United States Department of the Interior

OFFICE OF THE SECRETARY
Washington, D.C. 20240

JAN 15 1993

Honorable Phillip Martin
Chief, Mississippi Band of
Choctaw Indians
P.O. Box 6010
Philadelphia, Mississippi 39350

Dear Chief Martin:

On December 7, 1992, we received the Tribal-State Compact Between the Mississippi Band of Choctaw Indians and the State of Mississippi.

We have reviewed the Compact and conclude that it does not violate the Indian Gaming Regulatory Act (IGRA), Federal Law, or our trust responsibility. Therefore, pursuant to my delegated authority and Section 11 of the IGRA, we approve the Compact. The Compact shall take effect when notice of our approval, pursuant to Section 11(d)(3)(B) of the IGRA, is published in the FEDERAL REGISTER.

Compact Section 9.2, Promotion of Tourism, provides that subject to the State designating tribal lands as a State tourism council area, the Tribe and the State shall separately provide $250,000 each year in matching funds to be used for advertising and promotion of tourism. We were concerned that these funds could be used for purposes other than those specified in IGRA Section 11(b)(2)(B), which provides that net revenues from any tribal gaming are not to be used for any purposes other than:

(i) to fund tribal government operations or programs;
(ii) to provide for the general welfare of the Indian tribe and its members;
(iii) to provide tribal economic development;
(iv) to donate to charitable organizations; or
(v) to help fund operations of local government agencies.

However, Compact Section 9.2 is not effective unless the State designates tribal lands as a State tourism council area. Further, by letter of January 13, 1993, to Catherine E. Wilson, Associate Solicitor, the Tribe explained that funds contributed pursuant to Compact Section 9.2 would be

used only to promote tourism on tribal lands. Thus, Compact Section 9.2 is consistent with IGRA Section 11(b)(2)(B)(iii), which allows funds from Class III gaming to be used for tribal economic development. Therefore, Compact Section 9.2 does not violate the IGRA.

Please be advised that Section 11(d) of the IGRA requires the Chairman of the National Indian Gaming Commission (NIGC) to approve tribal ordinances authorizing Class III gaming. On July 8, 1992, the NIGC's proposed regulations to govern approval of Class II and Class III gaming ordinances were published in the FEDERAL REGISTER. Once the regulations become final and are in effect, we expect the NIGC will request submission of existing ordinances for review and approval in accordance with the standards contained in the final regulations. It may be useful for the Tribe to review the proposed regulations to insure that the Tribe's ordinances are consistent with or do not otherwise conflict with NIGC requirements.

We wish the Tribe and the State success in this economic venture.

Sincerely,

/S/ Eddie F. Brown

Assistant Secretary - Indian Affairs

Enclosures

Identical letter sent to: Honorable Kirk Fordice
Governor of Mississippi
P.O. Box 139
Jackson, Mississippi 39205

cc: Eastern Area Director - w/copy of approved Compact
Supt., Choctaw Agency - w/copy of approved Compact
National Indian Gaming Commission - w/copy of approved Compact
Kevin Meisner, SOL-IA (2)
Southwest Regional Solicitor - w/copy of approved Compact
Mississippi United States Attorney - w/copy of approved Compact

federal register

Friday
January 29, 1993

Part III

Department of the Interior

Bureau of Indian Affairs

Indian Gaming; Mississippi Band of Choctaw Indians; Notice

DEPARTMENT OF THE INTERIOR

Bureau of Indian Affairs

Indian Gaming; Mississippi Band of Choctaw Indians

AGENCY: Bureau of Indian Affairs, Interior.

ACTION: Notice of approved Tribal-State Compact.

SUMMARY: Pursuant to 25 U.S.C. 2710, of the Indian Gaming Regulatory Act of 1988 (Pub. L. 100–497), the Secretary of the Interior shall publish, in the **Federal Register**, notice of approved Tribal-State Compacts for the purpose of engaging in Class III (casino) gambling on Indian reservations. The Assistant Secretary—Indian Affairs, Department of the Interior, through his delegated authority, has approved the Tribal-State Compact Between the Mississippi Band of Choctaw Indians and the State of Mississippi, enacted on December 4, 1992.

DATES: This action is effective January 29, 1993.

FOR FURTHER INFORMATION CONTACT: Hilda Manuel, Interim Staff Director, Indian Gaming Management Staff, Bureau of Indian Affairs, Washington, DC 20240, (202) 219–0994.

Dated: January 15, 1993.

Eddie F. Brown,

Assistant Secretary, Indian Affairs.

[FR Doc. 93–2105 Filed 1–28–93; 8:45 am]

BILLING CODE 4310–02–M

TRIBAL / STATE COMPACT

between the

Mississippi Band of Choctaw Indians

and the

State of Mississippi

TRIBAL-STATE COMPACT
FOR REGULATION OF CLASS III GAMING
ON THE MISSISSIPPI BAND OF CHOCTAW INDIANS RESERVATION
IN MISSISSIPPI

Table of Contents

Page

SECTION 1. TITLE 2

SECTION 2. FINDINGS 3

SECTION 3. DECLARATION OF POLICY 4

3.1 Common Concerns 4
3.2 Positive Tribal Impacts 4
3.3 Positive State Impacts 4
3.4 Protection of Citizens 4
3.5 Fairness 5

SECTION 4. DEFINITIONS 5

SECTION 5. JURISDICTION 12

5.1 Allocation of Jurisdiction 12
5.2 Cross Deputization 13
5.3 No Grant of General Jurisdiction to State 13

SECTION 6. CLASS III GAMING 13

6.1 Compliance with Compact 13
6.2 Inspectors 14
6.3 Reporting of Violations 14
6.4 Quarterly Meetings 15

SECTION 7. REGULATORY STANDARDS FOR CLASS III GAMES 16

7.1 Common Interest 16
7.2 Minimum Age for Players 16
7.3 Inspection by State 17
7.4 Posting of Table Game Rules 17
7.5 Regulations Governing Class III Gaming 17
7.7 Exclusion of Persons 18

SECTION 8. LICENSES, WORK PERMITS AND BACKGROUND INVESTIGATIONS OF EMPLOYEES AND MANAGERS 23

8.1 Confidential Records 23
8.2 Licenses and Work Permits Required 24
8.3 Application Process for Class III Gaming Licenses; Background Investigations 26
8.4 Application for Class III Gaming Work Permit; Procedure 27
8.5 Automatic Disqualification for or Revocation of License or Work Permit 28
8.6 Denial, Suspension or Revocation Based Upon Written Findings ... 30
8.7 Discipline of Employees and Licensees 30
8.8 Employee Gaming 31
8.9 Paying Players 31
8.10 Management Contract with Licensed Contractor 31

SECTION 9. **COST OF OVERSIGHT REGULATION, ENFORCEMENT, IMPROVEMENTS AND PROMOTION** 33

9.1 Expense Reimbursement 33
9.2 Promotion of Tourism 34

SECTION 10. DISPUTE RESOLUTION 34

SECTION 11. RESERVATION OF RIGHTS UNDER THE IGRA 37

SECTION 12. ALCOHOLIC BEVERAGE LICENSE 37

SECTION 13. SEVERABILITY 38

SECTION 14. NOTICES 38

SECTION 15. EFFECTIVE DATE AND DURATION 39

15.1 Effective Date 39
15.2 Duration 39

SECTION 16. AMENDMENTS 39

SECTION 17. ENTIRE AGREEMENT; SUCCESSORS AND ASSIGNS 40

SECTION 18. GOVERNING LAW 40

SECTION 19. JUDICIAL ENFORCEMENT 40

SECTION 20. AUTHORITY TO EXECUTE 41

EXHIBIT A - Restated Title XV of Tribal Code, Chapters 1 and 3

EXHIBIT B - Choctaw Gaming Commission Regulations Governing the Conduct of Class III Gaming

TRIBAL-STATE COMPACT
FOR REGULATION OF CLASS III GAMING
ON THE MISSISSIPPI BAND OF CHOCTAW INDIANS RESERVATION
IN MISSISSIPPI

WHEREAS, the State of Mississippi (hereinafter "State") and the Mississippi Band of Choctaw Indians, a federally recognized Indian tribe organized under the Indian Reorganization Act of 1934, (hereinafter "Tribe") are separate sovereigns, and each respects the laws of the other sovereign; and

WHEREAS, the Congress of the United States has enacted the Indian Gaming Regulatory Act (hereinafter "IGRA"), Public Law 100-497, 102 Stat. 2467, 25 U.S.C. Sections 2701 to 2721, creating a mechanism through which the State and the Tribal governments may allocate jurisdiction and control of gaming activities which occur within the federally recognized boundaries of land wherein exclusive jurisdiction is vested in a Tribal government; and

WHEREAS, the State permits and regulates certain gaming activities within the State (but outside Tribal lands) pursuant to the powers established by Sections 97-33-1 et. seq. and Sections 75-76-1 et. seq. of the Mississippi Code of 1972, as amended; and

WHEREAS, the Tribe, exercising powers of self-government as set forth in the Tribal Constitution adopted under the Indian Reorganization Act, 25 U.S.C. 476, and acting by and through its duly organized Tribal Council, has enacted (i) Ordinance No. 40 authorizing Class III (Casino-Type) gaming activities on Tribal lands pursuant to rules and

regulations contained in the Tribal-State Compact and (ii) Resolution CHO-1-93 authorizing the Tribal Chief and the Secretary-Treasurer to negotiate and execute with the State a Compact to allocate jurisdiction and control of these gaming activities and (iii) Ordinance No. 16-R amending the Tribal Code to create the Choctaw Gaming Commission; and

WHEREAS, the IGRA requires that the State negotiate in good faith with the Tribe to develop a Tribal-State Compact for Class III gaming on Tribal lands; and

WHEREAS, the Tribe and the State mutually agree that the conduct of Class III gaming under the terms and conditions set forth below will benefit and protect the citizens of the Tribe and the State, consistent with the objectives and requirements of the IGRA;

NOW THEREFORE, in consideration of the mutual undertakings and agreements hereinafter set forth, the Tribe and the State enter into the following intergovernmental Compact.

SECTION 1. TITLE

This document shall be referred to as the "Tribal-State Compact for Regulation of Class III Gaming on the Mississippi Band of Choctaw Indians Reservation in Mississippi"

SECTION 2. FINDINGS

As the basis for this Compact, the Tribe and the State have made the following findings:

2.1 A principal goal of Federal Indian policy is to promote tribal economic development, tribal self-determination and strong tribal government;

2.2 The Tribe and the State find it to be consistent with the IGRA, and the public health, safety and welfare, to regulate Class III Gaming pursuant to this Compact.

2.3 The Tribe has the right to license and regulate gaming activity on Tribal lands in accordance with the IGRA and this Compact.

2.4 The Compact shall govern the licensing, regulation, and operation of Tribal Class III Gaming conducted on Tribal lands located within the State.

2.5 The Compact will provide the Tribe with the opportunity and responsibility to operate Class III Gaming in a way that will benefit the Tribe economically, ensure fair operation of the games, and minimize the possibilities of corruption and infiltration by criminal influences.

SECTION 3. DECLARATION OF POLICY

3.1 Common Concerns. The Tribe and the State, through this Compact shall attempt, in good faith, to address the legitimate common concerns of both parties.

3.2 Positive Tribal Impacts. The State recognizes the positive impacts that gaming may provide to the Tribe. The Tribe will utilize revenues generated by gaming to fund programs that provide various vital services to Tribal members. These programs may include education, health and human resources, housing development, road construction and maintenance, sewer and water projects, economic development, tribal administration or any other purpose authorized under the IGRA.

3.3 Positive State Impacts. The State recognizes that the positive economic effects of such gaming enterprises may extend beyond Tribal lands to the Tribe's neighbors and surrounding communities, and may help to foster mutual respect and understanding among Indians and non-Indians.

3.4 Protection of Citizens. The Tribe and the State want to protect their citizens from any criminal involvement in the gaming activities regulated under this Compact.

3.5 Fairness. This Compact is intended to assure that Class III Gaming is conducted fairly and honestly by the Tribe, its contractors and employees and the players.

SECTION 4. DEFINITIONS

The provisions of the Compact relating to definitions, tense, number and gender apply and govern the interpretation of the Compact, except when otherwise plainly declared or clearly apparent from the context.

4.1 "Card game" means a game that is defined as a Class II game in the IGRA in which the Casino operator is not party to wagers and from which the Casino operator receives compensation in the form of a rake-off, a time buy-in, or other fee or payment from a player for the privilege of playing, and includes but is not limited to the following: poker, bridge, whist, solo and panguingui.

4.2 "Casino" means one or more rooms or buildings wherein Class III Gaming is conducted and includes any bar, cocktail lounge, or other facilities housed therein as well as the area occupied by the games.

4.3 Choctaw Gaming Commission" means the regulatory body created by Tribal Ordinance No. 16-R for regulation of gaming activity on Tribal land.

4.4 "Class III Gaming" means all gaming that is not Class I or Class II gaming as defined in the IGRA and which is regulated under the terms of this Compact.

4.5 "Equipment" means any mechanical or electronic contrivance, component or machine used remotely or directly in connection with gaming or any game that would not otherwise be classified as a Gaming Device, including dice, playing cards, links which connect to progressive slot machines, devices which affect the proper reporting of gross revenue, satellite transmission and receival devices, computerized systems of betting at a race book or sports pool, computerized systems for monitoring slot machines and devices for weighing or counting money

4.6 "Funds" and "Revenue" means money or any other thing of value.

4.7 "Game" and "Gambling Game" means any game played with cards, dice, equipment or any mechanical or electronic device or machine for money, property, checks, credit or any representative of value, including, without

limiting the generality of the foregoing, faro, monte, roulette, keno, bingo, fan-tan, twenty-one, blackjack, seven-and-a-half, big injun, klondike, craps, poker, chuck-a-luck, chinese chuck-a-luck (dai shu), wheel of fortune, chemin de fer, baccarat, pai gow, beat the banker, panguingui, slot machine, and any other banking or percentage game. In addition, parimutuel wagering, race book and sports pools shall be considered allowable games hereunder only if such games are allowed under the laws of the State.

4.8 "Gaming" and "Gambling" means to deal, operate, carry on, conduct, maintain or expose for play any game as defined in Section 4.7.

4.9 "Gaming device" means any equipment or mechanical or electronic contrivance, component or machine used remotely or directly in connection with Gaming or any Game which affects the result of a wager by determining win or loss. The term includes a system for processing information which can alter the normal criteria of random selection, which affects the operation of any game or which determines the outcome of a game.

4.10 "Gaming employee" means any person employed directly by the Tribe or its authorized agent to conduct any Game, including: boxmen; cashiers; change personnel; counting room personnel; dealers; employees of manufacturers or

distributors of gaming equipment within this State whose duties are directly involved with the manufacture, repair or distribution of gaming equipment in the Casino; employees of operators of slot routes who have keys for slot machines or who accept and transport revenue from the slot drop; floormen; hosts or other person empowered to extend credit or complimentary services; keno runners: keno writers; machine mechanics; odds makers and line setters; security personnel; shift or pit bosses; shills; supervisors or managers; and ticket writers. "Gaming employee" does not include bartenders, cocktail waitresses or other persons engaged in preparing or serving food or beverages.

4.11 "Indian Gaming Regulatory Act or "IGRA" means Public Law 100-497, 102 Stat. 2467, 25 U.S.C. Sections 2701 to 2721 (1988), as it may be amended from time to time.

4.12 "Mississippi Gaming Commission" through September 30, 1993 means the State Tax Commission, and thereafter means the Mississippi Gaming Commission established pursuant to the Mississippi Gaming Control Act found in Title 75, Chapter 76 of the Mississippi Code of 1972, as amended.

4.13 "National Indian Gaming Commission" means the commission established pursuant to the IGRA if such commission is operating pursuant to its

promulgated rules and regulations, and prior to such time, shall mean the Secretary.

4.14 "Pay Out" means:

1. Money, tokens, credit to a player's account, and the actual cost to the Tribe's Casino operation of personal property, other than travel expenses, food, refreshments, lodging, or services, distributed to a player as the result of a legitimate wager; and

2. Cash Paid directly to an independent financial institution by the Tribe's Casino operation for the purchase of an annuity designed to pay a player's winnings over several years.

4.15 "Parimutuel system of wagering" means any system whereby wagers with respect to the outcome of a race or other sporting events are placed in a wagering pool conducted by the Tribe and in which the participants are wagering with each other and not against the operator. The term includes off-site pari-mutuel wagering. It is agreed that gaming utilizing the parimutuel system of wagering shall be allowable games as defined in Section 4.7 herein only if such parimutuel system of wagering is allowed on non-Tribal lands under the laws of the State.

4.16 "Premises" means land together with all buildings, improvements and personal property located thereon.

4.17 "Progressive keno game" means a game with a payoff limit that increases by a predetermined amount as the game is played, which limit is at all times exhibited on an indicator visible to the public. "Progressive keno game" includes video progressive keno devices.

4.18 "Rake-off" means a percentage of the total amount anted and wagered by players during a hand in a card game.

4.19 "Secretary" means the Secretary of the U.S. Department of Interior.

4.20 "Slot machine" means any mechanical, electrical or other device, contrivance or machine which, upon insertion of a coin, token or similar object, or upon payment of any consideration, is available to play or operate, the play or operation of which, whether by reason of the skill of the operator in playing a gambling game which is presented for play by the machine or application of the element of chance, or both, may deliver or entitle the person playing or operating the machine to receive cash, premiums, merchandise, tokens or

any thing of value, whether the payoff is made automatically from the machine or in any other manner.

