Wedbush ETFMG Video Game Tech ETF Schedule of Investments June 30, 2021 (Unaudited)	Shares	Value
COMMON STOCKS - 99.4% Canada - 0.2% Interactive Media & Services - 0.2% Enthusiast Gaming Holdings, Inc. (a)	36,883	\$ 218,989
Cayman Islands - 14.6% Electronic Equipment, Instruments & Components - 0.1% VSTECS Holdings, Ltd. Entertainment - 11.3% (d)	248,116	200,364
Archosaur Games, Inc. BAIOO Family Interactive, Ltd. Bilibili, Inc ADR (a)(b) CMGE Technology Group, Ltd.	1,426,712 1,048,786 24,551 500,347	2,726,892 220,177 2,991,293 245,524
DouYu International Holdings, Ltd ADR (a) FriendTimes, Inc. Homeland Interactive Technology Ltd. HUYA, Inc ADR (a)(b) iDreamSky Technology Holdings, Ltd. (a)	354,904 791,111 382,370 14,779 429,723	2,427,543 223,141 256,578 260,849 275,070
IGG, Inc. NetDragon Websoft Holdings, Ltd. NetEase, Inc ADR Sea, Ltd ADR (a)(b) XD, Inc. (a)	1,746,071 881,094 8,134 907 28,020	2,307,315 2,349,039 937,444 249,062 247,205
Total Entertainment Interactive Media & Services - 1.2% JOYY, Inc ADR (b) Momo, Inc ADR	3,076 16,130	15,717,132 202,924 246,950
Sohu.com, Ltd ADR (a) Tencent Holdings, Ltd. Total Interactive Media & Services Software - 0.3%	14,410 12,004	268,026 902,894 1,620,794
Cheetah Mobile, Inc ADR (a)(b) Kingsoft Corp., Ltd. Total Software Technology Hardware, Storage & Peripherals - 1.7%	109,821 31,900	260,276 191,253 451,529
Razer, Inc. (a) Total Cayman Islands Finland - 0.2% Entertainment - 0.2% (d)	8,974,378	2,438,847 20,428,666
Remedy Entertainment Oyj France - 2.9% Entertainment - 2.7% (d)	4,124	231,054
Atari SA (a) Focus Home Interactive SA (a) Ubisoft Entertainment SA (a) Vivendi SE	320,514 3,056 37,635 25,787	190,024 216,694 2,634,695 866,243
Total Entertainment Technology Hardware, Storage & Peripherals - 0.2% Guillemot Corp. Total France	15,291	3,907,656 224,828 4,132,484
Italy - 0.2% Entertainment - 0.2% (d) Digital Bros SpA	8,504	249,065
Japan - 15.0% Distributors - 0.2% Happinet Corp. Entertainment - 11.6% (d)	19,088	253,602
Aeria, Inc. Aiming, Inc. (a)(b) Akatsuki, Inc. Ateam, Inc.	50,505 72,486 7,298 15,234	225,942 229,669 233,533 208,020
Capcom Co., Ltd. COLOPL, Inc. Coly, Inc. (a) DeNa Co., Ltd. Drecom Co., Ltd. (a)	86,568 33,985 4,933 11,736 40,333	2,532,481 252,987 210,472 249,414 238,161
Gumi, Inc. GungHo Online Entertainment, Inc. Imagineer Co., Ltd. KLab, Inc. (a)	25,198 11,749 25,603 40,659	191,659 233,827 247,745 254,359
Koei Tecmo Holdings Co., Ltd. Konami Holdings Corp. Marvelous, Inc. Nexon Co., Ltd. Nintendo Co., Ltd.	5,035 42,080 35,133 117,317 4,253	245,643 2,526,429 249,832 2,614,671 2,473,818
SNK Corp. (a) Square Enix Holdings Co., Ltd. Total Entertainment Household Durables - 0.7%	12,179 49,662	228,191 2,463,096 16,109,949
Sony Corp ADR (a) Interactive Media & Services - 2.0% Gree, Inc. Mixi, Inc.	9,735 508,955 8,969	2,693,780 236,547
Total Interactive Media & Services Leisure Products - 0.3% Bandai Namco Holdings, Inc. Sega Sammy Holdings, Inc.	3,184 17,664	2,930,327 220,912 231,821
Total Leisure Products Media - 0.2% CyberAgent, Inc. Total Japan	11,175	239,906 20,932,954
Malta - 0.2% Entertainment - 0.2% (d) Media and Games Invest SE (a)	46,138	273,431
Norway - 0.6% Semiconductors & Semiconductor Equipment - 0.6% Nordic Semiconductor ASA (a)	33,374	845,770
