

2006 ANNUAL REPORT



AMERICAN GAMING ASSOCIATION

PRESIDENT'S MESSAGE

At the American Gaming Association (AGA), we're proud to continue our role as the leading voice for the commercial casino industry in the United States. Whether defending the industry's interests on Capitol Hill, spearheading important industrywide programs or producing high-quality resources for our members, opinion leaders and the general public, the AGA serves as an invaluable asset for helping gaming companies succeed.

Inside this annual report you'll find an overview of the AGA's key 2006 accomplishments in several areas including government affairs, industrywide initiatives such as diversity and responsible gaming, communications, research, non-dues revenue and membership. You'll also get an exclusive look at the big plans we have in store for 2007 and beyond.

As the casino industry continues its incredible growth on an international level, U.S. casino companies will undoubtedly remain at the head of the pack, expanding into new jurisdictions both at home and abroad and serving as leaders of the global gaming community. The AGA also is growing in global leadership, expanding its projects into new foreign gaming markets and serving as an ambassador for the U.S. gaming industry.

The AGA remains committed to serving the interests of our members, both now and in the future, so that they may continue to operate their businesses as successfully as possible.



A handwritten signature in black ink, which appears to read "Frank J. Fahrenkopf, Jr." The signature is fluid and cursive.

Frank J. Fahrenkopf, Jr.

The AGA in 2006 continued its work to protect the interests of the commercial casino industry on Capitol Hill. Internet gambling legislation dominated headlines for much of the year, culminating in the October signing by President Bush of the Safe Port Act (H.R. 4954), which included language to restrict Internet gambling. The AGA worked with members of Congress to ensure the final bill did not include these provisions most egregious to the industry.

Following the decision by the AGA board of directors in April to support the concept of an independent study commission to evaluate the impacts of Internet gambling, the AGA worked with Reps. Shelley Berkley (D-Nev.) and Jon Porter (R-Nev.) to introduce a bill advocating such a course. Despite its introduction late in the Internet gambling debate, the bill garnered a significant level of bi-partisan support, laying the groundwork for a similar bill to be introduced during the 110th Congress.

The AGA also was active on the issue of immigration reform in 2006, joining with UNITE HERE, the U.S. Chamber of Commerce and other national business groups in calling for a comprehensive approach to immigration reform that takes into account both border security and the creation and protection of employment opportunities for the millions of immigrant workers who help the gaming industry succeed.

After 10 years of AGA efforts, the Financial Crimes Enforcement Network (FinCEN) announced last summer a proposed amendment to Bank Secrecy Act regulations that would exempt from currency transaction reporting requirements all slot machine or video lottery terminal jackpots, greatly reducing the compliance burden for casinos while still ensuring that the government has full access to these important reports.

In the second half of the year, the AGA worked with its casino members and their employees to press the Internal Revenue Service (IRS) to



OBJECTIVES

In 2007, the AGA will continue to serve as the voice on Capitol Hill for the U. S. commercial casino industry and its employees, and we look forward to working with the new Congress to protect and advocate for the gaming industry. The AGA will redouble its efforts to educate members of Congress and congressional staff about the commercial casino industry's positive economic and

social impact in the communities where we operate and dispel negative stereotypes about the industry that still exist in some sectors of Capitol Hill. An integral tool in this process is to build the AGA PAC so the AGA can express support for those members who are key allies in protecting and strengthening the position of the industry in the halls of Congress.

adopt fair and reasonable tip rates for gaming employees as the agency prepared to renew guidelines for the voluntary gaming industry tip compliance agreements in Nevada. The AGA also worked with members of Nevada's congressional delegation to resolve a matter that involved erroneous IRS tax notices being sent to employees who, under current reporting agreements, were supposed to be protected from audit.

