

FLORIDA GAMING CONTROL COMMISSION
SLOT MACHINE RULES WORKSHOP

PRESENT:

William Spicola, Commissioner
Alana Zimmer, Executive Director
Brandon McCaffery, Deputy Executive Director
Joe Dillmore, Director of Pari-Mutuel Wagering
Elina Valentine, General Counsel
Marc Taupier, Deputy General Counsel
Shireen Anbardan, Chief Attorney
William Crafts, Chief of Slot Operations

Public Speakers:

Patrick Bland, Acres Technology
Steve Calabro, Hialeah Park Casino

DATE: Thursday, May 7, 2026

TIME: 1:33 p.m. - 1:57 p.m.

PLACE: Marriott Fort Lauderdale Airport
166 North Compass Way
Dania Beach, Florida 33004

Stenographically Reported by:
Thomas N. Sevier, RPR, FPR-C

Job No. 1544088

1 Thereupon,
2 the following proceedings began at 1:33 p.m.:

3 MS. VALENTINE: Good afternoon. We're ready
4 to start our workshop now. This Commission
5 Workshop is for Rule 75-14.001, 75-14.022,
6 75-14.039, 14.042, 14.047, 14.048, 14.075, 14.076,
7 and 14.081 of the Florida Administrative Code.

8 The rules are in development to allow the
9 transfer of jackpot winnings, 2,000 to \$9,999.99,
10 to the slot's machine credit meter in lieu of
11 paying such winnings by hand. We are here to
12 respond to any comments or if you have any
13 questions regarding the rule development.

14 To facilitate this workshop, the Commission
15 has drafted preliminary language. If you do not
16 have a copy of this language, it is available on
17 our website and we also have printed out copies
18 outside of this room.

19 My name is Elina Valentine, I'm the general
20 counsel. And I will be facilitating this workshop.
21 And I will be turning it over to our Executive
22 Director Alina Zimmer for welcoming remarks.

23 MS. ZIMMER: Good afternoon, everyone. Thanks
24 for coming back to those of you who were here
25 already this morning. We will get started here on

1 the workshop. I just, again, wanted to thank you,
2 introduce the rest of the people here beside me.
3 We have Joe Dillmore. Joe.

4 MR. DILLMORE: Thank you. Joe Dillmore,
5 Director of Pari-Mutuel Wagering. And glad you're
6 here today and look forward to gathering your input
7 on the jackpot to credit meter proposed rules.

8 MR. MCCAFFERY: Brandon McCaffery, Deputy
9 Executive Director. And I echo Joe's remarks.
10 Thank you.

11 COMMISSIONER SPICOLA: William Spicola,
12 Commissioner. Happy to be here this afternoon.
13 Glad to see everybody back.

14 MS. ZIMMER: All right. And with all that
15 enthusiasm, let's go ahead and get started here.

16 MS. VALENTINE: If there is anybody who would
17 like to speak, you may come up to the podium and
18 provide any comments, remarks, questions.

19 MR. BLAND: I'll kick it off. Patrick Bland
20 with Acres for the record. So thank you, guys, for
21 putting this on.

22 Things mostly look good. And just a couple
23 small things. Let's see here. The one big --
24 actually, I'll start with the big concern that I
25 had is in 75-14.042. This is talking about the

1 count and meter specs on the games themselves.

2 And just to highlight that right now I think all
3 the games in Florida are using the SAS protocol to
4 communicate to the metering system.

5 If you look at, let's see here, 75-14.042(c)
6 and (d), essentially, there are like two different
7 types of meters to count the number of credits that
8 were transferred from the escrow account moved to
9 the credit meter and the actual count of those
10 transactions.

11 Right now on SAS, there's really no built-in
12 metering mechanisms to do this. So if you go look
13 at the game screen on an attendant screen, it might
14 only have the last, the hand paid event that shows
15 up in the screen. So I can submit a full kind of
16 detailed documentation on the technicals of this.

17 But, you know, from the rest of the regs,
18 right, with the accounting and the auditing that
19 the FBMS has to do, you know, it's more than
20 capable to be able to provide that audit there and
21 the reporting that you need to show, you know, the
22 activity of moving the, you know, that locked up
23 credit to the credit meter.

24 Does that make sense?

25 MS. ZIMMER: So you're saying, essentially,

1 that can take care of the issue with what the
2 technology is already?

