

REPORT ON FIGHTING AGAINST FORCED LABOUR AND CHILD LABOUR IN SUPPLY CHAINS

(Period of January 1, 2025 to December 31, 2025)

Introduction

This Report has been prepared in accordance with the *Fighting Against Forced Labour and Child Labour in Supply Chains Act* (herein after “the Act”) requirements, in relation to the financial year of January 1, 2025, to December 31, 2025. This report covers the activity of the following entity as defined under the Act, Scientific Games Holdings, LP, a Delaware, USA, limited partnership, and all underlying subsidiaries as provided for in the Act, Scientific Games, LLC, a Delaware, USA limited liability company, Les Produits Scientific Games (Canada) ULC, also known as Scientific Games Products (Canada) ULC, Les Fonds Scientific Games (Canada) ULC, also known as Scientific Games Holdings (Canada) ULC, and Scientific Games International GmbH, an Austrian limited liability company (collectively the “Reporting Entities”).

For each such company, we disclose the appropriate background information:

- Scientific Games Holdings, LP (“SGHLP”) is a limited liability holding company that was organized in 2022 under the laws of the State of Delaware, USA. The registered office is 1500 Bluegrass Lakes Pkwy, Alpharetta, GA 30004.
- Scientific Games, LLC (“SGLLC”) is a limited liability company that was organized in 2022 under the laws of the State of Delaware, USA. The registered office is 1500 Bluegrass Lakes Pkwy, Alpharetta, GA 30004.
- Les Produits Scientific Games (Canada) ULC (“SGPC”) is a holding corporation that was incorporated in 2007 under the Nova Scotia *Companies Act*, R.S.N.S. 1989, c. 81. The registered office is 1300-1969 Upper Water Street, Halifax, Nova Scotia, B3J 3R7, Canada.
- Les Fonds Scientific Games (Canada) ULC (“SGHC”) is a corporation that was incorporated in 2007 under the Nova Scotia *Companies Act*, R.S.N.S. 1989, c. 81. The registered office is 1300-1969 Upper Water Street, Halifax, Nova Scotia, B3J 3R7, Canada.
- Scientific Games International GmbH (“SGIG”) is a limited liability company that was organized in 1996 under the laws of Austria. The registered office is Klitschgasse 4, 1130 Vienna, Austria.

This Report has been prepared following extensive consultation with personnel in our upstream and downstream business lines, and with the support of personnel in procurement, law and other functions.

This Report has been approved by the management of each of the Reporting Entities. As an economic and associated group of companies, we are committed to respecting human rights as a fundamental principle in our operations.

Steps taken in the previous financial year to prevent and reduce the risk that forced labour or child labour is used at any step of the production of goods in Canada or elsewhere by any of the Reporting Entities or of goods imported into Canada by any of the Reporting Entities.

In 2025, we continued our existing practices to develop and implement due diligence policies and processes for identifying, addressing and prohibiting the use of forced labour and child labour in the economic group's activities and supply chains by embedding responsible business conduct into our policies and management systems.

There to, we continue performing internal assessments to minimize all risks of forced labour and child labour in the organization's supply chains, with improvements in our assessment process implemented throughout the year.

Company Structure, Activities and Supply Chain

Scientific Games, as an economic group encompassing the Reporting Entities ("Scientific Games"), is a global leader in retail and digital products, technology and services that drive profits for government-sponsored lottery and sports betting programs. Our activities include games, instant ticket or traditional lotteries, related partner services and technology development, sports betting and digital lotteries.

Scientific Games strives to select only the best suppliers for the purchase of raw materials classified as level 1 in the manufacturing process. Each supplier must be approved by our legal department and must meet our ISO or FSC quality criteria for certain products. We give preference to suppliers who share our commitment to social, ethical and environmental responsibility. Our level 1 suppliers have a structure in place to exercise the required controls and strive to acquire raw materials according to criteria established in our supplier and procurement policies.

Overall, our level 2 suppliers are selected according to the same criteria, but their raw materials may come from different countries which are not systematically mapped in detail at this time.

Policies and due diligence processes in relation to forced labour and child labour

All our business activities are carried out in a way that respects and supports the protection of human rights. This commitment to ethical and responsible business practices is highlighted in the Scientific Games Code of Conduct (the “Code”). The Code outlines how Scientific Games is committed to ensuring its suppliers adhere to ethical and responsible business practices and comply with all applicable laws as well. These laws include, but are not limited to, those relating to child labor, data privacy, anti-corruption, antitrust, labor and employment, and environmental, health and safety. They also include laws regarding human trafficking and modern slavery, such as the UK’s Modern Slavery Act 2015.

