PROPOSED AGENDA



NMLA Board of Directors Meeting September 20, 2023 at 12:00 PM 4511 Osuna Rd. NE Albuquerque, New Mexico

I. Call to Order				
Α.	Ro	ll Call		
В.	Intr	oductions		
Approve Proposed Agenda			Action	
Ар	Approve Minutes			
A.	Jur	ne 22, 2023 Board of Directors Meeting	Action	
Public Comment			Information	
Re	port	s		
Α.	Fin	ance and Audit Committee		
	1.	August 10, 2023 Committee Meeting Minutes	Information	
	2.	FY 2024 Audit Plan	Action	
	3.	Financial Statements	Information	
В.	CE	0		
	1.	Scientific Games - State of the Industry Presentation	on Information	
	2.	CEO Update	Information	
Executive Closed Session for Limited Personnel Matters Action				
Α.	CE	O Agreement Extension	Information/Recommendation/Action	
Board Chair				
Α.	Boa	ard Initiatives	Information/Recommendation/Action	
В.	Oth	ner	Information/Recommendation/Action	
Other Items			Information/Recommendation/Action	
Ad	Adjournment Action			
	А. В. Ар А. Ри В. В. В. В. В. В. В. В. В. В. В. В. В.	 A. Ro B. Intr Approv Approv A. Jur Public Report A. Fin 1. 2. 3. B. CE 1. 2. 3. CE a. CE a. CE b. CE a. CE b. CE b. CE c. CE b. CE c. CE c. CE c. CE c. CE d. CE<td> A. Roll Call B. Introductions Approve Proposed Agenda Approve Minutes A. June 22, 2023 Board of Directors Meeting Public Comment Reports A. Finance and Audit Committee August 10, 2023 Committee Meeting Minutes FY 2024 Audit Plan Financial Statements B. CEO Scientific Games – State of the Industry Presentation CEO Update Executive Closed Session for Limited Personnel Matters CEO Agreement Extension Board Chair A. Board Initiatives Other </td>	 A. Roll Call B. Introductions Approve Proposed Agenda Approve Minutes A. June 22, 2023 Board of Directors Meeting Public Comment Reports A. Finance and Audit Committee August 10, 2023 Committee Meeting Minutes FY 2024 Audit Plan Financial Statements B. CEO Scientific Games – State of the Industry Presentation CEO Update Executive Closed Session for Limited Personnel Matters CEO Agreement Extension Board Chair A. Board Initiatives Other 	