During December's lame duck session, the AGA helped the gaming industry achieve a key victory as members of Congress voted to extend a pair of key tax incentive provisions as part of the Tax Relief and Health Care Act of 2006. The first retroactively extended a crucial research and development tax credit to cover all of 2006 and expanded the extension to cover 2007. The second extended the time for gaming companies along the Gulf Coast to complete the rebuilding process in the hurricane-ravaged region. This second provision ensures that the favorable tax

The AGA also will continue to push for a federal study of Internet gambling. A thorough study, conducted by a respected government entity such as the National Academy of Sciences, would provide much needed guidance on how to proceed on the issue, as well as insight into whether Internet gambling could better be controlled by a licensing and regulatory framework.

Additionally, the AGA will con-

tinue to monitor the issue of immigration reform, as it is sure to be a major topic of debate in Congress this year. The AGA will continue to press for comprehensive immigration reform.

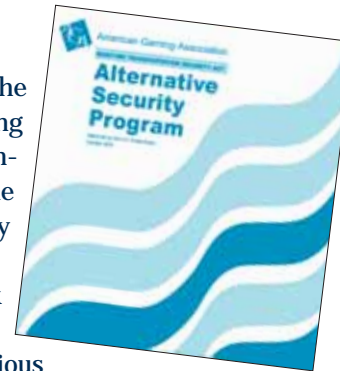
The AGA also will continue to promote the interests of the commercial gaming industry in regards to domestic issues such as the minimum wage, health care, energy and homeland security.

depreciation benefits the AGA helped secure for the industry in late 2005 will continue to cover gaming companies' rebuilding and new development construction costs through 2009, provided that the buildings being constructed are put into service by the end of 2010.

Throughout the year, the AGA continued its work with the U.S. Coast Guard (USCG) and the Transportation Security Administration (TSA) on various issues related to maritime security for riverboat casinos. The AGA has been engaged in protracted discussions with USCG on the issue of Certificates of Inspection for certain continuously moored vessels. In addition, the AGA in 2006 worked closely with affected members on several maritime security identification programs, including the Transportation Port Worker Screening Program, an interim program designed to ensure that no high-risk personnel are employed in the maritime sector, and the Transportation Worker Identification Credential (TWIC) program.

In the face of initiatives in nearly every gaming state to ban smoking in public establishments, including casinos, the AGA continued to be active on the issue, monitoring state and local legislative initiatives throughout the country as well as the activities of the American Society of Heating, Refrigerating and Air Conditioning Engineers (ASHRAE). In conjunction with the inaugural G2E Institute event in Las Vegas, a member of the Global Gaming Expo (G2E) family of events, the AGA hosted a series of indoor air quality presentations designed to educate attendees about existing indoor air quality policy issues and new ventilation technologies designed to address air quality in casinos.

The AGA also continued to monitor and address new developments on issues surrounding suspicious activity reporting, Indian Gaming Regulatory Act reform and more.



INDUSTRYWIDE INITIATIVES

The AGA kicked off 2006 by distributing the more than \$675,000 donated to the Gaming Industry Katrina Relief Fund through generous contributions from gaming operator and supplier companies, individual donations and contributions given during Global Gaming Expo (G2E) 2005, the industry's premier trade show and conference. The funds were distributed to affected gaming employees along the Gulf Coast through existing 501(c)(3)-certified relief funds set up by gaming companies to help their employees recover from the devastating effects of the hurricane.

Showing its continued commitment to diversity in 2006, the AGA participated in a number of events designed to educate minority-, women- and disadvantaged-owned business enterprises (MWDBEs) about opportunities to do business with the gaming industry. In August, the AGA co-sponsored its third-annual Gaming Industry Business Opportunities Roundtable at Tunica 2006, an event benefiting the Congressional Black Caucus Political Education and Leadership Institute.

Additionally, the AGA and Reed Exhibitions launched a new G2E Diversity Exhibitor Program designed to provide small businesses with increased exposure to key industry buyers and decision-makers, and to help foster the relationships necessary to make an impact in the gaming marketplace. Participants in the program received discounted exhibit space at G2E and priority listing in G2E signage and literature. Coinciding with G2E 2006, the AGA also announced a new Tier II Diversity Reporting Program for suppliers, which requires suppliers of participating companies to submit quarterly reports detailing the amount of business they contract with MWDBEs.