4.21 "Sports pool" means the business of accepting wagers on sporting events by any system or method of wagering other than the system known as the pari-mutuel method of wagering; provided, however, that such wagers shall be allowable gaming under this Compact only if such wagers are allowed on non-Tribal lands under the laws of the State.

4.22 "State" means the State of Mississippi.

4.23 "Tribe" means the Mississippi Band of Choctaw Indians.

4.24 "Tribal Chief" means the principal executive officer of the Tribe.

4.25 "Tribal Council" means the governing body of the Tribe.

4.26 "Tribal Land" means all lands within the limits of the Mississippi Band of Choctaw Indians' federally recognized reservation and shall be synonymous with the term "Indian lands" as used in IGRA.

4.27 "Video Games of Chance" means electronic video devices that simulate games commonly referred to as poker, blackjack, craps, hi-lo, roulette, or which line-up symbols and numbers, or other common gambling forms, which are activated by the insertion of a coin, token, or currency, and which award game credits, cash, tokens or replays, and contain a meter or device to record unplayed credits or replays.

SECTION 5. JURISDICTION

5.1 Allocation of Jurisdiction. For purposes of regulating Class III Gaming and enforcing the requirements of this Compact, (i) the Tribe shall exercise exclusive criminal and civil jurisdiction over Tribal members and all other Native Americans, to the extent allowed by federal law; (ii) the Tribe and the State shall exercise concurrent civil jurisdiction over the Class III Gaming activities as set forth in this Compact; and (iii) the State shall exercise exclusive criminal jurisdiction over non-Indians; provided however, that nothing contained in this Compact shall be deemed to modify or limit federal criminal and civil jurisdiction as provided by federal law over the Class III operations authorized under this Compact. The Tribe shall maintain its own security force which will have primary law enforcement responsibilities on the premise.

5.2 Cross Deputization. The parties hereto, to the extent permitted by law, agree to enter into cross deputization agreements as may be necessary and proper to facilitate the enforcement of the civil and criminal jurisdiction recognized under the Compact.

5.3 No Grant of General Jurisdiction to State. Nothing contained in this Compact grants, or shall be construed to grant, to the State or any agency, department of commission thereof, general state civil regulatory or taxing authority, or criminal jurisdiction, over the Tribe or its lands, property, members or activities, except as expressly authorized under this Compact.

SECTION 6. CLASS III GAMING

6.1 Compliance with Compact and IGRA. The Tribe is authorized to own and operate one or more Casinos for the purpose of conducting Class III Gaming on Tribal Lands, provided that such Class III Gaming is conducted in accordance with the terms of this Compact and the IGRA. It is recognized and agreed that no Class III Gaming shall be conducted by the Tribe on lands newly acquired by the Secretary in trust for the benefit of the Tribe after October 17, 1988, unless located within or contiguous to the existing boundaries of the Tribe's reservation as of October 17, 1988 and if the Secretary, after consultation with local officials, as required by

25 U.S.C. § 2719, determines that such Gaming on newly acquired lands would be in the Tribe's best interest and would not be detrimental to the surrounding community, but only if the Governor of Mississippi concurs in such determination. The primary responsibility for the on-site regulation, control and security of the Gaming operation authorized by this Compact, and for the enforcement of this Compact, shall be that of the Choctaw Gaming Commission.

6.2 Inspectors. The Choctaw Gaming Commission shall employ qualified inspectors or agents under the authority of the Choctaw Gaming Commission. Said inspectors shall be independent of the Tribal Gaming operation, and shall be supervised and accountable only to the Choctaw Gaming Commission.

6.3 Reporting of Violations. A Choctaw Gaming Commission inspector shall be present in the Casino during all hours of Gaming operation, and shall have immediate access to any and all areas of the Class III Gaming operation for the purpose of ensuring compliance with the provisions of this Compact and Tribal Ordinances. Any violation(s) of the provisions of this Compact, or of Tribal Gaming Ordinances by a management contractor, a Gaming employee, or any person on the Casino premises whether or not associated with the Tribal Gaming operation shall be reported immediately to the

Choctaw Gaming Commission. The Choctaw Gaming Commission shall forward copies of all completed investigation reports and final dispositions to the Mississippi Gaming Commission on a continuing basis. If requested by the Choctaw Gaming Commission, the Mississippi Gaming Commission shall assist in any investigation initiated by the Choctaw Gaming Commission, and provide other requested services to ensure proper compliance with the provisions of this Compact, Tribal Gaming Ordinances, laws of the Tribe, or applicable federal laws.

6.4 Quarterly Meetings. In order to develop and foster a positive and effective relationship in the enforcement of the provisions of this Compact and to keep the Choctaw Gaming Commission and the Mississippi Gaming Commission informed as to both of their separate Class III Gaming regulatory actions, representatives of the Choctaw Gaming Commission and the Mississippi Gaming Commission shall meet, not less than on a quarterly basis, to review past practices and activities during the preceding calendar quarter of the separate Class III Gaming regulatory programs of the Tribe and the State. The meetings shall take place at a location selected by the Choctaw Gaming Commission. The Mississippi Gaming Commission prior to or during such meetings shall disclose to the Choctaw Gaming Commission any concerns, suspected activities or pending matters reasonably

believed to possibly constitute violations of this Compact by any person, organization or entity.

SECTION 7. REGULATORY STANDARDS FOR CLASS III GAMES

7.1 Common Interest

(1) In recognition of the valid public policy interests of the State and the Tribe, regulatory standards are hereby established for Class III Gaming operated and played within Tribal lands.

(2) The Choctaw Gaming Commission shall adopt and maintain, at all times during which the Tribe conducts any authorized Class III Games, regulations at least as restrictive as those set forth herein.

(3) Nothing in this Section shall limit the rights or remedies available to the parties under the IGRA.

7.2 Minimum Age for Players

No person below the age of 21 on the date of Gaming shall be permitted to play any Class III Game. If any person below the age of 21 plays and

otherwise qualifies to win any Class III Game which requires notice and payout by the operator of the facility, the prize shall not be paid, and the estimated amount wagered during the course of the game shall be returned to the minor. Nothing in this Section 7.2 shall be deemed to limit civil fines, penalties and other remedies against licensees or employees pursuant to Section 8.8 herein.

7.3 Inspection by State

(1) The Choctaw Gaming Commission shall have the right to conduct or cause to be conducted announced or unannounced inspections of all Gaming operations to ensure compliance with this Compact, Title XV of the Tribal Code, and all other applicable Tribal and federal laws and regulations, as amended from time to time.

(2) Agents of the Mississippi Gaming Commission or their designated representatives, upon the presentation of appropriate identification to the on-site Choctaw Gaming Commission official, shall also have the right to gain access, without notice during normal business hours, to all premises used for the operation of Class III Gaming or the storage of Class III Gaming equipment related thereto, and may inspect all Casino premises, equipment, or equipment maintenance records

order to verify compliance with the provisions of this Compact. Inspections made pursuant to this Section shall not be conducted in a manner which disrupts normal business operations. At the completion of any inspection by the Mississippi Gaming Commission, copies of any investigative or inspection report shall be promptly sent to the Choctaw Gaming Commission.

7.4 Posting of Table Game Rules

The name and rules of each table game shall be posted and be clearly legible at or near each table in the Casino and must designate:

(1) The maximum rake-off percentage, time buy-in, or other fee charged;

(2) The number of raises allowed;

(3) The monetary limit of each raise;

(4) The amount of ante;

(5) Other rules as may be necessary.

7.5 Regulations Governing Class III Gaming

Attached hereto and incorporated by this reference are Exhibit A (Tribal Code, Restated Title XV, Chapters 1 and 3) and Exhibit B (Gaming

Conduct Regulations) governing the conduct of Class III Gaming under this Compact). The regulations attached as Exhibit B may be modified or amended by the Choctaw Gaming Commission, provided that no amendment to the attached regulations shall be effective unless approved by the Tribal Council and the Mississippi Gaming Commission, with approval not to be unreasonably withheld. The Choctaw Gaming Commission shall also have authority to adopt additional supplemental regulations consistent with this Tribal-State Compact, provided that the Tribal Council and the Mississippi Gaming Commission shall receive prior written notice of such supplemental regulations which shall become effective upon approval by the Tribal Council.

7.6 Class III Net Revenues

(1) Net revenues to the tribe from Class III operations shall be used to fund tribal government operations or programs, to provide for the general welfare of the members of the tribe, to promote economic development, to donate to charitable organizations, or to help fund the operations of local government agencies, and shall be expended only in accordance with budgets adopted by resolution of the Tribal Council.

(2) Class III revenues shall not be used to make per capita payments.

7.7 Exclusion of Persons

(1) No person placed on an exclusion list by the Choctaw Gaming Commission shall be permitted entry into any portion of a Casino. The Choctaw Gaming Commission shall maintain a list of persons to be ejected or excluded from licensed Class III establishments. The list shall be distributed to the Mississippi Gaming Commission and to Tribal law enforcement agencies. The Mississippi Gaming Commission shall likewise furnish the Choctaw Gaming Commission with its separately maintained exclusion list. The following information, to the extent known, shall be provided for each excluded person:

(a) The full name and date of birth and all aliases;

(b) A physical description;

(c) The effective date the person's name was placed on the list;

(d) A photograph, if available; and

(e) The person's occupation and his current home and business address; and

(f) The stated reason for the exclusion.

(2) The Choctaw Gaming Commission may place a person on the exclusion list pending a hearing if such person has:

(a) Been convicted of a felony in any jurisdiction, of any crime of moral turpitude or of a crime involving Gaming;

(b) Violated or conspired to violate the provisions of the IGRA or this Compact relating to involvement in Gaming without required licenses, or willful evasion of fees or taxes;

(c) A notorious or unsavory reputation which adversely affects public confidence and trust in Gaming; or

(d) Their name on any valid and current exclusion list from another jurisdiction in the United States.

(3) Upon a determination by the Choctaw Gaming Commission that a person comes under any one of the criteria listed in this section, such person may be placed on an exclusion list. Such excluded person shall be notified of the availability of a hearing by the Choctaw Gaming Commission.

(4) Any person who has been placed on any exclusion list may petition the Choctaw Gaming Commission in writing and request that their name be removed from the list.

(5) If the Commission or a subsequent tribal court of review finds in favor of the excluded person, then their name shall be removed from the exclusion list and their exclusion shall be terminated as of the date of the action by the Commission or the court.

The Choctaw Gaming Commission shall provide prompt written notification to the Mississippi Gaming Commission of the action to terminate the exclusion. This notification also shall include the reason for the reinstatement action.

SECTION 8. LICENSES, WORK PERMITS AND BACKGROUND INVESTIGATIONS OF EMPLOYEES AND MANAGERS

8.1 Confidential Records

(1) The Choctaw Gaming Commission shall maintain a file listing all applications for Class III Gaming licenses and work permits and a record of all its actions on such applications, and such records shall not be confidential. The Tribe shall place the privacy and false statement notices on all applications for licenses and work permits in forms required by the regulations promulgated in accordance with the IGRA.

(2) Confidential information shall include (1) records and financial data acquired by the Choctaw Gaming Commission in carrying out its background investigations of potential Gaming entities, managers and key employees; (2) the identity of persons interviewed during the course of such investigations; and (3) proprietary financial data. Except as otherwise provided herein, confidential information is prohibited from public disclosure by the Choctaw Gaming Commission, the Mississippi Gaming Commission or by individual members of either commission. Confidential or proprietary records,

in whole or in part, shall not be included as sections of or attachments to budget documents, annual reports, minutes or audit findings by either the Choctaw Gaming Commission or the Mississippi Gaming Commission. Copies of confidential or proprietary records may be forwarded to the National Indian Gaming Commission upon the written request of that agency or in compliance with the appropriate reporting requirements of the IGRA.

8.2 Licenses and Work Permits Required

(1) No entity or person shall enter into a binding management contract for operation and management of Class III Gaming with the Tribe or shall be hired as a management official or key employee of a Class III Gaming enterprise, unless such entity or person is the holder of a Class III Gaming license issued by the Choctaw Gaming Commission. The Choctaw Gaming Commission shall provide prompt notification to the Tribal Chief, the National Indian Gaming Commission, and the Mississippi Gaming Commission of any such Class III Gaming licenses. Separate licenses will be required for each place or location where Gaming is conducted.

(2) Persons not required to be licensed as management officials or key employees shall not be employed to work in a Class III Gaming enterprise, unless such person is the holder of a Class III Gaming work permit issued by the Choctaw Gaming Commission.

(3) For purposes of this Tribal-State Compact, a "key employee" shall include a Class III Gaming employee of the Tribe or a Tribal Class III Gaming licensee (1) having the power to exercise any significant influence over decisions concerning any part of the operation, administration, supervision, or physical security activities of Gaming activities or (2) who receives a base salary from the Casino operator in excess of $30,000 per year. Without limiting the foregoing, any individual who has authority to hire or fire other Gaming employees or who is considered a "key employee" under regulations adopted by the National Indian Gaming Commission shall be considered to be a "key employee" of a Gaming enterprise.

(4) While on duty in a Casino, all licensed management officials, key employees, and permitted employees shall wear identification badges, including a photograph, title, license or permit number, signature and zones within the Casino to which he or she is permitted access.

Undercover security personnel may be exempted from the display requirements of this paragraph.

8.3 Application Process for Class III Gaming Licenses; Background Investigations

(1) The Choctaw Gaming Commission shall require all applicants for Class III Gaming licenses (entities proposing to enter into Class III Gaming management contracts and management officials and key employees) to pay a nonrefundable application fee of $2,000 and to complete an application form containing sufficient information to allow a background investigation of the applicant, including without limitation all information required by regulations promulgated pursuant to the IGRA. The Choctaw Gaming Commission shall send a copy of the completed applications to the Mississippi Gaming Commission and the National Indian Gaming Commission. If the Choctaw Gaming Commission determines that investigative costs shall exceed the application fee, the Choctaw Gaming Commission shall notify the applicant in writing of the estimated costs to be incurred by the Choctaw Gaming Commission in performing or causing to be performed a background investigation, and the applicant must pay such estimated costs to the Choctaw Gaming Commission prior to the Choctaw Gaming Commission processing the application.

(2) The Choctaw Gaming Commission shall ensure that background investigations are conducted on all applicants for Class III Tribal Gaming licenses and that continuing oversight of management officials and key employees is conducted. The Choctaw Gaming Commission shall notify the Tribal Chief, the National Indian Gaming Commission, and the Mississippi Gaming Commission of the results of background checks on any Class III Gaming applicants and the findings concerning the eligibility of applicants for receipt of a license prior to issuance of any Tribal Class III Gaming license.

8.4 Application for Class III Gaming Work Permit; Procedure

(1) Applicants for a Class III Gaming work permit shall complete an application form and shall furnish their fingerprints in duplicate on fingerprint impression cards and a current color photograph in duplicate to the Choctaw Gaming Commission. The photographs must be satisfactory to the Choctaw Gaming Commission and must have been taken not earlier than three (3) months before the date of filing the application. The applicant shall also sign a written statement certifying that the applicant is not automatically disqualified

for a work permit in accordance with the standards set forth in Section 8.6 below.

(2) An applicant for a work permit shall pay the application fee established by the Choctaw Gaming Commission, by regulation, which shall be sufficient to cover the costs of processing the application.

(3) The Choctaw Gaming Commission shall forward a copy of all applications for Class III Gaming work permits to the Mississippi Gaming Commission prior to granting the work permit.

(4) The Choctaw Gaming Commission may either grant or deny the work permit based upon its investigation and review of the application.

8.5 Automatic Disqualification for or Revocation of License or Work Permit

The Choctaw Gaming Commission shall deny or revoke Gaming licenses or work permits to persons or entities whose prior activities, criminal record, or records, habits and associations pose a threat to the public interest or to the effective regulation of Gaming or create or enhance the dangers of unsuitable, unfair or illegal practices and activities in connection with Gaming activities. All Class III Gaming licenses and work permits shall be reviewed

and, if appropriate, renewed on an annual basis, with prompt notification to the Mississippi Gaming Commission and National Indian Gaming Commission of renewals of licenses. Should tribal laws be amended to permit such, licenses and permits may be renewed every two years after the first two annual renewals. Without limiting the foregoing, the Choctaw Gaming Commission must automatically deny or revoke Class III Gaming licenses or permits to persons:

(a) who have been convicted of a felony in any jurisdiction of any crime;

(b) who have been convicted of a violation or conspiracy to violate the provisions of this Tribal-State Compact, the Indian Gaming Regulatory Act, or other Tribal or federal laws relating to involvement in Gaming without required licenses or willful evasion of Gaming fees or taxes;

(c) having a notorious or unsavory reputation or association with such individuals which adversely affect public confidence and trust in Gaming;

(d) whose license or work permit would violate conflict of interest rules in Section 15-1-4 of the Tribal Code; or

(e) who are individual applicants under the age of 21.