3 MR. BLAND: Right. Because SAS has been
4 around for a long time, the games would need to be
5 updated. The software to be able to implement is
6 something like this. So the big request would be
7 allow the FBMS to facilitate the auditing and the
8 accounting of that activity.

9 MS. VALENTINE: Just to clarify, in 14.042,
10 what is the specific provision?

11 MR. BLAND: It was Number (c) and I think it's
12 (f).

13 MR. CRAFTS: I think it was 3(d) he was
14 referring to on the second one.

15 MR. BLAND: One change. So maybe it was 2(c).

16 MR. CRAFTS: 2(c) and then 3(d); is that the
17 other one?

18 MR. BLAND: Yeah. That's correct. Sorry.
19 3(d). So, essentially, it's the, you know, the
20 count of those events and then the total sums.

21 Let's see here. There was one other comment
22 on -- let's see here.

23 MR. CRAFTS: Patrick, the information that
24 we're trying to get, we can still get it, it will
25 just be through the FBMS instead of viewing it at

1 the machine?

2 MR. BLAND: Correct. Because these are meters
3 that don't live in SAS right now.

4 MR. CRAFTS: Right.

5 MR. BLAND: And that's like trying to turn the
6 Titanic to get new meters added to games. But it
7 can definitely be handled at the host.

8 MR. CRAFTS: Right. So this language maybe in
9 247 or 48 would be more appropriate.

10 MR. BLAND: Correct. And you guys do have the
11 047, which is the Facility Based Monitoring System.
12 You've got, you know, some information. I think
13 it's --

14 MR. CRAFTS: Yeah. 13(e), I think, already
15 has that.

16 MR. BLAND: Yeah. 13(e) has it. And then
17 some of the required reports in 48. I mean, so it
18 looks like you guys have the mitigating controls
19 there.

20 MR. CRAFTS: In place, yeah.

21 MS. VALENTINE: Would you have any suggestions
22 to change 47, 48 to better accomplish what we're
23 seeking in 042, or do you think the changes to the
24 existing are sufficient to capture all of that
25 information?

1 MR. BLAND: Right now I think the changes to
2 the rules, it's sufficient to capture the
3 information. But we've got like a one-week period,
4 right, where we can submit follow-up after this,
5 I think, or two weeks.

6 MS. VALENTINE: Yeah. I'm going to announce
7 it also at the end that we're --

8 MR. BLAND: Sorry, didn't mean to steal your
9 thunder.

10 MS. VALENTINE: -- allowing 14 days, yes.

11 MR. BLAND: Yeah. Like based on my
12 understanding now, I think you guys have enough
13 language in the other reg sections that, you know,
14 I think it's good to have this.

15 There was one other one too. So that's 42,
16 48. So I think it's 14.48. And this might be
17 Section 2(f) where you guys have listed, For a
18 transfer to credit payment, the following
19 information shall be recorded by the FBMS.

20 I mean, everything looks great. But in
21 Number 6 it says, Confirmation of patron identity
22 by PIN or attendant.

23 Just a language suggestion to add another
24 verification mechanism. So, you know, it could
25 read something like confirmation of patron

1 identity, comma, alternative verification mechanism
2 or by attendant.

3 So, you know, one of the ways that we're
4 trying to implement kind of a modern key to credit
5 mechanism is, you know, let's say the QR code pops
6 up on the game screen, scan it. If I'm a new
7 player to the casino, I can go through and enroll
8 in your Player Club and do like a digital identity
9 verification.

10 It would allow the casino to, you know, with a
11 reasonable degree of certainty using the
12 technology, you know, that person can prove their
13 identity and all the things. So it might not be
14 just a PIN mechanism. There might be two-factor
15 via text or a passkey on the phone. So just
16 bringing that up, 'cause the language is kind of
17 limiting.

18 And I did find a typo. It was -- actually,
19 it's 14.075. And I think it's on Section 4, right.
20 It just says and a system generated jackpot,
21 there's no 0. I just saw that and figure I'd bring
22 it up.

23 MS. VALENTINE: Thank you.

24 MR. BLAND: Thank you, Microsoft Word. But
25 that was all the comments that I have.

1 MS. VALENTINE: Thank you so much.

2 MR. BLAND: Thank you.

3 MR. CALABRO: Steve Calabro, Hialeah Park
4 Casino. Ours is in sections. It's one small one.
5 But I do agree with previous speaker's two comments
6 also.