In the summer of 2006, the AGA launched *Winning Hands*, a quarterly e-newsletter designed to keep AGA members, stakeholders and the media abreast of diversity activities in the gaming industry.

The AGA also in 2006 became a coalition partner for the ReBuild Hope NOW Campaign, a program established by the National Coalition on Black Civic Participation, Inc. to help sustain a long-term disaster recovery effort in the communities destroyed and damaged by Hurricanes Katrina and Rita.

Responsible gaming continued to be a major focus of the AGA's industrywide initiatives in 2006. This year marked the 10th anniversary of the National Center for Responsible Gaming (NCRG), which in early 2006 became the official affiliated charity of the AGA. The NCRG entered its second decade with a broader focus on collaboration between all responsible gaming stakeholders and the enhancement of the positive impact of sound scientific research within casino communities nationwide.

In an effort to enhance the visibility of NCRG initiatives within the gaming community, the seventh annual NCRG Conference on Gambling and Addiction was scheduled in conjunction with G2E. Additionally, the NCRG approved a new communications plan aimed at increasing awareness of the organization and its mission among a variety of target audiences.

One of the first new programs the NCRG will introduce as part of its expanded mission is EMERGE, a new tool developed by researchers at Harvard Medical School for training casino employees about responsible gaming. In 2006, the NCRG tested the program with employees at the Bellagio Hotel and Casino in Las Vegas and a group of employees from several casinos in Iowa. Coordinators held preview sessions of the program for NCRG donor companies at G2E.

Several AGA fundraising events throughout the year netted significant contributions for the NCRG. Co-sponsored by JCM American and the American Gaming Association (AGA), the eighth annual JCM/AGA Golf





Classic raised \$75,000 for research on disordered gambling. The 18th annual Gaming Hall of Fame Charity Dinner and Induction Ceremony raised nearly \$125,000, and G2E contributed more than \$105,000 as part of its annual giving campaign that combines a portion of all G2E registration fees with donations from several G2E exhibitors.

The AGA and its member companies sponsored the ninth annual Responsible Gaming Education Week (RGEW) in August, which featured the debut of a

new responsible gaming workbook for employees, as well as the completion of a project to translate all of the AGA's responsible gaming materials into Spanish. 2006 also saw the continued success of the "We're Banding Together to Keep it Fun" campaign, with more than 150,000 English and Spanish responsible gaming wristbands being sold during the year. Proceeds from the sales of the \$1 wristbands also were donated to the NCRG, netting more than \$60,000 for the organization. The wristband campaign has raised more than \$115,000 for the NCRG since its debut during RGEW 2005.

In addition, 2006 marked the third year of publication of *Responsible Gaming Legal Update*, a quarterly electronic newsletter, as well as the ongoing publication of *Responsible Gaming Quarterly*, a joint publication between the AGA and the NCRG.

OBJECTIVES

Responsible gaming initiatives will be at the forefront of the AGA's activities during 2007 as it celebrates the 10th anniversary of Responsible Gaming Education Week this August with the employee participation-driven theme, "Responsible Gaming: In Your Own Words." The AGA also will continue to promote the "Banding Together" campaign by developing new partnerships and avenues of distribution for the "Keep it Fun" awareness wristbands.

In addition, the AGA will contin-

ue its work with its affiliated charity, the National Center for Responsible Gaming (NCRG). In 2007, the NCRG will launch its new logo and brand, a redesigned Web site and a more aggressive campaign to educate a variety of stakeholders about the importance of responsible gaming and the latest advancements in the field of pathological gambling research. Also in 2007, the NCRG will begin marketing EMERGE, its new online employee responsible gaming training program developed

by scientists at Harvard Medical School.

The AGA also will continue to work with members of the gaming industry to maintain the industry's leadership role on diversity initiatives in 2007, primarily through the efforts of the AGA's Diversity Task Force. This year, the task force plans to work with PricewaterhouseCoopers (PwC) to complete a baseline study of industrywide diversity spend in procurement activities, as well as to update the 2003 Gaming Industry Employee

Diversity Snapshot, including a new analysis of industry employee education levels.

