

License Applications Received

VLT Related Applications Received	Jul-16	Jul-17	Aug-16	Aug-17	Sep-16	Sep-17	2016	2017
<i>Manufacturer</i>	1	0	0	0	1	1	5	2
<i>Principal Entity</i>	0	6	6	1	1	4	9	14
<i>Institutional Investor</i>	2	2	0	0	0	0	7	7
<i>Contractor</i>	0	0	1	0	0	0	1	0
<i>Vendor Certification</i>	8	8	3	4	1	0	127	61
<i>Vendor Certification - Construction</i>	11	2	3	0	0	5	80	14
<i>Vendor Registration</i>	39	21	34	28	39	27	531	271
<i>Vendor Exempt</i>	0	0	0	0	0	0	0	0
<i>Vendor Emergency Services</i>	1	0	1	0	1	0	6	0
<i>Principa Employee</i>	1	2	9	1	4	0	40	10
<i>Sponsored / Temporary Principal</i>	5	9	3	8	0	5	40	34
<i>Gaming Employee</i>	0	0	0	0	0	0	1	0
<i>Sponsored / Temporary Gaming</i>	237	208	217	132	208	127	3639	1984
<i>Non-Gaming Employee</i>	180	183	207	153	149	175	2358	1589
	485	441	484	327	404	344	6844	3986
Renewals							Renewals	
<i>Manufacturer - Renewal</i>	0	0	0	0	0	1	1	4
<i>Principal Entity - Renewal</i>	1	0	0	0	0	0	5	0
<i>Contractor</i>	1	0	0	1	0	0	1	1
<i>Vendor Certification</i>	0	3	0	2	1	3	7	20
<i>Vendor Certification - Construction</i>	0	0	0	0	0	1	1	2
<i>Vendor Registration</i>	0	0	2	2	5	9	12	20
<i>Vendor Emergency Services</i>	0	0	0	0	0	0	0	0
<i>Principal Employee</i>	10	0	1	11	0	0	21	31
<i>Gaming Employee</i>	3	14	4	18	1	7	62	245
<i>Non-Gaming Employee</i>	1	8	0	10	0	4	15	81
	16	25	7	44	7	25	125	404
Bingo Related Applications Received	Jul-16	Jul-17	Aug-16	Aug-17	Sep-16	Sep-17	2016	2017
<i>Bingo Facility</i>	0	0	0	0	0	0	0	0
<i>Bingo Principal</i>	0	0	0	0	0	0	1	0
<i>Bingo Sponsored Principa</i>	0	0	0	0	0	0	0	0
<i>Manufacturer</i>	0	0	0	0	0	0	1	0
<i>Principa Entity</i>	0	0	0	0	0	0	0	0
<i>Manufacturer Principal</i>	0	0	0	0	0	0	6	0
<i>Manufacturer Sponsored Principal</i>	0	0	0	0	0	0	0	0
<i>Bingo Manager</i>	0	0	1	0	0	0	3	0
<i>Bingo Sponsored Manager</i>	0	0	0	0	0	0	2	0
<i>Gaming Employee</i>	0	0	0	0	0	0	0	4
<i>Sponsored Gaming Employee</i>	0	0	0	9	0	0	0	9
	0	0	1	0	0	0	13	4
Total Applications Received	501	466	492	371	411	369	6982	4394
Comparison % Increase / Decrease	-7%		-25%		-10%		-37%	