7 In 75-14.076(4)(e), basically, it says here,
8 removal of the account of the individuals.
9 Removing the account from the system would actually
10 hurt the facility.

11 Because when we -- for instance, when you send
12 us a notice that these people have been kicked out
13 of the pari-mutuels in Florida, we need to maintain
14 that account. And we put a flag on that account
15 that clearly states that; so that if that person
16 walks in we can, you know, immediately, have them
17 leave.

18 So removing the account would not really be a
19 good idea. But we have recommended changes, and
20 we'll put them in writing. But I'll read it to you
21 as, procedures to lock or disable the accounts of
22 individuals excluded from the slot machines under
23 that rule.

24 So just lock that account, which is putting it
25 on hold. Because if you remove the entire account,

1 you're going to get the valuable information about
2 unsavory customers. So that's just sort of a
3 clean-up thing.

4 But certainly I do want to commend the
5 Commission on this. This is pretty good language.
6 So this should -- I hate to put odds on it. And
7 maybe there's Kalshi or Polymarket would have that.
8 But this should go pretty smoothly.

9 This doesn't don't look like there's any
10 statute that conflicts. It looks like the rule is
11 pretty clear. It looks like whoever did this
12 initial writing of the rules did pretty well. It's
13 pretty well done. So that's the only one minor
14 thing I had. Thank you very much.

15 MS. VALENTINE: Thank you.

16 MR. MCCAFFERY: Anyone else?

17 MS. VALENTINE: I have a question for the
18 industry. In our definition, we define hand pay
19 now to exclude any canceled credit.

20 Is there any thoughts about the need to define
21 canceled credit, or is it pretty clear what a
22 canceled credit would be?

23 MR. MCCAFFERY: I saw some shaking heads
24 there.

25 MR. CALABRO: It's all good. It's clear.

1 MS. VALENTINE: If nobody else wishes to
2 speak, we can close our meeting.

3 MR. CALABRO: Are we going to close that
4 portion of the meeting about that topic, and can we
5 bring up another topic this morning?

6 MS. VALENTINE: Would the topic be pertaining
7 to the cardroom information gathering session or --

8 MR. CALABRO: Slots.

9 MS. VALENTINE: To slots. Yeah. This is only
10 the workshop. So if nobody has any questions on
11 the workshop, we can go ahead and close it. We
12 didn't notice any other information meeting. But I
13 can -- it is acceptable, it's appropriate if you
14 would like to speak on another topic.

15 MR. CALABRO: I'll step up. I can do it from
16 here. So the next topic -- as I said earlier --

17 COMMISSIONER SPICOLA: Come on up. The court
18 reporter would love you to be closer.

19 MR. CALABRO: So what I'd like to talk about
20 is getting to the finish line with cashless. I
21 know we've been talking -- and I'm sure that
22 everybody, I can just see from the nonverbal
23 communications like, yeah, I know, we talked about
24 it for a year and a half or two years.

25 But there's some things that I will suggest.

1 GLI has standards. And if the State of Florida
2 were to adopt the GLI cashless standards, it would
3 be a great place to start. By the way, there's
4 dozens of states that have gaming that have done
5 that. So I'm just making that as a suggestion.

6 I think we just, as an industry, it's one of
7 those things -- you know, the cashless, I said in a
8 previous meeting, has been in the marketplace for
9 five-plus years. It's actually been here for about
10 12 or 13 years. And so we're way behind on this.

11 And I do applaud the Commission, because we
12 have been talking about it. But I think at this
13 point in time, we just need to -- what I'm asking,
14 I'm asking two things.

15 One is, let's just do what we can as a
16 Commission and an industry to work together to
17 adopt it. Another question, I don't want to
18 necessarily -- maybe I shouldn't ask this question.
19 We just need an answer. Like just give us an
20 answer what the story is.

21 Because, remember, we deploy time and effort
22 and we meet with these vendors. And, you know,
23 I've gone to G2E twice and researched all the
24 different vendors that do cashless. And I've gone
25 to five or six places that have a cashless

1 environment.

2 And, you know, my hope is, and I really
3 believe, that if we adopt GLI standards we'll be
4 fine as an industry, within the guidelines of the
5 statute also. But I just think that the industry
6 at this point, it would be good, in the best
7 interest of efficiency, just have an answer, just
8 have an answer on that one.