The task force also plans to develop a database of diverse suppliers to the commercial casino industry, making the list available to AGA member companies. The task force also is expanding its efforts to include the contracting arena, establishing a special subcommittee to investigate potential programs for enhancing diversity in construction and other aspects of this business function.

2006 was marked by the AGA's continued commitment to serving as the central clearinghouse of information on issues affecting the U.S. commercial casino industry. The association developed and disseminated a variety of materials, including data and statistics, background materials and targeted messages to key audiences such as policy-makers, regulators, media representatives and the public.

The AGA once again served as a vital information resource for the media in 2006, handling approximately 650 media inquiries from more than 170 media outlets including *The New York Times*, *CNN*, *The Wall Street Journal*, the *Los Angeles Times*, *USA Today*, *The Philadelphia Inquirer*, *National Public Radio*, *Forbes*, *Sports Illustrated* and *FORTUNE*.

In June, the AGA joined the National Journal Policy Council, a new Web-based resource designed to break down the barriers to effective communication within the policy-making community in the nation's capitol and beyond.

The AGA also produced a number of publications for its members and other interested parties in 2006. The annual *State of the States: The AGA Survey of Casino Entertainment* was produced for an eighth consecutive year, providing reporters, policy-makers and the public with economic data and public opinion polling results on gaming issues.



2006 also saw the continued publication of *Inside the AGA*, the association's membership newsletter, as well as *Responsible Gaming Legal Update*, a quarterly electronic newsletter now in its third year of publication. In addition, the AGA continued to publish *Responsible Gaming Quarterly*, a joint publication with the National Center for Responsible Gaming (NCRG), and also launched a new quarterly electronic newsletter on diversity called *Winning Hands*.



OBJECTIVES

A bulk of the AGA's communications efforts in 2007 will revolve around the implementation of its recently approved industrywide communications plan. The new plan seeks to better educate the media about the gaming industry and create a level playing field in the media landscape for the industry in the future. The plan also aims to increase the acceptance among young and future reporters of the gaming industry as a mainstream part of the U.S. economy and to coordinate media

relations activities across the industry, from the AGA to corporate and individual property communications departments.

The plan's first product is the AGA's new resource guide, *Facts at Your Fingertips: The U.S. Commercial Casino Industry*. The guide includes an overview of the industry, descriptions of key industrywide initiatives and issues, a glossary of terms, fact sheets, and contact information for a number of industry and third-party experts. The AGA also is working on

Frank Fahrenkopf poses with Hall of Fame inductees Alex Stratta, Franco Dragone and Steve Wynn (left). Acrobats from the Le Rêve production deliver a mesmerizing performance at the Gaming Hall of Fame Dinner (right). 2006 Gaming Voice Awards (bottom).



The AGA also continued participating in external, industrywide communications efforts by contributing to several industry trade publications, including monthly editorials and ads for *Global Gaming Business* and quarterly editorials for *Casino Journal*. The AGA also made significant contributions to *Casino Enterprise Management*, *Indian Gaming Magazine*, *International Gaming Wagering Business (IGWB)* and *Casino Gaming International*, and submitted a number of op-eds and letters to the editor to counteract negative portrayals of the gaming industry in the media in jurisdictions considering gaming expansion.

The AGA in 2006 participated in a number of speaking opportunities that enabled association representatives to share the commercial casino industry's views on important gaming issues. AGA staff prepared and delivered speeches before the Cleveland Commercial Real Estate Deal Makers Forum, National Council of Legislators from

Gaming States, the Institute of Internal Auditors and at the Asian Gaming Expo.

In 2006, the AGA organized and participated in events marking significant industry achievements. AGA staff developed collateral and promotional materials for the 18th annual Gaming Hall of Fame Charity Dinner, which raised nearly \$125,000 for the NCRG. Additionally, the AGA hosted the sixth annual AGA Communications Awards in November in conjunction with Global Gaming Expo (G2E) 2006, honoring excellence in communications in 15 different categories.