8.6 Denial, Suspension or Revocation Based Upon Written Findings.

In the event the Choctaw Gaming Commission receives a written finding from either the National Indian Gaming Commission or the Mississippi Gaming Commission specifying why a particular applicant or employee is not eligible for a Class III Gaming license or work permit under the standards set forth in Section 8.6 above, the Choctaw Gaming Commission shall suspend the applicable Class III Gaming license or permit or shall delay action on the application and shall notify the affected applicant of the suspension and proposed revocation and of a hearing time and place on the proposed revocation. After the hearing, the Choctaw Gaming Commission shall decide to revoke or reinstate the license or permit and shall notify the Mississippi Gaming Commission and the National Indian Gaming Commission of its decision.

8.7 Discipline of Employees and Licensees

In addition to the automatic license and permit revocations pursuant to Section 8.6, the Choctaw Gaming Commission shall propose regulations containing civil fines, penalties, license or work permit suspensions or

revocations that may be imposed by the Choctaw Gaming Commission for violations of Restated Title XV of the Tribal Code and any amendments thereto or provisions of this Compact. Such regulations shall become effective upon approval by the Tribal Council.

8.8 Employee Gaming

No person who holds a work permit or license from the Choctaw Gaming Commission in connection with Class III Gaming or who is employed by any of the Tribe's suppliers of Gaming equipment shall be permitted to participate in any Tribal Class III Gaming.

8.9 Paying Players

Neither the Tribe nor any of its agents, contractors or employees may employ or pay any person to participate in any Class III Game, including but not limited to any shill or proposition player.

8.10 Management Contract with Licensed Contractor

(1) The Tribe will have sole proprietary interest in any Casino. The Tribe and a contractor who has been licensed pursuant to Section 8

of this Compact may enter into a management contract for the operation and management of a Casino, provided that such management contract is in compliance with all applicable requirements and provisions of the IGRA.

(2) The Tribe shall require all "parties in interest" to a proposed Class III management contract to submit to the Choctaw Gaming Commission information and identification sufficient to allow the Choctaw Gaming Commission to perform or cause to be performed background investigations on each party in interest in accordance with Section 8 herein. The Tribe may require the proposed contractor to cover the costs of these background investigations. A copy of the submitted information and the investigative reports on each party in interest shall be provided by the Choctaw Gaming Commission to the Mississippi Gaming Commission prior to issuance of a Class III Gaming license to the management contractor and prior to the effective date of a Class III management contract. As used in this section, "parties in interest" includes any person or entity (including individuals comprising such entity) having a direct financial interest in, or responsibility for, the management of a Casino pursuant to the management contract, including investors, lenders, general and limited partners, beneficiaries and trustees of a trust acting as a party

corporate officers and directors, all stockholders who hold (alone or in combination with a spouse, parent, child or sibling of stockholder) at least 10 percent of the stock of any corporation which is a party to the contract.

SECTION 9. COST OF OVERSIGHT REGULATION, ENFORCEMENT, IMPROVEMENTS AND PROMOTION

9.1 Expense Reimbursement

The State and Tribe, acting by and through their respective designees, shall mutually agree upon a budget for necessary and actual expenses that may be reasonably incurred by the State during the calendar year in connection with Class III Gaming activities, including, but not limited to, (i) oversight and enforcement actions as provided for under this Compact, (ii) additional manpower and equipment required by the Department of Public Safety due to increased traffic control on State highways leading to a Casino, and (iii) costs in making any necessary improvements to an intersection of a State highway with a Bureau of Indian Affiairs or Tribal road leading to a Tribal Casino as a result of increased traffic due to Class III gaming activities and utilizing governmental grants and road funds, where available. For purposes of this Section 9, "Calendar Year" means the twelve month time frame

beginning on the date of commencement of operations of the Casino. The State shall prepare a quarterly payment request for actual expenses specified in the approved budget, incurred by the State during the preceding quarter, which shall be paid within thirty (30) days thereafter.

9.2 Promotion of Tourism

Subject to the State designating Tribal lands as a State tourism council area, the Tribe and the State shall separately provide $250,000 each year in matching funds to be used for advertising and promotion of tourism. The Tribe's $250,000 per year contribution shall be paid in quarterly installments of $62,500 each, conditioned upon the Tribe receiving profits of at least $62,500 from the preceding quarter of Class III Gaming operations. For purposes of this Section 9.2, quarterly payment dates shall be January 15, April 15, July 15, and October 15, unless otherwise agreed by the parties.

SECTION 10. DISPUTE RESOLUTION

In the event that either party believes that the other party has failed to comply with any requirement of this Compact or applicable regulations thereunder, or in the event of any disagreement or dispute as to the proper interpretation of the terms and conditions of this Compact, the following procedures shall apply:

10.1 The party asserting noncompliance or seeking an interpretation shall serve written notice on the other party. The notice shall identify the specific Compact provision alleged to have been violated and shall specify in detail the factual basis for the alleged noncompliance of the Compact provision for which interpretation is sought. Thereafter, the Governor and Tribal Chief, or their designated representatives, shall meet within thirty (30) days in an effort to resolve the dispute.

10.2 In the event the dispute is not resolved to the satisfaction of the parties within ninety (90) days after service of the notice set forth in Section 10.1 above, the dispute shall be resolved through arbitration, as follows:

(1) The parties shall agree upon one arbitrator.

(2) If the parties are unable to so agree, the Tribe and the State shall each select one arbitrator, who thereafter shall select a third arbitrator with expertise in the subject matter of the dispute, and the three arbitrators so selected shall arbitrate the dispute. In the event the two arbitrators selected by the parties are unable to agree on a third arbitrator, the third arbitrator shall be appointed by the American Arbitration Association.

(3) The arbitrators shall meet with the parties immediately after their appointment to determine a schedule for arbitration, including whether and to what extent discovery is required. The arbitrators may set the matter for an evidentiary hearing, or oral argument, or may determine to dispose of the dispute based upon written submissions only. If an evidentiary hearing is held, the normal rules of evidence shall be relaxed, pursuant to the arbitrators' discretion. All parties shall have the right to participate in the hearing and may determine the most effective and efficient method for the presentation of their case. The parties may present evidence through live testimony, written reports and affidavits, or the argument of counsel or its representative at the hearing. The parties may be represented by any person of their choice at proceedings before the arbitrators, irrespective of whether the representative is an attorney.

(4) The cost of arbitration shall be borne equally by the Tribe and State. All parties shall bear their own costs and attorney fees associated with their participation in arbitration. The decision of the arbitrators shall be final and non-reviewable. Any party may pursue any remedy which is otherwise available to that party to enforce orders of the arbitrators in the event voluntary compliance does not occur.

SECTION 11. RESERVATION OF RIGHTS UNDER THE IGRA

The State and Tribe agree that by entering into this Compact, the Tribe shall not be deemed to have waived its right to initiate and pursue the procedures provided by the IGRA if the State should refuse to enter into a compact with respect to other forms of Class III Gaming, and neither the State nor the Tribe shall be deemed to have waived any rights, arguments or defenses applicable to such a procedure.

SECTION 12. ALCOHOLIC BEVERAGE LICENSE

In the event that the Tribal Council passes an ordinance approved by the Secretary that allows sales of alcoholic beverages on or about Casino premises or adjacent property on Tribal lands designated by the Tribal Council as a resort area, then the State will designate the same Tribal lands as a resort area and shall authorize sales of liquor from the State warehouse to the Tribe and persons or entities as may be authorized by the Tribe to sell alcoholic beverages on designated Tribal lands, and the Tribe and such persons or entities as it may authorize to sell alcoholic beverages will purchase liquor exclusively from the State warehouse.

SECTION 13. SEVERABILITY

Each provision, section, and subsection of this Compact shall stand separate and independent of every other provision, section, or subsection. In the event that a court of competent jurisdiction shall find any provision, section, or subsection of this Compact to be invalid, the remaining provisions, sections, and subsections of the Compact shall remain in full force and effect.

SECTION 14. NOTICES

All notices required or authorized to be served under this Compact shall be served by certified mail (return receipt requested), commercial overnight courier service or by personal delivery, at the following addresses:

Governor: State of Mississippi
P.O. Box 139
Jackson, MS 39205

Tribal Chief: Mississippi Band of Choctaw Indians
P.O. Box 6010
Philadelphia, MS 39350

SECTION 15. EFFECTIVE DATE AND DURATION

15.1 Effective Date

This Compact shall become effective upon execution by the Governor of the State and the Tribal Chief, approval by the Secretary of the Interior and publication of that approval in the Federal Register pursuant to the IGRA. This Compact is entered into pursuant to the IGRA.

15.2 Duration

This Compact shall remain in full force and effect until terminated by mutual consent of the parties.

SECTION 16. AMENDMENTS

The State or the Tribe may, by appropriate and lawful means, request negotiations to amend, replace or repeal this Compact. In the event of a request for renegotiation or the negotiation of a new Compact, this Compact shall remain in effect until renegotiated or replaced. Such requests shall be served pursuant to Section 14. If such a request is made by the Tribe, it shall be treated as a request to negotiate pursuant to the IGRA. The parties shall have 180 days to negotiate, and all further procedures and remedies available

under the IGRA shall thereafter apply. The Tribe and the State may agree to extend the 180 day period without prejudice to the rights of either party under this Section. Any amendment to this Compact must be approved by the Secretary.

SECTION 17. ENTIRE AGREEMENT; SUCCESSORS AND ASSIGNS.

This Compact contains the entire agreement of the parties hereto with respect to the matters covered by this Compact and no other statement, agreement, or promise made by any party, officer, or agent of any party shall be valid or binding. This Compact shall by binding upon the successors and assigns of the parties hereto.

SECTION 18. GOVERNING LAW.

This Compact shall be governed by and construed in accordance with the laws of the United States.

SECTION 19. JUDICIAL ENFORCEMENT.

Any judicial action brought to enforce the terms of an arbitration decision rendered under Section 10 of the Compact shall be brought only in the appropriate United States District Court; provided however, that if a United States District Court should first determine that

it lacks subject matter jurisdiction over such a cause of action, an enforcement action may then be instituted in the courts of the State.

SECTION 20. AUTHORITY TO EXECUTE.

Each of the undersigned represents that he is duly authorized and has the authority to execute this agreement on behalf of the party for whom he is signing.

STATE OF MISSISSIPPI

KIRK FORDICE, GOVERNOR

DATE: 12/4/92

MISSISSIPPI BAND OF CHOCTAW INDIANS

PHILLIP MARTIN, CHIEF

DATE: 12/04/92

FRANK STEVE, SECRETARY-TREASURER

DATE: 12-4-92

BUREAU OF INDIAN AFFAIRS

ASSISTANT SECRETARY - INDIAN AFFAIRS

DATE: JAN 15 1993

Exhibit A

MISSISSIPPI BAND OF CHOCTAW INDIANS
TRIBAL CODE

RESTATED TITLE XV
GAMING

CHAPTER 1 - CHOCTAW GAMING COMMISSION

§ 15-1-1 Gaming Commission

(a) There is hereby established the Choctaw Gaming Commission (Commission), which shall regulate all activities under this Title XV (Title). The Commission shall consist of three full-time members composed of a Chairman and two Associate Commissioners. Commissioners may or may not be members of the tribe. The Chairman and Associate Commissioners shall be appointed by the Tribal Chief and approved by resolution of the Tribal Council. Within sixty (60) days of passage of this Restated Title XV, the Tribal Chief shall appoint the initial Chairman to a four-year term ending in December of 1996, and the remaining members to an initial three-year term ending in December of 1995. Thereafter, the Tribal Chief shall appoint the Chairman and the Associate Commissioners to terms of four years, subject to approval by the Tribal Council.

(b) The Tribal Chief shall conduct or cause to be conducted an inquiry into each appointee's financial stability, integrity, and good reputation prior to appointing a member to the Commission. No individual who has been convicted of a felony or gaming offense or who has a conflict of interest prohibited by § 15-1-4 shall be eligible for appointment to or service on the Commission.

(c) The Chairman shall have overall supervision and responsibility of the Commission activities. It shall be the duty of the Chairman, with the concurrence of the two Associate Commissioners, to establish a plan of organization for the Commission and its staff.

§ 15-1-2 No Waiver of Immunity

In the exercise of its powers and duties, neither the Commission nor any of its members shall waive the immunity of the Commission or of the Mississippi Band of Choctaw Indians from suit without the expressed consent of the Tribal Council of the Mississippi Band of Choctaw Indians.

§ 15-1-3 Bonding

Commission members and commission personnel, if any, must be bonded in an amount of at least $10,000, which cost shall be borne from the Commission budget.

§ 15-1-4 Conflict of Interest

(1) No member or employee of the Commission shall solicit, accept or receive any gift, gratuity, emolument, or employment from any person, officer, agent, or employee of a gaming entity, supplier or contractor, or an applicant for a work permit or license subject to the provisions of this Title.

No such Commission member or employee shall solicit, request from, or recommend, directly or indirectly, to any gaming entity, supplier, contractor or applicant subject to this Title, or to any officer, agent, or employee thereof, the appointment of any person to any place or position of employment.

Every such person subject to regulation under this Title, and every officer, agent, or employee thereof, is hereby forbidden to offer to any member of the Commission, or to any person appointed or employed by the Commission any gift, gratuity, emolument, or employment.

(2) No member of the Commission or its employees, if any, may work for any tribal gaming entity, contractor, or supplier during such appointment or employment for a period of one year after termination of their appointment to or employment with the Commission.

(3) No Commission official or member of their immediate household shall receive any payment for the purpose of obtaining or maintaining a gaming management contract, or any license or work permit.

(4) No Commission member or member of their immediate household and no member of the Tribal Council shall be an owner, partner, beneficiary, shareholder, director, officer, or employee of the entity holding the management contract for any Mississippi Band of Choctaw Indians tribal gaming operations.

(5) No tribal member or non-member may be appointed as a Commissioner or hired as an employee of the Commission while holding any position of employment or accepting a position of employment with any gaming enterprise or gaming supplier or contractor; nor may such person be appointed a Commissioner or continue to serve as a Commissioner or employee of the Commission while any member of their immediate household holds or accepts

any position of employment with a gaming enterprise, supplier or contractor.

(6) Commissioners and Commission employees or members of their immediate household are prohibited from participating in any games of chance offered by any gaming entity on the reservation for the duration of their term or period of employment with the Commission.

(7) For purposes of this section "immediate household" is defined as son(s), daughter(s), step-son(s) or step-daughter(s), spouse, or spouse recognized by common law, and members living in the same house.

§ 15-1-5 Removal of Commissioners

Commission members may be removed from their position by a majority vote of the Tribal Council at a meeting at which a quorum is present only for neglect of duty, malfeasance in office, or other just cause, and only upon recommendation to the Tribal Council through the Tribal Chief by majority of the remaining Commissioners; provided, however, that the Tribal Council may remove any member without recommendation from the other Commissioners in cases of criminal violation of tribal, federal or state statutes or regulations.

§ 15-1-6 Vacancies

In the event of a vacancy occurring on the Commission for any reason, the vacancy shall be filled for the remainder of the term by appointment of the Tribal Chief approved by the Tribal Council. Upon expiration of the term of the vacated Commissioner position, the procedure set forth in § 15-1-1 shall apply.

§ 15-1-7 Meetings

Due to the need for ongoing oversight of gaming operations, management and key employees, the Commission shall hold meetings at a minimum of once every 60 days. Full minutes are to be kept and filed of all Commission meetings, subject to § 15-1-13 qualifications on confidential and proprietary information. Special meetings may be called by the Chairman or by any two Commissioners, provided formal notification in writing is given to all Commission members at least three days in advance of the meeting date. Formal notification may be waived in emergency situations provided all members of the Commission are contacted by the Chairman and such contact and waiver are duly recorded.

§ 15-1-8 Quorum

Two members of the Board shall constitute a quorum, with all matters governed by a majority vote of the quorum.

§ 15-1-9 Compensation

(a) Subject to receiving funding pursuant to § 15-1-11, the Commission shall pay members of the Commission salaries in accordance with this section for their services in oversight and regulation of gaming enterprises on the reservation. The Commission shall also reimburse Commissioners for expenses on behalf of the Commission's activities. All reimbursable expenses shall conform to prevailing Tribal Government administrative procedures.

(b) The Chairman of the Commission shall be paid at a rate equal to the grade TS 30 of the tribal wage scale, as it may be adjusted from time to time. The associate members of the Commission shall be paid at a rate equal to the grade TS 25 of the tribal wage scale, as it may be adjusted from time to time.

§ 15-1-10 Reports

The Commission shall submit an annual report to the Tribal Council through the Tribal Chief and provide any other interim reports and information as requested by the Tribal Chief and in such form as may be specified certifying conformance of each gaming enterprise to applicable tribal and federal law and licensing requirements, applicable tribal-state compact provisions, and to the Commission's regulations in the conduct of their gaming activities.

§ 15-1-11 Funding

(a) The Commission shall annually adopt and assess a fee upon the gross revenue of all licensed gaming entities not to exceed one percent (1%) for the purpose of paying costs incurred in carrying out its specific investigative oversight and operational responsibilities. Assessments must be duly recorded and filed for audit purposes. The fee assessed pursuant to this section shall be payable quarterly and shall be in addition to any fee(s) required to be paid by licensees to the National Indian Gaming Commission.

(b) No monies may be expended by the Commission until a budget has been submitted for review and approval by the Tribal Council. All Commission operating revenues and expenditures must

be reviewed by the Tribal Chief or his designate for conformance with standard tribal administrative financial procedures.

(c) Any Commission funding needs and expenditures beyond one percent of gross revenues of gaming activities licensed by the Commission must be submitted to the Tribal Chief for Tribal Council review, approval, and appropriation in amounts necessary for the operation of the Commission. Residual funds collected in excess of expenditures shall be returned to the Tribal Council to be deposited into the tribal general fund at the end of the tribe's fiscal year.