9 So cashless, is there any questions that the
10 Commission has about cashless?

11 There are at least -- I hate to speak for
12 other people. But there are at least a dozen
13 people in that audience that are, I know, pretty
14 sure have the same sentiment I have. And they tell
15 me, Steve, you're the guy, go and tell them that,
16 you know. But we're just trying to, you know, have
17 good, meaningful dialogue.

18 Any questions that the Commission has or
19 suggestions of what we can do as an industry to
20 move that across, so we can get an answer to
21 cashless, get it sooner than later?

22 MR. DILLMORE: So, Mr. Calabro, yeah, we have
23 put a lot of work in into the cashless rule. The
24 industry did too. I think we had several meetings
25 on it, traded back a lot of ideas and suggestions.

1 I don't remember, did we -- Elina, did we get to
2 the point where we posted some actual language that
3 added thoughts in it?

4 MS. VALENTINE: Yes. That was in March.

5 MR. DILLMORE: And where I think there is,
6 I think, some disconnect between the word --
7 everyone uses the word cashless kind of loosely.
8 But we're in development. And we haven't put it
9 away for good. I think we got to a stopping place.
10 And then, you know, we had some changes in the
11 Executive Directors and some new Commissioners,
12 I think. So it's a good time to bring it back.

13 The parameters in the statute that, I think,
14 we struggled with in the development was, and
15 currently in 551, it says you're not allowed to use
16 a credit card to operate a slot machine, and you're
17 not allowed to access an ATM on the slot gaming
18 floor. And so those are the parameters that the
19 legislature put out that we were struggling with as
20 we develop these rules.

21 So I don't know if when the industry talks
22 about, hey, we want to do cashless if it's within
23 those guidelines; or, as you mentioned earlier,
24 it's not a credit card, but it is connected to your
25 phone and still feeds a slot machine.

1 So there's some legal parameters in there,
2 I think, we're struggling with. And I think when
3 we get back, maybe if the industry wants us to get
4 back in and we notice the rule goes to that, that's
5 probably where the discussion is going to hinge
6 around.

7 MR. CALABRO: Yeah. So there's two things I
8 would say there. One is the statute doesn't forbid
9 ACH. So we could have -- not the greatest --

10 MR. DILLMORE: Could you say that acronym?

11 MR. CALABRO: ACH transactions, bank
12 transactions. So it's not -- the statute does not
13 forbid that. So we could have that. But that's
14 not the best -- that's like -- that would be having
15 us compete like a quarter of the way, you know what
16 I mean.

17 Now, in terms of the credit card, you know, if
18 you could even write the rules where the credit
19 card or whatever source -- ACH or credit card or
20 PayPal or whatever you're going to use -- whatever
21 source you're going to do to load your wallet could
22 have to occur off the gaming floor. And then,
23 in fact, credit cards would not be used on the
24 gaming floor.

25 I think the statute actually says gaming

1 floor. I don't know if it says gaming device. I
2 think it might say gaming floor, although I have to
3 be checked on that one. But we could have it where
4 they'd have to do it in the non-gaming area or in
5 the parking lot or in their living room.

6 So this way they'd be able to be -- and I
7 understand the concern. So this way they'd be away
8 from the gaming device. And they would be making
9 that business, personal/business transaction to
10 take money from one source and load it into their
11 wallet and their cell phone. So it could occur
12 that way.

13 And I believe it's an interpretation thing.
14 But my interpretation would be that is absolutely
15 positively not using the credit card on the gaming
16 floor or in the gaming device. So we could have
17 rules like that.

18 MR. DILLMORE: Okay. And that's where I
19 think -- if anyone is here who would like to
20 provide feedback, with those parameters -- and that
21 was one of the things we talked about. I think we
22 had some conversations with the industry about the
23 ability to or when those funds ran out, you'd just
24 have to get away off the gaming floor.

25 MR. CALABRO: Yeah. Cooling off, a cooling

1 off, right.

2 MR. DILLMORE: And then reload. And so the
3 industry would still be interested if those were
4 the parameters that came out of the development and
5 were approved by the Commission.

6 MR. CALABRO: I don't want to speak for the
7 industry. But having those parameters where the
8 loading of the Wallet would occur in a non-gaming
9 area or ACH, me personally -- and I'm speaking just
10 for me and the company I'm employed by -- that
11 would be better than nothing, right. That would be
12 better than nothing.

