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# ANNUAL BENEFITS REPORT

*FISCAL YEAR 2020*



**GAMING BENEFITS CORPORATION**

Gaming Benefits Corporation submits this Annual Benefits Report pursuant to Chapter 293-C, Benefits Corporations, Section 293-C:12, Transparency. All reports can be found on the company website at [www.gamingbenefitscorp.com](http://www.gamingbenefitscorp.com)

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# Benefits Summary

Gaming Benefits Corporation (GBC) was formed to provide platform technology and related services to enhance responsible gaming, corporate social responsibility (CSR) and accountable nonprofit fundraising through blockchain-based systems. GBC's primary aim is to create a sub-industry within the US regulated gaming industry through the charitable gaming sector.

This Annual Benefits report outlines GBC's start-up initiatives to propel GBC, as *the benefits corporation* for the gaming industry, creating relationships with key stakeholders to deliver a new standard for nonprofit fundraising. GBC's technology pathway to prosperity calls for the deliverance of "trust, transparency, transaction and transformation," making a materially positive effect on individuals, society and the environment through responsible charitable gaming.<sup>1</sup>

GBC was founded in April 2020 as the global pandemic spread to the United States, creating both challenges and opportunities to protect and empower consumers. The 2020 pandemic hit nonprofits on the chin and brought charitable gaming to its knees. Many organizations, particularly Veteran Service Organizations (VSOs) were unable to meet, aid, serve and play with their constituents, nor support the populations these organizations are charged to support. GBC invested in responding to the needs of small and large nonprofits seeking a pathway with regulatory technology applications and blockchain strategies.

The ways in which GBC pursued specific public benefits during 2020 primarily centered on foundational relationship building, professional networking and advancing technology initiatives.

GBC put into service substantial volunteerism to professional blockchain nonprofits; extensive technological support to nonprofit service organizations; technical innovation proposals benefiting veterans, youth, black and native minorities; promotion of responsible gaming practices; and development of new projects to support a pathway to profitability through innovative goodwill and blockchain technology.

GBC has assembled a consortium of subject matter experts, blockchain professionals, working group projects and social impact initiatives aimed to prove-out the purpose and promise of blockchain regulatory technology and GBC's corporate mission. During 2020, GBC put forth a massive effort to produce, research, assemble and present a series of proposals to the US gaming industry, High Point NC Economic Development Office, B&C and Associates, Rohit Joshi, the Government Blockchain Association, Marine Corps League NH, Greensboro College,

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<sup>1</sup> Richman, Mike. *May 22, 2019*. Study: Video games can help Veterans recover from mental health challenges *VA Research Communications* <https://www.research.va.gov/currents/0519-Video-games-can-help-Veterans-recover-from-mental-health-challenges.cfm>

University of North Carolina, UNLV Blackfire Labs, Peerplays Blockchain Standards Association and many others.

These objectives throughout 2020 created the foundation from which relationships with key partners to bridge digital divides with GBC's community-focused business models designed to support and build economic vitality of local, underserved and underrepresented individuals and organizations within the charitable gaming market and the blockchain industry.

## **I. GBC Social Impact Business Development**

GBC provides a general public benefit through high social-impact business models, its platforms, blockchain-based systems, regulatory technology and related services.

### **(1) Pursuit & Creation of General Public Benefit**

The ways in which GBC pursued general public benefits during the year 2020 include social impact business proposals that engage potential partners among underrepresented organizations for the gaming industry; community impacts, specifically to blockchain nonprofits and veterans service organizations (VSO); and environmental impacts of Covid-19 on the US gaming industry.

And the extent to which general public benefit was created are social impact business strategies that engage underserved organizations, groups & nonprofits and development of charitable gaming and blockchain technology.

### **(2) Pursuit & Creation of Specific Public Benefit**

#### **A. Specific Public Benefits Pursued**

GBC pursued a specific public benefit providing communities beneficial products and services to enhance responsible gaming, proof of corporate responsibility and accountable nonprofit fundraising.

GBC is promoting economic opportunity for individuals or communities beyond the creation of jobs in the normal course of business. Building distribution opportunities for underrepresented organizations and people within the charitable gaming space, GBC products and services are designed to promote the advancement of digital technology and blockchain knowledge to underserved groups and organizations and increase the flow of capital to entities whose purpose is to benefit society or the local communities through online charitable gaming innovation.