(d) For purposes of this section, "gross revenues" means total amount of money wagered, less amounts paid out as prizes or paid for prizes awarded.

§ 15-1-12 Financial Records and Audit

The Commission shall maintain accurate and complete records of the financial affairs of the Commission, and the Chairman of the Commission shall cause an annual audit of the Commission's financial affairs to be conducted by a certified public accountant in accordance with generally accepted accounting principles, consistently applied, and shall furnish an annual budget, an annual balance sheet, and complete financial report of the Commission to the Tribal Council through the Tribal Chief within three months of close of the tribe's fiscal year.

§ 15-1-13 Confidential Records

(a) The Commission shall maintain a file listing all applications for licenses and work permits under this Title and a record of all Commission actions on such applications, and such records shall not be confidential.

(b) Confidential information shall include (1) records and financial data acquired by the Commission in carrying out its background investigations of potential gaming entities, managers and key employees and (2) proprietary financial data. Except as otherwise provided herein, confidential information is prohibited from public disclosure either by the Commission or by individual Commissioners. Confidential or proprietary records, in whole or in part, shall not be included as sections of or attachments to Commission budget documents, annual reports, minutes or audit findings. Copies of confidential or proprietary records may be forwarded to the National Indian Gaming Commission or other applicable regulatory agency upon the written request of that agency or in compliance with the appropriate reporting

requirements of this Title, the Indian Gaming Regulatory Act and any tribal-state compact.

§ 15-1-14 Licenses and Work Permits Required

(a) No entity or person shall enter into a binding management contract for operation and management of gaming activity with the tribe or shall be hired as a management official or key employee of a gaming enterprise operated pursuant to this Title, unless such entity or person is the holder of a gaming license issued by the Commission. The Commission shall provide prompt notification to the Tribal Council through the Tribal Chief and to the National Indian Gaming Commission of any such gaming licenses issued pursuant to this Title. Separate licenses will be required for each place or location where gaming is conducted.

(b) Persons not required to be licensed as management officials or key employees shall not be employed to work in a gaming enterprise operated pursuant to this Title, unless such person is the holder of a work permit issued by the Commission.

(c) For purposes of this Title, a "key employee" shall include a gaming employee of the tribe or a tribal gaming licensee (1) having the power to exercise any significant influence over decisions concerning any part of the operation, administration, supervision, or physical security activities of gaming activities operated pursuant to this Title or (2) who is compensated with a base salary in excess of $30,000. Without limiting the foregoing, any individual who has authority to hire or fire other gaming employees shall be considered to be a "key employee" of a gaming enterprise.

(d) All licensed management officials, key employees, and permitted employees shall wear identification badges. Security personnel may be exempted from this requirement.

§ 15-1-15 Application Process for Gaming Licenses; Background Investigations

(a) The Commission shall require all applicants for gaming licenses (entities proposing to enter into gaming management contracts and management officials and key employees) to pay a nonrefundable application fee of $2,000 and to complete an application form containing sufficient information to allow a background investigation of the applicant in conformance with requirements of federal regulations and any applicable tribal-state compact. If the Commission determines that investigative costs shall exceed such fee, the Commission shall notify the

applicant in writing of the estimated costs to be incurred by the Commission in performing or causing to be performed a background investigation, and the applicant must pay such estimated costs to the Commission prior to the Commission processing the application.

(b) The Commission shall ensure that background investigations are conducted on all applicants for tribal gaming licenses and that continuing oversight of management officials and key employees is conducted. The Commission shall notify the Tribal Chief and the National Indian Gaming Commission of the results of background checks on any applicants prior to issuance of any tribal gaming license, and shall provide other notifications or reports as may be required by any applicable tribal-state compact.

§ 15-1-16 Application for Work Permit; Procedure

(a) An applicant for a gaming work permit shall furnish their fingerprints in duplicate on fingerprint impression cards and a current photograph in duplicate to the Commission. The photographs must be satisfactory to the Commission and must have been taken not earlier than three (3) months before the date of filing the application. The applicant shall also sign a written statement certifying that the applicant is not automatically disqualified for a work permit in accordance with the standards set forth in Section 15-1-17.

(b) An applicant for a work permit shall pay the application fee established by the Commission, by regulation, which shall be sufficient to cover the costs of processing the application.

(c) The Commission may either grant or deny the work permit based upon its investigation and review of the application.

§ 15-1-17 Automatic Disqualification for License or Work Permit

The Commission shall deny or revoke gaming licenses or work permits to persons or entities whose prior activities, criminal record, or records, habits and associations pose a threat to the public interest or to the effective regulation of gaming or create or enhance the dangers of unsuitable, unfair or illegal practices and activities in connection with gaming activities. All gaming licenses and work permits shall be reviewed and, if appropriate, renewed on an annual basis, with prompt notification to the National Indian Gaming Commission of renewals of licenses and other notifications as may be required by an applicable tribal-state compact. Without limiting the foregoing, the

Commission must automatically deny or revoke gaming licenses or permits to persons:

(a) who have been convicted of a felony in any jurisdiction of any crime of moral turpitude;

(b) who have been convicted of a violation or conspiracy to violate the provisions of this Title or the Indian Gaming Regulatory Act or other federal laws relating to involvement in gaming without required licenses or willful evasion of gaming fees or taxes;

(c) having a notorious or unsavory reputation or association with such individuals which adversely affect public confidence and trust in gaming;

(d) whose license or work permit would violate conflict of interest rules in Section 15-1-4 hereof;

(e) who are individual applicants under the age of 21.

§ 15-1-18 Authority to Adopt, Amend, Repeal Regulations

The Commission shall, from time to time, adopt, amend or repeal such regulations consistent with this Title and Ordinance 16-R as it may deem necessary or desirable, subject to review and approval by the Tribal Council.

§ 15-1-19 Indemnity

The Commission shall indemnify, where Commission funds are available, any past, present, or future Commissioner for actual losses, expenses, costs of defense, or liabilities incurred in connection with any claim or suit brought against the Commissioner for alleged negligence or wrongful conduct while providing service to the Commission; provided, however, that no Commissioner shall be indemnified in connection with any claim or liability arising out of the Commissioner's own willful misconduct, bad faith or conduct outside the scope of his authorized powers or duties set forth in this title, and provided further that this indemnity shall be limited to the extent that insurance coverage does not adequately indemnify or make the Commissioner whole.

§ 15-1-20 Commission Staffing

(a) The Commission shall adhere to standardized tribal personnel and administrative practices in regard to any staff

recruitment, employment, reduction in force, promotion, training and related employment actions to a publicly announced policy and practice of extending preferential treatment to Indians living on or near the Choctaw Reservation. The Commission is empowered to employ non-Indians when no qualified Indian living on or near the Choctaw Reservation can be recruited, trained or upgraded to fill the given hiring need of the Commission.

(b) The Commission shall hire a General Counsel and other persons as necessary for purposes of consultation, investigations, or operational support of the Commission and shall compensate such persons amounts within funding or budgets approved by the Tribal Council.

(c) The Commission may contract for the technical expertise of outside consultants in carrying out its authorized functions; provided such contracting conforms to standard tribal contracting administrative procedures.

§ 15-1-21 Amendments

Amendments to this Title may be proposed by the Commissioners in the form of a revised ordinance, a copy of which must be served by mail to the Tribal Chief at least two weeks in advance of the Tribal Council meeting at which it is to be introduced. An amended ordinance thereafter adopted by the Tribal Council shall become effective upon passage.

§ 15-1-22 Complaints

Any gaming participant wishing to contest an action of a licensed gaming entity or gaming official or employee must submit a complaint in writing to the Choctaw Gaming Commission within 10 days of the contested action. The Commission shall respond in writing within seven days. The Commission, by majority vote, may determine to hold hearings, conduct an investigation, dismiss or affirm the complaint and order appropriate remedial actions or decide to pursue civil or criminal penalties against the gaming entity or gaming official or employee.

§ 15-1-23 Authority with Respect to Licenses; Enforcement Powers

(a) The Commission shall exercise its continuing gaming oversight and shall issue, renew or disapprove any application, or limit, suspend or revoke gaming licenses and work permits on an annual basis. Any license or work permit granted under this Title is a revocable privilege, and no licensee or permittee holds any vested right to such license.

(b) The Commission is authorized to carry out investigations of all prospective and existing gaming licensees, to initiate hearings and to conduct or cause to be conducted announced or unannounced inspections of all gaming premises in order to ensure compliance with tribal and federal law and applicable requirements of any tribal-state compact. All licensees are obligated to comply immediately to such Commission requests for information and review of all licensee papers, books and records, or inspection of premises on an announced or unannounced basis.

(c) The Commission may hold hearings, take testimony, receive evidence, and administer oaths or affirmations to witnesses appearing before the Commission in accordance with procedural rules to be adopted by the Commission.

(d) The Commission, within three months from the effective date of this Title, shall submit to the Tribal Council through the Tribal Chief proposed regulations setting forth civil fines, penalties, license or work permit suspensions or revocations that may be imposed by the Commission against a licensee or other gaming employee for any violation of this Title XV or regulations adopted pursuant to this Title. Without limiting the foregoing, such regulations shall not restrict the Tribal Council or the Tribal Chief from exercising contractual rights to terminate any gaming management contract or exercise other contractual remedies due to default or breach of the management contract by the management contractor.

(e) The Commission shall, when its investigations of gaming indicate a violation of federal or tribal laws or regulations, provide information of indicated violations to appropriate law enforcement officials. It is hereby recognized that theft from gaming establishments on Indian lands and thefts by officers or employees of such gaming establishments are punishable by substantial fines and imprisonments pursuant to 25 U.S.C. §§ 1167 and 1168, and that tribal operators and management contractors may be separately fined up to $25,000 per violation of this Title or the Indian Gaming Regulatory Act by the Chairman of the National Indian Gaming Commission.

§ 15-1-24 Jurisdiction

The Mississippi Band of Choctaw Indians' courts shall have jurisdiction over all violations of this Title and over all persons who are parties to a management contract entered pursuant hereto, except where otherwise provided by federal statute or applicable tribal-state compact, or where arbitration is provided for as an exclusive remedy by contract, and may grant relief as is necessary and proper for the enforcement of this Title and of the provisions of any management contract entered pursuant

thereto, including but not limited to injunctive relief against acts in violation thereof. Nothing, however, in this Title shall be construed to authorize or require the criminal trial and punishment in tribal courts of non-Indians except to the extent allowed by any applicable present or future Act of Congress or any applicable federal court decisions.

CHAPTER 3 - CLASS III (CASINO-TYPE) GAMING

§ 15-3-1 Incorporation of Tribal-State Compact

The conduct of all Class III gaming activities as defined in the Indian Gaming Regulatory Act ("IGRA") on tribal lands within the tribe's jurisdiction shall be governed by a tribal-state compact duly executed by authorized tribal and state officials or procedures adopted by the United States Secretary of Interior or other authorized official in lieu of such tribal-state compact in accordance with the IGRA. The provisions of such tribal-state compact or any such procedures adopted in lieu thereof shall be incorporated hereby in the Choctaw Tribal Code.

Exhibit B

MISSISSIPPI BAND OF CHOCTAW INDIANS
GAME CONDUCT REGULATIONS

Chapter 1

GENERAL REGULATIONS

SECTION 1. GENERAL POLICY.

All gaming conducted by the Mississippi Band of Choctaw Indians (the "Tribe") shall be operated in a manner suitable to protect the public health, safety, morals, good order and general welfare of the Tribe and the general public.

SECTION 2. ACTIVITIES PROHIBITED.

The following activities are expressly prohibited:

(a) Permitting persons who are visibly intoxicated to participate in gaming activity.

(b) Possessing, using or permitting to remain in or upon the casino premises any gambling equipment (primarily, but not limited to, cards or dice), either knowingly or unknowingly, which may have in any manner been marked, tampered with or otherwise placed in a condition or operated in a manner which might make the game more liable to win or lose.

(C) Permitting, either knowingly or unknowingly, any cheating whatsoever.

(d) Possessing, using or permitting to remain in or upon any licensed premises, either knowingly or unknowingly, any cheating device of any kind; or conducting, carrying on, operating or dealing any cheating or thieving game or device on the premises.

(e) Possessing, using or permitting to remain in or upon any licensed premises, either knowingly or unknowingly, any gambling device which tends to alter the normal random selection of criteria which determines the results of the game, or deceives the public in any way.

(f) Failure to conduct gaming operations in accordance with proper standards of custom, decorum and decency, or permitting any type of conduct which reflects negatively on the repute of the Tribe or acts as a detriment to the gaming industry.

SECTION 3. GAMING AIDS PROHIBITED.

No person shall use, or possess with the intent to use, any calculator, computer or other electronic, electrical or mechanical device at any table game that:

(a) Assists in projecting the outcome of a game, or
(b) Keeps track of cards that have been dealt, or

(c) Keeps track of changing probabilities, or

(d) Keeps track of playing strategies being utilized.

Chapter 2

CRAPS

SECTION 1. DEFINITIONS.

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

(a) "Come Out Point" shall mean a total of 4,5,6,8,9 or 10 thrown by the shooter on the come out roll.

(b) "Come Out Roll" shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to Passed Bet and Don't Pass Bet has been effected.

(c) "Come Point" shall mean a total of 4,5,6,7,8,9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.

SECTION 2. PERMISSIBLE WAGERS.

(a) The following shall constitute the definitions of permissible wagers at the game of craps:

(1) "Pass Bet" shall mean a wager placed on the Pass Line of the layout immediately prior to the come out roll. The Pass Bet shall win if, on the come out roll:

i. A total of 7 or 11 is thrown; or

ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iii. The Pass Bet shall lose if, on the come out roll:

(1) A total of 2, 3, or 12 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(2) "Don't Pass Bet" shall mean a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll. The Don't Pass Bet shall win if, on the come out roll:

i. A total of 2 or 3 is thrown; or

ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

iii. The Don't Pass Bet shall lose if, on the come out roll:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iv. The Don't Pass Bet shall be void if, on the come out roll, a total of 12 is thrown.

(3) "Come Bet" shall mean a wager placed on the Come Line of the layout at any time after the come out roll. The Come Bet shall win if, on the roll immediately following placement of such bet:

i. A total or 7 or 11 is thrown; or

ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iii. The Come Bet shall lose if, on the roll immediately following placement of such bet:

(1) A total of 2, 3, or 12 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

(4) "Don't Come Bet" shall mean a wager placed on the Don't Come area of the layout at any time after the come out roll. The Don't Come Bet shall win if, on the roll immediately following placement of such bet:

i. A total of 2 or 3 is thrown; or

ii. A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.

iii. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:

(1) A total of 7 or 11 is thrown; or

(2) A total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.

iv. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.

(5) "Place Bet to Win" shall mean a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if the number on which the wager was placed is thrown before a 7 and shall lose if a 7 is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.

(6) A "Place Bet to Lose" shall mean a wager that may be made at any time against any of the numbers 4, 5, 6, 8, 9 or 10 which shall win if a 7 is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a 7 appears.

(7) "Four the Hardway" shall mean a wager, that made at any time, which shall win if a total of 4 is thrown the hardway (i.e., with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.

(8) "Six the Hardway" shall mean a wager, that may be made at any time, shall win if a total of 6 is thrown the hardway (i.e., with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.

(9) "Eight the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 8 is thrown the hardway (i.e., with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.

(10) "Ten the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (i.e., with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.

(11) "Field Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the

totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.

(12) "Any Seven" shall mean a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(13) "Any Craps" shall mean a one roll wager that may be made at any time which shall win if a total of 2, 3 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(14) "Craps Two" shall mean a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(15) "Craps Three" shall mean a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(16) "Craps Twelve" shall mean a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(17) "11 in One Roll" shall mean a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

(18) "Horn Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

(19) "Horn High Bet" shall mean a wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four

units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12. A casino licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals 2, 3, 11 or 12.

(b) Only the wagers listed in subsection 9(a) above shall be permissible at the game of craps.

SECTION 3. MAKING AND REMOVAL OF WAGERS.

(a) Wagers should be made before the dice are thrown but they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed orally by the dealer and a boxman.

(b) All wagers at craps shall be made by placing gaming chips or plaques on the appropriate areas of the craps layout except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques.

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides that outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a come out point or come point is established with respect to such bet.

(d) A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction until a new come out roll.

(e) All buy and place to win bets, come odds, and hardways shall be inactive on any come out roll unless called "On" by the player and confirmed by the dealer through placement of an "On" marker button on the top of each player's wager. All other wagers shall be considered "On".

(f) The minimum and maximum wagers to be permitted at each craps table in the casino shall be and remain conspicuously posted on a sign at each table.

SECTION 4. PAYOUT ODDS.

(a) All odds stated on any layout or in any brochure or other publication distributed by the casino shall be stated through use of the word "to" and no odds shall be stated through use of the word "for".

(b) The casino shall pay off winning wagers at the game of craps at the odds listed below.

WAGER	PAYOUT ODDS
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet 4 to Lose	5 to 11
Place Bet 5 to Lose	5 to 8
Place Bet 6 to Lose	4 to 5
Place Bet 8 to Lose	4 to 5
Place Bet 9 to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet	1 to 1 on 3, 4, 9, 10, 11 2 to 1 on 2 2 to 1 on 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1

(c) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on 2, 3, 11 and 12.