Poland - 2.4% Entertainment - 2.4% (d) 11 bit studios SA (a) CD Projekt SA TEN Square Genes SA	1,816 59,489	227,274 2,886,612 249,280
TEN Square Games SA Total Entertainment Republic of Korea - 17.0% Entertainment - 15.1% (d)	1,928	249,280 3,363,166
Entertainment - 15.1% (d) Actoz Soft Co., Ltd. (a) Com2uS Corp. Gamevil, Inc. (a) Gravity Co., Ltd ADR (a)	19,501 21,894 6,599 1,825	224,249 2,404,909 226,188 197,684
Hanbit Soft, Inc. (a) JoyCity Corp. (a) Kakao Games Corp. (a) Mgame Corp. (a) Net Games Games Ltd. (c)	39,735 27,326 51,493 32,624	248,752 281,474 2,642,894 268,258
Nat Games Co., Ltd. (a) NCSoft Corp. Neowiz (a) Netmarble Corp. Nexon GT Co., Ltd. (a)	24,355 3,351 11,008 20,558 20,308	260,603 2,440,012 246,816 2,446,186 233,529
NHN Corp. (a) Pearl Abyss Corp. (a) Webzen, Inc. (a) WeMade Entertainment Co., Ltd.	38,024 48,970 87,315 4,420	2,815,966 3,291,771 2,399,680 222,148
Wysiwyg Studios Co., Ltd. (a) Total Entertainment Hotels, Restaurants & Leisure - 1.7% DoubleUGames Co., Ltd.	22,079 42,565	271,539 21,122,658 2,252,695
ME2ON Co., Ltd. Total Hotels, Restaurants & Leisure Interactive Media & Services - 0.2% AfreecaTV Co., Ltd.	39,885 2,154	223,482 2,476,177 227,613
Sweden - 6.7% Electronic Equipment, Instruments & Components - 0.2% Thunderful Group AB (a)	31,523	23,826,448
Entertainment - 6.1% (d) Embracer Group AB (a) Enad Global 7 AB (a) G5 Entertainment AB	91,249 21,578 3,927	2,468,322 179,520 241,133
Modern Times Group MTG - Class B (a) Paradox Interactive AB Stillfront Group AB (a) Total Entertainment	16,158 128,617 268,608	218,823 2,705,164 2,581,532 8,394,494
Hotels, Restaurants & Leisure - 0.2% LeoVegas AB Technology Hardware, Storage & Peripherals - 0.2% Tobii AB (a)	48,207 30,613	236,981
Switzerland - 0.2% Technology Hardware, Storage & Peripherals - 0.2% Logitach International SA (b)	1 741	9,059,532
Logitech International SA (b) Taiwan, Province of China - 6.4% Entertainment - 2.7% (d) Chinese Gamer International Corp. (a)	1,741 116,579	210,522
Gamania Digital Entertainment Co., Ltd. International Games System Co., Ltd. Softstar Entertainment, Inc. Soft-World International Corp.	102,081 76,523 110,513 63,625	233,747 2,307,019 299,461 238,629
Userjoy Technology Co., Ltd. Total Entertainment Technology Hardware, Storage & Peripherals - 3.7% Acer, Inc.	74,043 785,844	234,121 3,546,449 826,388
Asustek Computer, Inc. HTC Corp. (a) Micro-Star International Co., Ltd. Thermaltake Technology Co., Ltd. Total Technology Hardware, Storage & Peripherals	64,442 670,501 403,506 90,066	859,227 945,740 2,280,922 218,195 5,130,472
Total Taiwan, Province of China United Kingdom - 5.8% Entertainment - 3.8% (d)		8,676,921
Frontier Developments PLC (a) Sumo Group PLC (a) Team17 Group PLC (a) Total Entertainment	74,863 50,916 272,979	2,392,186 257,429 2,749,009 5,398,624
Interactive Media & Services - 0.2% Mail.Ru Group Ltd ADR (a) IT Services - 1.8% Keywords Studios PLC (a)	9,531 72,571	2,499,644
Total United Kingdom United States - 27.0% Entertainment - 15.1% (d) Activision Blizzard, Inc.	27,203	2,596,254
Electronic Arts, Inc. HUUUGE, Inc. (a) Playtika Holding Corp. (a)(b) ROBLOX Corp Class A (a)(b)	18,197 22,204 100,756 26,774	2,617,275 216,916 2,402,023 2,409,125
Sciplay Corp Class A (a) Skillz, Inc. (a)(b) Take-Two Interactive Software, Inc. (a) Tinybuild, Inc. (a)	153,792 121,215 14,537 65,606	2,606,774 2,632,790 2,573,340 217,353