Scientific Games has a zero-tolerance approach to modern slavery and human trafficking of any kind within its operations and supply chain. Consequently, Scientific Games reserves all contractual rights to refuse to appoint or continue to work with any supplier whose operation or supply chain fails to comply with the requirements stated in the Code, our supplier and procurement policies and/or any applicable law or regulation.

In conjunction, Scientific Games has several other tools aimed at preventing and detecting forced labour/child labour in the workforces of its supply chain, as well as effective supply chain management through an internal vetting process for all new suppliers and otherwise periodic review of current suppliers by Scientific Games’ Compliance Department.

With its Whistleblower Policy, Scientific Games fosters a speak-up culture amongst all stakeholders and promotes the addressing of concerns relating to code breaches that extend to human rights violations such as forced/child labour.

Parts of the Entity’s activities and supply chains that carry a risk of forced labour or child labour being used

Scientific Games’ commitment to respecting human rights is embedded throughout our corporate policies, practices and expectations.

In our operations, we do not utilize forced nor compulsory labour and forbid the employment of children in our workforce. All of our employees in Canada are above the legal minimum employment age and are recruited and provided with working conditions and payment of wages and benefits that comply with the regulations.

Our procurement teams conduct pre-qualification assessments, which help verify potential suppliers and contractors are aligned with our standards.

Measures taken by the Entity to remediate any forced labour or child labour in its activities and supply chains

In 2025, Scientific Games did not identify any instances of forced labour or child labour in its activities or supply chain.

Training provided to employees on forced labour and child labour

Throughout 2025, Scientific Games' employees making contracting or purchasing decisions had to follow mandatory training to improve their understanding of human rights issues and awareness of potential human right risks. Moreover, every employee is responsible for compliance with the group wide Code and all other group integrated policies and procedures. Members of management are knowledgeable of all such policies and are encouraged to effectively communicate to employees reporting to them the importance of complying with the Code. The Code is distributed to each new employee of Scientific Games upon the commencement of his or her employment, with training provided at that time. Managers and supervisors are encouraged to maintain an open-door policy in responding to questions regarding the Code. Frequent discussion of ethical issues, both informally and formally, is good corporate practice. These responsibilities cannot be delegated.

Scientific Games ensures that all employees receive annual training, or as otherwise required, on the Code and other compliance issues, via video testing. Completion of training is mandatory for all employees.

Scientific Games Global Procurement Policies and Procedures oblige all employees responsible for the overseeing of commercial relationships between Scientific Games and its suppliers to ensure that all aspects of the business relationships are held to the highest ethical standard. Employees also receive formal training on their responsibilities in this matter.

Methods used by the Entity to assess its effectiveness in ensuring that forced labour and child labour are not being used in its activities and supply chains

Scientific Games ensures the effectiveness of its actions by setting up a regular review or audit of the organization's policies and procedures related to forced labour and child labour and by working with suppliers to measure business critical KPIs.

When local requirements and those of the Code differ, suppliers are required to adhere to the highest standard.

Scientific Games is certified, amongst other certifications that may be individually held at a particular entity level, to ISO 9001, ISO14001 and FSC standards. While our supply chain remains

risk averse as to forced and child labour issues, additional plans are underway to implement a more robust program regarding Scientific Game's expectations of our suppliers in the area of forced/child labor.

Attestation

In accordance with the requirements of the Act, and in particular section 11 thereof, I attest that I have reviewed the information contained in the Report for the Reporting Entities listed above. Based on my knowledge, and having exercised reasonable diligence, I attest that the information in the Report is true, accurate and complete in all material respects for the purposes of the Act, for the reporting year listed above.

**Scientific Games Holdings GP, LLC,
as General Partner of Scientific Games Holdings, LP**



NAME **Steve Richardson**
TITLE **Chief Administration and Compliance Officer**
DATE **May 31, 2026**

Attestation:

I certify to have the authority to bind Scientific Games Holdings GP, LLC pursuant to subparagraph (4)(b)(ii) of Section 11 of the Act.



NAME **Steve Richardson**
TITLE **Chief Administration and Compliance Officer**
DATE **May 31, 2026**