GBC confers a particular benefit on society by supporting nonprofit organizations that serve veterans, blockchain education and the public sector.

Specific public benefits in 2020 particularly include pursuit of i.) Social Impact Distribution to Underserved Organizations; (ii.) Community Impact through Blockchain Nonprofit Service; (iii.) Environmental Impact Proposals for the US gaming industry; and (iv.) Pursuit of Social Impact through Strategic Esports Economic Development.

### **(i.) Pursuit of Social Impact Distribution to Underserved Organizations**

In pursuit of GBC's purpose and developing its business plan, the company has begun its first year developing relationships which will ultimately serve to provide distribution opportunities for underserved groups and organizations.

Across the US gaming spectrum, often underrepresented and underserved peoples are consumers within the gaming industry, but rarely are they suppliers. GBC leverages its business capabilities to offer high-impact, underserved nonprofits, veteran and minority owned businesses and entrepreneurs the opportunity to participate in the charitable gaming supply chain responsibly.

In most US states, nonprofits and veteran service organizations are licensed to game, but due to dated regulations, start-up costs and limitations to land-based participation, their authorized right meets many barriers to entry for online gaming.

GBC's strategy is to position more charities as distributors of charitable games, as well as operators without the need for hardware and other taxing overhead, start-up, consulting and other fees online innovations require. GBC platforms enable nonprofits to operate from the pole position with regulatory technology that lessens the burden of governance and administration through more accountable online gaming platforms. GBC mobilizes local goodwill with transparent fundraising regulatory technology and gives priority to nonprofits to serve as distributors.

### **(ii.) Pursuit of Community Impact through Blockchain Nonprofit Service**

#### **Government Blockchain Association**

Government Blockchain Association (GBA) is a nonprofit formed in 2013 to promote blockchain technologies by "empowering individuals and organizations to connect, communicate, and collaborate to solve public sector challenges around the world." In June of 2020, GBC was recruited by GBA's founder and president, Gerard Dache. Since then, GBC founders and advisors have provided auxiliary support to the GBA by donating time, services and technical and organizational support to the GBA Leadership Team. Also, GBC is currently in discussions with member organizations of the GBA to support the distribution of GBC platforms and blockchain technologies to governments to meet the challenge GBC answers for local, transparent and accountable gaming.

### **Peerplays Blockchain Standards Association**

Peerplays Blockchain Standards Association (PBSA) is a nonprofit organization, established in 2016, that supports the development of provably fair gaming on the Peerplays blockchain. The founders of GBC have worked with PBSA to integrate blockchain into the charitable gaming market for years. GBC founders have packaged and presented deployment plans for the Peerplays blockchain and GBC platforms, particularly online raffles, with secure regulatory technology on blockchain to benefit veteran service organizations for no up-front cost.

### **(iii.) Pursuit of Environmental Impact Proposals for Las Vegas**

As the doors to Las Vegas casinos closed due to Covid-19, the Lee Business School at UNLV, named after the Lee family of the employee-owned historic dog track in Seabrook, New Hampshire, created a worldwide \$1,000,000 Lee Prize for Innovation and Entrepreneurship with the goal of discovering and funding innovative technologies and solutions that make the food and beverage, hospitality, casino, sports and entertainment, and travel industries a safe place for employees and guests in the post-pandemic world.

GBC presented a proposal to implement and authenticate corporate antimicrobial responsibility as it relates to people, business and the environment.

The starting point of the GBC proposal aimed to support local community and corporate social responsibility through an initiative that delivers antimicrobial surface treatments for the Las Vegas Transit system to reduce the risk and transmission of harmful microbes to, from and within Las Vegas. GBC proposed blockchain innovations coupled with guided treatment decisions for antimicrobial defenses that were permanent, cost-effective, less-impactful on the environment with key social, environmental and microbial metrics records and measured over time on blockchain.