13 It would not be exactly what is in probably 20
14 jurisdictions throughout the country. But it would
15 be something relatively close, and I think the
16 customers are understanding.

17 I think that we could train the customers so
18 that they -- like on our floor, the customer could
19 leave the slot machine, go to the restaurant, the
20 restaurant is non-gaming, sit down, have lunch, and
21 maybe reload if they'd like.

22 And so it's -- 'cause that's a non-gaming
23 space. So they could go to the non-gaming space
24 and load or go do it in their car or do it in the
25 parking lot or do it in their living room, wherever

1 it is. But it's definitely not a credit card and a
2 gaming device on the game floor. But it's close
3 enough. There's plenty of non-gaming space close
4 to our gaming space.

5 That's an alternative. Ultimately, I would
6 like it exactly how that big ukulele out there,
7 that thing, the Tribe; whatever they have, I'd like
8 it exactly like theirs. But I'll take it in
9 another form if need be.

10 MR. DILLMORE: Okay. Thank you.

11 MR. CALABRO: Thank you.

12 MS. VALENTINE: Would anybody else like to
13 come up and discuss either this topic or last call
14 for the Rules Workshop?

15 MR. CRAFTS: Also, I'd like to just say that
16 anytime that we're out visiting a casino -- we get
17 out there every month, my managers, myself -- if
18 you see us on the floor, and there's things that
19 you want to talk about as far as rules go, please
20 give us the feedback; so we know what you want us
21 to focus on going forward in the future.

22 MS. VALENTINE: Well, thank you everybody for
23 attending. You may submit written comments by
24 e-mailing clerk@flgaming.gov. And you will have
25 14 days to do so. So the written comment period

1 ends on May 21st, 2026. And we look forward to all
2 of your written comments and suggestions.

3 MR. ZACHEM: Calendar days or business days?

4 MS. VALENTINE: Calendar days. May 21st.

5 Good question.

6 With that, thank you all for attending.

7 MS. ZIMMER: And we're going to convene here
8 again at 3:30 -- 3:00. Sorry. We're back here at
9 3:00 for our third and final discussion on cardroom
10 discussion.

11 (Thereupon, the proceedings concluded at
12 1:57 p.m.)

13

14

15

16

17

18

19

20

21

22

23

24

25

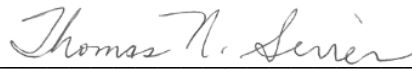
REPORTER CERTIFICATE

STATE OF FLORIDA

COUNTY OF BROWARD

I, THOMAS N. SEVIER, Registered Professional Reporter, Florida Professional Reporter, certify that I was authorized to and did stenographically report the foregoing proceedings and that the transcript is a true and complete record of my stenographic notes.

Dated this 25th day of May, 2026.



THOMAS N. SEVIER, RPR, FPR-C

	14.076			2:7
\$	2:6	4	A	adopt
	14.081			12:2, 17
\$9,999.99	2:7	4	ability	13:3
2:9	14.48	8:19	16:23	afternoon
	7:16	42	absolutely	2:3, 23
(	1:33	7:15	16:14	3:12
	2:2	47	acceptable	agree
(c)	1:57	6:22	11:13	9:5
5:11	19:12	48	access	ahead
(d)		6:9, 17, 22	14:17	3:15 11:11
4:6	2	7:16	accomplish	Alina
(f)			6:22	2:22
5:12	2(c)	5	account	allowed
	5:15, 16		4:8 9:8, 9,	14:15, 17
0	2(f)	551	14, 18, 24,	allowing
	7:17	14:15	25	7:10
042	2,000		accounting	alternativ
6:23	2:9	6	4:18 5:8	e
047	20		accounts	8:1 18:5
6:11	17:13	6	9:21	announce
	2026		ACH	7:6
1	19:1	7	15:9, 11, 19	anytime
	21st		17:9	18:16
12	19:1, 4	75-14.001	Acres	applaud
12:10	247	2:5	3:20	12:11
13	6:9	75-14.022	acronym	approved
12:10		2:5	15:10	17:5
13(e)	3	75-14.039	activity	area
6:14, 16		2:6	4:22 5:8	16:4 17:9
14	3(d)	75-14.042	actual	ATM
7:10 18:25	5:13, 16, 19	3:25	4:9 14:2	14:17
14.042	3:00	75-14.042(c)	add	attendant
2:6 5:9	19:8, 9	4:5	7:23	4:13 7:22
14.047	3:30	75-14.076(	added	8:2
2:6	19:8	4)(e)	6:6 14:3	attending
14.048		9:7	Administra	18:23 19:6
2:6			tive	
14.075				
2:6 8:19				

