



September 17, 2025

VIA E-MAIL

Gerald Lewis, Chairman
Yakama Tribal Council
Confederated Tribes and Bands of the Yakama Nation
P.O. Box 151
Toppenish, WA 98948

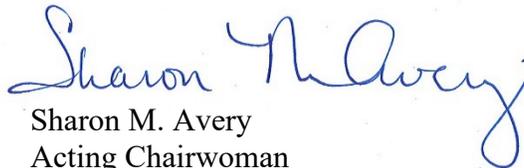
Re: Third Amendment of Yakama Nation's Gaming Ordinance

Dear Chairman Lewis,

This letter responds to the Confederated Tribes and Bands of the Yakama Nation's (Yakama Nation) July 15, 2025 request for the National Indian Gaming Commission (NIGC) Chair to review and approve the Yakama Nation's amended Gaming Ordinance (Ordinance). The Yakama Tribal Council approved the Ordinance in Resolution T-110-25 on July 14, 2025. The Ordinance revised the definitions for Key Employee and Primary Management Official, and background and licensing processes.

Thank you for bringing the Ordinance to our attention and for providing us with a copy. The Ordinance is approved as it is consistent with the Indian Gaming Regulatory Act and NIGC regulations. If you have any questions concerning this letter or the ordinance review process, please contact Staff Attorney Danielle Wu at danielle.wu@nigc.gov.

Sincerely,


Sharon M. Avery
Acting Chairwoman

Cc: Marcus Shirzad, Lead Attorney (marcus@yakamanation-olc.org)



RESOLUTION

T-110-25

WHEREAS, the Confederated Tribes and Bands of the Yakama Nation is a federally recognized Nation pursuant to the Treaty of 1855 (12 Stat. 951), and

WHEREAS, the Yakama Tribal Council is the governing body of the Confederated Tribes and Bands of the Yakama Nation by the authority delegated by the Resolution of February 1944 and Resolution T-38-56, and

WHEREAS, the Yakama Tribal Council has the duty and responsibility according to the Resolutions T-38-56 and T-10-61 to protect and preserve the Treaty Rights of the Yakama Nation, and

WHEREAS, the Yakama Nation Gaming Ordinance, approved by T-104-94, and as amended by T-026-16 and T-015-20, establishes the framework for the operation and regulation of gaming activities on Yakama Nation lands, consistent with federal law and the Tribal-State compact; and

WHEREAS, the Yakama Nation Tribal Council adopted T-100-25 on June 5, 2025, which approved amendment of the Gaming Ordinance to narrow the scope of the Gaming Commission's duties by limiting their responsibility to regulation of gaming and gaming-related activities; and

WHEREAS, after T-100-25 was submitted to the National Indian Gaming Commission for approval, the Yakama Nation Tribal Council became aware of a September 14, 2023 rules update requiring that any Gaming Ordinance amendment include language that conforms with certain revisions to 25 C.F.R. Parts 502 (Definitions), 556 (Background Investigations), and 558 (Gaming Licenses); and

WHEREAS, amendments to the Gaming Ordinance approved by T-100-25 are not the concern of the September 14, 2023 rules update, but nevertheless, the Yakama Nation Tribal Council concludes that conflicts between the Gaming Ordinance, as previously amended, and the September 14, 2023 rule update can only be resolved by replacing T-100-25 with a superseding Tribal Council Resolution that approves those minimal edits to the Gaming Ordinance required by the National Indian Gaming Commission, in addition to those amendments previously approved by T-100-25.

NOW, THEREFORE, BE IT RESOLVED, by the Yakama Nation Tribal Council meeting in Special Session at the Governmental Headquarters of the Confederated Tribes and Bands of the Yakama Nation on the Yakama Reservation, with a quorum being present, that it hereby adopts the attached revisions to the Gaming Ordinance, which shall amend the affected portions of existing Gaming Ordinance.

BE IT FURTHER RESOLVED, this authorizing Resolution shall rescind and replace T-100-25, and shall supersede any prior or currently existing Tribal Council Resolution or other actions of the Yakama Nation Tribal Council that are contrary to the actions authorized or contemplated herein.

BE IT FURTHER RESOLVED, that specific provisions of any subordinate laws, rules, or regulations of the Yakama Nation that are in conflict or inconsistent with the amended Gaming Ordinance are hereby repealed and annulled, and the remainder of such subordinate laws, rules, or regulations shall otherwise remain valid and enforceable.

BE IT FURTHER RESOLVED, that the Yakama Nation Tribal Council Chairman is authorized and directed to submit this authorizing Resolution and the attached Yakama Nation Gaming Ordinance amendment to the National Indian Gaming Commission as required by 25 C.F.R. Part 522.

