NOTICE OF MEETING

LOUISIANA GAMING CONTROL BOARD Thursday, November 13, 2025 – 10:00 a.m. Louisiana State Capitol, <mark>House Committee Room 1</mark> 900 North 3rd Street, Baton Rouge, LA

- I. CALL TO ORDER
- II. PUBLIC COMMENTS
- III. APPROVAL OF MINUTES
- IV. REVENUE REPORTS
- V. COMPLIANCE REPORTS 3rd Quarter of 2025
- VI. CASINO GAMING ISSUES
 - A. Consideration of the Certificate of Compliance for the Alternate Riverboat Inspection of the gaming vessel for Golden Nugget Lake Charles, LLC d/b/a Golden Nugget Lake Charles (No. R016502995)
 - B. Consideration of the Certificate of Compliance for the Alternate Riverboat Inspection of the gaming vessel for PNK (Bossier City), LLC d/b/a Boomtown Bossier City (No. Ro16500701)
 - C. Consideration of the Certificate of Compliance for the Alternate Riverboat Inspection of the gaming vessel for Red River Entertainment of Shreveport, LLC d/b/a Sam's Town Hotel and Casino (No. R016500097)
 - D. Consideration of the Petition to Commence Gaming Operations filed by Catfish Queen, LLC d/b/a Belle of Baton Rouge (No. R011700009)
 - E. Consideration of Approval of Updates to the Compulsive Gambling Program for Catfish Queen, LLC d/b/a Belle of Baton Rouge (No. R011700009)

VII. SPORTS WAGERING ISSUES

- A. Consideration of the Sports Wagering License Application for Catfish Queen, LLC d/b/a Belle of Baton Rouge (No. W011703486)
- B. Consideration of Approval of Updates to the Responsible Gaming Program for DK Crown Holdings, Inc. d/b/a DraftKings (No. B016503468)
- C. Consideration of the Petition filed by Radar Labs, Inc. for approval of Two Sigma Ventures III, L.P. to qualify as an Institutional Investor (No. P016503583)
- D. Consideration of the Petition filed by Radar Labs, Inc. for approval of the following entities to qualify as Institutional Investors (No. P016503583)
 - 1. Accel XIII, L.P.
 - 2. Accel Growth Fund IV, L.P.

VIII. VIDEO GAMING ISSUES

A. Consideration of the transfer of membership interest in S&A Truck Stop, LLC d/b/a Kings Club – (No. 0900514329)

IX. ADJOURNMENT