottesville?

1 PARTICIPANT: Can't answer that.

2 MR. PHILLIPS: No, not to my
3 knowledge.

4 CHAIRPERSON ANDERSON: Are you aware,
5 Mr. Cassidy?

6 MR. CASSIDY: No, I'm not aware of
7 that. No.

8 CHAIRPERSON ANDERSON: Okay.

9 MR. BROOKS: Okay. I can tell you,
10 I've never had to remove that game from
11 Charlottesville. I can say I have not, but I
12 don't know if anybody else has.

13 CHAIRPERSON ANDERSON: Okay, all
14 right. Thank you. Now I guess the -- you stated
15 before, I guess the licensee makes money off the
16 machine based on the people hanging around and
17 eat more, drink more. Is that how you believe --
18 that's how the licensee makes money off the
19 machines?

20 MR. BROOKS: One source.

21 CHAIRPERSON ANDERSON: Now what type
22 of -- what type of compensation packages do you
23 offer -- are being offered to retailers for them
24 to have your machines if that's something you can
25 discuss.

1 MR. CASSIDY: For the location -- the
2 actual location licensee?

3 CHAIRPERSON ANDERSON: Yes.

4 MR. CASSIDY: That all depends on who
5 we're actually dealing with and what level of --
6 you know, what do they want? You know, do they
7 want us to you know, bring the machines and let
8 them handle everything? Or do they want us to
9 bring the machines and supply, you know, all this
10 other stuff that goes with it -- this ancillary,
11 like ATM machines and such as that. That depends
12 on the location.

13 (Simultaneous speaking.)

14 MR. CASSIDY: Go ahead, sir.

15 CHAIRPERSON ANDERSON: No, you finish
16 please.

17 MR. CASSIDY: I was going to say the
18 standard answer to that would be it's a 50/50
19 percentage. You know, today whatever the revenue
20 leftover is, we would make half of that and the
21 store owner would make half of that. So whereas
22 once the District starts doing that taxation on
23 it, we would take the taxation off the top and us
24 and the location would split what is left.

25 CHAIRPERSON ANDERSON: All right. Now

1 explain to me -- Okay, I want this machine. What
2 services do you provide? What services can you
3 provide? I think you're talking about, depending
4 on what they need. So what are the ranges of
5 this?

6 MR. CASSIDY: And you know, a lot of
7 that's going to be whatever the customer wants.
8 You know, for example if I came into your bar.
9 Mr. Anderson, I'd like to put a couple of game
10 machines in here. And I will put this game in
11 here. This is how it functions. And you and I
12 will split the profits from it. When the
13 District starts doing the taxes, the taxes will
14 come off the top and you and I split what's left.

15 CHAIRPERSON ANDERSON: I'm sorry.
16 This is Mr. --

17 MR. BROOKS: This is Mr. Brooks. I'm
18 sorry, sir.

19 CHAIRPERSON ANDERSON: -- Mr. Brooks.

20 MR. BROOKS: I apologize.

21 CHAIRPERSON ANDERSON: Yeah, remember
22 --

23 MR. BROOKS: This is my first time.

24 CHAIRPERSON ANDERSON: -- we have a
25 court reporter. So I'm being told that we need

1 to make sure that when you speak, that you please
2 identify yourself. I appreciate that.

3 All right, no because you're saying --
4 so what type -- I know you're talking about ATMs
5 and so who provides that? Because that's what
6 I'm saying. When the machines have been -- yeah.

7 MR. BROOKS: Yeah. So you know, when
8 -- if, by for example --

9 CHAIRPERSON ANDERSON: I'm sorry.
10 Who's speaking again?

11 MR. BROOKS: This is Chuck Brooks. I
12 apologize again. This is Chuck Brooks. I'm
13 sorry.

14 CHAIRPERSON ANDERSON: All right.

15 MR. BROOKS: So for example, you might
16 say well Mr. Brooks, since you're going to bring
17 me two of these games of skill, I might want you
18 to go ahead and put me a pool table or jukebox or
19 a basketball machine or a boxing machine or
20 whatever that amount of equipment you request.
21 And at that point, you might say but if you're
22 going to get all of my business, I want 55
23 percent of the revenue and you keep 45 percent.
24 Well that's a conversation you and I have at that
25 time.

1 CHAIRPERSON ANDERSON: All right. So
2 what control, if any, over the device does the
3 retailer have?

4 MR. BROOKS: What type of control does
5 the retailer have as far as --

6 CHAIRPERSON ANDERSON: Win percentage,
7 difficulty, I mean, yeah --

8 MR. BROOKS: No, we don't allow them
9 access to the settings because that could create
10 a whirlwind. As Cassidy's report said earlier,
11 mischief.

12 MR. CASSIDY: This is Cassidy
13 speaking, Chairman Anderson. Chuck's company
14 provides a lot of ancillary services. They
15 service it. They have round the clock
16 technicians. He was prepared to move people
17 here. I've tried to make introductions to him to
18 local disadvantaged businesses in the cities.

19 I think it is an opportunity if this
20 is a new burgeoning industry. I would like to
21 see, as a 40-year DC resident, as a Howard Law
22 graduate, and as a clerk to Luke Moore at DC
23 Superior Court, I have seen too many
24 opportunities in the city bypass the people that
25 should be served in the city.

1 So from the day I met Brooks, that is
2 what I've talked about to him. And this could be
3 an opportunity for technician jobs, for us to
4 work with some of the schools. There's numerous
5 things that could be an off road from this. So
6 that is what I've been talking about and not just
7 talking about trying to move on that.

8 There's opportunities. There's some
9 security aspect. But that's -- there's too many
10 jobs just in that space. But I met with a local
11 DC businessman who got an E-gaming program with
12 some of the schools.

13 So I think that if this does grow out
14 as an industry, as the Mayor has been supportive
15 of, and some of the Councilmembers, I do believe
16 there's an opportunity if people's feet are held
17 to the fire, that some good can come out of this.
18 And we can see -- and I'll think a lot better if
19 at the next meeting I go into, nobody looks like
20 me in the room. I'll feel that my job was done.

21 CHAIRPERSON ANDERSON: Okay, thank
22 you. Now what are the retailers supposed to do
23 if they're in a dispute over a repair or
24 technical problem or other issues regarding the
25 machines?

1 MR. BROOKS: For any kind of technical
2 problems, they'll have a service line to call.
3 They'll call and we'll have somebody there --
4 Johnny on the spot. We have a maximum 24-hour
5 turnaround on service.

6 CHAIRPERSON ANDERSON: And who's
7 speaking again?

8 MR. BROOKS: I apologize again. This
9 is Mr. Brooks. I apologize again, sir.

10 CHAIRPERSON ANDERSON: Don't worry,
11 Mr. Brooks. I'll make sure that you -- I have
12 been told that I need to make sure that everyone
13 identifies themselves.

14 MR. BROOKS: No, I apologize once
15 again. This Zoom -- I call it all Zoom. It's a
16 little awkward.

17 CHAIRPERSON ANDERSON: Okay.

18 MR. CASSIDY: Chairman Anderson, this
19 is Cassidy again. And it is confusing the way I
20 mangle the English language and then we have Mr.
21 Brooks. So hopefully your interpreter is
22 multilingual.

23 CHAIRPERSON ANDERSON: Well I have not
24 been -- I have not been informed that there has
25 been a problem as of yet. All I've been told is

1 that we need to identify ourselves. So that's
2 fine. I just have probably two more questions --

3 (Simultaneous speaking.)