BE IT FINALLY RESOLVED, that the Yakama Nation does not waive, alter, or otherwise diminish our Sovereign Immunity, whether expressed or implied, by virtue of this resolution for any and all administrative or legal action, which may arise directly or indirectly from the same, nor does the Yakama Nation waive, alter, or otherwise diminish our rights, privileges, remedies or services guaranteed by the Treaty of 1855.

DONE AND DATED on this 14th day of July 2025 by the Yakama Nation Tribal Council by a vote of 9 for, 4 against and 0 abstentions.


Gerald Lewis, Chairman
Yakama Tribal Council

ATTEST:



Stephen Selam, Secretary
Yakama Tribal Council

Cc: file
L&O Ca# 078-2025-9



YAKAMA NATION

Ordinance No. T-104-94

(Amended T-026-16, T-015-20, T-110-25)

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R E S O L U T I O N

T-104-94

WHEREAS, the Confederated Tribes and Bands of the Yakama Indian Nation is a federally recognized Tribe pursuant to the Treaty of 1855 (12 Stat. 951), and

WHEREAS, the Yakama Tribal Council is the governing body of the Yakama Indian Nation of the Yakama Reservation, Toppenish, Washington, by the authority delegated by Resolution T-38-56, and

WHEREAS, the Tribal Council has the opportunity to take the leadership role to reduce unemployment, diversify revenue generating programs and to improve the quality of life among tribal members, and

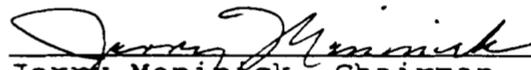
WHEREAS, the Yakama Indian Nation Continues to improve the reduction of the unemployment rate from 80% to 60% and is too dependent on timber revenues, and

WHEREAS, the OEDP Committee of the Tribal Council made the recommendation to the General Council membership that a CLASS II and CLASS III GAMING operation be authorized utilizing any and all available financial resources was adopted under GC-05-94.

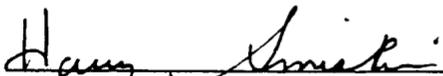
NOW, THEREFORE, BE IT RESOLVED, by the Yakama Tribal Council meeting in regular session at the Governmental Offices of the Confederated Tribes and Bands of the Yakama Indian Nation, Toppenish, Washington, with a quorum being present, hereby adopts a CLASS II and CLASS III GAMING ordinance consistent with Tribal and Federal laws to establish a CLASS II and CLASS III GAMING operation on the Yakama Indian Reservation.

BE IT FURTHER RESOLVED, that the Yakama Indian Nation does not waive, alter, or otherwise diminish their "sovereign immunity" whether expressed or implied by virtue of enacting this resolution. Nor does the Yakama Indian Nation waive, alter, or otherwise diminish the rights, privileges, remedies, or services guaranteed by the Treaty of 1855.

DONE AND DATED on this 12th day of May, 1994, by the Yakama Tribal Council by a vote of 6 for, 0 against, and 4 abstentions.


Jerry Meninick, Chairman
Yakama Tribal Council

ATTEST:


Harry Smiskin, Secretary
Yakama Tribal Council

YAKAMA NATION

Ordinance No. T-104-94

YAKAMA NATION GAMING ORDINANCE OF 1994 (AMENDED T-026-16, T-015-20, T-110-25)

The Confederated Tribes and Bands of the Yakama Nation (“Nation”), a federally recognized sovereign Government pursuant to the Treaty of 1855 (12 Stat. 951) with the United States of America, hereby enacts the following ordinance, to be known as the “YAKAMA NATION GAMING ORDINANCE OF 1994 (AMENDED T-026-16, T-015-20, T-110-25)” (hereinafter referred to as “Ordinance”). This Ordinance and any regulations promulgated thereunder shall constitute the entire Gaming regulations for the Nation.

Section 1. Findings and Policy.

This Ordinance is adopted by the Yakama Tribal Council, the governing body of the Yakama Nation of the Yakama Reservation, pursuant to its authority delegated by General Council Resolution T-38-56, and pursuant to the mandate of General Council Resolution GC-02-81, for the purpose of establishing the terms for Gaming on the Yakama Reservation for tribal governmental and charitable purposes, and to develop and operate such Gaming consistent with the findings herein and in conformity with the federal Indian Gaming Regulatory Act (25 U.S.C § 2701 et seq. (“IGRA”) and regulations promulgated thereunder.

The Nation finds that:

- a. Gaming on the Reservation is a valuable means of reducing unemployment, diversifying revenue generating programs, generating revenues that are needed for economic development, to promote tribal self-sufficiency, economic development, employment, job training, and a strong tribal government, and to fund and ensure essential social programs and services and thereby improve the quality of life and assist in the needs of all Members of the Nation;
- b. The Nation desires to conduct Gaming to provide needed revenues to the Nation and provide employment opportunities and meet all requirements under the Tribal Employment Rights Ordinance (“TERO”);
- c. The Nation desires to regulate and control such Gaming in a manner that will protect the environment, the Reservation, the health, security and general welfare of the Nation, the players, and the community; and
- d. The Nation desires to manage and regulate such Gaming on the Reservation in a manner that will adequately address such special interests and needs of the Nation.