Zynga, Inc Class A (a)(b) Total Entertainment Hotels, Restaurants & Leisure - 0.2% Esports Entertainment Group, Inc. (a)(b) Household Durables - 0.2%	248,433	2,640,843 20,912,693 226,160
Turtle Beach Corp. (a) Interactive Media & Services - 0.7% Alphabet, Inc Class C (a) Semiconductors & Semiconductor Equipment - 3.2%	7,566 393	241,507 984,984
Advanced Micro Devices, Inc. (a) Intel Corp. Kopin Corp. (a)(b) NVIDIA Corp.	11,905 16,920 30,946 1,357	1,118,237 949,889 253,138 1,085,736
Qualcomm, Inc. Total Semiconductors & Semiconductor Equipment Software - 3.3% AppLovin Corp Class A (a)(b)	7,013 3,075 3,898	1,002,368 4,409,368 231,148
Microsoft Corp. PTC, Inc. (a) Unity Software, Inc. (a)(b) Total Software Specialty Retail - 1.6%	3,898 1,674 27,753	1,055,968 236,469 3,048,112 4,571,697
GameStop Corp Class A (a)(b) Technology Hardware, Storage & Peripherals - 2.7% Apple, Inc. Corsair Gaming, Inc. (a)(b)	10,177 7,744 75,992	2,179,303 1,060,618 2,529,774
Immersion Corp. (a) Total Technology Hardware, Storage & Peripherals Total United States TOTAL COMMON STOCKS (Cost \$125,213,504)	28,507	250,006 3,840,398 37,366,110 137,929,352
INVESTMENTS PURCHASED WITH PROCEEDS FROM SECURITIES LENDING COLLATERAL - 13.7% ETFMG Sit Ultra Short ETF (e) Mount Vernon Liquid Assets Portfolio, LLC, 0.10% (c)	75,000 15,217,667	3,731,250 15,217,667
TOTAL INVESTMENTS PURCHASED WITH PROCEEDS FROM SECURITIES LENDING COLLATERAL (Cost \$18,965,515) SHORT-TERM INVESTMENTS - 1.3% Money Market Funds - 1.3% First American Government Obligations Fund - Class X, 0.03% (c)	1,840,343	18,948,917
TOTAL SHORT-TERM INVESTMENTS (Cost \$1,840,343) Total Investments (Cost \$146,019,362) - 114.4% Liabilities in Excess of Other Assets - (14.4)%	1,840,343	1,840,343 1,840,343 158,718,612 (20,026,231)
TOTAL NET ASSETS - 100.0% Percentages are stated as a percent of net assets.		\$ 138,692,381
ADR American Depositary Receipt PLC Public Limited Company (a) Non-income producing security. (b) All or a portion of this security is out on loan as of June 30, 2021		
 (b) All or a portion of this security is out on loan as of June 30, 2021. (c) The rate shown is the annualized seven-day yield at June 30, 2021. (d) As of June 30, 2021, the Fund had a significant portion of its assets in the Entertainment Industry. (e) Affiliated security. A schedule of the Fund's investments in securities of affiliated securities held during the nine months ended June 30, 2021 is set forth below. 		
Net Change in Unrealized Value at Net Realized appreciation	Value at	Shares Held At
Issuer Name ETFMG Sit Ultra Short ETF September 30, 2020 \$\frac{\text{Purchase}}{\text{\$\frac{1}{2}489,250}} \frac{\text{Purchase}}{\text{\$\frac{1}{2}43,463}} \frac{\text{Sales}}{\text{\$\frac{1}{2}489,250}} \frac{\text{Sales}}{\text{\$\frac{1}{2}43,463}} \frac{\text{Sales}}{\text{\$\frac{1}{2}489,250}} \frac{\text{\$\frac{1}{2}489,250}}{\text{\$\frac{1}{2}43,463}} \frac{\text{\$\frac{1}{2}489,250}}{\text{\$\frac{1}{2}489,250}} \frac{\text{Sales}}{\text{\$\frac{1}{2}43,463}} \frac{\text{\$\frac{1}{2}489,250}}{\text{\$\frac{1}{2}489,250}} \frac{\text{\$\frac{1}{2}489,250	nne 30, 2021 Dividends 3,731,250 \$	- June 30, 2021 - 75,000
MSCI and S&P and has been licensed for use by U.S. Bancorp Fund Services, LLC, doing business as U.S. Bank Global Fund Services ("Fund Services").		