4 MEMBER SHORT: Mr. Chair?

5 CHAIRPERSON ANDERSON: Yes, Mr. Short?

6 MEMBER SHORT: Maybe if Mr. Brooks
7 took the gum out of his mouth, we could
8 understand him better. We could hear his name
9 better.

10 MR. BROOKS: This is Mr. Brooks. And
11 I think Mr. Short is actually telling me that I'm
12 smacking. I apologize.

13 CHAIRPERSON ANDERSON: What type of
14 inducements, discounts, or other payments are
15 generally offered to retailers to have your
16 machines?

17 MR. BROOKS: We have offered none of
18 that. We usually don't offer inducements to do
19 business with people. If I have to pay you to do
20 business with me, I'd rather not do business
21 together.

22 CHAIRPERSON ANDERSON: All right. My
23 last question is you indicated in the materials
24 that the game operates on a set script. Is there
25 only one script that sets the pattern of the

1 dragons, color, et cetera or does the machine
2 contain multiple scripts that change the game
3 from play sessions to play sessions? And if so,
4 how is that selected? And how many (audio
5 interference) the multiplier?

6 MR. BROOKS: This is Mr. Brooks and
7 you're talking about the wrong game, Chairman.

8 CHAIRPERSON ANDERSON: So this game
9 doesn't have any outside scripts?

10 MR. BROOKS: This is not the Dragons
11 Game, sir.

12 CHAIRPERSON ANDERSON: All right.
13 Well thank you for -- thank you for
14 distinguishing your game from Dragons of Descent.
15 All right.

16 MR. BROOKS: Yes, sir.

17 CHAIRPERSON ANDERSON: I don't have
18 any other questions.

19 I'm sorry. Are there any specific
20 questions by any of the Board Members?

21 No? You know, every time I'm the one
22 asking all the questions. And I'm relying on the
23 Board Members to help me. Oh by the way, we
24 actually have seven Board Members. So Ms. Rema
25 Wahabzadah, she has joined our meeting. Welcome,

1 Ms. Wahabzadah.

2 MEMBER WAHABZADAH: Good morning,
3 everyone.

4 MEMBER GRANDIS: Mr. Chairman?

5 CHAIRPERSON ANDERSON: Yes, Mr.
6 Grandis?

7 MEMBER GRANDIS: I would like to offer
8 Mr. Cato to maybe help me be more enlightened if
9 he had some thoughts during this presentation.
10 Not to put you on the spot, Mr. Cato, but I
11 understand you may have more experience with this
12 than some of us.

13 CHAIRPERSON ANDERSON: I think this is
14 quite -- when we had the Dragons, basically the
15 game came in -- they did a presentation similar
16 to this, but they actually brought the game in
17 and gave us an opportunity to play the game. And
18 I'm -- since I'm not a video game player, I
19 didn't have any experience with that. Mr. Cato,
20 he enjoys these type of games. So that was where
21 -- but we're not trying to put Mr. Cato on the
22 spot. I don't believe he has any questions, so
23 he doesn't have to speak if he doesn't want to.

24 MR. BROOKS: This is Mr. Brooks.

25 CHAIRPERSON ANDERSON: Yes?

1 MR. CATO: I think Chairman Anderson
2 asked some great questions.

3 CHAIRPERSON ANDERSON: That was Mr.
4 Cato. Go ahead, Mr. Brooks.

5 MR. BROOKS: This is Mr. Brooks again.
6 I was going to say, one thing that we didn't add
7 being the time's weighing, this game of skill is
8 a single player game. And we can set it, you
9 know, to six to 10 foot or whatever that
10 requirement is for the social distancing.

11 CHAIRPERSON ANDERSON: All right, let
12 me just -- I didn't ask a question -- I didn't
13 ask a question before. How many games -- how
14 many machines -- typically how many machines
15 would you put in an establishment?

16 MR. BROOKS: That would depend -- This
17 is Chuck Brooks again, I apologize. That would
18 depend on the establishment. You know, I've got
19 the locations that have already applied for the
20 games of skill to be installed, who was wanting
21 six in each location.

22 CHAIRPERSON ANDERSON: Okay.

23 MR. BROOKS: But you know, the
24 District has yet to give us a number album. But
25 these are single player games and there are some

1 machines out there in the market that -- or
2 actually one machine, but can have multiple
3 players on it. These do not have that. These
4 are single player games. So one machine is one
5 machine.

6 CHAIRPERSON ANDERSON: All right. It
7 doesn't appear that there are any other questions
8 by any of the Board Members. Are there any final
9 comments that any of the parties wish to make?

10 MR. CASSIDY: No. This is Cassidy,
11 Chairman. No, it was a pleasure to present
12 today. We hope to provide you -- we will provide
13 you with some additional information that we
14 think might be pertinent. I don't know if that
15 should be directed to your General Counsel
16 Jenkins or to the Board. But we look forward to
17 doing that. And hopefully you know, get a -- get
18 a good decision. And basically hopefully be able
19 to add to the city and particularly now where
20 some of these establishments need a shot in the
21 arm, this might do it for them.

22 So I think the idea that the Mayor had
23 prior to COVID, people, you know, are wondering
24 about it. But it really looks like a great idea
25 now with a lot of these businesses really

1 suffering. So we look forward to hopefully
2 getting engaged and being a part of the city.

3 CHAIRPERSON ANDERSON: Right. You can
4 provide -- you can provide the information to our
5 General Counsel. But when -- approximately what
6 timeline do you believe that you can provide us
7 this information?

8 MR. CASSIDY: Oh, this is going to be
9 back to you by I would imagine the end of the
10 week or by Monday. I know this is, you know,
11 your timeline is rather tight. So we'll provide
12 that to you as quickly as possible.

13 CHAIRPERSON ANDERSON: All right,
14 that's fine. Any other comments by anyone prior
15 to me closing this hearing?

16 MR. CASSIDY: Now is Ms. Hansen still
17 on?

18 CHAIRPERSON ANDERSON: Yes. All the
19 Board Members are on.

20 MR. CASSIDY: Oh, all the Board
21 Members -- Yeah, I'd be remiss if I didn't
22 mention, her grandmother is just -- I've read a
23 little bit about it and just an absolutely
24 amazing story of a business woman here in the
25 city who some of her work is over at the African

1 American Museum. So I wanted to -- it's
2 surprising I have never run into her in my 40
3 years. But just an amazing background. Not that
4 the rest of you don't have an amazing background.
5 But I just wanted to personally say hello to Ms.
6 Hansen and say hi to her Grandma from me.

