



Association of Gaming Equipment Manufacturers

FOR IMMEDIATE RELEASE – June 30, 2022

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ASSOCIATION OF GAMING EQUIPMENT MANUFACTURERS (AGEM) ISSUES CALL FOR NOMINATIONS FOR SEVENTH ANNUAL MEMORIAL AWARDS HONORING HALLE AND MEAD

LAS VEGAS – The Association of Gaming Equipment Manufacturers (AGEM) today issued a Call for Nominations for the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism and the Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications.

Nomination submissions of 300-700 original words identifying current gaming professionals must be received via email at Daron.Dorsey@AGEM.org by Aug. 31, 2021, and must meet the following criteria that aim to capture the unique attributes displayed by Halle and Mead during their storied careers.

Award winners will be announced at G2E in Las Vegas in October.

Previous recipients of the Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism are Len Ainsworth in 2016, Rick Meitzler in 2017, Gavin Isaacs in 2018, Tom Nieman in 2019, the late Robert “Bob” McMonigle in 2020 and Sebastian Salat in 2021.

Previous recipients of the Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications are Howard Stutz in 2016, Roger Gros in 2017, Frank Legato in 2018, the late Dave Palermo in 2019, David Orrick in 2020 and Alan Feldman in 2021.

AGEM previously announced the creation of this unique awards program six years ago to acknowledge the lasting impacts on gaming by two distinctive industry veterans following their unexpected deaths in 2015. Halle, a longtime Bally and Novomatic executive in Europe whose career ended as CEO of Merkur Gaming based in Florida, died suddenly on May 20, 2015, at the age of 57. Mead, the founder and publisher of *Casino Enterprise Management* magazine, died suddenly in Las Vegas on June 24, 2015, at the age of 54.

Jens Halle Memorial Award Honoring Excellence in Commercial Gaming Professionalism

“Nominees must have experience working in the global gaming supplier sector for a minimum of 10 years and possess the following traits and qualities that Jens displayed throughout his working life: Professionalism, business success, international scope, attention to detail and timely follow-up; a willingness to ‘go the extra mile,’ both figuratively and literally; a sense of humanity in an oft-times cutthroat business; a recognition of the importance of a handshake and a fair deal for all; and a dedication to the health of the industry as a whole.”

Peter Mead Memorial Award Honoring Excellence in Gaming Media & Communications

“Nominees must have experience working in the mainstream media, gaming trade press or individual gaming company PR/communications for a minimum of 10 years and possess the following traits and qualities that Peter displayed throughout his working life: Quality reporting and communication with an emphasis on personal contact to generate ideas and gather information; taking risks and questioning the status quo; challenging the industry to consider new ideas; and identifying trusted partners to improve the overall product.”

AGEM is a non-profit international technology trade association representing manufacturers and suppliers of electronic gaming devices, lotteries, systems, iGaming / online, game content, table games, sports betting, key components and support products and services for the gaming industry. AGEM works to further the interests of gaming equipment suppliers throughout the world. Through political action, regulatory influence, trade show partnerships, educational alliances, information dissemination and good corporate citizenship, the members of AGEM work together to create

benefits for every company within the organization. Together, AGEM has assisted regulatory agencies and participated in the legislative process to solve problems and create a business environment where AGEM members can prosper while providing a strong level of support to education and responsible gaming initiatives. For more information, visit www.AGEM.org.

The current AGEM membership roster, 177 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, Casino Technology, Crane Payment Innovations (CPI), Gaming Partners International (GPI), Inspired Entertainment, JCM Global, Quixant PLC, Suzo-Happ Group, TCSJohnHuxley, TransAct Technologies and Zitro. **AGEM Bronze Members:** Abbiati Casino Equipment, Action Gaming, Alfastreet, Amatic Industries, APEX gaming, Astro Corp., Atlas Gaming, BetConstruct, Bingotimes Digital Technology, 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, Gambelit Gaming, GameCo, Gaming Arts, Gaming Support, Glory Global Solutions, Grand Vision Gaming, High 5 Games, House Advantage, Incredible Technologies, Interblock USA, Jackpot Digital, Jumbo Technology, Matsui Gaming Machine Co., Metronia, Next Gaming, Patriot Gaming & Electronics, Play'n GO, PDS Gaming, Prometeo IT Solutions, Spintec, Table Trac, Weike Gaming Technology, Wells-Gardner Technologies and Win Systems. **AGEM Associate Members:** Acuris Risk Intelligence, Adlink Technology, Advantech-Innocore, Agilysys, AI in Motion, AmericanChecked, Aon, ArdentSky, Arrow International, Asimex Global, Astound, Automated Cashless Systems (ACS), Automated Systems America, Inc. (ASAI), Axiomtek, Butler Snow, CAMS, Carmanah Signs, Catapult Global, CDC Gaming Reports, CMC Trading Engineering (International) Ltd, Comer Holdings, Cooper Levenson, CS-1 Transportation, Deloitte LLP, Digital Instinct, DiTronics Financial Services, Duane Morris LLP, eConnect, Enterprise Holdings, EFCO Technology Corporation, Eilers & Krejcik Gaming, Elite Gaming Technology, Entropy Cabinet Solutions, Fantalooks, Fantini Research, Fennemore Craig, Fulwood Media, 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, iPro, IPS, James Industries, Jones Walker, JP Morgan Chase, KEY-BAK, Kiron Interactive, Kontron, KPMG, Lazcano Sámano, Lightstone Solutions, Marker Trax, MdME Lawyers, Nanoptix, NRT Technology Corp., Nutanix, Olsen Gaming / Spectronix, Omron, Outpost Creative, Patir Casino Seating, Plus Studios, Portilla Ruy-Díaz y Aguilar, Posiflex Business Machines, Reed Exhibitions, Regulatory Management Counselors (RMC), Rising Digital, RSM US LLP, SAGSE, SCA Gaming, Shenzhen TMD Technology, Sightline Payments, southfi, Sparks, Spin Games, Sports Betting Community (SBC), StylGame USA, Taft Stettinius & Hollister, Talent Associates, 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, Young Electric Sign Company (YESCO) and Zebra Technologies.

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