GBC, d.b.a. Antimicrobial Protection Company, identified best practices, products and formed strategic partnerships with a constellation of star companies, PPE subject matter experts, leading antimicrobial innovators, gaming industry operators and its own technological advancements for blockchain to address the stark reality of antimicrobial resistance and misuse. Accomplished researchers and consultants included Breathable Technologies, the Research Consortium, Microban's sister company, Aegis, AMPC Global and gaming industry leaders developing blockchain applications for the pandemic response helped GBC formulate a rational approach to microbial defense.

The Lee Prize submission, served as a "Love Letter to Las Vegas" a rational social and environmental approach to microbial defense for the ask of just one dollar.<sup>2</sup> GBC invited the gaming industry to implement and authenticate corporate social responsibility by enabling guided treatment decisions grounded and qualified with immutable data. GBC participated in

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<sup>2</sup> Myers, Tara Sue. July, 2020. "Love Letter to Las Vegas: Lee Prize Submission"  
<https://www.gamingbenefitscorp.com/wp-content/uploads/2020/07/GBC-Love-Letter-To-Las-Vegas.pdf>

producing several presentations on responsible antimicrobial protection and blockchain applications. Though the proposals were not funded, the process gave GBC the opportunity to build relationships and opportunities with key industry stakeholders.

#### **(iv.) Pursuit of Social Impact through Strategic Esports Economic Development**

With the nation gripped by Covid-19, GBC executives travel cross-country to personally meet with members of the GBA and minority business leaders to personally present a strategic economic development plan designed to engage a consortium of minority business leadership in bridging the socio-economical digital divide.

GBC was invited to present a vision for the creation of digital ecosystems, sustainable manufacturing, diverse ownership and a go-to-market strategy increasing accessibility of distributions by underserved groups through eSports science, technology, education, art and mathematics. GBC entered a MOU with Dr. Mike Roberts and Curtis Strong, U.S. Army Special Forces, and STEAM Revolution, an Atlanta-based nonprofit. Ret. Curtis Strong presented to GBC a roll call of key leadership to engage in its potential creation of new social benefits through eSports and GBC's integration of blockchain.

Beginning with presentations in North Carolina with Dr. Robert J. Brown, Lumbee tribal leaders, the High Point Economic Development Office, University of North Carolina Greensboro, Greensboro College, DoD contractors at Fort Bragg, culminating in Las Vegas with Rohit Joshi and business owners within his Neonopolis, University of Las Vegas Black Fire Labs and to the historic West Side Harrison House, which once provided room and board to black artists and musicians forbidden to stay on the segregated Las Vegas Strip where they performed to white audiences under Jim Crow Law.

One highlighted presentation by GBC's President Tara Sue to Rohit Joshi proposed the S.I.N. Token which could be used to direct loyalty, support and reward to underserved populations in Las Vegas. The S.I.N. token, a digital asset, the acronym stands for "Soul In Nevada", where in West Side Las Vegas there are more churches per capita than anywhere else in the world, and other signifiers of unmet social and economic needs as one of the poorest zip codes in the country situated next to opulent wealth of the Vegas Strip, Joshi was receptive considering a proposal for implementation.

GBC's campaign promoted a micromanufacturing opportunity within the historic regional industrial powerhouse, High Point, NC, home of the Furniture Market and the newly created, competing World Furniture Market built by Rohit Joshi in Las Vegas. To develop an eSports experience for entertainment destinations in Las Vegas and around the world, GBC proposed a strategy for High Point to compete within the electronic furnishings marketplace and eSports industry. Local micromanufacturing fueled by renewable composites, recycled materials and workforce transformations include eSports youth and development centered on coaching and

education through drone training and online certification through the GBA Gaming Working Group.

These presentations were met with enthusiastic interest from the parties. Offices have been donated to the GBA NC Chapter, its Gaming Work Group and made available to the GBC at 808 Greensboro Road, High Point, North Carolina by Dr. Robert J. Brown of B&C and Associates. More discussions are to be held in the coming year.

## **B. Extent to which Specific Public Benefit is Created**

The extent to which that specific public benefit was created involves the Company's mission imperative which stems from veteran service and its intersection with charitable gaming to protect consumers, society, and nonprofit missions. The created public benefit is removing barriers to nonprofits and underserved organizations to mobilize charitable gaming and online fundraising with GBC regulatory technology on blockchain.