7 MEMBER HANSEN: Hi. Thank you so
8 much.

9 MR. CASSIDY: Yes. And I'll forgive
10 you that you went to Boston College.

11 CHAIRPERSON ANDERSON: That was Ms.
12 Hansen responding to Mr. Cassidy's comment. Well
13 if there's nothing further, then Mr. Brooks, Mr.
14 Cassidy, and Mr. Phillips, I want to thank you
15 for your presentation. The Board will take this
16 matter under advisement. And we'll issue a
17 determination accordingly. So thank you very
18 much for your --

19 MR. BROOKS: Great. Thank you.

20 MR. PHILLIPS: Have a good day. Bye-
21 bye.

22 (Whereupon, the above-entitled matter
23 was concluded at 11:46 a.m.)
24
25

A

a.m 2:2,8 61:23
ABC 3:2 4:1 5:15 6:12 18:16
abide 18:1
ability 8:20 35:3
able 4:24 5:8 9:16 10:7 10:12,13,15 13:15 14:6 20:20 21:5 27:12 35:10,10 36:4 40:22 44:22 46:22 59:18
above-entitled 61:22
ABRA's 2:16
absolutely 60:23
acceptor 21:2,8,19
access 52:9
account 2:21
Act 6:6,7,9 43:15,20
activate 32:8
activated 31:25 32:10 36:12
actual 49:2
add 26:21 58:6 59:19
additional 4:5 59:13
Additionally 6:3
address 2:22 41:22
adjust 11:4
advance 2:15
advisement 61:16
afoul 5:19
African 60:25
AG 44:10
age 46:16,19,20
Agency 4:22 20:7
agenda 2:18
ago 7:20
agree 7:7 42:12
ahead 7:3 23:3 41:11 47:11 49:14 51:18 58:4
album 58:24
alcohol 6:1 46:23
Alcoholic 1:2,13 2:6
algorithm 8:16
align 35:14
alignment 35:18
ALIYA 1:17
allow 52:8
allowed 8:4 12:1,4
allows 8:25 10:14 33:20 36:7 40:23
amazing 60:24 61:3,4
Amendment 6:7
American 61:1
amount 27:15,21 34:8 34:10 51:20
amusement 9:17 10:3 11:15 18:25 21:13

analysis 43:10 44:9,12 44:20
analyze 43:22 44:2
ancillary 49:10 52:14
Andrews 4:22
announce 3:5
answer 31:11 33:17 35:15 45:1 48:1 49:18
answered 23:16 24:2
anybody 48:12
anyway 46:25
apologize 11:8,13 50:20 51:12 54:8,9,14 55:12 58:17
appear 59:7
appearance 34:22
appears 30:7,11,12 42:21
appetizers 26:15
applicable 44:8
Applicant's 1:21
application 18:11
applied 58:19
apply 18:20 19:4
appreciate 51:2
approaching 41:25
approval 6:11 7:15
approximately 60:5
arbiter 42:3
arcade 20:14,23
area 44:13
areas 47:7
arm 59:21
asked 47:24 58:2
asking 18:14,14 19:16 22:10 47:10 56:22
aspect 12:9 23:10 53:9
aspects 36:9
Associates 6:16 28:11
ATM 49:11
ATMs 51:4
attendance 3:21
attention 9:21
attorney 4:17 42:4 43:9
audio 13:10 28:22 30:16 44:3 56:4
audit 45:22
August 1:11 2:7
authority 43:4
automatic 42:13
automatically 28:14 29:21
available 2:10 47:7
average 27:5
avoid 31:17 32:1
awards 32:8
aware 5:14 6:20 15:8 19:11 27:3,6,24 38:23

43:3 48:4,6
awkward 54:16

B

back 8:7,24 13:8,17 14:6,7,13 21:25 22:2 23:23,24 25:21 26:7 31:14 36:6,8 38:16 40:2 42:12 60:9
background 61:3,4
backup 45:18
Ball 37:20 41:3
bar 50:8
bars 14:18 35:14,18
based 5:12 6:18 8:15 8:18 17:8 20:6 35:4 35:19 43:6,23 48:16
basic 13:13
basically 8:11 20:22 21:13,24 22:12,13 25:3 37:14,17 45:10 57:14 59:18
basketball 51:19
beers 9:12
begs 28:4,5
believe 37:24 38:9 41:24 42:11 44:9 48:17 53:15 57:22 60:6
better 53:18 55:8,9
Beverage 1:2,13 2:6
bill 21:1,8,18
bit 10:18 15:13 23:13 32:22 60:23
blank 34:19,20,22
blue 23:6
board 1:2,13 2:6 3:1,2,3 3:20 4:16,20 5:13,21 6:11,14,21 7:1,7 18:16 41:19,25 44:19 45:12 56:20,23,24 59:8,16 60:19,20 61:15
Bobby 1:17 3:9,10
bodies 2:13
bonus 32:23 33:10,19 34:14,18 35:13
bonuses 14:11
boom 32:25 33:1,3,12 33:13,15
Boston 61:10
bottom 13:11 21:10
boxing 51:19
brain 8:22 40:20
break 13:20
breaks 45:17
bring 9:21 19:14 26:21 49:7,9 51:16

Brooks 1:22 5:3 10:1 11:2,7,7,13 24:14,14 24:21 25:1,5 28:2,9 45:5,5 46:7,18 47:3,9 47:16 48:9,20 50:17 50:17,19,20,23 51:7 51:11,11,12,15,16 52:4,8 53:1 54:1,8,9 54:11,14,21 55:6,10 55:10,17 56:6,6,10,16 57:24,24 58:4,5,5,16 58:17,23 61:13,19
brought 57:16
bubble 32:24 33:2,10 33:13,18
bugs 35:8,10
built 41:7
burgeoning 52:20
business 3:22,23 4:4 27:10,11 51:22 55:19 55:20,20 60:24
businesses 52:18 59:25
businessman 53:11
button 8:14 9:4 28:14
bye 61:21
Bye- 61:20
bypass 52:24

C

cabinet 20:14,23,24
cabinets 45:11
cable 23:24
cables 21:17
calendar 2:17 3:24
California 43:24
call 14:4 28:24 45:13 54:2,3,15
call-in 2:18
car 23:7,7 37:17 39:17 45:15
card 45:21
cards 24:20
career 4:21
Carolina 16:13
cars 39:17 45:9
case 37:22 41:14 43:19
cash 24:19,23,25 25:4 46:16
casinos 9:3
Cassidy 1:21 4:9,10,15 4:17 6:19,24 7:2,6 9:16 15:22,24,25 26:11,12 27:1 36:20 37:13 41:10,10,11,12 42:7,24 43:1,6,14,18 48:5,6 49:1,4,14,17 50:6 52:12,12 54:18

54:19 59:10,10 60:8
60:16,20 61:9,14
Cassidy's 52:10 61:12
categorized 46:14
Cato 1:17 3:9,10,10
15:7,16 44:14 57:8,10
57:19,21 58:1,4
causes 36:14
cent 32:9,12
central 2:17
certain 8:23 25:20 45:7
46:1
cetera 56:1
chair 9:5 11:6 55:4
Chairman 3:1 4:16
26:11 52:13 54:18
56:7 57:4 58:1 59:11
chance 5:18 8:3,12
10:21 14:5 17:25
18:17 19:21 20:1 25:9
33:4,16 34:5,24 35:5
35:25 36:9 37:12
38:15 39:22,23 40:3
40:24 42:11,14
change 6:10 29:24,24
36:23 56:2
changes 13:21
channel 19:2
channels 19:4
characterized 4:7
charge 12:19 18:23
40:16
Charitable 18:24
Charlottesville 47:15
47:25 48:11
cheat 14:15
cherries 12:12
choice 35:4
choose 12:8 32:3 40:22
42:20
chooses 33:23
Chuck 1:22 5:3 9:16
11:7 19:3 24:14 28:2
45:5 51:11,12 58:17
Chuck's 52:13
cities 52:18
city 4:18 5:6 47:25
52:24,25 59:19 60:2
60:25
clarify 19:15
cleared 41:17
clerk 52:22
clientele 38:5
clock 52:15
closely 5:5
closing 60:15
clue 15:14
code 5:24 37:2 40:10