Finally, the AGA communications working group in 2006 completed a series of research activities to determine media attitudes about the gaming industry. The research informed the development of a comprehensive industrywide media outreach plan that was approved by the AGA board of directors in September. The preliminary implementation phase of the plan is underway and will continue throughout 2007.



an interactive online version of the guide to maximize its agility and effectiveness for users.

Also in 2007, the AGA will update its Web site to ensure the site includes the most accurate information available on the industry, as well as incorporate new and enhanced features to make the site easier to navigate and more user-friendly. Additionally, the association will continue to serve as a key resource for media and provide information to all industry stakeholders.

The AGA continued its commitment to providing reliable, informative research on the gaming entertainment industry in 2006. Throughout the year, the AGA continued to release installments of its 10th Anniversary Research Series, a series of white papers highlighting the evolution of casino gaming since the mid-1990s and providing analyses of key issues currently facing the gaming entertainment industry. Papers released in 2006 included an analysis of Internet gambling and its policy implications, as well as an exploration of indoor air quality issues in the gaming industry. The AGA will continue to release papers on additional topics throughout the coming years.

The AGA also helped develop the questionnaire and compile the data for its eighth annual *State of the States: The AGA Survey of Casino Entertainment*. The association's most widely disseminated publication, *State of the States* provides

reporters, policy-makers and the public with economic data and public opinion polling results on gaming issues. This year's survey included the first-ever survey of U.S. online gamblers, providing members of the media and policy-makers with a valuable snapshot of the demographics and opinions of this previously undefined group.

The AGA also conducted its fourth annual Future Watch Series, the results of which were released at a conference session during G2E 2006. This year's survey asked insiders and



OBJECTIVES

Research initiatives in 2007 will feature the continuation of the AGA's 10th Anniversary Research Series, with upcoming white paper topics including a report on the impact of gaming industry employment, a detailed look at the challenges in measuring the societal costs of gaming expansion, an examination of the progress made

in rebuilding the Gulf Coast and a look at healthcare benefits in the industry. Additionally, the AGA will provide any necessary research needed to support the industrywide communications plan.

The AGA will produce its ninth annual *State of the States* report in 2007, this year including the results of a Future Watch survey focused on

the outlook for the future of the Gulf Coast region. Results of that survey will be released in conjunction with G2E Institute in New Orleans. An update of the AGA's responsible gaming statutes and regulations publication, initially published in 2004, is planned for the coming year, as well as the fifth edition of the annual G2E Future Watch

leading executives for their views on the impact technology has had on casino resort operations and the role it will play in the future of the industry. The Future Watch Series is intended to serve as a tool for operators, suppliers and others interested in the newest trends and developments in gaming, and the G2E conference session that discussed the survey results was one of the most well-attended sessions of the entire event.

Adding the results of these new research projects into its well-established library of industry information, the AGA continued its role as a clearinghouse of studies, publications and information on the commercial casino industry. AGA staff processed hundreds of information requests from member companies, media representatives, academics, students and the general public.



G2E’s annual FutureWatch panel, focusing on the outlook for technology in the industry, drew record crowds.

Series, to be released in conjunction with G2E in November.

Also in 2007, the AGA will further its research partnership with the University of Nevada at Las Vegas’ (UNLV) International Gaming Institute (IGI), releasing a white paper developed by the AGA’s resident graduate student and pursuing additional opportunities with the organization.

NON-DUES REVENUE

In 2006, the AGA continued to expand its role as a primary provider of educational and business growth opportunities for the gaming industry through growth of the Global Gaming Expo (G2E) family of events, made possible through an ongoing partnership between the AGA and Reed Exhibitions. The flagship G2E event celebrated its sixth year in 2006 and moved to its new permanent November date pattern.

Held Nov. 14-16 at the Las Vegas Convention Center, with the G2E Training and Development Institute on Nov. 13, G2E 2006 attracted a record 28,644 attendees and participants, an increase of more than 7 percent over 2005 figures. The G2E exhibit hall also saw substantial growth in 2006, with nearly 750 companies showcasing their products and services in more than 321,750 square feet of exhibit space, an increase in total square footage of 13 percent over G2E 2005 and a total square footage equal to more than 240 percent of the inaugural G2E held in 2001. G2E 2006 featured seven specialized exhibit pavilions on the

show floor, including two new areas focused on entertainment technology and entertainment and event production.