GBC has created (i.) Distribution Opportunities for Underserved Veteran Service Organizations; (ii.) Community Impact through Volunteerism and (iii.) Social Impact Micro distribution for Underrepresented People.

GBC has created opportunities for enterprise to local community and small business organizations owned and operated by underrepresented individuals.

### **(i.) Created Distribution Opportunities for Underserved Veteran Service Organizations**

Putting nonprofits in the pole position to conduct online raffles in New Hampshire, the Veterans Foundation of NH Veterans Law Project is the authorized distributor of charitable raffles to veteran service organizations. The charity is distributing to the local Seacoast Marine Corps League detachment an immutable, accountable raffle platform operation where more funds stay in nonprofit service than any other charitable game available. The Seacoast Marines struggles to maintain membership due to attrition, but continues to plan on employing GBC platforms in future Seacoast Marine events. GBC offers this no-cost modern, fundraising solution to any veteran service organization in the region.

### **(ii.) Created Community Impact through Volunteerism**

#### **Government Blockchain Association Nonprofit Leadership & Volunteerism**

GBC works with the GBA providing volunteer technical consultation and support on organizational strategies including structure, management and messaging that will create long-term sustainability of the nonprofit. GBC founders have a lifetime of veteran service support under their belt and decades of organizational experience with century-old organizations. Borrowing best practices from established NGOs and nonprofit VSOs, GBC offers insights and frameworks to enhance membership relationship management and organization. GBC



executives have been invited to serve in leadership roles within many levels of the GBA. These volunteer man-hours are outlined in Table III. Community Impact Through Volunteerism.

Further volunteerism is demonstrated by GBC board members, advisors and supporters who participated in working groups and panel discussions hosted and produced by the GBA and found on their website. In addition to providing auxiliary support to the GBA, GBC is helping to create a new organizational development strategy and contributes planning and recruitment for upcoming GBA events. GBC has recruited new members to the GBA, particularly from the nonprofit, fundraising and minority business spaces.

GBC is helping the Government Blockchain Association to take advantage of opportunities within the 501c3 nonprofit space and has proposed to GBA an initiative to create a Government Blockchain Foundation 501c3 nonprofit to support GBA work groups and initiatives.

### **Community Impact with *The Gaming Work Group***

GBC chartered the GBA Gaming Work Group (GWG) in October of 2020. Producing the first GBA Gaming Panel Discussion, the work group brought to bear international gaming expertise to the oldest professional blockchain association for the public sector. To formalize the group lead by GBC President, Tara Sue Myers, the GWG subsequently launched its banner work group project, eSports STEAM.

The global eSports industry is void of safe, fair and certifiable amateur athletic gaming models to benefit students, schools and gaming operators. The eSports STEAM Project is established in collaboration with GBA members to develop Interscholastic eSports systems and platforms to support amateur athletic gaming programs and:

1. Create a certified interscholastic pipeline for amateur gamers targeting intersections of students, ROTC and VSOs
2. Integrate gamification into Learning Management Systems to support student and professional development
3. Deliver drone gaming platforms that are learner-centered, protect participants, fortify individual privacy and ensure gaming integrity and certification to result in job placement for underserved student populations and veterans upon completion.

The GWG is still recruiting members to assist in deploying drone workforce development and certified learning management systems for virtual drone piloting, design, and 3D printing as the target eSports go-to-market strategy for blockchain implementation.

### **(iii.) Created *Social Impact Micro-distribution for Underrepresented People***

During 2020, GBC sought minority-owned businesses to bridge cultural digital divides and participate in GBC's vision to mobilize and localize responsible charitable gaming. Gambling and gambling related problems are common among all racial and ethnic groups in the United

States.<sup>3</sup> In December of 2020, GBC invited a consortium of experienced minority-owned business operators to learn about charitable gaming opportunities and how it can be improved with blockchain technology and consider serving as distributors of GBC platforms. GBC is working with professionals associated with Dr. Robert J. Brown to develop a minority-owned charitable game distribution company to service the Washington D.C. market. This will change the dynamics of the charitable gaming market in the D.C. area and offer under-served charities the opportunity to participate in innovative fundraising through charitable gaming and eSports .

In December 2020, this consortium began exploring and outlining the structure of a new minority owned charitable gaming distribution company to help deliver GBC platforms to the Washington D.C. charitable marketplace.

