

what difference does it make if they are stand-alone or central computer?

SENATOR HALL: Plenty. The argument there is and the reason for using player-accessed and computer tie-ins is because that's, frankly, what the Department of Revenue Charitable Gaming Division had allowed for at Ralston and LaVista on a pilot program and they were about to approve for use with some modification down the road.

SENATOR PIRSCH: A stand-alone?

SENATOR HALL: No, the tie-in to the computer,...

SENATOR PIRSCH: The tie-in.

SENATOR HALL: ...player-accessed. So they weren't...they weren't stand-alone in that they...

SENATOR PIRSCH: Do these games take longer? I mean,...

SENATOR HALL: They...

SENATOR PIRSCH: ...it seems to me the stand-alone you're playing against the machine and you play them every 15 seconds.

SENATOR HALL: At your own speed. At your own speed.

SENATOR PIRSCH: But on a central computer...

SENATOR HALL: You run at regular intervals. You either access those regular intervals or you miss them.

SENATOR PIRSCH: Okay.

SENATOR HALL: So you do not have the ability to choose at what time.

SENATOR PIRSCH: Which would slow down the pace considerably.

SENATOR HALL: Correct.

SENATOR PIRSCH: I see. Okay, thank you for that information. Senator Smith, if I have any time left...how much time do I have?