(d) No casino or employees shall accept any wager that because of the amount thereof cannot be paid at the odds permitted by (b) or (c) above.

SECTION 5. TRUE ODDS ON PLACE BETS (BUY AND LAY BETS); VIGORISH PROHIBITED.

(a) Buy Bets: In addition to the payout odds set forth in Section 4 above, for place bets to win on 4,5,6,8,9 and 10, the casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, the casino shall conform to the odds listed below in paying off winning wagers on these bets:

BET	ODDS
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

(b) Lay Bets: In addition to or in lieu of the payout odds set forth in Section 4 above, for place bets to lose on 4,5,6,8,9 and 10, the casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, the casino shall conform to the odds listed below in paying off winning wagers on these bets:

BET	ODDS
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

(c) Except as provided for in subsections (a) and (b) of this Section, the casino shall not charge any percentage, fee or vigorish to a player in making any wager in the game of craps.

SECTION 6. SUPPLEMENTAL WAGERS MADE AFTER COME OUT ROLL IN SUPPORT OF PASS; DON'T PASS; COME AND DON'T COME BETS (TAKING AND LAYING ODDS).

(a) Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make an additional wager in support of the Pass Bet which may be limited by the casino to an amount double or equal to the amount of the original Pass Bet. If, in such circumstances, the

Pass Bet wins, the original amount of the Pass Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the come out point was 4 or 10, 3 to 2 if the come out point was 5 or 9, and 6 to 5 if the come out point was 6 or 8.

(b) Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the come out roll, he shall have the right to make an additional wager in support of the Don't Pass Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins, the original amount of the Don't Pass Bet shall be paid at odds of 1 to 1 and supplemental amount shall be paid at odds of 1 to 2 if the come out point was 4 or 10, 2 to 3 if the come out point was 5 or 9, and 5 to 6 if the come out point was 6 or 8.

(c) Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make an additional wager in support of the Come Bet which may be limited by the casino to an amount double or equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins, the original amount of the Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 2 to 1 if the come point was 4 or 10, 3 to 2 if the come point was 5 or 9, and 6 to 5 if the come point was 6 or 8.

(d) Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, he shall have the right to make an additional wager in support of the Don't Come Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount original wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins, the original amount of the Don't Come Bet shall be paid at odds of 1 to 1 and the supplemental amount shall be paid at odds of 1 to 2 if the come point was 4 or 10, 2 to 3 if the come point was 5 or 9, and 5 to 6 if the come point was 6 or 8.

SECTION 7. DICE: RETENTION; SELECTION.

(a) A set of at least five dice shall be present at the craps table during gaming at craps. Control of the dice shall be the responsibility of the Stickman at the table who shall retain all dice, except those in active play, in a dice cup at the table.

(b) At the commencement of play, the Stickman shall offer the set of dice to the player immediately to the left of the Boxman at the table. If such a player rejects the dice, the Stickman shall offer the dice to each of the other players in turn

clockwise around the table until one of the players accepts the dice.

(c) The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the Stickman.

SECTION 8. THROW OF THE DICE.

Upon selection of the dice, the shooter shall make a Pass or Don't Pass Bet after which he shall throw the two selected dice so that they leave his hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from him.

SECTION 9. INVALID ROLL OF THE DICE.

(a) A roll of the dice shall be invalid whenever either or both of the dice go off the table or whenever one die comes to rest on top of the other.

(b) A Boxman or Stickman, as designated by the casino, shall have the authority to invalidate a roll of the dice by calling "No Roll" for any of the following reasons:

1. The dice do not leave the shooter's hand simultaneously;

2. Either or both of the dice fail to strike an end of the table;

3. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the Boxman.

4. Either or both of the dice come to rest in the dice cup in front of the Stickman or on one of the rails surrounding the table;

5. The use of a cheating, crooked or fixed device or technique in the roll of the dice; and,

6. For any other reason the Boxman or Stickman, as the case may be, considers the throw to be improper.

(c) The call of "No Roll" by the Boxman or Stickman under either paragraphs 1, 2 or 6 of subsection (b) of this section shall, whenever possible, be made before both dice come to rest.

(d) A throw of the dice which results in the dice coming into contact with any chips on the table, other than the craps bank of chips located in front of the Boxman, shall not be a cause for a call of "No Roll".

SECTION 10. POINT THROW; SETTLEMENT OF WAGERS.

(a) When the dice come to rest from a valid throw, the Stickman shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be consider skyward.

(1) In the event either or both of the dice do not land flat on the table (e.g., one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.

(2) In the event of a dispute as to which face is uppermost, the Boxman shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.

(b) After calling the throw, the Stickman shall collect the dice and bring them to the center of the table between himself and the Boxman. All wagers decided by that throw shall then be settled, following which the Stickman shall pass the dice to the Shooter for the next throw. When collecting the dice and passing them to the Shooter, the Stickman shall use a stick designed for that purpose.

SECTION 11. CONTINUATION OF SHOOTER AS SUCH; SELECTION OF NEW SHOOTER.

(a) It shall be the option of the shooter, after any roll, either to pass the dice or remain the shooter except that:

(1) The shooter shall pass the dice upon throwing a loser 7; and,

(2) The boxman may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or violates either the statute or applicable regulation governing play of the game.

(b) Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the Stickman shall offer the

complete set of 5 or more dice to the player immediately to the left of the previous shooter and, if he does not accept, to each of the other players in turn clockwise around the table.

(c) The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front on the Stickman.

CHAPTER 3

ROULETTE

SECTION 1. WAGERS.

(a) All wagers at Roulette shall be made by placing gaming chips or plaques on the appropriate areas of the roulette layout except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques.

(b) No person at a roulette table shall be issued or permitted to game with chips that are identical in color and design to chips being used by another person at that same table.

(c) Each player shall be responsible for the correct positioning of his wager or wagers on the roulette layout regardless of whether he is assisted by the dealer. Each player must ensure that any instructions he gives to the dealer regarding the placement of his wagers are correctly carried out.

(d) Each wager shall be settled strictly in accordance with its position on the layout when the ball falls to rest in a compartment of the wheel.

(e) The minimum and maximum wagers permitted at each roulette table in the casino shall be and remain conspicuously posted on a sign at each table.

SECTION 2. ROULETTE; PAYOUT ODDS.

(a) The casino shall pay off winning wagers at the game of roulette at the odds listed below.

BETS	PAYOUT ODDS
Straight	35 to 1
Split	17 to 1
3-Number	8 to 1
4-Number	6 to 1
5-Number	6 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
Low	1 to 1
High	1 to 1

(b) When roulette is played on a double zero wheel and the roulette ball comes to rest around the wheel in a compartment marked zero (0) or double (00), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall not be lost but each player having such a wager shall surrender half the amount on such bet and remove the remaining half.

(c) When roulette is played on a single zero wheel and the roulette ball comes to rest around the wheel in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

SECTION 3. ROTATION OF WHEEL AND BALL.

(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call "No More Bets".

(c) Upon the ball coming to rest in a compartment around the wheel, the dealer shall announce the number of such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.

(d) After placing the crown on the layout, the dealer shall first collect all losing wagers and then pay off all winning wagers.

SECTION 4. IRREGULARITIES.

(a) If the ball is spun is the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

CHAPTER 4

BLACKJACK

SECTION 1. DEFINITIONS.

The following words and terms, when used in this Chapter, shall have the following meanings unless the context clearly indicates otherwise.

(a) "Blackjack" shall mean an ace and a second card with a point value of ten dealt as the initial two cards to a player or the dealer. Blackjack may not include an ace and a ten-point value card dealt to a player who has split pairs;

(b) "Dealer" shall mean the person responsible for dealing the cards at a blackjack table;

(c) "Hard total" shall mean the total point count of a hand which contains no ace or which contains aces that are counted as one in value;

(d) "Shoe" shall mean a dealing device that has a compartment in which cards are stacked and which permits cards to be dealt at any given time;

(e) "Soft total" shall mean the total point count of a hand containing an ace when the ace is counted as eleven in value.

SECTION 2. CARDS.

The value of the cards contained in a deck of cards is as follows:

(a) A card from 2 to 10 has its face value;

(b) A jack, queen, or king has a value of 10; and

(c) An ace has a value of 11 unless that would give a player or the dealer a score in excess of 21, in which case it has a value of one.

A standard blackjack deck shall contain 52 cards in four suits, hearts, diamonds, clubs, and spades with each suit consisting of numerical cards from 2 to 10 and a jack, a queen, a king, and an ace. More than one deck of cards may be used for play at blackjack at the discretion of the casino.

SECTION 3. WAGERS.

Before the first card is dealt for a round of play, a player may make a wager against the dealer. The player wins his wager if any of the following events occur:

(a) The sum of the player's cards is 21 or less and the sum of the dealer's cards is more than 21;

(b) The sum of the player's cards exceeds that of the dealer without either exceeding 21; or

(c) The player has blackjack and the dealer does not.

SECTION 4. PUSH--EXCEPTIONS.

A wager is void and returned to the player when the sum of the player's cards is the same as the dealer, but a player's wager is lost if the dealer has a blackjack and the sum of the player's cards is 21 and not a blackjack.

SECTION 5. WAGERING RULES.

Except when splitting pairs, doubling down, surrendering, or making an insurance wager, no wager may be increased or withdrawn after the first card of a round has been dealt. All wagers at blackjack must be made by placing gaming chips, tokens, or coins on the appropriate areas of the blackjack layout.

SECTION 6. PAYMENT OF WAGERS.

Winning wagers must be paid at odds of at least one to one with the exception of blackjack which must be paid at odds of at least three to two.

SECTION 7. HANDLING OF WAGERS.

Except for splitting pairs, surrendering, insurance, and doubling down, once the first card of the hand has been dealt by the dealer, no player may handle, remove, or alter any wagers that have been made until the hand has been completed. After a wager on the insurance line, a surrender, a wager to double down, or a wager to split pairs has been confirmed by the dealer, no player may handle, remove, or alter the wagers until the hand is completed. No dealer or other employee of the casino may permit a player to violate this section.

SECTION 8. INSPECTION OF CARDS.

After receiving the cards at the table, the dealer must sort and inspect the cards.

SECTION 9. PRESENTATION OF CARDS.

After the cards are sorted and inspected, the cards must be spread out, faced upward on the table, for visual inspection by the players. The cards must be spread out in horizontal fan-shaped columns by deck according to suit and sequence.

SECTION 10. THE SHUFFLE AND RESHUFFLE.

After the players inspect the cards, the cards must be turned face downward on the table, mixed thoroughly, and stacked. After each stack of cards is dealt, the dealer must reshuffle the cards so that they are randomly intermixed. A reshuffle of the cards must take place after the cutting card is reached. The dealer may reshuffle the cards at his discretion.

SECTION 11. CUT.

After the cards have been shuffled, the dealer must offer the stack of cards with the backs facing away from him to the cutting player to be cut. The cutting player must cut the cards by placing the cutting card in the stack at least five cards from either end. Once the cutting card has been inserted by the player, the dealer must take all cards in front of the cutting card and place them on the back of the stack after which the dealer must insert the cutting card in a position approximately one quarter of the distance from the back of the stack. If a shoe is used, the stack of cards must then be inserted into the dealing shoe for the beginning of play; otherwise, the cards may be dealt from the hand.

SECTION 12. CUTTING PLAYER.

The dealer must make a reasonable attempt to alternate the cut among all the players.

SECTION 13. PROCEDURE FOR DEALING CARDS.

Cards used to game at blackjack must be dealt from the hand or from a dealing shoe specifically designed for the purpose and located on the table on the left of the dealer. A dealer must remove cards from the shoe or the deck and then place them on the appropriate area of the layout.

SECTION 14. BURN PROCEDURE.

At the discretion of the casino, the dealer may deal the first card face downward and place it in the discard rack which must be located on the table immediately in front of or to the right of the dealer. A new dealer who comes to the table may also burn one card before the new dealer deals cards to the players. At the discretion of a retail licensee, the burn card may be disclosed upon request.

SECTION 15. THE DEAL.

At the beginning of a round of play, the dealer must, starting on his left and continuing clockwise around the table, deal the cards in the following order:

(a) One card face downward or upward to each box on the layout in which a wager is contained;

(b) One card face upward to himself;

(c) A second card, face downward or upward to each box in which a wager is contained; and

(d) One card face downward to himself.

SECTION 16. THE PLAY.

After two cards have been dealt to each player and to the dealer, each player must double down, surrender, split pairs, stand, draw, or make an insurance wager. As each player indicates his decision, the dealer must deal face upward whatever additional cards are necessary.

SECTION 17. THE PICKUP.

At the conclusion of a round of play, all cards on the layout must be picked up by the dealer from right to left, so that they can be readily arranged to indicate each player's hand in case of question or dispute. After the players' cards have been collected, the dealer must pick up his cards and put them at the bottom of the players' cards and place them in the discard rack. When the value of a players' cards exceeds 21, that player's cards shall be revealed and placed in the discard rack.

SECTION 18. DEALER'S HOLE CARD.

The dealer may not look at the face of his hole card until after all cards requested by the players are dealt to them unless the dealer's first card is an ace or has the value of ten.

SECTION 19. DEALING AFTER CUTTING CARD REACHED.

If the cutting card is reached during the deal of the cards, the dealer must continue dealing until that round of play is completed.

SECTION 20. PROHIBITED ACT.

No player or spectator may remove or alter any cards except as provided by this chapter, and no dealer or other employee of the casino may permit a player or spectator to engage in such activity.

SECTION 21. POINT COUNTS.

A player is responsible for correctly computing the point count of his hand, and no player may rely on the point counts announced by the dealer.

SECTION 22. INSURANCE WAGERS.

If the first card dealt to the dealer is an ace, a player may make an insurance bet which wins if the dealer's hole card is a king, queen, jack, or ten and loses if the dealer's hole card is an ace, two, three, four, five, six, seven, eight, or nine. An insurance bet is made by placing on the insurance line of the layout an amount not more than half the amount staked on the player's initial wager. A player may bet an amount in excess of half the initial wager to the next unit that can be wagered in chips, if because of the value of chip denominations, half the initial wager cannot be bet. Insurance wagers must be placed immediately after the second card is dealt to each player, after the dealer's card is exposed, and before any additional cards are dealt to the dealer. All winning insurance wagers must be paid at odds of two to one. All losing insurance wagers must be collected by the dealer immediately after he draws his second card or discloses his hole card and before he draws any additional cards.

SECTION 23. DOUBLING DOWN.

Except for blackjack, the casino may allow a player to double down on his hand, which is to make an additional wager, not exceeding his original wager, on the first two cards dealt to him or the first two cards of any split pair. One additional card must be dealt to the hand on which the player elects to double down. If a dealer obtains blackjack after a player doubles down, the dealer must collect the amount of the original wager of the player and may not collect the additional amount wagered in doubling down.

SECTION 24. SPLITTING PAIRS.

If the first two cards dealt to a player are identical in value, he may split the hand into two separate hands by making a wager on the second hand equal to his original wager. If a player splits pairs, the dealer must deal a second card to the first hand so formed and must complete the player's decision on that hand before dealing cards to the second hand. After a second card is dealt to a split pair, the player must stand, surrender, draw, or double down. A player may not split pairs more than three times in a round of play on any one hand. A player splitting aces may have only one card dealt to each ace. If the dealer obtains blackjack after a player splits pairs, the dealer may only collect the amount of the original wager of the player and may not collect the additional amount wagered in splitting pairs.

SECTION 25. DRAWING OF ADDITIONAL CARDS BY PLAYERS AND DEALER.

A player may elect to draw additional cards if his point count total is less than 21. A player with blackjack or a hard or soft total of 21 may not draw additional cards.

A dealer must draw additional cards to his hand until he has a hard or soft total of 17, 18, 19, 20 or 21. Thereafter, no additional cards may be drawn. A dealer may not draw additional cards to his hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome.

SECTION 26. PLAYER WAGERING ON MORE THAN ONE BOX.

The casino may permit a player to wager on more than one box or may limit multiple play during hours when there are insufficient seats in an establishment to accommodate patron demand.

SECTION 27. IRREGULARITIES.

A card found turned face upward in the shoe or deck may not be used in the game and must be placed in the discard rack. A card drawn in error without its face being exposed must be used. After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, the card must be dealt to the players or dealer. Any player refusing to accept such a card may not have additional cards dealt to him during the round. If the card is refused by the player and the dealer cannot use the card, the card must be burned. If the dealer misses dealing the first or second card to himself, the dealer must continue dealing the first two cards to each player, and then deal the correct number of cards to himself. If there are insufficient cards remaining in the shoe or deck to complete a round of play, the cards in the discard rack must be shuffled and cut; and the dealer must complete the round of play. If no cards are dealt to a player's hand, the hand is dead and he may be included in the next deal. If only one card in dealt to the player's hand, the dealer must deal the second card to the player after all other players have received a second card.

SECTION 28. SURRENDER.

At the option of the casino, a player may surrender his cards by forfeiting half his original wager if the dealer does not have blackjack. A player must surrender before he receives additional cards to his hand.

SECTION 29. POSTING OF RULES.

The casino shall post the rules of play and betting of blackjack in a prominent place so that they can be read by a player from the table.

CHAPTER 5

POKER

SECTION 1. DEFINITIONS.

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise.

