

CALIFORNIA GAMBLING CONTROL COMMISSION  
2399 GATEWAY OAKS DRIVE, SUITE 100, SACRAMENTO, CA 95833-4231  
P.O. BOX 526013, SACRAMENTO, CA 95852-6013  
(916) 263-0700 · FAX (916) 263-0499  
[WWW.CGCC.CA.GOV](http://WWW.CGCC.CA.GOV)

## **Notice and Agenda of Teleconferenced Commission Meeting**

**This is a teleconferenced meeting, pursuant to Government Code section 11123(b). At least one Commissioner will be physically present at the teleconference location specified below. This teleconference location is accessible to the public.**

California Gambling Control Commission  
2399 Gateway Oaks Drive, 2nd Floor Conference Room  
Sacramento, CA 95833  
Wednesday, February 18, 2004, 10:00 a.m.

*Notice: The order of business reflected in the Notice and Agenda is subject to change by the Commission at the meeting.*

### **OPEN SESSION:**

- **Call to Order.**
- **Roll Call of Commissioners.**

### **CLOSED SESSION:**

Personnel Issues: (Government Code section 11126(a)(1)).

### **RECONVENE TO OPEN SESSION**

### **ADJOURNMENT**

*Please contact Lisa King, Assistant to the Commission, at 916-263-0493, or TDD 1-800-345-4275, to submit written material regarding an agenda item or to request special accommodations for persons with disabilities. Any person with a disability who wishes to receive this notice and Agenda in an alternative format, or who wishes to request auxiliary aids or services to participate in meeting of the California Gambling Control Commission, in accordance with State or Federal law, should contact Lisa King at the aforementioned phone number or above address. Persons planning to address the Commission may place their names on a sign-up sheet by contacting the Commission's Assistant, either prior to, or at the time of, the meeting. The sign-up sheet is provided as a convenience for persons desiring to identify themselves, and placement of one's name on the sign-up sheet is voluntary. No person is required to provide identifying information in order to address the Commission at the meeting.*