### **(3.) Circumstances that have hindered the creation of general public benefit or specific public benefit.**

The Covid pandemic crippled several veteran service organizations and other nonprofits making it impossible to meet and conduct business in service to local communities and military families around the globe. Without the ability to privately and securely meet, and with almost no pathway for fundraising, the deployment of an easy-to-use virtual environment became a priority for many VSOs and other nonprofits.

GBC worked to recruit international expertise, Hypermedia SRL, a Romanian tech company experienced in academic, business video conferencing and webinar application development. Used in Romanian universities, the company offered a white-label approach and proprietary software operations attractive to VSOs seeking an alternative to more common, yet frustrating solutions.

In May of 2020, GBC entered a MOU with Hypermedia SRL to make available to GBC a beta version of the platform for the Seacoast Marine Corps League of NH and the American Legion Division III at their meeting.

The Hypermedia SRL MOU served to pursue a public benefit of supporting VSOs with communications training and infrastructure and to measure the cost of deployment and scalability for global organizations. The effort provided a beta white-label video conferencing platform managed by the VSO themselves and which could be used to help deploy membership fundraising efforts online. GBC recruited Peerplays to support hosting and serving from their secured serving environment located in a private bunker in Nova Scotia. To help fund scaling of the service, GBC agreed to deploy its online fundraising platform within the

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<sup>3</sup> Analucía A. Alegría. 1 March 2010. Disordered gambling among racial and ethnic groups in the US: Results from the National Epidemiologic Survey on Alcohol and Related Conditions. <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC2737691/>

conference tool to promote membership support online and a residual fundraising model through online raffles.

The trial demonstrated that the cost for serving and hosting the video conferencing platform was comparable to existing paid service offerings that did not offer white-label solutions, private networking design capabilities and learning management, but failed to elicit a long-term solution. Hypermedia indicated a need for more development time and resources, during which time, membership had succumbed to free Zoom offerings and tabled the topic for further discussions next year.

However, the project provided several opportunities to teach members of VSOs how to operate computers and software systems, use laptop mics, smartphones and applications, something most had never done before - video conference online.

## **(4.) Third-Party Standard for Benefit Report**

**The process and rationale for selecting the third-party standard used to prepare the benefit report is based upon the certified B-corp community standard provided by B -Labs.**

B Lab began in 2006 and provides the third-party standard by which GBC assesses its benefits impact which is the recognized standard for defining, reporting, and assessing corporate social and environmental performance that is:

- (a) Comprehensive because it assesses the effect of the business and its operations upon the interests listed in RSA 293-C:7, I(a).
- (b) Developed by an entity that is not controlled by the benefit corporation.
- (c) Credible because it is developed by an entity that both:
  - i. Has access to necessary expertise to assess overall corporate social and environmental performance; and
  - ii. Uses a balanced approach to develop the standard, including a reasonable public comment period.

B Lab's became known for certifying B Corporations, which are companies that meet high standards of social and environmental performance, accountability, and transparency. GBC utilizes this management tool --used by over 50,000 businesses worldwide, including over 3,000 Certified B Corporations-- to assess their impact on various stakeholders, including their workers, community, customers, and the environment. GBC will continue to use this standard as a guide post and work to address the need for new standards adapted to the digital age. GBC's vital purpose is proven accountability and transparency, by virtue of its technology applications.

Initial metrics, standardized and acquired through the B Lab Impact Assessment indicate GBC meets or exceeds the required score for invitation to complete B-Corp Certification.