The following is a summary of significant accounting policies consistently followed by ETFMG Prime Junior Silver Miners ETF ("SILJ), ETFMG Prime Cyber Security ETF ("HACK"), ETFMG Prime ("VALT"), ETFMG Travel Tech ETF ("AWAY"), ETFMG Treatments, Testing and Advancements ETF ("GERM"), ETFMG Alternative Harvest U.S. ETF ("MJUS"), ETFMG Alternative Harvest ETF	•	
("SINV"), ETFMG Prime 2x Daily Junior Silver Miners ETF ("SILX"), ETFMG 2x Daily Travel Tech ETF ("AWYX"), Wedbush ETFMG Video Game Tech ETF ("GAMR"), Wedbush ETFMG Glob ("ITEQ"), Etho Climate Leadership U.S. ETF ("ETHO") and AI Powered Equity ETF ("AIEQ") (each a "Fund," or collectively the "Funds"). Security Valuation. Securities listed on a securities exchange, market or automated quotation system for which quotations are readily available (except for securities traded on NASDAQ), including the securities are readily available (except for securities traded on NASDAQ), including the securities are readily available (except for securities traded on NASDAQ), including the securities are readily available (except for securities traded on NASDAQ), including the securities are readily available (except for securities traded on NASDAQ), including the securities are readily available (except for securities traded on NASDAQ).	and Cloud Technology ETF ("IVES"), Blueing securities traded over the counter, are	eStar Israel Technology ETF valued at the last quoted sale
price on the primary exchange or market (foreign or domestic) on which they are traded on the valuation date (or at approximately 4:00 pm Eastern Time if a security's primary exchange is normal valuation date, at the most recent quoted bid price. For securities traded on NASDAQ, the NASDAQ Official Closing Price will be used. Securities for which quotations are not readily available are valued at their respective fair values as determined in good faith by the Board of Trustees (the "Board"). When a security is "fair valued particular situation, including a review of various factors set forth in the pricing procedures adopted by the Funds' Board. The use of fair value pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of its procedure of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value of the pricing by a Fund may cause the net asset value	d," consideration is given to the facts and ts shares to differ significantly from the no	circumstances relevant to the et asset value that would be
particular situation, including a review of various factors set forth in the pricing procedures adopted by the Funds' Board. The use of fair value pricing by a Fund may cause the net asset value of its calculated without regard to such considerations. As of June 30, 2021, HACK, IPAY, VALT, AWAY, GERM, MJUS, MJ, SINV, SILX, AWYX, GAMR, IVES, ITEQ, and ETHO did not hold any factority and as of June 30, 2021, SILJ held three fair valued securities. As described above, the Funds utilize various methods to measure the fair value of their investments on a recurring basis. U.S. GAAP establishes a hierarchy that prioritizes inputs to valuation methods.	Fair valued securities. As of June 30, 2021	
Level 1 Unadjusted quoted prices in active markets for identical assets or liabilities that the Funds have the ability to access. Level 2 Observable inputs other than quoted prices included in Level 1 that are observable for the asset or liability, either directly or indirectly. These inputs may include quoted prinstruments, interest rates, prepayment speeds, credit risk, yield curves, default rates and similar data.		active market, prices for similar
Level 3 Unobservable inputs for the asset or liability, to the extent relevant observable inputs are not available; representing the Funds' own assumptions about the assumptions a m based on the best information available.		·
The availability of observable inputs can vary from security to security and is affected by a wide variety of factors, including, for example, the type of security, whether the security is new and recharacteristics particular to the security. To the extent that valuation is based on models or inputs that are less observable or unobservable in the market, the determination of fair value required determining fair value is greatest for instruments categorized in Level 3. The inputs used to measure fair value may fall into different levels of the fair value hierarchy. In such cases, for disclosure purposes, the level in the fair value hierarchy within which the fair value fair value hierarchy within which the fair value fair value hierarchy.	uires more judgment. Accordingly, the de	egree of judgment exercised in
level input that is significant to the fair value measurement in its entirety. The following is a summary of the inputs used to value the Funds' investments as of June 30, 2021:	In no onthony, 18 (J. JII MIC IUWESI
GAMR Assets^ Level 1 Level 2 Common Stocks \$ 137,929,352 \$ Short-Term Investments 1,840,343 \$ ETFMG Sit Ultra Short ETF** 3,731,250 \$	Level 3	Total \$ 137,929,352 1,840,343 3,731,250
Investments Purchased with Securities Lending Collateral* Total Investments in Securities (1) Includes a security valued at \$0.	- - \$ -	3,731,250 15,217,667 \$ 158,718,612
 See Schedule of Investments for classifications by country and industry Certain investments that are measured at fair value used the net asset value per share (or its equivalent) practical expediant have not been categorized in the fair value hierarchy. The fair value amounts presented in the table are intended to permit reconciliation of the fair value hierarchy to the amounts presented in the Schedules of Investments. 		
** Investment was purchased with collateral. *** Other financial instruments are derivative instruments not reflected in the Schedule of Investments, such as swaps. Swaps are reflected as the unrealized appreciation (depreciation) on the instruments.	nt.	