colleagues 4:12
College 61:10
color 35:14 56:1
Columbia 1:1 2:6,22
8:2 17:23 40:7 43:5
Columbia's 2:11
combustible 37:18
come 14:11 34:13 35:2
50:14 53:17
comes 8:24 12:1 13:1
14:7 34:14
comfortable 41:20
43:10 44:9,21 46:23
coming 18:15
comment 61:12
comments 59:9 60:14
Commission 7:24 18:3
18:23
communication 23:18
companies 19:22 20:2
company 7:20 9:16
52:13
compare 45:16
compensation 48:22
complaints 2:23
complete 19:25
completed 14:3
completely 30:4 34:23
35:24 42:14,18
compliance 5:23 6:21
7:25
compliant 19:24
comply 43:15
computer 10:18 21:13
21:14
concluded 61:23
conclusion 41:17 44:8
condition 47:6
conduct 3:21
conducted 2:9 6:16
conference 26:9
confident 43:14
confidentiality 27:11
confusing 54:19
connected 23:17
consideration 39:24
consistent 25:9
constitutes 3:22
Consumer 6:6
contain 31:5 32:24
33:11 56:2
contains 32:23 33:10
39:12
control 1:2,13 2:6 8:5
12:23 30:6,10,12,15
30:15,20,23 31:16
34:21 52:2,4
controlling 30:21

conversation 41:15
45:25 46:7 51:24
conversations 43:8
convince 44:23
Corporation 1:6 4:6
7:18 16:2
correct 15:22 16:20
32:13 42:20
Councilmembers 53:15
Counsel 1:21 59:15
60:5
couple 9:12 12:3 50:9
court 11:10 50:25 52:23
COVID 59:23
create 52:9
credit 31:14 32:12
credits 12:4,5,18,20,23
12:25 13:6,16,17 14:6
21:4 31:9,9,12
Crockett 1:17 3:12,13
3:13
curious 16:7
currency 11:20,22
currently 16:3,4,18
19:7
customer 12:7 14:5
27:14 42:19,20 50:7
customers 14:14 19:3
26:14,21 27:9

D

D.C 4:18 16:24 18:15
24:13,18 43:3
date 2:18
Davis 1:7
day 36:2 38:13 44:22
53:1 61:20
days 41:22
DC 5:23 6:5,9 44:17
52:21,22 53:11
deal 35:9
dealing 49:5
decade 7:20
decision 43:23,24
59:18
deem 40:15
deemed 19:23
definition 39:20
demonstrated 22:3
Department 18:23 19:1
depend 58:16,18
depending 42:9 50:3
depends 49:4,11
Descent 56:14
describe 7:12 20:9,10
28:15 34:7 36:14
described 5:17 28:16
desire 15:10
determination 42:5,10
42:13 61:17
determine 18:16
determined 25:8
determines 35:18
develop 5:5
developed 7:10
developer 5:1 7:19
developing 7:11
development 37:14
device 4:7 6:5 11:15
18:11,25 20:7,11,13
23:17 37:5 39:12 52:2
devices 5:25 6:8,9,12
6:21 14:16 20:9 43:14
46:15
diamond 20:8 22:11
34:7,7,18
diamonds 34:8,10,12
34:16,19,20,22
diesel 37:17,18 39:16
difference 22:10,13
41:1
different 7:21,22 14:10
15:1 16:25 17:8 21:17
22:14,15,16,18,19
23:13 29:22 30:2
34:16 41:5 45:20
47:20
difficult 10:10
difficulty 52:7
digital 45:10
directed 31:24 59:15
directly 8:5
disadvantaged 52:18
discounts 55:14
discuss 48:25
discussion 44:11
discussions 44:10
display 37:7
displayed 28:20 32:24
33:11 37:4,6
displays 37:9
dispute 53:23
distancing 58:10
distinguishing 56:14
distributor 5:4
District 1:1 2:5,11,22
5:16,19 6:4,22 8:2
9:18 14:19 17:22
19:14 40:7 43:5 46:4
49:22 50:13 58:24
District's 2:16 6:1
Division 18:24,25
dog 34:18
Dogs 20:8 22:11 34:7,8
doing 4:23 13:4 21:25
49:22 50:13 59:17

dollar 11:24 13:5
Donovan 1:13,16 2:25
double 35:13
downtime 26:18
dragons 56:1,10,14
 57:14
draw 44:8
drink 48:17
drive 23:6
drives 21:12
driving 39:16,16
Duck 20:8 21:22 22:11
 24:7 32:22,23 33:9,9
ducks 12:13

E

E-games 44:16
E-gaming 53:11
earlier 22:3 52:10
eat 48:17
Ed 3:18,19
EDWARD 1:18
either 32:19
electronic 2:12,20 4:1
 6:4 14:16
electronically 3:3
element 8:3 17:25 34:5
 40:3
eliminate 8:3 19:21
eliminates 17:24 38:15
 40:3
elimination 19:25
emergency 2:13
ended 12:25
engage 38:19
engaged 60:2
engaging 9:7
engine 37:16,17,18,19
 37:19,21 38:8,9 39:16
engines 37:15 41:7
English 54:20
enjoying 9:10
enjoys 57:20
enlightened 57:8
ensure 45:2
enters 33:24
entertainment 4:7 9:6
 14:18 38:5
entice 11:25
entire 16:5
entities 7:22
entries 12:4
equipment 51:20
especially 9:7
esquire 4:9
essentially 9:14 11:14
 11:20 14:7,17 28:24
 33:22 37:19 39:23

41:4
establishment 6:13
 21:4 26:19 36:25
 58:15,18
establishment's 9:10
establishments 5:16
 9:8 46:23 59:20
et 56:1
Events 44:17
everybody 46:21
examination 6:17
example 50:8 51:8,15
excitement 26:22
excuse 16:9 29:14 30:8
 45:6
expect 40:6
expensive 26:16
experience 57:11,19
expert 5:10 7:8,13
 41:16,24 44:15
experts 43:11
explain 25:23 50:1
explored 41:14
extent 9:20
extra 12:21 13:16,17
 31:19

F

fact 25:19 35:1 36:5
 38:25 39:18 40:15
fact-finding 1:7 3:24
 4:4 15:12
fails 31:22
familiar 15:13 18:19
far 52:5
Farley 6:16 17:10 28:11
 41:16
Farley's 10:5 43:7
fashion 41:23
favorably 44:23
feature 13:14 28:12
 31:24,25 32:10,23
 33:10 34:13,18,23
 35:13 36:7,12,23
 38:14,14 39:1 40:2,22
features 16:22 32:8
federal 5:19 43:3,15,16
fee 18:11
feel 15:9 43:9 44:9,21
 46:22 53:20
feet 53:16
final 8:18 59:8
find 18:18 20:4 27:14
 27:17 33:23 43:18
 47:23
finds 6:21
fine 19:6 55:2 60:14
finish 49:15

finite 37:16,19,22 38:7
 38:8 41:2,5 44:4,5
fire 53:17
first 3:23 4:3 9:25 12:11
 14:2 20:11,13 21:1
 24:7 39:4 40:19 50:23
flash 13:18
flashing 12:14,16
Florida 16:15
fluctuate 36:13,15
fluctuates 36:14,16
flying 35:8
follow 7:1 13:12
follow- 13:13 40:1
follow-through 25:22
 31:24 36:7,22 38:14
 38:25 40:22
foot 58:9
force 35:22
forgive 61:9
form 9:6 23:18 45:22
forums 37:15
forward 59:16 60:1
founders 7:17
free 15:9
friends 26:19
front 20:17
fun 9:10 38:12
function 14:9 25:22
 33:20 40:17
functionalities 23:11
functionality 10:4,13
 22:22 29:18
functionally 8:6 11:17
functions 10:20 50:11
further 34:5 37:8 61:13
Furthermore 6:8
future 24:13,19