Exemplifying the truly global nature of gaming, G2E 2006 welcomed an increased number of international exhibitors, including a total of 124 exhibiting companies from outside the U.S., representing 17 percent of total G2E 2006 exhibitors and 6 percent growth in international exhibitors over 2005. G2E 2006 also featured enhanced international conference programming in the form of the new Global Boardroom Series, which featured global gaming leaders discussing the most current issues, trends and developments from different regions worldwide.

F&B at G2E, the only culinary marketplace dedicated to the gaming industry, also experienced significant growth. The exhibit space at F&B at G2E 2006 grew by 19 percent over the 2005 total, and the event showcased 15 percent more exhibitors than in 2005. In addition, attendance at F&B at G2E climbed an incredible 48 percent over 2005 figures.



Attendees take in the sights and sounds of G2E 2006 (left). Global gaming executives ring in G2E 2006 at the annual opening ceremonies (right).

2006 also marked the debut of several additional G2E events. In March, G2E launched a new Web-seminar – or Webinar – series featuring interactive panel discussions on the latest trends affecting the gaming entertainment industry. The inaugural Webinar, “RFID Technology Meets the Casino Floor,” featured experts from both the operator and supplier sides of the industry discussing the diverse uses and impacts of radio frequency identification (RFID) technology in the casino setting. More than 70 industry professionals and members of the media logged on to this extremely informative and well-received event.

In May 2006, G2E Institute debuted at the new Red Rock Resort, Spa and Casino in Las Vegas. G2E Institute served as the gaming industry’s first focused, educational conference to offer interactive, workshop-style sessions on a number of specific gaming industry sectors. The event combined G2E’s existing Casino Design and Racino events with the recently acquired Gaming & Technology Conference, and also incorporated a new series of seminars addressing growth opportunities in tribal gaming.

Finally, in June 2006, representatives from the AGA and Reed Exhibitions traveled to Macau to announce the purchase of the Asian

Gaming Expo and the intent to debut G2E Asia in 2007. G2E Asia will highlight the remarkable growth of the Asian gaming markets and bring the unbeatable quality and value of the G2E experience to the Eastern hemisphere.



OBJECTIVES

As G2E moves into its second year in its permanent November date pattern in 2007, it will continue to evolve its conference programming and exhibit areas to showcase the next generation of global gaming. As part of its ongoing effort to reflect the changing face of the gaming industry, G2E 2007 will continue to expand the F&B at G2E exhibition area and the presence of entertainment and non-gaming amenities on the main show floor. The expected growth of the surveillance and security and technology pavilions should reflect these growing segments of the gaming industry. The importance of responsible gaming

also will be highlighted by the scheduling of the National Center for Responsible Gaming’s (NCRG) eighth annual Conference on Gambling and Addiction just prior to G2E 2007, as well as the introduction of NCRG at G2E, a new series of conference sessions focused on the topic.

In an effort to draw attention to a prime region for the growth, expansion and reinvention of the gaming industry, G2E Institute will move to the Gulf Coast in 2007. The Wyndham New Orleans Canal Place will be the new site for the unique, workshop-style conference event that will feature cutting-edge conference programming aimed at

providing gaming professionals and community leaders the tools they need to build their markets and properties into premiere gaming destinations. The event will be held April 10-12 and will offer the educational content and dynamic networking events synonymous with the G2E brand.

Additionally, 2007 will mark the debut of G2E Asia, which will expand G2E’s role as a global resource for the international gaming community and highlight the remarkable growth of the Asian gaming market. The inaugural G2E Asia event will be held June 13-14 at the Macau Tower in Macau, S.A.R., People’s Republic of China.