audience 13:13 audit 4:20 auditing 4:18 5:7 B back 2:24 3:13 13:25 14:12 15:3,4 19:8 bank 15:11 based 6:11 7:11 basically 9:7 began 2:2 big 3:23,24 5:6 18:6 Bland 3:19 5:3, 11,15,18 6:2,5,10, 16 7:1,8, 11 8:24 9:2 Brandon 3:8 bring 8:21 11:5 14:12	bringing 8:16 built-in 4:11 business 16:9 19:3 C Calabro 9:3 10:25 11:3,8,15, 19 13:22 15:7,11 16:25 17:6 18:11 Calendar 19:3,4 call 18:13 canceled 10:19,21, 22 capable 4:20 capture 6:24 7:2 car 17:24 card 14:16,24 15:17,19 16:15 18:1 cardroom 11:7 19:9 cards 15:23 care 5:1	cashless 11:20 12:2,7,24, 25 13:9, 10,21,23 14:7,22 casino 8:7,10 9:4 18:16 cell 16:11 certainty 8:11 change 5:15 6:22 checked 16:3 clarify 5:9 clean-up 10:3 clear 10:11,21, 25 clerk@ flgaming. gov. 18:24 close 11:2,3,11 17:15 18:2,3 closer 11:18 Club 8:8 code 2:7 8:5	comma 8:1 commend 10:4 comment 5:21 18:25 comments 2:12 3:18 8:25 9:5 18:23 19:2 Commission 2:4,14 10:5 12:11,16 13:10,18 17:5 Commission er 3:11,12 11:17 Commission ers 14:11 communicat e 4:4 communicat ions 11:23 company 17:10 compete 15:15 concern 3:24 16:7 concluded 19:11	confirmati on 7:21,25 conflicts 10:10 connected 14:24 controls 6:18 convene 19:7 conversati ons 16:22 cooling 16:25 copies 2:17 copy 2:16 correct 5:18 6:2, 10 counsel 2:20 count 4:7,9 5:20 country 17:14 county 4:1 couple 3:22 court 11:17 CRAFTS 5:13,16,23 6:4,8,14,
---	---	---	---	---

20 18:15 credit 2:10 3:7 4:9,23 7:18 8:4 10:19,21, 22 14:16, 24 15:17, 18,19,23 16:15 18:1 credits 4:7 customer 17:18 customers 10:2 17:16,17 D days 7:10 18:25 19:3,4 define 10:18,20 definition 10:18 degree 8:11 deploy 12:21 Deputy 3:8 detailed 4:16 develop 14:20	developmen t 2:8,13 14:8,14 17:4 device 16:1,8,16 18:2 dialogue 13:17 digital 8:8 Dillmore 3:3,4 13:22 14:5 15:10 16:18 17:2 18:10 Director 2:22 3:5,9 Directors 14:11 disable 9:21 disconnect 14:6 discuss 18:13 discussion 15:5 19:9, 10 documentat ion 4:16 dozen 13:12 dozens 12:4	drafted 2:15 E e-mailing 18:24 earlier 11:16 14:23 echo 3:9 efficiency 13:7 effort 12:21 Elina 2:19 14:1 employed 17:10 end 7:7 ends 19:1 enroll 8:7 enthusiasm 3:15 entire 9:25 environmen t 13:1 escrow 4:8 essentiall y 4:6,25	5:19 event 4:14 events 5:20 exclude 10:19 excluded 9:22 Executive 2:21 3:9 14:11 existing 6:24 F facilitate 2:14 5:7 facilitati ng 2:20 facility 6:11 9:10 fact 15:23 FBMS 4:19 5:7, 25 7:19 feedback 16:20 18:20 feeds 14:25 figure 8:21 final 19:9	find 8:18 fine 13:4 finish 11:20 five-plus 12:9 flag 9:14 floor 14:18 15:22,24 16:1,2,16, 24 17:18 18:2,18 Florida 2:7 4:3 9:13 12:1 focus 18:21 follow-up 7:4 forbid 15:8,13 form 18:9 forward 3:6 18:21 19:1 full 4:15 funds 16:23 future 18:21
---	--	--	---	--