G

Galactica 35:7
gambling 5:20,22,25
 6:1,8 41:4 43:17
 46:15
games 5:6 6:6 7:11,19
 8:1,4 9:18 11:16,19
 11:20 12:2 14:8,13,16
 15:14 17:7,10 19:7,11
 19:13,20 20:5,8,9
 21:22 25:18 26:1 31:7
 32:11,18 43:22 46:14
 47:20 51:17 57:20
 58:13,20,25 59:4
gaming 6:5 18:24 44:15
gather 4:5
General 42:4 59:15
 60:5
General's 43:9

generally 55:15
generating 44:3
generator 37:6 38:2,4
 38:20 39:13 40:9 41:2
 41:6,13
Georgia 7:23 16:13
 17:9 19:24
getting 12:20 46:4 60:2
gift 24:19
give 20:1 58:24
given 8:6 27:5,7
gives 27:4 40:2
government 2:11,22
 18:1
governments 7:23
graduate 52:22
Grandis 1:18 3:18,19
 3:19 57:4,6,7
Grandma 61:6
grandmother 60:22
graphics 14:10 22:15
 22:17
grow 53:13
guess 36:18 44:14
 47:22 48:14,15
guidance 2:10,14
gum 55:7

H

half 49:20,21
handle 49:8
hanging 48:16
Hansen 1:18 3:16,17,17
 60:16 61:6,7,12
happens 30:22
hard 12:15 45:14
head 7:18
health 2:13
hear 4:14 6:23 41:9,10
 55:8
heard 26:20
hearing 1:7 3:24 4:4,12
 5:13 15:12 60:15
held 2:12 53:16
hello 4:15 61:5
help 46:2,12 56:23 57:8
helpful 10:7 42:1
helping 44:1
helps 12:14
hi 61:6,7
hidden 33:2,2,14,14
higher 28:3,6
highest 27:6,21
history 7:10
hit 28:14 30:11,25
 31:10 33:19
hits 28:13 30:6,10
hold 36:21

holding 39:25
Home 43:20
hook 21:18
hope 59:12
hopefully 44:22 54:21
 59:17,18 60:1
hosted 2:21
hours 2:15
Howard 52:21

I

i.e 19:24 21:18 24:9
 37:21 39:21
icons 32:24 33:10,18
idea 27:4 59:22,24
identical 17:7,10 19:17
 23:12
identifies 54:13
identify 7:5 11:11 51:2
 55:1
identifying 11:17
Illinois 16:14
illustrates 37:8
imagine 60:9
impact 28:17 29:11,14
implement 46:2
implicates 5:23
implies 38:2
important 7:7,9
in-person 10:2
inches 20:15
included 2:17
includes 36:11
income 46:2
incorporates 40:8
independent 41:24
indicate 43:4
indicated 55:23
indicates 28:12 31:4
 32:6 37:2
individual 13:2
inducements 55:14,18
Industrial 1:7
industry 52:20 53:14
information 2:19 4:5
 5:12 42:25 59:13 60:4
 60:7
informed 54:24
initial 8:23 14:2 22:2
 36:8 40:24
initiated 37:9
insert 11:20
inserted 38:16
inside 21:1,7,11,17,21
install 3:25 5:14
installation 6:12
installed 58:20
installing 7:14

instance 35:6,7 36:17
intend 20:7
interact 15:6
interacted 4:21
interaction 8:25 9:1
 13:22
interest 26:17
interesting 43:19
interference 13:10
 28:23 30:16 31:5 44:3
 56:5
internal 37:5
internet 23:18
interpreter 54:21
introduce 3:2 4:10,11
 16:24 20:7
introductions 52:17
investment 44:17
Iowa 16:14
IPA 26:16,23
issue 61:16
issues 5:2 53:24
issuing 24:25 25:3

J

jackpot 28:1,8
jackpot/the 27:20
jackpots 28:3
James 1:19 3:5,7 4:20
 43:8,22 44:10,23
Jeni 1:18 3:15,17
Jenkins 59:16
job 4:23 53:20
jobs 53:3,10
Johnny 54:4
Johnson 43:15
joined 56:25
JR 1:17,19
judgement 47:11
jukebox 51:18
jump 15:10
jurisdiction 46:18
jurisdictions 7:21

K

Kansas 16:15
keep 41:21 51:23
keeps 9:9
knowledge 48:3
knows 33:22

L

label 11:16
land 29:22
language 54:20
law 4:18 6:22 17:9
 41:14 43:19 52:21
laws 5:19 6:2 43:16

LCD 20:16,25
leader 36:21,25
leaders 26:13
leads 44:7
leaving 9:12
left 10:18 49:24 50:14
leftover 49:20
legal 40:6,15 42:5 43:5
legendary 4:20
let's 6:23 23:23 24:7
 32:22
level 47:16,18 49:5
licensed 4:1 5:15 6:13
licensee 15:21 48:15,18
 49:2
licenses 5:25
light 5:2 41:12
limit 46:19
Limited 1:6
Lincoln 18:2
line 54:2
lines 21:24
liquor 9:8
list 16:5
little 9:24 10:18 15:13
 23:13 26:21 32:22
 45:10 54:16 60:23
live 10:1,2
load 12:2
local 52:18 53:10
location 18:10 27:21
 49:1,2,12,24 58:21
locations 45:22 58:19
log-in 2:18
logs 45:13
long 7:10 17:12
look 11:2 23:22 28:20
 43:20 44:23 59:16
 60:1
looks 10:20 22:19
 53:19 59:24
lose 8:10 22:4 25:16
 31:9,12 39:4
losing 26:13 31:8
loss 35:22 36:21,25
lost 26:13
lot 14:23 15:7 50:6
 52:14 53:18 59:25
lottery 7:24 18:3,7,9,23
 37:20 46:20
Luke 52:22

M

machine 9:2,23 10:3,11
 10:12 11:18 12:2
 19:12 21:7,16 23:23
 23:25 26:14,17 27:7
 27:16,19 39:7 47:14