The AGA launched a new vendor membership campaign in 2006, which focused on increasing AGA membership among Global Gaming Expo (G2E) exhibitors, as well as other vendors and suppliers who interact regularly with the gaming industry.

As a result of these efforts, the AGA welcomed four new members in 2006: Compton Dancer Consulting, which works to help casinos and gaming industry vendors develop marketing and operations strategies

designed for their particular size and market; Friedmutter Group Architectural and Design Studios, a company that provides master planning, architecture, interior and exterior design, graphics and branding to the hospitality industry; GVA Marquette Advisors, an international hospitality and gaming advisory firm; and Thalden Boyd Architects, which specializes in the design of casinos, hotels and resorts across the U.S. and Canada.

In December 2006, the AGA board of directors elected Gary Loveman, chairman, CEO and president of Harrah's Entertainment, Inc., to serve as chairman of the AGA. Loveman, who succeeds J. Terrence Lanni, chairman and CEO of MGM MIRAGE, began his two-year term at the beginning of 2007. The board also elected Thomas J. Matthews, chairman, president, CEO and COO of International Game Technology (IGT), as its new vice chairman of the board. He replaces William S. Boyd, chairman and CEO of Boyd Gaming Corporation.

In addition to these elections, the board elected Gordon R. Kanofsky, co-chairman and executive vice president of Ameristar Casinos, Inc., as an at-large director to replace his predecessor at Ameristar, Craig Neilsen, who passed away in November. William Newby, managing director of Bank of America, and Larry Ruvo, senior managing director of Southern Wine and Spirits of Nevada, were re-elected as at-large board members.

Several Class I directors also were re-elected to the board, including: Peter M. Carlino, chairman and CEO of Penn National Gaming, Inc.; Richard Haddrill, president, CEO and director of Bally Technologies, Inc.; Timothy M. Hinkley, president and COO of Isle of Capri Casinos, Inc.; and Tim J. Parrott, president and CEO of Aristocrat Technologies, Inc.



Get in the Game.

These days, it's no secret that business success relies on your ability to know and predict the needs of your customers, whether they're 30 miles away or 3,000. With new and redesigned casinos cropping up nationwide, how can you show your customers in the gaming industry you understand their needs?

The answer is simple: take this opportunity to *Get in the Game* by becoming a member of the American Gaming Association (AGA), the national trade association representing the U.S. commercial casino industry.

Get in the game, and help support an industry that helps you succeed. For more information, and to apply online, visit www.americangaming.org/getinthegame.

Benefits of AGA membership include:

- **Discounts on exhibiting at Global Gaming Expo (G2E)**, the gaming entertainment industry's premier trade show and conference event.
- **Exposure through the AGA Web site.**
- **Access to free tools and resources** to enhance your knowledge of the gaming industry.
- **Free subscriptions** to newsletters covering the industry's latest news and issues.
- **And much more...**

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Other directors who remain on the AGA board are Thomas J. Barrack, Jr., founder, chairman and CEO of Colony Capital LLC; William S. Boyd, chairman and CEO of Boyd Gaming Corporation; Lorenzo J. Fertitta, vice chairman and president of Station Casinos, Inc.; Brian R. Gamache, president and CEO of WMS Gaming Inc.; J. Terrence Lanni, chairman and CEO of MGM MIRAGE; Daniel R. Lee, chairman and CEO of Pinnacle Entertainment, Inc.; Russel H. McMeekin, CEO of Progressive Gaming International Corporation; and Stephen A. Wynn, chairman and CEO of Wynn Resorts, Limited.

The association also continued to market its individual membership program, encouraging industry employees to stay current on the most significant industry news and trends by utilizing the AGA's extensive information resources.

OBJECTIVES

As mergers and consolidation continue to change the face of the gaming industry, the AGA plans to take advantage of opportunities to cultivate relationships with companies that enter the market as a result of local ownership restrictions. The expansion of technology within the gaming industry poses another

growth opportunity for the AGA. The growth of technology has given rise to new companies with new applications, and the AGA plans to pursue these companies to educate them about the importance of Washington representation for all members of the gaming industry.