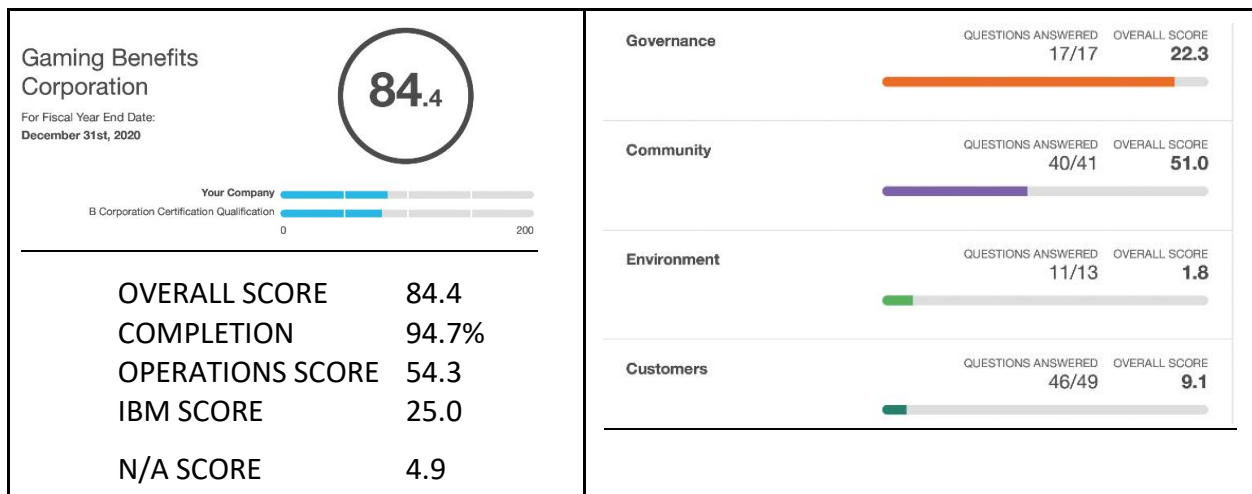
Though GBC had almost no revenue in 2020, its level of impact focus is well-established in its preliminary agendas and outlined in Table I. GBC Active B Impact Assessment, and Table II. B Lab Impact Assessment Breakdown. These tables contain data extracted from GBC’s active B Lab Impact Assessment Dashboard.

## II. B Lab Impact Assessment

**An assessment of the overall social and environmental performance of the benefit corporation against a third-party standard:**

Over the course of just 35 weeks, GBC voluntarily assisted, consulted, collaborated, supported or recruited support to six nonprofits including American Legion Division III, Government Blockchain Association, Seacoast Marine Corps League, STEAM Revolution, Veterans Foundation of New Hampshire, Veterans Law Project and their associate organizations further outlined in Table III. GBC Community Impact: Volunteerism.

**Table I. GBC’s Active B Impact Assessment**



**Table II. B Lab Impact Assessment Break-down**

<b>IMPACT AREA</b>	<b>SCORE</b>	<b>Description</b>	<b>Goals</b>
Governance	22.3	With a commitment to the specific positive social impact of transparent and accountable fundraising benefitting underserved organizations and people within the gaming industry, GBC consistently incorporates social impact into decision making as a keystone to success and profitability.	GBC is to complete key corporate documents including online raffle business, certification and marketing plans, explore creation of and candidates for a non-fiduciary advisory board and updates to its ethics policy statements.
Community	51.0	GBC's diverse leadership and business model creates a specific positive benefit for stakeholders such as charitable partners, underrepresented suppliers and local communities. The company has a formal standing commitment of over 20% of sales, profits, or ownership to charitable causes.	GBC plans to create new jobs and business opportunities for underserved organizations. GBC plans to pursue creation of the Government Blockchain Foundation 501c3 Nonprofit to support small business in blockchain.
Environment	1.8	GBC is a company operating within a low-impact technology space which ultimately results in a reduction of required resources for nonprofit raffles and other services.	GBC plans to incorporate environmental protection protocols including sustainable energy, home-office waste, and other resource saving vending models as well as encourage B-corp status for partners.
Customers	9.1	GBC platforms and services address the social or economic problem of transparent and accountable fundraising for customers and/or their beneficiaries and improve access.	GBC plans to explore blockchain consumer support and tracking and other applications to offer its clients in the coming year, specifically regulatory technology.

**Table III. GBC Community Impact Through Volunteerism**

<b>Nonprofit Organizations Supported</b>	<b>Volunteer Hours Man-Hours</b>
Government Blockchain Association Leadership & Work Group Meetings	100
GBA Gaming Work Group & Project Chartering	80
GBA Gaming Work Group Panel Discussion Production	30
American Legion Division III Communications Project	120
STEAM Revolution/GBA Business Development	1200
VSO-Marine Corps League/VFNH/Veterans Law Project Volunteer Fundraising, IT & Business Development	240

### **III. GBC Benefits Director**

Gaming Benefits Corporation's Benefits Director serves as a neutral, non-compensated party responsible for certifying the company's Benefit Report which attests to the public impact of the company's activities. GBC named Brenda T. Williams as GBC Benefits Director, with a mailing address of 808 Greensboro Road, High Point, North Carolina, 27260.