48:16 50:1 51:19,19
 56:1 59:2,4,5
machines 5:4,24 9:17
 26:12 27:3 48:19,24
 49:7,9,11 50:10 51:6
 53:25 55:16 58:14,14
 59:1
making 8:9
maneuver 10:17
mangle 54:20
manipulated 14:14
manipulating 38:10
manufacturer 4:6 5:14
 5:17 32:7,7
manufacturers 15:20
market 19:8 20:5 59:1
markets 46:8
martinis 26:23
Maryland 9:3
match 8:23 12:8 13:9
 13:14 14:2 30:3
matching 24:10 25:22
material 20:6
materials 6:19 55:23
math 38:7,8 41:2,7
Matt 4:25 7:9
matter 1:5 5:9 24:6
 25:20 61:16,22
Matthew 1:22 5:9 7:12
 7:15,17 16:9
maximum 54:4
Mayor 53:14 59:22
Mayor's 3:4 24:22
mean 26:9 27:14 41:4
 46:15 52:7
means 39:24
mechanical 6:4
mechanism 8:14
meet 6:5
meeting 1:3 2:5,9,15,16
 2:17,20 53:19 56:25
meetings 2:12
Member 1:17,17,18,18
 1:19,19 3:7,10,13,17
 3:19 4:20 11:5 15:16
 45:4 47:2 55:4,6 57:2
 57:4,7 61:7
members 3:2,21 56:20
 56:23,24 59:8 60:19
 60:21
memorize 13:23
mention 60:22
met 1:13 53:1,10
meter 45:14,16
microphone 4:14
million 37:23
mind 11:3
mischief 44:6 52:11

misnomer 44:2
Missouri 16:15
mobile 23:18
moment 12:10 21:6
 30:17
Monday 60:10
money 8:10,10 13:8,17
 14:12 21:9,9 25:16,17
 25:17,21 26:7,13 27:3
 27:15 36:19 38:16
 39:2,25 40:1,2 46:4
 48:15,18
monitor 46:2
month 27:4
Moore 52:22
morning 2:3 4:15,16
 7:16 57:2
mouth 55:7
move 8:17 52:16 53:7
multi-game 1:9 6:17
multilingual 54:22
multiple 56:2 59:2
multiplier 32:25 33:1,3
 33:11,12,15 56:5
Museum 61:1

N

name 2:25 3:5 4:17
 7:16 19:8 21:3 55:8
names 20:2
nature 44:3
Nebraska 16:14 17:2,5
 17:6,11,13,19,22 18:6
 18:19,20,21 19:1,5
 25:15 27:2,7
need 33:5 50:4,25
 54:12 55:1 59:20
negating 40:24
never 39:21,21 48:10
 61:2
Nevertheless 32:9
new 52:20
nice 26:15
Nick 6:15 28:11
night 9:13
non-winning 31:17
normal 34:7
North 16:13
notice 2:14,17
nudge 24:9 26:5,6
 28:11
number 34:19 37:6 38:2
 38:3,20 39:12 40:9
 41:1,6,13 58:24
numbers 37:21,22 44:4
 45:11
numerous 26:20 41:14
 53:4

nut 9:14

O

O'Day 4:20
obtain 31:23 32:10 36:4
obtaining 32:1
odometer 45:8,15
odometers 45:9
offer 20:8 48:23 55:18
 57:7
offered 24:12,18 48:23
 55:15,17
offering 4:13 24:20
Office 2:11 42:4 43:9
Official 5:24
Ohio 16:14
old 45:9
once 45:23 49:22 54:14
one-pager 6:14
OOG 2:23
open 2:11 24:8 41:22
opengovoffice@dc.g...
 2:24
operate 16:3,4,7,12,18
operated 25:15
operates 18:20 27:2
 55:24
operating 17:13
operation 18:12
operator 27:10,12
 36:19
operators 18:9,10
 25:16,17 26:20 47:20
opinion 39:20
opportunities 52:24
 53:8
opportunity 52:19 53:3
 53:16 57:17
opposed 9:1,11 22:17
 23:10
order 3:4,23 4:3 24:22
ordered 47:24
original 8:7 30:24 31:20
 39:2,2
outcome 31:6,8,23 32:2
 32:9,11 37:6,10
outcomes 31:17 37:3
 40:11
outside 56:9
overrides 38:19
owner 49:21
owner's 26:16

P

P-R-O-C-E-E-D-I-N-G-S
 2:1
packages 48:22
Page 28:19 31:6 40:13

42:15,16
paid 39:8 46:4
paper 21:10
paperwork 24:21
Parkway 1:7
part 19:4 27:5 28:25
 60:2
PARTICIPANT 48:1
participating 3:3
participation 2:19
particular 16:22,23
 17:20 18:6 25:15 27:2
particularly 59:19
parties 59:9
party 18:2
Patrick 4:9
patron 28:14 37:7
patrons 9:7 14:18 26:18
pattern 14:15 30:3 34:8
 34:9 38:12 55:25
patterns 38:11
pay 18:11 25:11,12
 38:16 55:19
pay-outs 24:23 25:7
payments 55:14
Pennsylvania 16:13
penny 32:8
people 11:25 23:9
 25:20 26:8,10 46:10
 48:16 52:16,24 55:19
 59:23
people's 53:16
percent 12:22,22,23,24
 30:22 31:1,19 36:22
 39:1 40:19,23 51:23
 51:23
percentage 36:24 49:19
 52:6
peripherals 21:18
permitted 6:9
person 15:9 46:21
personally 61:5
persons 46:15
pertinent 59:14
Phillips 1:22 4:25 7:9
 7:16,17 9:22 10:2,8
 10:16,24 11:14 14:21
 15:4 16:4,9,10,12,20
 17:1,5,7,14,17,21
 18:8,22 19:9,15,19
 20:10,13,22 22:8,12
 22:21,24 23:3,6,9,20
 24:5 25:10,19,25 26:4
 27:8,18 28:18 29:7,9
 29:13,18,23 30:1,8,14
 30:19 31:11,18 32:3
 32:14,17 33:5,17 34:4
 34:12,25 35:15,19

36:1,16 38:21,24
 39:14 40:14 42:16,18
 47:18 48:2 61:14,20
physical 13:1
physically 8:13,13
pick 7:12 12:1,15 13:9
 13:19 14:12 15:11
picks 12:17 35:20,21
 36:5
picture 10:11
place 9:17
plans 7:14
play 8:4,7,23 11:25 12:4
 12:5,7 13:5 14:6 22:1
 22:2 23:1,5,14 24:4,6
 25:20 26:6 28:13 29:2
 29:15 31:5,8,10,12,13
 31:18,20 33:25 36:8
 36:13 37:3,8 38:25
 39:2,3,5 40:19,24
 46:16,20,22 56:3,3
 57:17
played 27:16
player 8:4,12,25 12:7
 12:14,17,17,19,23
 13:2,7,14,23 24:3
 28:12 30:4,6,9,20,22
 31:7,12,16,22,22 32:1
 32:10,12,25 33:12,21
 33:22 34:21 35:3,9,20
 35:21 36:2 38:19 40:1
 40:16 42:20 57:18
 58:8,25 59:4
player's 45:21
players 9:9 38:9 59:3
playing 13:3 30:11
please 2:22 3:4 4:10,11
 7:4,5 11:3,12 15:9
 20:20 24:15 25:24
 28:15 29:12 33:7
 49:16 51:1
pleasure 59:11
plus 13:17
point 8:6 40:21 51:21
pool 37:22 41:2,5 51:18
portion 16:18 35:24
possibility 44:6
possible 24:3,5 31:6,8
 32:11 35:13,16 39:10
 60:12
possibly 39:11
potential 40:11
potentially 5:22 7:14
pounds 20:16
power 21:12,20 23:24
 30:4 37:20 41:3
practiced 4:18
predominantly 17:24

premises 4:2
preparation 41:15
prepared 52:16
present 1:15,20 3:8,10
 3:14,17,19 15:18
 59:11
presentation 6:25 7:2
 9:20 14:25 15:2 57:9
 57:15 61:15
presiding 1:14
press 9:4 21:25 29:1
pretty 44:21
preview 33:20
previous 15:12
prices 24:12,17,18
primary 5:21
print 21:3,5
printer 21:2,19
prints 21:11
prior 5:13 7:4 43:20
 59:23 60:14
prize 27:3
prizes 25:7 46:17
probability 36:12
probably 47:19 55:2
problem 47:6 53:24
 54:25
problems 54:2
process 4:24 40:13
product 6:24
profitable 39:22
profits 50:12
program 53:11
programming 41:8
progresses 36:13
proper 41:23
properly 5:7
proposal 4:5
proposition 7:8
Protection 6:7
provide 5:8 42:3,24
 50:2,3 59:12,12 60:4
 60:4,6,11
provided 2:15,21 6:19
 16:17
provides 9:6 38:4 51:5
 52:14
providing 14:17
public 2:12,13,19
pulled 38:3
pulls 37:21
purpose 22:5 45:3
pursuant 2:10,14 3:4
pushes 28:5
put 9:17 11:22 18:12
 39:6 46:21 50:9,10
 51:18 57:10,21 58:15
putting 38:6 39:18