MEMBERS (as of Dec. 31, 2006)

CASINOS & EQUIPMENT

MANUFACTURERS

Ameristar Casinos, Inc.
Aristocrat Technologies, Inc.
Bally Technologies, Inc.
Boyd Gaming Corporation
Harrah's Entertainment, Inc.
International Game Technology (IGT)
Isle of Capri Casinos, Inc.
JCM American Corporation
Konami Gaming, Inc.
MGM MIRAGE
Peninsula Gaming Company LLC
Penn National Gaming, Inc.
Pinnacle Entertainment, Inc.
President Casinos, Inc.
Progressive Gaming International Corporation
Resort Holdings, International
Shuffle Master, Inc.
Station Casinos, Inc.
WMS Gaming Inc.
Wynn Resorts, Limited

FINANCIAL SERVICES

Bank of America
Deutsche Bank Securities
Goldman, Sachs & Co.

PROFESSIONAL SERVICES

Compton Dancer Consulting
Cooper Levenson, Attorneys at Law
Deloitte & Touche LLP

Ernst & Young

GVA Marquette Advisors
Lionel Sawyer & Collins
PricewaterhouseCoopers
Ropes & Gray LLP

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Cashman Equipment Company
Chase Products Co.
Chesapeake Marketing Communications
Coca-Cola Bottling Company of Las Vegas
Cyberview Technology
Friedmutter Group Architectural Design Studios
Southern Wine & Spirits of Nevada
Thalden Boyd Architects
Venture Catalyst Incorporated (VCAT)

ASSOCIATIONS, PUBLICATIONS & UNIONS

Casino Association of Indiana
Casino Association of Louisiana
Casino City Press
Colorado Gaming Association
Deadwood Gaming Association
Illinois Casino Gaming Association
Iowa Gaming Association
Mid-Atlantic Gaming Congress
Mississippi Casino Operators Association
Missouri Gaming Association
Nevada Resort Association

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Gary Loveman

Chairman, CEO and President
Harrah's Entertainment, Inc.



VICE CHAIRMAN

Thomas J. Matthews

Chairman, President, CEO and COO
International Game Technology



Thomas J. Barrack, Jr.

Founder, Chairman and CEO
Colony Capital LLC



Lorenzo J. Fertitta

Vice Chairman and President
Station Casinos, Inc.



William S. Boyd

Chairman and CEO
Boyd Gaming Corporation



Brian R. Gamache

President and CEO
WMS Gaming Inc.



Peter M. Carlino

Chairman and CEO
Penn National Gaming, Inc.



Richard Haddrill

President, CEO and Director
Bally Technologies, Inc.



Timothy M. Hinkley
President and COO
Isle of Capri Casinos, Inc.



Russel H. McMeekin
CEO
Progressive Gaming
International Corporation



Tim J. Parrott
President and CEO
Aristocrat Technologies, Inc.



J. Terrence Lanni
Chairman and CEO
MGM MIRAGE



Gordon R. Kanofsky
Co-chairman and
Executive Vice President
Ameristar Casinos, Inc.



Larry Ruvo
Senior Managing Director
Southern Wine and Spirits
of Nevada



Daniel R. Lee
Chairman and CEO
Pinnacle Entertainment, Inc.



William Newby
Managing Director
Bank of America



Stephen A. Wynn
Chairman and CEO
Wynn Resorts, Limited

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President and CEO



Judy L. Patterson
Senior Vice President
and Executive Director



Walton M. Chalmers
Vice President



D. Brett Hale
Vice President



Dorothy Jackson
Vice President

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Judy L. Patterson
Senior Vice President and Executive
Director

Walton M. Chalmers
Vice President

D. Brett Hale
Vice President

Dorothy Jackson
Vice President

Wayne Mehl
Government Affairs Representative

Holly Thomsen
Director of Communications

Andrew Smith
Director of Research

Keli Wallace
Director of Special Projects

Brian Lehman
Communications Manager

Madeline Gorman
Executive Assistant & Office Manager

Anne Evans
Staff Assistant

Marc Goldstein
Executive Assistant



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