Brenda T. Williams is President of Bridge Builders Global, a philanthropic organization dedicated to recognizing ordinary people who have made extraordinary contributions to society where human lives have been improved and enriched. She is also serving as Executive Vice President of B&C Associates, Inc in High Point, North Carolina, a full-service Public Relations firm founded by Robert J. Brown.

For over 50 years, Ms. Williams and Mr. Brown have collaborated in driving civil rights forward globally, using their political positions to advance social and economic opportunities for underserved individuals. Their efforts were foundational to corporate responsibility in a modern age. Brenda has chosen to serve GBC as its Benefits Director to attest to the company's pursuits and mission-critical deliverance of integrity-based responsibility in the digital age.

Ms. Williams is owner of Change Agents, LLC which is a management consulting firm that provides a range of expert consulting services in both the public and private sector.

She was the Founder and CEO of YOUNG AMERICA WORKS PUBLIC CHARTER SCHOOL in Washington, D.C. which radically transformed education for underserved students who have been traditionally labeled as "at risk". During the tenure of the public charter school, the school graduated students who went on to institutions of higher learning and some of whom are holding positions of rank within the current DC government.

Brenda has been a trailblazer for decades. She has served as a pioneering political professional. From 1969 to 1977, she served as Personal and Confidential Assistant to the Honorable Donald H. Rumsfeld who was Secretary of Defense, Chief of Staff to President Gerald R. Ford, Ambassador to NATO, Director of the Cost-of-Living Counsel, Director of the Office of Economic Opportunity, and Counselor to President Richard M. Nixon.

A native Washingtonian, Brenda has decided to continue to dedicate her life to mentoring aspiring young people who dedicate their lives to serving humanity. She has numerous awards and citations for the contributions she has made during her career in both the public and private sector.

## **IV. Directors' Compensation**

No compensation was paid by the corporation during the year in the capacity of director.

## **V. The Statement of the Benefit Director**

See Exhibit A.

## **VI. Conflicts of Interest**

There is no connection with Gaming Benefits Corporation and B-Lab that established the third-party standard, or its directors, officers, or any holder of 5 percent or more of the governance interests in the organization, and GBC or its directors, officers, or any holder of 5 percent or more of the outstanding shares of the benefit corporation, including any financial or governance relationship which might materially affect the credibility of the use of the third-party standard.

## **VII. Powers & Responsibilities**

The GBC has not dispensed with, nor restricted the discretion or powers of the board of directors in 2020.



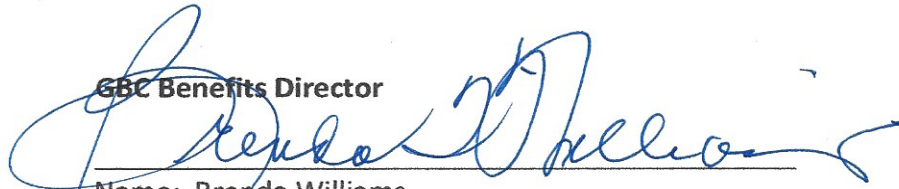
**Exhibit A.****STATEMENT OF THE BENEFIT DIRECTOR**

I, Brenda Williams, Gaming Benefits Corporation (GBC) Benefits Director, serve without compensation or conflict of interest and submit this Gaming Benefits Corporation Annual Benefits Report for Fiscal Year 2020 for public inspection. Its contents and attachments are, to the best of my knowledge, true and accurately represent the purposes and activities of the Gaming Benefits Corporation.

Furthermore, I attest GBC has, to the best of my knowledge, complied with RSA 293-C:7 and RSA 293-C:9 and the general standards of a benefits corporation.

Respectfully submitted by,

**GBC Benefits Director**



Name: Brenda Williams

Title: Benefits Director, Gaming Benefits Corporation

Address: 808 Greensboro Road

High Point, NC 27260