Q

qualify 5:25 6:3
question 24:15 31:12
 33:6 37:13 42:23 45:1
 55:23 58:12,13
questions 2:23 7:1
 14:22,24,25 15:1,6,8
 55:2 56:18,20,22
 57:22 58:2 59:7
quick 27:20
quickly 60:12
quite 57:14
quorum 3:22

R

Rafi 1:17 3:11,13
random 25:8 33:3,15
 34:11,16,21,23 35:2,8
 35:24 37:5,9,25 38:1
 38:3,20,20 39:12 40:9
 40:12 41:1,6,13 42:14
 42:19 44:3,7
randomly 29:22 37:4
 40:12
range 24:12,17,17
 27:22,24,24
ranges 50:4
read 10:9 13:11 24:22
 60:22
reading 10:11 45:14
real 27:19 44:6
reason 18:13,14 40:14
reasons 11:11
recall 24:3
receipt 6:14
recommendation 42:9
record 4:11 7:5 41:22
red 23:7
reel 29:5,22 30:7,11,13
 30:15 31:23 45:10
reels 28:13,15,15,16,18
 28:22 29:1,11 31:17
 37:10
referenced 42:15
regarding 2:12 5:19
 6:24 34:1,6 43:16
 53:24
regardless 32:9
regards 8:11,16,20 9:24
 14:16
regular 2:5 37:18
regulated 46:8
regulations 7:25
regulator 5:22
reiterate 40:25
relationships 5:5
relying 43:11 56:22
Rema 1:19 56:24

remember 26:1 45:8
 50:21
remiss 60:21
remove 48:10
removed 47:25
render 37:11
repair 53:23
repeat 33:6
report 6:15 7:9,13 10:5
 10:10,12 11:19 13:11
 28:11 31:4 36:11 37:2
 37:8 40:13 42:15 43:7
 52:10
reported 45:2
reporter 11:10 50:25
reports 40:7 41:16
representative 15:21
representatives 15:19
represented 4:8
representing 15:20
request 3:25 5:22 51:20
requesting 6:20
require 19:25
requirement 58:10
requirements 6:5
requires 6:11 17:22,23
resident 52:21
respond 3:5
responding 61:12
rest 4:16 61:4
restaurants 14:19
retailer 32:6,7 52:3,5
retailers 48:23 53:22
 55:15
retrieving 30:23
reveal 34:19
revealed 40:10
reveals 37:3
revenue 18:22 19:1
 46:3 49:19 51:23
revenues 45:2
review 1:9 6:16,18 37:2
 40:9
rewarded 32:12
RNG 37:16 40:4
road 45:25 53:5
robust 44:11
role 28:16
roll 21:10
room 53:20
round 52:15
row 13:15
Rule 43:20
run 5:7,18 17:8 18:6,8,9
 45:8 61:2
running 17:2,11

S

S 1:18
saw 21:23
saying 18:5 19:12
 24:22 25:14 27:1
 36:19 51:3,6
says 13:11 31:22 33:8
scene 37:7
scenes 37:4 40:12
scheduled 2:5
schools 53:4,12
screen 28:25 30:20
 35:2,8 38:6 39:19
script 34:10,20 55:24
 55:25
scripts 56:2,9
second 25:21 26:7 33:6
secondary 8:21 31:13
 31:19 39:6
seconds 12:3
section 28:12 43:16
security 53:9
seeking 5:14
seen 41:13 52:23
select 8:13 33:1,13
selected 34:10 37:5,10
 40:12 56:4
selection 33:3,14 38:20
selling 26:24
semblance 47:24
sense 21:15 29:9
sequence 13:23
series 15:1
serve 9:8
served 52:25
service 52:15 54:2,5
services 50:2,2 52:14
sessions 56:3,3
set 27:12,20,21 28:3
 34:20 46:5 47:11
 55:24 58:8
set-up 45:15
set-ups 45:7
sets 55:25
setting 32:18 45:24
settings 52:9
seven 56:24
shed 5:2
shell 9:14 20:14
shoot 35:10
short 1:19 3:6,7,7 11:5
 13:20 45:4 47:2 55:4
 55:5,6,11
shot 59:20
show 9:23 10:4,12,19
 10:21 12:11 13:7
 20:18 26:19 27:19
 28:24 30:16
showed 26:2

shutter 29:1,3,5
shutter/spinning 28:21
shutters 24:8 28:21,22
 29:2
significant 16:18
signs 11:24 46:21
similar 19:7,11,13,18
 19:20 20:4 34:14
 57:15
Simon 13:13
Simone 4:22
simultaneous 23:2 34:3
 42:6 47:1 49:13 55:3
single 58:8,25 59:4
sir 4:14 11:13 24:15,16
 25:1,5 28:9 47:4,4
 49:14 50:18 54:9
 56:11,16
sit 9:4
sitting 26:9
six 3:21 13:14,16,17
 32:24 33:10,18 58:9
 58:21
size 25:7
sized 43:7
skill 1:9 4:1,8 5:18 6:4,6
 6:17 7:11,19 8:2,15
 9:18 10:19,22 11:16
 11:18 13:2 16:23 17:8
 17:8,10,23,24 18:17
 19:11,20 21:22 31:25
 35:4 36:3,11 37:12
 38:13,19 39:11 40:16
 40:20 41:18 42:11
 43:5,12,23 47:17,19
 47:20 51:17 58:7,20
skip 31:7
slash 47:7,8
slot 9:2
slouching 9:4
smacking 55:12
social 58:10
soft 45:14,16
software 19:23 45:13
Solon 1:8
somebody 11:3 28:4
 54:3
sorry 17:3 23:3 29:3
 42:16,23 50:15,18
 51:9,13 56:19
sounds 44:7
source 37:2 40:10
 48:20
space 53:10
spaces 34:19,20,22
speak 11:3 51:1 57:23
speaking 7:4,4 11:5,6
 11:11,12 15:24 16:8