G G2e 12:23 game 4:13 8:6 18:2 games 4:1,3 5:4 6:6 gaming 12:4 14:17 15:22,24, 25 16:1,2, 8,15,16,24 18:2,4 gathering 3:6 11:7 general 2:19 generated 8:20 give 12:19 18:20 glad 3:5,13 GLI 12:1,2 13:3 good 2:3,23 3:22 7:14 9:19 10:5, 25 13:6,17 14:9,12 19:5 great	7:20 12:3 greatest 15:9 guidelines 13:4 14:23 guy 13:15 guys 3:20 6:10, 18 7:12,17 H half 11:24 hand 2:11 4:14 10:18 handled 6:7 Happy 3:12 hate 10:6 13:11 heads 10:23 hey 14:22 Hialeah 9:3 highlight 4:2 hinge 15:5 hold 9:25 hope 13:2	host 6:7 hurt 9:10 I idea 9:19 ideas 13:25 identity 7:21 8:1, 8,13 immediatel y 9:16 implement 5:5 8:4 individual s 9:8,22 industry 10:18 12:6,16 13:4,5,19, 24 14:21 15:3 16:22 17:3,7 informatio n 5:23 6:12, 25 7:3,19 10:1 11:7, 12 initial 10:12 input 3:6	instance 9:11 interest 13:7 interested 17:3 interpreta tion 16:13,14 introduce 3:2 issue 5:1 J jackpot 2:9 3:7 8:20 Joe 3:3,4 Joe's 3:9 jurisdicti ons 17:14 K Kalshi 10:7 key 8:4 kick 3:19 kicked 9:12 kind 4:15 8:4,	16 14:7 L language 2:15,16 6:8 7:13, 23 8:16 10:5 14:2 leave 9:17 17:19 legal 15:1 legislatur e 14:19 lieu 2:10 limiting 8:17 listed 7:17 live 6:3 living 16:5 17:25 load 15:21 16:10 17:24 loading 17:8 lock 9:21,24 locked 4:22 long 5:4
--	---	---	---	---

loosely 14:7 lot 13:23, 25 16:5 17:25 love 11:18 lunch 17:20 M machine 2:10 6:1 14:16, 25 17:19 machines 9:22 maintain 9:13 make 4:24 making 12:5 16:8 managers 18:17 March 14:4 marketplace 12:8 Mccaffery 3:8 10:16, 23 meaningful 13:17 mechanism 7:24 8:1, 5, 14	mechanisms 4:12 meet 12:22 meeting 11:2, 4, 12 12:8 meetings 13:24 mentioned 14:23 meter 2:10 3:7 4:1, 9, 23 metering 4:4, 12 meters 4:7 6:2, 6 Microsoft 8:24 minor 10:13 mitigating 6:18 modern 8:4 money 16:10 Monitoring 6:11 month 18:17 morning 2:25 11:5 move 13:20 moved 4:8	moving 4:22 N necessarily 12:18 non-gaming 16:4 17:8, 20, 22, 23 18:3 nonverbal 11:22 notice 9:12 11:12 15:4 number 4:7 5:11 7:21 o occur 15:22 16:11 17:8 odds 10:6 one-week 7:3 operate 14:16 P p.m. 2:2 19:12 paid 4:14	parameters 14:13, 18 15:1 16:20 17:4, 7 Pari-mutuel 3:5 pari-mutuels 9:13 Park 9:3 parking 16:5 17:25 passkey 8:15 Patrick 3:19 5:23 patron 7:21, 25 pay 10:18 paying 2:11 payment 7:18 Paypal 15:20 people 3:2 9:12 13:12, 13 period 7:3 18:25 person 8:12 9:15 personal/business 16:9	personally 17:9 pertaining 11:6 phone 8:15 14:25 16:11 PIN 7:22 8:14 place 6:20 12:3 14:9 places 12:25 player 8:7, 8 plenty 18:3 podium 3:17 point 12:13 13:6 14:2 Polymarket 10:7 pops 8:5 portion 11:4 positively 16:15 posted 14:2 preliminary 2:15 pretty 10:5, 8, 11,
--	--	--	---	--