(a) "Ante" shall mean a player's initial bet or predetermined contribution to the pot before the first card of the game is dealt;

(b) "Bet" shall mean a player's wager to the pot on any betting round;

(c) "Betting round" shall mean a complete cycle in a hand of poker after all players have called or folded.

(d) "Blind bet" shall mean a bet made before the first card of the game is dealt;

(e) "Button" shall mean an object which is moved clockwise around the table to denote an imaginary dealer;

(f) "Buy-in" shall mean a purchase of chips by a player prior to play;

(g) "Call" shall mean a bet made equal to the immediately preceding bet;

(h) "Check" shall mean to waive the right to initiate the betting in a round, but to retain the right to call;

(i) "Check and raise" shall mean a raise after a player first checked in a round;

(j) "Chips" shall mean tokens or 25-cent coins, 50-cent coins, or silver dollars;

(k) "Community cards" shall mean in the game of Texas hold'em, cards dealt face upward which can be used by all players to make their best hand;

(l) "Deal" shall mean the distribution of playing cards among the players;

(m) "Deuce" shall mean the term for the number of two card of any suit;

(n) "Draw" shall mean in draw poker, the taking of additional cards by a player prior to the second round of betting;

(o) "Flop" shall mean in a game of Texas hold'em, the first three community cards dealt face up at one time;

(p) "Fold" shall mean to discard a hand during a betting round by refusing to match a bet;

(q) "Hand" shall mean one game in a series, one deal, the cards held by a player, or the best five cards of a player's holding;

(r) "Hole-card" shall mean a card held by a player which is unseen by the other players;

(s) "Misdeal" shall mean to deal a hand of poker wrongly, including dealing to at least two players more cards than those players are entitled to and dealing to at least two players more cards than those players are entitled to after the dealing of the hand is completed.

(t) "Open" "openers" "to open" shall mean a bet or a check by the required player;

(u) "Opener" shall mean the player who makes the first bet in any betting round;

(v) "Pat hand" shall mean a hand which does not need another card drawn to it;

(w) "Pot" shall mean a location on the poker table; the total amount anted and bet by players during a game which is awarded to the winning player or players;

(x) "Raise" shall mean a bet in an amount greater than the immediately preceding bet in that betting round;

(y) "Rake-off" or "rake" shall mean the amount taken from the pot by the retail licensee;

(z) "Round" shall mean a cycle of bets made by the players following the deal of the cards;

(aa) "Showdown" shall mean the revealing of each player's hand by the player after the last bet to determine the winners of the pot;

(bb) "Stake" shall mean the fund with which a player enters the game; and

(cc) "Wild card" shall mean a card that a player may declare to have any value in the deck.

SECTION 2. TYPES OF POKER AUTHORIZED.

The casino may conduct the following poker games:

(a) Texas hold'em;

(b) Five-card low draw poker;

(c) Five-card high draw poker;

(d) Five-card high-low split draw poker;

(e) Five-card high stud draw poker;

(f) Seven-card low stud poker;

(g) Seven-card high stud poker; and

(h) Seven-card high-low split stud poker.

SECTION 3. RANKING OF CARDS IN HANDS.

The cards are ranked ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and deuce. The ace is the highest ranked card in high poker and is ranked lower than a deuce in low poker. A poker hand in a showdown consists of five cards, usually the best five selected from a greater number, ranked according to the following from highest to lowest:

(a) Five aces--four aces of different suits and the joker;

(b) Straight flush--five cards of the same suit in sequence; an ace-high straight flush is a "royal flush";

(c) Four of a kind--four cards of the same rank;

(d) Full house--three cards of the same rank and two cards of the same rank;

(e) Flush--five cards of the same suit;

(f) Straight--five cards in sequence; an ace may be low in a five-high-card straight;

(g) Three of a kind--three cards of the same rank;

(h) Two pair--two cards of the same rank and two cards of one other rank;

(i) One pair--two cards of the same rank; and

(j) High card--the highest ranking card in the hand.

SECTION 4. USE OF JOKER.

At the discretion of the casino, and with notice to all players, the joker may be used in draw poker as a wild card, an ace, or as any other card not already in the player's hand to complete a straight flush, a flush, or a straight. The joker may be used in low poker as a card of the lowest rank not already in the player's hand.

SECTION 5. TIE.

At a showdown if two or more hands are tied, the hand with the highest ranked card or cards wins; otherwise, the tie must be broken by the rank of the unmatched cards in the hand. All suits are of equal value for determining hand rankings.

SECTION 6. CARDS.

The cards in the game of poker must be one complete standard deck of 52 cards. A joker may be used. The design on the backs of the cards in the deck must be identical, and no card may contain any marking, symbol, or design that enables a player to know the identity of any element printed on the face of the card. The backs of the cards may contain a logo. The backs of the cards in the deck must be designed to eliminate the ability of any person to place concealed markings on them. No cards shall be used that are taped, cut, shaved, marked, defaced, bent, crimped, or deformed.

SECTION 7. CASINO TO PROVIDE DEALER.

The casino must provide the dealer.

SECTION 8. SHUFFLE AND CUT OF THE CARDS.

Before the play, the dealer must, in front of the players, shuffle the cards so that they are randomly intermixed. The dealer may offer the cut. If the player refuses the cut, the dealer must cut the cards. The dealer must restack the cards with the former bottom part of the deck on top. The dealer must place the cutting card on the bottom of the deck to conceal the last card which must never be dealt.

The casino must have two separate decks of cards available at each table. The color of the backs of the cards of the two decks must be of a different predominant color. A player may request that the dealer change decks. If such a request is made, the dealer must switch the decks at the end of that hand.

SECTION 9. ANTE.

An ante may be used in the game at the discretion of the casino, with notice to all players. The player must ante for each hand by placing chips equaling the ante in front of him on the table before the fir t card of the game is dealt. The dealer must sweep the antes and place them in the pot. Once the first card is dealt to any player, the ante may not be altered.

SECTION 10. THE DEAL.

Cards must be dealt out of the hand by the dealer. A button may be moved around the table clockwise, player to player, so that the player who has the button receives the advantage of playing and betting last. The first holder of the button must be determined at random by dealing for the high card.

SECTION 11. THE PLAY--TEXAS HOLD'EM.

Texas hold'em must be played according to the following rules:

(a) The dealer must deal two cards to each player, face downward and one at a time. The first player to receive a card is the player to the left of the player who has the button. The last player to receive his cards is the player assigned the button. After each player has received his two cards, there is a betting round. The player to the left of the button opens and each following player may call, raise, or fold;

(b) The dealer deals three community cards from the deck and turns them face upward, in the center of the table. Community cards are common to the hand of every active player in the pot;

(c) After the flop, the betting continues for another round. The player sitting left of the player assigned the button opens. After the opening, a player may call, raise, or fold;

(d) The dealer deals another community card face upward in the center of the table. Another betting round occurs. The dealer deals another community card face upward in the center of the table for the final betting round; and

(e) After all bets are made and if there are two or more players remaining in the game, there is a showdown with the best high hand winning the pot.

SECTION 12. THE PLAY--DRAW POKER.

The games five-card low draw poker, five-card high draw poker, and five-card high-low split draw poker must be played according to the following rules:

(a) The dealer must deal sequentially to each player five cards face downward. The player to the immediate left of the player with the button opens. After the initial betting round, the players must either retain their pat hands or discard. The players' discards are placed in the discard pile. Players who discard are dealt a new card face downward for each card discarded. Players' newly dealt cards are received at the same time as cards are discarded. There is a betting round followed by showdown;

(b) In the game five-card low draw poker, the lowest ranking hand wins the pot;

(c) In the game five-card high draw poker, the highest ranking hand wins the pot. If a joker is used, it must be used as an ace, or used to complete a straight flush, a flush, or a straight; and

(d) In the game five-card high-low split draw poker, the player with the best high hand and the player with the best low hand split the pot. A player who wins high or low and ties a player for the other receives three-quarters of the pot. A player may win both high and low at the same time. If the chips contained in the pot are not divisible by two, the player with the high hand must be awarded the odd chip after the remaining pot is split equally.

SECTION 13. THE PLAY--FIVE-CARD STUD POKER.

In five-card stud poker, the player must receive one card face downward and one card face upward to form his initial hand. The player must receive three more cards dealt face upward one at a time. There must be a total of four betting rounds, one after each new card had been dealt face upward. After the initial deal, the player with the high card opens. If two or more players have an opening card of the same value, the opener must be determined by the rank of the suits of the cards as follows: spades, hearts, diamonds, and clubs. On all subsequent rounds, the player with the best hand showing opens. Five-card stud poker is only played at high poker.

SECTION 14. THE PLAY--SEVEN-CARD STUD POKER AND SEVEN-CARD HIGH STUD POKER.

In seven-card low stud poker and seven-card high stud poker, the player receives two cards dealt face downward and one card dealt face upward. At the casino's discretion, the player with the high or low card opens. If two or more players have a card of the same value, the low or high card must be determined by the rank of the suits of cards as follows: spades, hearts, diamonds, and clubs from highest to lowest. On all subsequent rounds, the player with the best hand showing opens. The players receive three additional cards dealt face upward and a final card dealt face downward, with a betting round after each card. In seven-card stud high, the highest hand wins the pot. In seven-card stud low, the lowest hand wins the pot.

SECTION 15. THE PLAY--SEVEN-CARD HIGH-LOW SPLIT STUD POKER.

In seven-card high-low split stud poker, the highest hand and the lowest hand split the pot. A player who wins in one direction and ties a player for the other direction receives three-quarters of the pot. A player who wins both directions without a tie receives all of the pot. Aces may be used for either high or low. The betting is the same as in seven-card stud poker.

SECTION 16. RAKE-OFFS.

Rake-offs may not exceed 10 percent (10%) of all sums wagered in the hand. Rake-offs may only be pulled from the pot by the dealer in an obvious manner after each wager and call or at the completion of the hand. The rake-off must be placed and remain in a designated rake circle until a winner is declared and paid. The rake-off must then be dropped into the drop box. The designated rake circle must be clearly visible to all players.

SECTION 17. OPERATION OF THE GAME.

Play must proceed in a clockwise direction with each player's turn following the person on the player's immediate right.

SECTION 18. PROTECTION OF HANDS.

A player must protect his hand by holding onto it above the table or by placing one or more chips on it. The player who fails to protect his hand has no relief if his hand becomes dead by contact with discarded cards or is accidentally taken in by the dealer. Contact of an unprotected hand with a discarded card makes it dead. A protected hand may not be ruled dead by accidental contact with discards unless it is impossible to reconstruct completely. A player who has a protected hand taken in by the dealer or fouled by discards through no fault of the player is entitled to a refund of all the chips he put in the pot in that game.

SECTION 19. DEALING.

A card dealt must be the top card on the deck. After the first card of the hand has been dealt to a player, the deal continues in a clockwise direction. The order of cards in the deck may not be disturbed during the deal of a round.

A card that is meant to be dealt face downward but is dealt face upward or flashed as it is dealt so that a player might know its identity or a card that is meant to be dealt face downward but is dealt off the table is considered an exposed card and is dead. A card exposed by a player is not an exposed card. An exposed card meant to be dealt face downward must be replaced. The replacement of an exposed card must be done after all players have received their cards in that round. The dealer must determine whether a card has been exposed.

SECTION 20. MISDEAL.

A misdeal causes all of the cards to be returned to the dealer for a redeal. A misdeal may not be called once substantial action has occurred. "Substantial action" is defined as either three players acting by betting or folding or two players acting, if one of them has raised the pot.

SECTION 21. TABLE STAKES.

A player confronted by a bet larger than his stack of chips may call "all in" and place his chips into the pot as a call. The excess part of the bet is either returned to the bettor or used to form a side pot with another player or players by matching the amount called. There is no limit on the number of side pots. Play must continue and the player who is "all in" must receive cards as other active players. The remaining players must place their bets

into the side pot or pots. At the showdown, if the player who is "all in" has the high hand, he wins the pot. If the player who is "all in" does not have the highest hand, the player with the highest hand wins both pots.

In a high-low game, a similar procedure must be used to award the pots to the highest and lowest hand.

A player who is "all in" and loses must leave the game or buy more chips.

SECTION 21. BYPASSED BETTING.

A player must act on his hand. He must notify the other players that he has not yet acted if the betting action inadvertently bypasses him.

SECTION 22. BURNED CARDS.

If the dealer burns a card, it must be placed in the discards. If the dealer burns a card and is unable to deal immediately, the dealer may place the burned card back on top of the deck and verbally announce that fact.

SECTION 23. FOLDING.

If a player bets but announces a fold, he has a dead hand. In stud poker, the dealer must decide whether the act by a player of taking his cards and removing them from the table is a fold if the next player takes action.

SECTION 24. CALL OR RAISE.

A statement by a player of "call" or "raise" or of a specific bet is binding. A player who states a certain amount but puts a different value of chips into the pot must correct his bet to the stated amount if the next player has not acted. The dealer must correct all bets.

SECTION 25. REQUIRED STATEMENTS.

A player may not substitute a gesture or irregular statement for a verbal statement of his action. A player must verbally state his action as "check," "call," "raise," or "fold."

A player who makes a bet, decides incorrectly that he has no live hand against the play, and throws away his hand into the discard pile loses the pot unless his hand is declared retrievable by the dealer.

SECTION 26. PROCEDURE FOR CALLS.

A player who unintentionally puts fewer chips into the pot than are needed to call must complete the call or withdraw his partial bet in full. A player who shows that he is unaware of the raise by calling only the amount of the bet before the raise may withdraw his chips and fold. An illegal bet must stand once three players have called, a player has raised, or all players in the pot have acted; otherwise, the action must back up to the player making the illegal bet and any other action is nullified. A player may assemble chips in front of him before acting. A player makes a bet if he pushes assembled chips forward or releases chips into the pot at a sufficient distance from the player to make it obvious that he intends to bet. If the situation is unclear and a player allows the dealer to pull his chips into the pot without making an immediate objection, it is a bet.

A player must place his entire bet in front of him at one time. Unless a player has placed the amount of chips required to call a bet and to signify a raise, he may not place additional chips for a raise.

SECTION 27. APPARENT CALL.

If a player calls but places a value of chips into the pot that is larger than the bet, it must be regarded as a call unless the player announces a raise. The player may clarify his apparent call as a raise only if no other player behind him has placed chips into the pot or announced a call or raise. The dealer must provide the player with change of chips, if necessary, at the time the bet is placed.

SECTION 28. FOULED HAND--SHORT HANDS.

A fouled hand is a hand that either has an improper number of cards, unless the player is short a card and due to get the top card of the deck, or has a card that has come into contact with discards. If a player has a fouled hand by having too many cards, that hand is dead and cannot win any part of the pot. Except for games of low draw and high-low split draw, a player may play with too few cards as long as he can make a hand.

If a player discovers that his hand is fouled, the player cannot recover any chips he placed into the pot unless a misdeal can be called. If a player with a fouled hand makes a bet or raise and the next player has not yet acted, the next player may call attention to the fact that the hand is fouled. The dealer must return the player's bet to the player with the fouled hand and betting may resume.

No player may deliberately foul his hand to recover a bet or make an attempt to win the pot by betting or raising after he has

discovered that his hand is fouled. If the dealer determines that a player has intentionally bet a fouled hand, the dealer must rule that the player's chips remain in the pot.

SECTION 29. SHOWDOWN.

If two or more players remain in the pot after all of the cards have been dealt and the betting is over for that hand, the remaining players show their cards to determine which player has the best hand and wins the pot. A player may discard a hand without showing it.

The following provisions govern showdown:

(a) A hand with too many cards for that game is dead;

(b) A hand is ranked according to the actual cards it contains. The cards speak for themselves;

(c) A hand that is prematurely discarded by a player and touches the discarded cards us dead;

(d) A verbal concession is not binding;

(e) A player who leaves the table conceding the pot must discard his hand;

(f) A hand discarded face upward is a live hand if it has not become irretrievably mixed with the discards;

(g) A hand discarded face downward may be retrieved if the following conditions ar met:

(i) The player retrieves it or requests the dealer to turn it face up;

(ii) The hand has not touched any discards; and

(iii) Another player has not been induced to discard his hand;

(h) A hand discarded face downward that is not retrievable is dead even if it had been shown before being discarded;

(i) A hand discarded by the dealer with the player's approval is dead;

(j) If the dealer discards the winning hand without the player's approval, the player is entitled to the

pot if it is claimed before being taken in by another player; and

(k) A player who remains silent has not given approval for the dealer to discard his hand. The player must positively approve the dealer's action.

SECTION 30. REVIEW OF HAND.

At the conclusion of the betting round, a player must place his hand face upward on the table at the showdown as follows:

(a) If there has been a bet on the final round, the player who made the bet must show first;

(b) If there have been one or more raises on the final round, the player who last raised must show first;

(c) If the final round has been checked by all the players, the player who acted first must show first;

(d) The subsequent order of showing hands is clockwise around the table from the player who must show first; and

(e) Suits of cards so not count in the ranking of hands at the showdown.

SECTION 31. AWARD OF POT.

Pots must be awarded by the dealer. When the dealer has awarded a pot and it has been taken in by a player without a claim against it, the award stands. No player may make an agreement with any other player regarding the pot. A game must be played to conclusion and the pot awarded to the winning player.

SECTION 32. ODD CHIPS IN TIES.