23:2 34:3 42:6 47:1
 49:13 51:10 52:13
 54:7 55:3
spec 37:11
specific 17:1 47:14
 56:19
specifically 5:24 21:15
 21:16
spin 28:13
spinning 31:23
split 49:24 50:12,14
spot 54:4 57:10,22
spun 45:11
stamp 18:11
stand-alone 23:21
standard 32:18 49:18
start 45:11,23
started 4:19 7:19
starts 49:22 50:13
state 7:23 17:5,9,21
 18:1 19:1,5 47:21
stated 48:14
states 16:2,19,22,25,25
 17:20 32:19 40:8
statute 6:10
stay 28:6
stop 28:13,15 30:6,10
 30:12,25
stopping 29:21
store 49:21
story 60:24
stuff 49:10
subject 5:9 25:8,12
 33:4,15 41:20
submitted 5:12 20:6
 40:8
substantial 6:10
suffering 60:1
Suite 1:7
Superior 52:23
supply 21:12 41:19
 49:9
supportive 53:14
supposed 46:24 47:2,3
 53:22
surprising 61:2
symbol 12:8,14,15,16
 30:3,10,12,21 32:4
 35:4,21,21 36:5 42:21
symbols 8:13,23 13:15
 23:13 29:3,22,23,24
 30:7 34:18 35:1 37:21
 38:3,6 39:19
system 1:9 6:18 37:9
 40:8
systems 23:21 46:1

T

table 25:11,12 51:18
takes 12:3 36:2
talk 7:13 20:18 32:22
talked 36:20 53:2
talking 45:21 50:3 51:4
 53:6,7 56:7
tall 20:15,23
tax 18:11 46:5
taxation 45:3 49:22,23
taxes 45:24 50:13,13
technical 53:24 54:1
technically 8:8 39:3
technician 53:3
technicians 52:16
technology 10:14
teleconference 1:13
Telephonic 31:5
tell 11:4 29:12 46:9,21
 48:9
telling 55:11
tells 18:2
Temporary 6:7
term 44:7
terminals 5:15
terms 8:8
tested 17:11
testimony 4:13 5:8
Texas 16:15
thank 4:22 5:11 26:25
 48:14 53:21 56:13,13
 61:7,14,17,19
thermal 21:2
things 22:9 44:19 46:11
 53:5
Thomas 1:21 4:8,17
thoughts 57:9
three 13:20 17:14,15
ticket 21:2,3,5,11
tight 60:11
time's 58:7
timeline 60:6,11
timing 8:14,19 13:1
Title 5:23
today 2:7 3:22,23 4:4
 4:24,25 15:19 43:10
 49:19 59:12
today's 2:14 5:13
told 50:25 54:12,25
tongue 29:4
top 11:16 43:3 45:19
 49:23 50:14
touch 8:17 13:12
touch-screen 20:17,25
 21:19
traditional 21:14
Trestle 1:6 3:25 4:6,8
 5:1,9,13 6:15,20 7:18
 16:2,10

Trestle's 3:25 5:22 6:24
 27:9
tried 52:17
trigger 6:10
truly 19:21
try 11:25 28:5 30:25
 44:1
trying 15:10 16:24
 18:18 19:14 20:4
 27:14,17 47:23 53:7
 57:21
turn 4:14 46:10
turnaround 54:5
turned 32:15,20
twenty 47:7
twister 29:4
two 5:8 11:19,19 13:19
 20:8 26:1 37:14,15,23
 51:17 55:2
type 22:16 37:20 45:15
 48:21,22 51:4 52:4
 55:13 57:20
typically 58:14

U

ultimate 41:17 42:3
unaware 27:8
understand 4:13 12:14
 55:8 57:11
unit 21:2,8,15
United 32:19
unleaded 37:18 39:17
unnetworked 23:19,21
upcoming 33:21
upside 8:9 26:22,23
 36:24 39:21
USC 43:16
use 6:12 8:14,22 11:24
 28:21,22 32:1 36:3
 40:20,20 41:4 44:1
uses 39:12
usual 27:5
usually 28:3 55:18
Utah 16:16

V

value 33:21
verbiage 41:7
version 6:18 17:10
versions 17:8
versus 23:7
video 1:13 5:15 11:21
 15:9,13 35:6 57:18
violation 6:1
Virginia 16:13 47:15,21
vouchers 25:3

W

W 1:14,16 Wahabzadah 1:19 56:25 57:1,2 walking 4:23 wanted 4:22 61:1,5 wanting 46:5 58:20 wants 50:7 Washington 4:18 way 14:9 18:19 26:21 45:17 46:10 54:19 56:23 ways 45:20 WebEx 2:21 website 2:16 Wednesday 1:11 2:7 week 45:16 60:10 weighing 58:7 weighs 20:15 welcome 2:4 56:25 went 45:9 61:10 whirlwind 52:10 wide 20:15,24 win 8:6,7,21,23 12:9,21 12:22 13:7,7,16,16 14:12 22:2 24:3,6,9 25:21 26:7 27:21 30:16,23,24 31:14,19 33:21,24 35:10 36:8 39:1,5 40:23 42:13 46:16 52:6 winner 12:11 14:4,4 22:1 30:3 winning 12:25 30:23,24 31:6,7,23 32:1,11 35:4 winnings 8:18 36:3,4 40:18 wins 12:18 27:16 Wisconsin 16:14 wish 59:9 Witness 1:22,22 woman 60:24 won 12:18 27:25 28:8 wondering 59:23 wooden 20:14,23 work 7:22 10:15 43:25 53:4 60:25 worked 46:11 working 4:19 5:4 9:15 world 44:5,16 worry 54:10 wouldn't 47:5 wrong 14:12 24:9 32:4 35:21 36:5 56:7 Wyoming 16:15	<hr/> Y <hr/> years 4:19 17:14,16 61:3 <hr/> Z <hr/> Zoom 54:15,15 <hr/> 0 <hr/> 1 <hr/> 1,000 39:6 10 12:21 58:9 10:33 2:2,8 100 12:5,23 13:6 30:22 31:2 106 39:1 40:23 11 40:13 11:46 61:23 110 31:1 40:19 114 12:25 1171 43:16 12 42:15,16 12.2.6 6:18 120 12:18,20,21,25 15 28:20 43:15 150 20:16 150-pounds 20:24 18 46:16 47:7,7 1938 43:21 1944 43:21 1977 43:24 <hr/> 2 <hr/> 2 28:19 2,500 28:3,6 2020 1:11 2:7 6:7 2020-054 3:4 21 46:24 47:8,10,12 23-inch 20:23 23.259 6:6,9 24-hour 54:4 25 5:23 21:24 27 20:15 <hr/> 3 <hr/> 3 31:6 30 20:15 32-inch 20:16,25 <hr/> 4 <hr/> 40 4:19 61:2 40-year 52:21 44139 1:8 45 51:23 48 2:15 <hr/> 5 <hr/>	5 1:11 50/50 49:18 500 47:19 55 12:22 40:18 51:22 5th 2:7 <hr/> 6 <hr/> 6 31:19 6-feet 20:14 6-foot 20:23 60 39:8 600 47:20 6401 1:7 <hr/> 7 <hr/> 8 <hr/> 9 <hr/> 95 12:24 31:1
<hr/> X <hr/> X 36:21		

C E R T I F I C A T E

This is to certify that the foregoing transcript

In the matter of: Trestle Corporation, Ltd.

Before: DCABRA

Date: 08-05-20

Place: teleconference

was duly recorded and accurately transcribed under my direction; further, that said transcript is a true and accurate record of the proceedings.



Court Reporter

NEAL R. GROSS

COURT REPORTERS AND TRANSCRIBERS

1323 RHODE ISLAND AVE., N.W.

WASHINGTON, D.C. 20005-3701