12,13,21 13:13 previous 9:5 12:8 printed 2:17 procedures 9:21 proceeding s 2:2 19:11 proposed 3:7 protocol 4:3 prove 8:12 provide 3:18 4:20 16:20 provision 5:10 put 9:14,20 10:6 13:23 14:8,19 putting 3:21 9:24	questions 2:13 3:18 11:10 13:9,18 R ran 16:23 read 7:25 9:20 ready 2:3 reasonable 8:11 recommende d 9:19 record 3:20 recorded 7:19 referring 5:14 reg 7:13 regs 4:17 reload 17:2,21 remarks 2:22 3:9, 18 remember 12:21 14:1 removal 9:8 remove	9:25 removing 9:9,18 reporter 11:18 reporting 4:21 reports 6:17 request 5:6 required 6:17 researched 12:23 respond 2:12 rest 3:2 4:17 restaurant 17:19,20 room 2:18 16:5 17:25 rule 2:5,13 9:23 10:10 13:23 15:4 rules 2:8 3:7 7:2 10:12 14:20 15:18 16:17 18:14,19	S SAS 4:3,11 5:3 6:3 scan 8:6 screen 4:13,15 8:6 Section 7:17 8:19 sections 7:13 9:4 seeking 6:23 send 9:11 sense 4:24 sentiment 13:14 session 11:7 shaking 10:23 show 4:21 shows 4:14 sit 17:20 slot 9:22 14:16,17, 25 17:19 slot's	2:10 slots 11:8,9 small 3:23 9:4 smoothly 10:8 software 5:5 sooner 13:21 sort 10:2 source 15:19,21 16:10 space 17:23 18:3,4 speak 3:17 11:2, 14 13:11 17:6 speaker's 9:5 speaking 17:9 specific 5:10 specs 4:1 Spicola 3:11 11:17 standards 12:1,2 13:3 start 2:4 3:24
Q QR 8:5 quarter 15:15 question 10:17 12:17,18 19:5				

12:3 started 2:25 3:15 State 12:1 states 9:15 12:4 statute 10:10 13:5 14:13 15:8, 12, 25 steal 7:8 step 11:15 Steve 9:3 13:15 stopping 14:9 story 12:20 struggled 14:14 struggling 14:19 15:2 submit 4:15 7:4 18:23 sufficient 6:24 7:2 suggest 11:25 suggestion 7:23 12:5 suggestion s 6:21 13:19, 25	19:2 sums 5:20 system 4:4 6:11 8:20 9:9 T talk 11:19 18:19 talked 11:23 16:21 talking 3:25 11:21 12:12 talks 14:21 technicals 4:16 technology 5:2 8:12 terms 15:17 text 8:15 thing 10:3, 14 16:13 18:7 things 3:22, 23 8:13 11:25 12:7, 14 15:7 16:21 18:18 thoughts 10:20 14:3	thunder 7:9 time 5:4 12:13, 21 14:12 Titanic 6:6 today 3:6 topic 11:4, 5, 6, 14, 16 18:13 total 5:20 traded 13:25 train 17:17 transactio n 16:9 transactio ns 4:10 15:11, 12 transfer 2:9 7:18 transfere d 4:8 Tribe 18:7 turn 6:5 turning 2:21	two-factor 8:14 types 4:7 typo 8:18 U ukulele 18:6 Ultimately 18:5 understand 16:7 understand ing 7:12 17:16 unsavory 10:2 updated 5:5 V Valentine 2:3, 19 3:16 5:9 6:21 7:6, 10 8:23 9:1 10:15, 17 11:1, 6, 9 14:4 18:12, 22 19:4 valuable 10:1 vendors 12:22, 24	verificati on 7:24 8:1, 9 viewing 5:25 visiting 18:16 W Wagering 3:5 walks 9:16 Wallet 15:21 16:11 17:8 wanted 3:1 ways 8:3 website 2:17 weeks 7:5 welcoming 2:22 William 3:11 winnings 2:9, 11 wishes 11:1 word 8:24 14:6, 7 work 12:16
--	--	---	---	--

13:23

workshop

2:4, 5, 14,

20 3:1

11:10, 11

18:14

write

15:18

writing

9:20 10:12

written

18:23, 25

19:2

Y

year

11:24

years

11:24

12:9, 10

Z

ZACHEM

19:3

Zimmer

2:22, 23

3:14 4:25

19:7