If a pot that is split by having tied hands at the showdown has an odd chip, the chip is awarded to the player with the highest ranking card in his hand. This section does to apply to splits between the high and low hands in high-low poker. If the lowest denomination chips in the pot are unable to be used to split the pot evenly, the dealer must exchange the chips in order to divide split pot as evenly as possible.

SECTION 33. USE OF DEFECTIVE DECK.

If a defective deck is used, all chips in the pot must be returned to the players in the amount each contributed. A player who knows the deck was defective and attempts to win the pot by a bet is not

entitled to his chips in the pot. Such chips must remain in the pot as forfeited money for the next game. A player who won a pot is entitled to keep it, even though the deck is subsequently found to be defective.

SECTION 34. FACED CARD.

If a card is improperly faced in the deck, it must be treated as a dead card and replaced by the next card below it in the deck. A joker dealt face upward when the joker is not being used in the game is a dead card. A joker dealt face downward to a player when the joker is not used in the game must be replaced by the top card of the deck after all of the other players have received cards for that round.

SECTION 35. TIME LIMIT.

The casino, with notice to all players, may place a maximum time limit for a player to act on his hand. At the end of the time limit, if the player has not bet, he must check. If there has been a bet to the player, his hand is dead. The dealer must provide warning to the player before the expiration of the time limit.

SECTION 36. POSTING OF RULES.

Posted rules must be clear and legible and placed at each poker table or in a conspicuous location so that a player at a poker table may easily read the rules.

SECTION 37. HOUSE GAME RULES.

The casino must post house game rules that include at least the following rules:

1. It must use one deck of 52 cards, except when a joker is used;

2. It must use a cutting card to conceal the bottom card of the deck;

3. It will deal out of the hand;

4. It will allow blind bets or not allow blind bets;

5. It will use or not use bet-or-check policy;

6. It will use or not use "check-and-raise";

7. The maximum amount of rake-off must not exceed [illegible] percent;

8. It will use an ante or no ante; and

9. It will set the number or raises allowed per round.

SECTION 38. MAXIMUM NUMBER OF PLAYERS.

The maximum number of players in five-card high stud and Texas hold'em is ten. The maximum number of players in the remaining games is eight. If the dealer runs out of cards in the games of seven-card low stud poker, seven-card high stud poker, and seven-card high-low split stud poker, the dealer must burn a card and then deal a seventh card face up as a community card, or shuffle and deal the burn cards and discards.

CHAPTER 6

BACCARAT-CHEMIN DE FER

SECTION 1. CARDS: NUMBER OF DECKS; VALUE; POINT COUNT OF HAND.

(a) Baccarat-Chemin de Fer shall be played with at least six decks of cards having backs of the same color and design and two additional yellow or green cutting cards.

(b) The value of the cards in each deck shall be as follows:

1. any card from 2 to 9 shall have its face value;

2. any Ten, Jack, Queen or King shall have a value of zero;

3. any Ace shall have a value of one.

(c) The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totalling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. a hand composed of an Ace, a 2 and a 4 has a Point Count of 7;

2. a hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

SECTION 2. MINIMUM AND MAXIMUM WAGERS.

The minimum and maximum wagers permitted at each Baccarat-Chemin de Fer table shall be and remain conspicuously posed at each table.

SECTION 3. OPENING OF TABLE FOR GAMING.

(a) After receiving the six or more decks of cards at the table, the dealer calling the game shall sort and inspect the cards.

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and

in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

SECTION 4. SHUFFLE AND CUT OF THE CARDS.

(a) Immediately prior to the commencement of play and after each shoe of cards is completed, the dealers shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack. After lacing the cards, the dealer calling the game shall offer the stack of cards, with backs facing away from him, to the participants to be cut. The dealer shall begin with the participant seated in the highest numbered position at the table or, in the case of a reshuffle, the participant seated to the left of the participant responsible for dealing the cards, and working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(c) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(d) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the players. Face cards and tens count as ten. Aces count as one.

SECTION 5. DEALING SHOE; SELECTION OF BANKER.

(a) All cards used to game at Baccarat-Chemin de Fer shall be dealt from a dealing shoe specifically designed for such purpose.

(b) After the cards have been shuffled and placed in the shoe, the dealer calling the game shall offer the shoe to the participants to be dealt. The participant offering to wager the highest amount on the first hand shall become the "Banker" and

shall be responsible for dealing the cards from the shoe in accordance with these regulations and the instructions offer to wager an equal amount on the first hand, the participant making such wager that is closest to the dealer moving counterclockwise around the table shall become the "Banker."

SECTION 6. WAGERS PLACED BY BANKER.

(a) Immediately prior to dealing the cards, the Banker shall place a wager in support of the "Banker's Hand" which shall conform to the requirements of subsection (b) of this section. The wager placed by the Banker shall:

1. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";

2. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand";

3. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

(b) The wager placed by the Banker immediately after accepting the shoe shall not be less than the amount such participant offered in bidding to become the Banker. The amount of all subsequent wagers placed by the Banker as such shall be at least equal to, but no more than twice, the amount of his immediately preceding wager. An example of this rule is as follows: if Participant A becomes the Banker for a high bid of $1,000, he must place a wager of at least $1,000 oh the first hand dealt. If he continues as the Banker, his wager on the second hand must be at least $1,000 but not more than $2,000. Assuming he wagers $2,000 on the second hand, his wager on the third hand (if he continues as the Banker) must be at least $2,000 but not more that $4,000.

(c) Any wager placed by the Banker in cash shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

SECTION 7. WAGERS MADE AGAINST BANKER.

(a) After the Banker has placed a wager in support of the "Banker's Hand", the remaining participants at the table shall be given the opportunity of wagering against all or a part of the wager made by the Banker provided, however, that such wagers shall not exceed, either individually or in the aggregate, the amount wagered by the Banker.

(b) Any participant who equaled and lost the immediately preceding wager of the Banker shall have the first option of making

a wager against the Banker in an amount equal to the amount being wagered by the Banker. Said participant shall exercise this option by announcing "Banco Suivi" or "Suivi" and by placing the requisite wager on the appropriate area of the layout. A "stand off" shall not be counted for the purpose of determining the immediately preceding wager under this subsection.

(c) If no qualified participant announces "Banco Suivi" or "Suivi", the next preference shall be given to any participant placing a wager against the Banker equal in amount to that wagered by the Banker. This option shall be exercised by a participant announcing "Banco Seul" or "Banco" and by placing the requisite wager on the appropriate area of the layout. Whenever more than one participant announces "Banco Seul" or "Banco", preference shall be given to the participant making such announcement who is seated nearest to the Banker in a counterclockwise direction around the table.

(d) If the options granted by subsection (b) and (c) of this section are not exercised, each participant, beginning with the one seated to the immediate right of the Banker and moving counterclockwise around the table, shall have the right to make a wager against a part of the wager made by the Banker. Such wagers shall be accepted until the amount of the partial wagers, taken in the aggregate, equals the amount of the wager made by the Banker or until, the dealer announces "No More Bets."

(e) No wager at Baccarat-Chemin de Fer shall be made, increased or withdrawn after the dealer has announced "No More Bets" except that the Banker shall withdraw any part of his initial wager that was not covered by the wagers of the other participants.

(f) Any wager placed by the participants in cash shall be exchanged immediately by the dealer for gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(g) The wager(s) placed by the participants shall:

1. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";

2. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand";

3. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.

SECTION 8. HANDS OF PLAYER AND BANKER; PERSONS CONTROLLING EACH HAND; PROCEDURE FOR DEALING INITIAL TWO CARDS TO EACH HAND.

(a) There shall be two hands dealt in the game of Baccarat-Chemin de Fer, one of which shall be denominated the "Banker's Hand."

(b) The participant selected as the Banker shall have exclusive control of the "Banker's Hand" and shall make all decisions permitted by these regulations with respect to such hand.

(c) Exclusive control of the "Player's Hand" and the right to make all decisions permitted by these regulations with respect to such hand shall reside in the participant who made a wager in accordance with subsections 7(b) or 7(c) of this Regulation. If no such wager has been made, this right shall reside in the participant making the highest wager against the banker. If two or more equally high wagers have been made, this right shall reside in the participant making such wager that is nearest to the Banker moving counterclockwise around the table. The participant possessing exclusive control of the "Player's Hand" under this subsection shall hereinafter be referred to as the "Dominant Player".

(d) After the dealer announces "Cards," the Banker shall deal an initial four cards from the shoe. The first and third card dealt shall be placed face downwards in front of the Dominant Player and shall constitute the first and second card of the "Player's Hand". The second and fourth card dealt shall be placed face downward in front of the Banker and shall constitute the first and second card of the "Banker's Hand."

SECTION 9. PROCEDURE FOR DEALING OF ADDITIONAL CARDS.

(a) After the initial four cards have been dealt, the Dominant Player shall look at the two cards dealt to the "Player's Hand" without disclosing them to the Banker. If the Point Count of the "Player's Hand" is:

1. A zero, one, two, three or four, the Dominant Player shall request one additional card by announcing "Card";

2. A five, the Dominant Player shall exercise the option of requesting one additional card by announcing "Card" or not requesting one additional card by announcing "Stay";

3. A six or seven, the Dominant Player shall not draw an additional card and shall announce "Stay";

4. An eight or nine, the Dominant Player shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand.

(b) If the Dominant Player has announced "Card" in accordance with subsection (a) of this section, an additional card shall not be dealt to the "Player's Hand" until the Banker first looks at the two cards dealt to the "Banker's Hand". If the Point Count of the "Banker's Hand" is 8 or 9, the Banker shall announce "Natural" and all cards in both hands shall be turned immediately face upwards with no additional cards being dealt to either hand. If the Point Count of the "Banker's Hand" is less than 8, the Banker shall announce "Under Eight" and shall deal a third card face upwards to the "Player's Hand" in accordance with the request of the Dominant Player.

(c) After the "Player's Hand" stays or receives a third card in accordance with the above subsections, the Banker shall turn the cards in the "Banker's Hand" face upwards on the table and shall deal or not deal a third card to the "Banker's Hand" in accordance with the requirements of Table 1 of this Chapter.

(d) The first vertical column in Table 1 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

(e) The first horizontal column at the top of Table 1 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand."

(f) As used in Table 1, the letter "D" shall mean that the "Banker's Hand" must draw a third card, the letter "S" shall mean that the "Banker's Hand" shall stay (i.e. not draw a third card and the abbreviation "Op." shall mean that the Banker may draw a third card or stay within his discretion.

(g) The method of using Table 1 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 3 and the value of the third card drawn by the "Player's Hand" is 9, Table 1 shows that the Banker has the option of drawing a third card or staying.

(h) Any announcement required to be made by the Dominant Player or Banker by this section shall be immediately repeated by the dealer at the table to assure they clarity and understanding of such statements.

SECTION 10. ANNOUNCEMENT OF RESULT OF ROUND; PAYMENT AND COLLECTION OF WAGERS; CASINO FEE.

(a) After each hand has received all the cards it is entitled to by these regulations, the dealer calling the game shall announce the Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce "Stand Off" or "Tie Hand".

(b) After the result of the round is announced, the dealer or dealers responsible for the wagers at the table shall collect and payoff the wagers made. Winning wagers made against the "Banker's Hand" shall be paid off from the amount wagered by the Banker at odds of 1 to 1 from the amount(s) wagered by the other participants.

(c) As its fee in housing the game, the casino may extract a charge (to be known as a "vigorish" or "commission") of not more than 5 percent of the amount won by the Banker on each round of play provided however, the casino may round off the commission or vigorish to twenty-five cents or the next highest multiple of twenty-five cents when the commission or vigorish is not exactly twenty-five cents or a multiple thereof. Such fee shall be collected immediately after each round won by the Banker.

SECTION 11. CONTINUATION OF BANKER AS SUCH; SELECTION OF NEW BANKER.

(a) It shall be the option of the Banker, after any round of play, either to pass the shoe or remain as Banker except that:

1. Banker shall pass the shoe whenever the "Banker's Hand" loses, and

2. The dealer or floorman assigned to the table may order the Banker to pass the shoe if the Banker unreasonably delays the game, repeatedly makes invalid deals or violates any applicable statute or regulation governing play of the game.

(b) Whenever a mandatory relinquishment of the Bank occurs, it shall be offered to the seated participant to the right of the previous Banker and then to each other seated participant moving counterclockwise around the table, until a participant accepts it and becomes the new Banker.

(c) Whenever a voluntary relinquishment of the Bank occurs, each seated participant shall be offered it, beginning with the participant to the right of the previous Banker and moving counterclockwise around that table. The first participant willing

to accept the Bank and to wager an amount on the next hand equal to, but not more than twice, the amount of the previous Banker's last wager, shall become the next Banker. If no participant offers to meet this condition, the participant offering to wager the highest amount on the next hand shall become the new Banker provided however that the participant who passed the Bank shall not be permitted to take part in the first round of such bidding.

(d) When a passed bank is defeated in any hand, it shall be transferred as it would have been in accordance with subsection (b) had it not been voluntarily passed.

(e) A participant by moving to another seat at the table shall miss a turn to become the Banker in the next seat where such a move would otherwise give that participant promotion in turn to become the Banker.

SECTION 12. IRREGULARITIES.

(a) If the Banker, by taking cards for his hand in the wrong order in the Initial Deal, makes an error which cannot be rectified, the hand shall be annulled and the Bank may be transferred counterclockwise to the next participant seated at a numbered place.

(b) If the Banker, during the Initial Deal, takes more than two cards for his hand and the deal cannot be rectified, the Point Count of his hand shall be regarded as zero and the play shall proceed in accordance with section 9 of this Regulation.

(c) If the Banker, during the Initial Deal, gives three cards to the Dominant Player and it is not possible to determine which card has been dealt in excess, the Point Count of the "Player's Hand" shall be the highest that can be made with two or all three of the cards.

(d) If the Banker, subsequent to the Initial Deal, takes two cards for his hand instead of one and the deal cannot be rectified, the Point Count of his hand shall be the lowest that can be made with two of the cards.

(e) A card dealt face upwards to the Dominant Player after he has said "Stay" shall become the Banker's card in the event the Banker is obliged to draw or has the option of drawing a third card in accordance with these regulations. If the Banker is required to stay under these regulations, the card dealt in excess and an additional number of cards equal to the amount on the card drawn in error shall be drawn face upwards from the shoe and place in the discard bucket at the table.

(f) A card dealt face upwards to the Dominant Player after he has said "Stay" and the dealer has mistakenly said "Card"

shall become the Banker's Card in the event the Banker is obligated to draw a third card under these regulations. If the Banker is not obligated to draw a third card, the card dealt in excess and an additional number of cards equal to the amount on the card drawn in error shall be drawn face upwards from the shoe and placed in the discard bucket at the table.

(g) There shall be no penalty for a card drawn in excess from the shoe if it remains undisclosed. A card so drawn shall be used as the first card of the next hand providing that the cutting card has not been exposed in the shoe or drawn therefrom. In the course of play, cards once drawn from the shoe shall not be replaced.

(h) If the Banker, subsequent to the initial deal, draws a card from the shoe for his hand after the Dominant Player has said "Card" and the dealer has repeated "Card," the Banker must give such card to the Dominant Player and thereafter either draw or not draw a third card for his hand as may be required by these regulations.

(i) Cards found turned face upwards in the shoe shall not be used in the game and shall be placed in the discard bucket, along with an additional amount of cards, drawn face upwards, which agrees with the number on the cards found face upwards in the shoe. The last hand of a shoe shall be void when a card of that hand is found face upwards in the shoe.

(j) If there are found to be insufficient cards in the shoe to complete a hand when the cutting card is drawn, that hand shall be void.

CHAPTER 7

TECHNICAL STANDARDS FOR SLOT GAMES OF CHANCE

SECTION 1. TESTING AND APPROVAL OF SLOT GAMES OF CHANCE.

No slot game of chance may be purchased, leased or otherwise acquired by the Tribe unless:

(a) the slot game of chance is purchased, leased, or acquired from a manufacturer or distributor licensed to sell, lease or distribute slot games of chance by the Tribe pursuant to Section 10; and

(b) the slot game of chance, or a prototype thereof, has been tested, approved or certified by a gaming test laboratory as meeting the requirements and standards of this Chapter.

For purposes of this Chapter, a gaming test laboratory is a laboratory designated in writing by Choctaw Gaming Commission as competent and qualified to conduct scientific tests and evaluations of slot games of chance and related equipment. A laboratory operated by or under contract with the State of Mississippi constitutes a designated gaming test laboratory.

SECTION 2. APPLICATION FOR APPROVAL OF PROTOTYPE SLOT GAMES OF CHANCE.

The Choctaw Gaming Commission shall provide or require that the manufacturer provide to the gaming test laboratory two copies of slot games of chance illustrations, schematics, block diagrams, circuit analyses, technical and operation manuals, program object and source codes and hexadecimal dumps (the compiled computer program represented in base 16 format) or any other information requested by the gaming test laboratory or the Choctaw Gaming Commission.

SECTION 3. TESTING OF SLOT GAME OF CHANCE.

If required by the gaming test laboratory, the Tribe shall transport, or require the manufacturer to transport, not more than two working models of the slot game of chance and related equipment to a location designated by the laboratory for testing, examination and analysis. The Tribe shall pay for or require the manufacturer to pay for any and all costs for the transportation, testing, examination, and analysis. The testing, examination and analysis may include the entire dismantling of the slot games of chance and related equipment and some tests may result in damage or destruction to one or more electronic components of the devices. If required by the laboratory, the Tribe must provide, or require the manufacturer to provide, specialized equipment or the services

of an independent technical expert to assist with the testing, examination and analysis.

