



Association of Gaming Equipment Manufacturers

Membership Application

Date (mm/dd/yyyy)

Company Name

Mailing Address

City

State / Province

Zip / Postal Code

Country

Main Contact

Phone

Email

Website

Description of company business (50 words or less):

Please e-mail your application to our Executive Director at Daron.Dorsey@AGEM.org or call (702) 277-3641 for more information.

AGEM's Bylaws dictate which membership level your company may qualify for, starting with an Associate Membership level (\$1,100 per year) of "non-voting vendors, suppliers, independent laboratories, publishers and other companies" that work with Voting Members. Gold, Silver and Bronze Voting Members are "companies that hold or have an application pending for a manufacturer or distributor license in a regulated jurisdiction in North America (or outside North America with the approval of the Board of Directors) and whose principal business is manufacturing or distributing gaming devices, gaming systems, or gaming equipment." Annual Voting Membership dues are based on a company's gross annual revenue: Gold (\$11,000 per year for \$150 million or more in annual revenue); Silver (\$5,500 for \$50-149,999 million in annual revenue) and Bronze (\$2,750 for less than \$50 million in annual revenue).

Pursuant to I.R.C. paragraph 6033 (e) (1) (A), (ii), the Association of Gaming Equipment Manufacturers (AGEM) estimates, and hereby gives notice, that 45 percent of your dues, payable for the association's fiscal year running from April 1, 2021 – March 31, 2022, is allocable to lobbying expenditures of the association, and hence is non-deductible for federal income tax purposes by reason of I.R.C. paragraph 162 (e) (3).

Contributions or gifts to AGEM are not tax deductible as charitable contributions. However, they may be tax deductible as ordinary and necessary business expenses.

ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) • www.AGEM.org

The current AGEM membership roster, 172 companies strong based in 22 countries, is a who's who of the technology supplier segment of the global gaming industry: **AGEM Gold Members:** AGS, Ainsworth Game Technology, Aristocrat Technologies, Everi, International Game Technology (IGT), Konami Gaming, Merkur Gaming, NOVOMATIC Group, Scientific Games and Sega Sammy Creation. **AGEM Silver Members:** Aruze Gaming America, Betson Enterprises, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Global Payments Gaming Services, Inspired Entertainment, JCM Global, Ortiz Gaming, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Acres, Action Games, Alfastreet, APEX gaming, Atlas Gaming, BetConstruct, Bluberi, Cammegh Limited, Century Gaming Technologies, Cole Kepro International, Competition Interactive, DR Gaming Technology (DRGT), Eclipse Gaming, Empire Technological Group (ETG), Euro Games Technology (EGT), Exacta Systems, FBM, Galaxy Gaming, Gamblit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, House Advantage, Incredible Technologies, Interblock USA, Jumbo Technology, Matsui Gaming Machine Co., Next Gaming, Patriot Gaming & Electronics, PDS Gaming, Play'n GO, Prometeo IT Solutions, Spintec, Table Trac, WeiKe Gaming Technology, Wells-Gardner Technologies and Win Systems. **AGEM Associate Members:** ADLINK Technology, Advantech-Innocore, Agilysys, AI in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Automated Cashless Systems (ACS), Axiomtek, BDO, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, CMC Trading Engineering (International) Ltd, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, eConnect, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fennemore Craig, Fireplay Games, Fox Rothschild, Gambling Compliance, Gamesman, Gaming Capital Group, Gaming Publishing / G3 Magazine, GAN, Ganlot, Gary Platt Manufacturing, Gasser Chair Company, General Touch, Genesis Gaming Solutions, Global Gambling Guidance Group (G4), Global Gaming Business (GGB) Magazine, Global Market Advisors, Greenberg Traurig, GSL Gaming Group, Howard & Howard, Impact Components, Innovum Technologies, Intel, iPost, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazzano Sámamo, Lewis Roca, Lightstone Solutions, LOTREC Games, Marker Trax, MdME Lawyers, MicroTouch TES, Nanoptix, Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Passport Technology, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, RX, SAGSE, SCA Gaming, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, SuperBook Sports, Taft Stettinius & Hollister, The Bright Group, The Innovation Group, The United States Playing Card Company, Teatro, Touch Dynamic, Tournament One, TOVIS, UL, Unity Technologies, USI Insurance Services, Veridocs, Wells Fargo, Yogonet and Young Electric Sign Company (YESCO).