



DRAFT
**Regular Meeting of the
Executive Committee of the
Connecticut Lottery Corporation**

Held on
Thursday, September 9, 2021 at 10:00 a.m.
at the
Connecticut Lottery Corporation
777 Brook Street
Rocky Hill, Connecticut 06067

Committee Members: Robert Simmelkjaer, Chair of the Board and Chair of the Executive Committee; Wilfred Blanchette, Jr., Chair of the Personnel Committee; Steven Ezzes, Chair of the Finance Committee; Margaret Morton, Chair of the Legislative and Games Committee (all via teleconference).

Staff Members: Gregory Smith, President and CEO; Matthew Stone; and Annmarie Daigle.

I. Welcome:

Chairman Simmelkjaer welcomed Committee members and called the meeting to order at 10:06 a.m.

II. Approval of July 8, 2021 Executive Committee Meeting Minutes:

On a motion by Mr. Blanchette and seconded by Mr. Simmelkjaer, the minutes from the July 8, 2021 Executive Committee Meeting were approved with Mr. Ezzes abstaining.

III. Executive Session:

At 10:08 a.m., on a motion by Mr. Blanchette, seconded by Ms. Morton, and unanimously approved, the Committee moved to Executive Session for the following purposes:

- a. Real Estate Update
- b. Gaming System Procurement Update
- c. Sports Betting Procurement Update
- d. President and CEO Performance Review
- e. Discussion of Pending Claims and Litigation: Civil Suits

Mr. Smith and Mr. Stone were invited to stay for the Executive Session. Mr. Smith left the Executive Session at 10:35 a.m. and Mr. Stone left the Executive Session at 11:06 a.m.

IV. Discussion and Action, if any, on items discussed during Executive Session:

At 11:20 a.m. the Committee reconvened in regular session, with Chairman Simmelkjaer noting that no votes or actions took place during Executive Session.

V. Adjournment:

Mr. Simmelkjaer thanked everyone for their participation.

On a motion made by Mr. Blanchette, seconded by Mr. Ezzes, and unanimously approved, the Committee adjourned at 11:21 a.m.

Respectfully Submitted:

Matthew Stone
Corporate Secretary
Connecticut Lottery Corporation