SECTION 4. REPORT OF TEST RESULTS.

At the conclusion of each test, the laboratory shall provide to the Choctaw Gaming Commission a report that contains findings, conclusions and a determination that the video game of chance and related equipment conforms or fails to conform to the technical requirements and standards set forth in this Compact.

SECTION 5. MODIFICATIONS OF APPROVED SLOT GAMES OF CHANCE.

The manufacturer or distributor shall assemble and install all slot games of chance and related equipment in a manner approved and licensed by the Choctaw Gaming Commission. No modification to the assembly or operational functions of any slot game of chance or related equipment may by made after testing and installation unless a gaming test laboratory certifies to the Choctaw Gaming Commission that the modified slot games of chance conform to the standards of this Compact. All proposed modifications shall be described in a written request made to the gaming test laboratory and the Choctaw Gaming Commission, which contain information describing the modification, the reason therefore and all documentation required by the laboratory or the and the Choctaw Gaming Commission. In emergency situations where modifications are necessary to prevent cheating or malfunction, the laboratory may grant temporary certification of the modifications for up to 15 days pending compliance with this Section.

SECTION 6. CONFORMITY TO TECHNICAL STANDARDS.

The Choctaw Gaming Commission shall certify, or require the manufacturer or distributor to certify, in writing, that, upon installation, each slot game of chance placed in the casino:

(a) Conforms precisely to the exact specifications of the slot game of chance prototype tested and approved by the gaming test laboratory; and

(b) Operates and plays in accordance with the technical standards set forth in Section 9.8 and 9.9 of this Chapter.

SECTION 7. INFORMATION TO BE PROVIDED.

Prior to the installation of any slot game of chance acquired by the Tribe after the effective date of this Compact, the Tribe shall provide to the Choctaw Gaming Commission, or require that the manufacturer or distributor provide:

(a) A listing of all states in which the distributor or manufacturer from whom the slot game of chance was acquired or leased is licensed, the license numbers (if license numbers are issued) and operative dates of the license(s); and

(b) Identification numbers or codes for each slot game of chance placed in the casino.

SECTION 8. HARDWARE REQUIREMENTS FOR SLOT GAMES OF CHANCE.

Slot games of chance operated by the casino must meet the following specifications:

(a) No Physical Hazard. Electrical and mechanical parts and design principles may not subject a player to any physical hazards.

(b) Surge Protectors. A surge protector must be installed for all power which is fed to the device.

(c) Battery Back-up. A battery back-up, or an equivalent, for the electronic meters must be capable of maintaining accurate readings for 180 days after power is discontinued from the device for all information regarding:

(i) current and total tallies of amounts wagered and paid out;

(ii) records of access to the logic board compartment;

(iii) records of access to the cash and coin compartment;

(iv) such other data as may be required by written regulation of the Tribe.

The back-up device shall be located within the locked logic board compartment and shall not be accessible to the manufacturer or distributor after the initial installation of the equipment.

(d) Power Switch. A power switch must be located in an accessible place within the interior of the game which controls the electrical current used in the operation of the game.

(e) Resistance to Electromagnetic Interference. The slot game of chance, including the coin drop and other such component parts, must not be adversely affected by static discharge, radio frequency interference or other electromagnetic interference.

(f) Approved Coin and Bill Acceptors. At least one electronic or mechanical coin acceptor must be installed in or on each slot game of chance. The devices may also contain bill acceptors for denominations determined by the Tribe. Prior to operation all models of coin and bill acceptors installed must be tested and approved in writing by a gaming test laboratory as provided in Section 1 of this Chapter.

(g) Secure Cabinets. The internal space of the slot game of chance shall not be readily accessible when the door is closed and sealed.

(h) Secure Electronic Components. Logic Boards will be identified with serial numbers and a log will be maintained by the Tribe that accounts for all logic board locations.

(i) Secure Cash Compartment. The coins and currency shall be secured with a different key or combination than that used for the main cabinet door.

(j) No Hardware Modification of Pay Tables or Payout. No hardware switches (DIP Switches) may be installed which alter the pay tables or payout percentages for the game.

(k) Identification Plates Required. Each slot game of chance shall have an unremovable identification plate on the exterior of the cabinet which contains the following information:

(i) Manufacturer;

(ii) Serial Number;

(iii) Model Number;

(iv) License stamp and number issued by the Choctaw Gaming Commission certifying

compliance with the technical standards set forth in this Compact.

(l) Rules of Play and Possible Winnings Displayed. The rules of play for each game must be prominently displayed on the game screen or the cabinet face. The Choctaw Gaming Commission shall not permit the display of any rules of play which are incomplete, confusing, or misleading. Each game must display the coins or credits wagered and the credits awarded for the occurrence of each possible winning combination based on the amount wagered. All information required by this Section must be kept under glass or other transparent substance and at no time shall stickers or other such materials be placed on the machine face which obscure the rules of play or the operational features of the game.

(m) Operations as Part of Telecommunications Network. The hardware requirements specified in Section 8 above shall not be construed to prevent the operation of the slot game of chance as part of a local or telecommunications area network with an aggregate prize or prizes. A slot game of chance capable of bi-directional communication with external associated equipment must utilize communication protocol which insures that erroneous data or signals will not adversely affect the operation of the device.

(n) Security Tape for EPROMS. Upon installation, the Choctaw Gaming Commission shall affix or cause to be affixed to the EPROM of each video game of chance a strip of security tape, capable of evidencing the removal of the EPROM if the EPROM is removed from the circuit board. The security tape shall be secured and available only to the authorized personnel of the Choctaw Gaming Commission. The Choctaw Gaming Commission shall maintain accurate and complete records of the identification number of each EPROM installed in each video game of chance.

SECTION 9. SOFTWARE REQUIREMENTS FOR VIDEO GAMES OF CHANCE.

Video games of chance must meet the following specifications:

(a) Software Requirements for Randomness Testing. Each video game of chance must have a true random number generator which will determine the occurrence of a specific symbol or a specific number to be displayed on the video screen where such symbol, card, or number is wholly or partially determinative of the outcome of a game. A selected process will be considered random if it meets all five of the following test:

(i) Chi-Square analysis.

Each symbol, card, stop position or number position which is wholly or partially determinative of the outcome of a game, satisfies the 99 percent (99%) confidence limit using the standard chi-square analysis.

(ii) Runs Test.

Each symbol, card, stop position or number does not make a significant statistic produce detectable patterns of game elements or occurrences. Each symbol, card, stop position or number will be regarded as random if it meets the 99 percent (99%) confidence level with regard to the "runs test" or any generally accepted pattern testing statistic.

(iii) Correlation Analysis.

Each symbol, card, stop position or number is independently chosen without regard for any other symbol, card or number drawn within that game play. Each pair of symbol, card or number positions is considered random if it meets the 99 percent confidence level using standard correlation analysis.

(iv) Serial Correlation Analysis.

Each symbol, card, stop position or number is independently chosen without reference to the same symbol, card, stop position or number in the previous game. Each symbol, card, stop position or number position is considered random if

it meets the 99 percent (99%) confidence level using standard serial correlation analysis.

(v) Live Game Correlation.

For video games of chance that are representative of live gambling games, the mathematical probability of a symbol, word or number appearing in a game outcome must be equal to the mathematical probability of that symbol, card or number occurring in the live game.

(b) Software Requirements for Percentage Payout.

Each video game of chance must meet the following maximum and minimum theoretical percentage pay out during the expected lifetime of the game.

(i) Games Not Affected by Player Skill.

Video games of chance with game outcomes not affected by player skill shall payout a minimum of 80 percent (80%) and not more than 99 percent (99%) of the amount wagered, including replays. For the video game of keno and other similar games, the theoretical payout percentage requirement apply to each number of spots marked, but in no instance less than 75 percent (75%) for each wager.

(ii) Video Games That Are Affected by Player Skill.

Video games that are affected by player skill, such as draw poker and blackjack, shall payout a minimum of 83 percent (83%) and no more than 99 percent (99%) of the amount wagered, including replays. This standard is met when using the method of play which will provide the greatest return to the player.

(c) Minimum Probability Standard for Maximum Payout.

Each video game of chance must have a probability of obtaining the maximum payout

which is greater than 1 in 17,000,000 (ONE IN SEVENTEEN MILLION) for each play.

(d) Software Requirements for Continuation of Game After Malfunction.

Each video game of chance must be capable of continuing the current game with all current game features after a game malfunction is cleared automatically or by an attendant.

(e) Software Requirements for Play Transaction Records.

Each game shall maintain electronic accounting meters. Such meters shall be maintained at all times, whether or not the game is being supplied with external power. The following information must be recorded and stored on meters capable of maintaining totals no less than eight digits in length:

(i) Total number of coins inserted (the meter must count the total number of coins, or the equivalent value if a bill acceptor is used, which are inserted by players);

(ii) Number of credits wagered;

(iii) Number of credits won;

(iv) Credits paid out by printed ticket voucher or cash paid by the device.

The following information must be recorded and stored on meters capable of maintaining totals no less than six digits in length:

(v) Number of times the logic area was accessed;

(vi) Number of coins or credits wagered in the current game;

(vii) Number of coins or credits wagered in the last complete, valid game; and

(viii) Number of cumulative credits representing credits won and money inserted by a player but not collected, commonly referred to as the credit meter.

(f) No Automatic Clearing of Account Meters.

No video game of chance shall have a mechanism or program which will cause the electronic accounting meters to automatically clear. The electronic accounting meters may be cleared only after written records of the readings before and after the clearing process are taken by the Tribe, which shall also record the reason the meter was cleared.

SECTION 10. REQUIREMENTS FOR REEL GAMES OF CHANCE

Reel games of chance must meet the following specifications:

(a) In accordance with Section 1 of this chapter, no slot game (reels or video) of chance will be purchased, leased or otherwise acquired by the Tribe without prior certification of the slot game of chance by the Choctaw Gaming Commission.

(b) A minimum payout of 80 percent (80%) based on the program cycle and award payout schedule is required.

(c) Each machine will be equipped with the following:

(i) A mechanical, electrical or electronic device known as an "in meter", that continuously and automatically counts the number of coins or slot tokens placed by patrons into the machine for the purpose of activating play.

(ii) A mechanical, electrical or electronic device known as a "drop meter", that continuously and automatically counts the number of coins or slot tokens dropped into the machine's drop buckets.

(iii) A mechanical, electrical or electronic device known as a "payout meter" that continuously and automatically counts the number of coins or slot tokens automatically paid by the machine.

(iv) A mechanical, electrical or electronic device known as a "manual jackpot meter," that continuously and automatically records a pulse(s) for a predetermined number of coins or slot tokens to be paid manually.

(v) A mechanical, electrical or electronic device known as a "win meter," visible from the front of the machine that advises the player on the number of coins or slot tokens that were paid by the machine upon hitting a winning combination.

SECTION 12. TOKENS

Only approved tokens will be used.

SECTION 13. MACHINE ENTRY AUTHORIZATION LOG (M.E.A.L.) CARDS.

Once a slot machine is placed on the casino floor a log will be maintained by the casino that includes the following minimum instructions:

(a) Machine number identification.

(b) The name of the person (employee) that entered the machine.

(c) The reason for entry.

(d) The time of entry.

(e) The date of entry.

This log will remain inside the slot machine until it is completely filled with entries. At this point a new log will be placed inside the machine and the completed log will be placed on file.

SECTION 14. TRIBAL LICENSING.

The Choctaw Gaming Commission shall only issue licenses to manufacturers of slot gaming equipment with valid licenses from the states of Mississippi, New Jersey, Nevada, or South Dakota. In the event that the states of New Jersey, Nevada, or South Dakota suspend, revoke, or refuse to renew a license of a manufacturer or distributor similarly licensed by the Choctaw Gaming Commission, the Choctaw Gaming Commission shall accept the state's determination and shall require the suspension, revocation, or nonrenewal of the license issued by the Choctaw Gaming Commission.

SECTION 15. NON-COMPLYING SLOT GAMES OF CHANCE.

All slot games of chance operated in violation of Section 9 of this Chapter shall be deemed to be non-complying slot games of chance and are hereby prohibited.

MISSISSIPPI BAND OF CHOCTAW INDIANS
Box 6010 Choctaw Branch
Philadelphia Mississippi 39350

ORDINANCE No. 40

AN ORDINANCE AUTHORIZING CLASS III GAMING ACTIVITIES

WHEREAS, the Mississippi Band of Choctaw Indians has the right to permit, license, and regulate Class III (Casino-Type) Gaming activity on its tribal lands in accordance with the Indian Gaming Regulatory Act ("IGRA") only if such activities are (1) authorized by a tribal ordinance or resolution adopted by the Tribal Council of the Mississippi Band of Choctaw Indians that meets the requirements of the IGRA and that is approved by the Chairman of the National Indian Gaming Commission, (2) located in a State that permits such gaming, and (3) conducted in conformance with a Tribal-State compact entered into by the Mississippi Band of Choctaw Indians and the State of Mississippi pursuant to IGRA; and

WHEREAS, by separate Resolution CHO 137-90, the Chief has been authorized to take necessary steps to enter into a Tribal-State compact through the federal court proceedings prescribed by the IGRA and to obtain a legal resolution through such proceeding on the issue of whether the statutes of the State of Mississippi authorizing certain gaming activities are in violation of Section 98 of the Mississippi Constitution of 1890 so as to legally determine whether Class III gaming activities shall be lawful on the Mississippi Band of Choctaw Indians reservation in Mississippi under the provisions of IGRA; and

WHEREAS, the Tribal-State compact to be entered into pursuant to the federal court litigation process will provide the tribe with the opportunity to operate one or more gaming casinos on the Mississippi Band of Choctaw Indians tribal trust land in the State of Mississippi in a manner that will benefit the tribe economically and will ensure fair operation of the games; and

WHEREAS, the tribe, exercising powers of self-government as set forth in the Revised Constitution and Bylaws of the Mississippi Band of Choctaw Indians, acting by and through its duly authorized and organized Tribal Council, hereby desires to enact the ordinance required by the IGRA to authorize Class III (Casino-Type) Gaming on the Mississippi Band of Choctaw Indians reservation in accordance with an inter-governmental compact with the State of Mississippi; now therefore be it

ENACTED, that the Tribal Council does hereby approve and authorize the conduct of Class III (Casino-Type) Gaming on the Mississippi Band of Choctaw Indians reservation in Mississippi pursuant to rules, regulations and limitations as may be contained in the Tribal-State compact to be entered into with the State of Mississippi, and be it further

ENACTED, that the Mississippi Band of Choctaw Indians will have the sole proprietary interest and responsibility for the conduct of any gaming activity, and be it further

ENACTED, that net revenues from any tribal gaming activities shall be used for

purposes determined by the Tribal Council, but such net revenues shall not be used for purposes other than (1) to fund tribal government operations or programs; (2) to provide for the general welfare of the Mississippi Band of Choctaw Indians and its members; (3) to provide tribal economic development; (4) to donate to such charitable organizations as may be approved by this Tribal Council; or (5) to help fund operations of local government agencies; and be it further

ENACTED, that annual outside audits of the gaming activities conducted by the tribe will be provided by the tribe to the National Indian Gaming Commission, and that all contracts in connection with such gaming activities or supplies, services or concessions for a contract amount in excess of $25,000 annually (except contracts for professional, legal or accounting services) shall be subject to such independent audits; and be it further

ENACTED, that the construction and maintenance of the gaming facility or facilities, and the operation of the gaming must be conducted in a manner which adequately protects the environment and the public health and safety; and be it further

ENACTED, that there shall be an adequate system which (1) ensures that background investigations are conducted by the tribal Department of Law Enforcement on the primary management officials and key employees of the gaming enterprise and that oversight of such officials and their management is conducted on an ongoing basis and (2) includes (a) tribal licenses issued by the tribe's designated licensing agency (to be established by separate Ordinance of this Tribal Council) for primary management officials and key employees of the gaming enterprise with prompt notification to the National Indian Gaming Commission of the issuance of such licenses; (b) a standard whereby any person whose prior activities, criminal record, or reputation, habits, and associations pose a threat to the public interest or to the effective regulation of gaming or create or enhance the dangers of unsuitable, unfair or illegal practices and methods and activities, and the conduct of gaming shall not be eligible for employment in connection with the tribe's gaming activities; and (c) notification by the tribe to the Commission of the results of such background checks before the issuance of any such licenses; and be it further

ENACTED, that the Chief is further authorized to act on behalf of the Mississippi Band of Choctaw Indians in submitting this Ordinance to the Chairman of the National Indian Gaming Commission for approval and publication as required by the IGRA; and be it further

ENACTED, that this Ordinance shall remain in force until revoked by the Tribal Council of the Mississippi Band of Choctaw Indians.

CERTIFICATION

I, the undersigned, as Secretary-Treasurer of the Mississippi Band of Choctaw Indians, certify that the Tribal Council of said Band is composed of 16 members,

of whom 15, constituting a quorum, were present at a special meeting thereof, duly called, noticed, convened, and held this 2nd day of August, 1990; and that the foregoing Ordinance was duly enacted by a vote of 13 members in favor, 2 opposed, and 0 abstaining.

Dated this 2nd day of August, 1990.

ATTEST:

Chief

Secretary-Treasurer

APPROVED:

Chairman, National Indian Gaming Commission

Date