



M E M O R A N D U M

DATE: November 9, 2021
TO: All Interested Persons
FROM: Colorado Lottery Commission
RE: Colorado Lottery Commission Meeting

The Colorado Lottery Commission will hold a Meeting on Wednesday, November 10, 2021 via in person and videoconference. The Meeting is scheduled to begin at **8:00 a.m.** Any member of the public may attend the meeting by accessing the secure link on the Colorado Lottery's website.

Reasonable accommodations will be provided upon request for persons with disabilities. If you are a person with a disability who requires accommodation please notify Heather Love at (719) 250-1504 by Noon on Tuesday, November 9, 2021.



**COLORADO LOTTERY COMMISSION
AGENDA**

November 10, 2021

225 N. Main Street, Pueblo, CO 81003
720 S. Colorado Blvd., Suite 110A, Denver, CO 80246
via videoconference and call-in.

8:00 a.m.

- 8:00 a.m. Introductions & Welcome (5 min.)
- 8:05 a.m. Public Comment (5 min.)
- 8:10 a.m. CTF Program Update – Leslie Jones, CTF Program Manager (10 min)
- 8:20 a.m. Lottery Spotlight – Christian Hawley (5 min.)
- Holiday commercial.
- 8:25 a.m. Approval of Minutes of Lottery Commission Meeting held on October 13, 2021 and amended minutes from meeting held on September 8, 2021 (5 min.)
- 8:30 a.m. Jackpot Game Performance – Jay Sisson (10 min.)
- 8:40 a.m. Approval of Decision Items – Todd Greco (10 min.)
- 8:50 a.m. Approval of Scratch Game Guidelines – Emily Stewart (5 min.)
- 8:55 a.m. Approval of Repeal of Scratch Games – Emily Stewart (5 min.)
- 9:00 a.m. Scratch Game Performance – Todd Greco (10 min.)
- 9:10 a.m. FY22 Projected Sales, Expenses, and Disbursements Update – David Aldag (10 min.)
- 9:20 a.m. Information Items, Director’s Report (30 min.)

- LAC Audit Update – Nancy Bartosz
- Kronos Transition – Tom Seaver
- Offices Opening to the Public – Tom Seaver
- Security and Investigations Director Update – Jennifer Anderson
- Pierce Street Makeover – Kelly Tabor
- Sweetwater Lake – Daniel Bewley

9:50 a.m. Commission Items

10:00 a.m. Adjournment