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PRESS RELEASE

FOR IMMEDIATE RELEASE
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JUNE 14, 2007

Carson City, Nevada. Today the State Gaming Control Board announced that Travis Foley has been appointed Chief of the Technology Division, effective June 18th, 2007 succeeding Joe Bertolone who served as Chief of the Division since February 2006.

Foley has been with the Gaming Control Board since March 1998 and has worked his way thru the ranks of the Technology Division. Prior to joining the Board, Foley was a design engineer for a small gaming manufacturing company. He graduated from the University of Nevada Reno with a Bachelor of Science degree in Electrical Engineering.

In announcing the appointment, Board Chairman Dennis Neilander stated, "I look forward to Travis' leadership and institutional knowledge as he heads the division."

Foley said "I look forward to building upon the efforts to date and keeping the Board responsive to the technology needs of the casino operators and manufacturers. Additionally, we have some exciting technologies being implemented to allow the Board to efficiently discharge its regulatory duties."

Board Member Mark Clayton stated "Joe was crucial to implementing the Board's vision of how it regulates the ever expanding technologies and creating an infrastructure for the Board's future regulation of technology. We wish him success in the future."

The Technology Division is responsible for the device and systems labs, associated equipment and the Board's internal IT function. The Technology Division and Foley will report to Board Member Clayton.

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