Section 2. Definitions.

Unless specified otherwise, terms used herein shall have the same meaning as in IGRA, including but not limited to references to “Net Revenues,” “Class I,” “Class II,” and “Class III” Gaming, except for references to “Commissioners,” “Gaming Commissioners,” “Commission,” or “Gaming Commission” which shall mean the Yakama Nation Gaming Commission or its Commissioners, established and described herein.

- a. “Compact” shall refer to the Tribal-State Compact for Class III Gaming between the Yakama Nation and the State of Washington executed June 9, 1996, as amended.

b. “Closely Associated Independent Contractor” shall mean any contractor that shares common ownership, common officers, or common directors with any management principal, or a person related thereto.

c. “Gaming” shall mean any activity in which a person stakes or risks something of value on the outcome of a contest of chance or a future contingent event, not under his or her control or influence, upon an agreement or understanding that the person, or someone else, will receive something of value in the event of a certain outcome, but shall not include bona fide business transactions.

d. “Gaming Activities” shall mean any Class I, Class II, or Class III gaming activity conducted by or within the jurisdiction of the Nation.

e. “Gaming Commission” shall mean the Yakama Nation Gaming Commission, as established herein to monitor the Gaming Activities, investigate wrongdoing, conduct background investigations, issue licenses, and perform other duties as necessary for the regulation of Gaming on the Reservation.

f. “Gaming Commissioner” shall mean those persons appointed by General Council and responsible for licensing and regulating the Gaming Entity and Gaming Activities, but shall not have management responsibility for the Gaming Entity or Gaming Activities.

g. “Gaming Contractor” shall mean any person or business that manufactures, distributes, or supplies Gaming devices, other Gaming equipment, other equipment or services, or personnel (including Gaming management or consulting services) for any Gaming Activities and/or to any Gaming Entity.

h. “Gaming Entity” shall mean the Gaming business, event, or activity (however organized) conducted by or within the jurisdiction of the Nation.

i. “General Council” is the body of the Nation that decides measures of great importance for the Yakama Nation according to the Resolution of 1944, as amended, Resolution GC-02-81, as amended, and other pertinent governing documents.

j. “Key Employee” shall mean (1) any person who performs one or more of the following functions for the gaming operation: bingo caller, counting room supervisor, chief of security, floor manager, pit boss, dealer, croupier, approver of credit, custodian of gaming systems as defined in 25 CFR 547.2 and similar class III systems, gaming cash or gaming cash equivalents, gaming supplies or gaming system records, or custodian of surveillance systems or surveillance system records; (2) any Gaming Entity employee authorized by the Gaming Entity for unescorted access to secured gaming areas designated as secured gaming areas by the Gaming Commission; (3) if not otherwise licensed as a Key Employee or Primary Management Official, the four persons most highly compensated by the Gaming Entity; and (4) any other employee of the Gaming Entity as documented by the Nation as a key employee.

k. “Management Contract” shall mean any contract, subcontract, or collateral agreement between the Nation and a contractor or between a contractor and a subcontractor if such contract or agreement provides for the management of all or part of a Gaming operation.

l. “Member” shall mean any duly enrolled member of the Nation.

m. “National Indian Gaming Commission” or “NIGC” shall mean the commission established under IGRA.

n. “Net Revenues” shall mean gross Gaming revenues of a tribal Gaming operation less (a) amounts paid out as, or paid for, prizes; and (b) total Gaming-related operating expenses, including all those expenses of the Gaming operation commonly known as operating expenses and non-operating expenses consistent with professional accounting pronouncements, excluding management fees.

o. “Person” shall mean any natural person or entity, including but not limited to corporations, partnerships and trusts.

p. “Primary Management Official” shall mean (1) any person having management responsibility for a management contract; (2) any person who has authority to hire and fire employees of the Gaming Entity, or the authority to establish policy for the Gaming Entity; (3) the chief financial officer or a position with duties similar to a chief financial officer; (4) the general manager or a position with duties similar to a general manager; and (5) any other employed management official of the Gaming Entity as documented by the Nation as a primary management official.

q. “Related to” shall refer to persons who are related as a father, mother, sister, brother, son, daughter, grandmother, grandfather, spouse, significant other, or living in the same household.

r. “Reservation” shall mean all land within the exterior boundaries of the Yakama Reservation, and all other lands over which the Nation exercises governmental power that is held in trust or restricted status by the United States for the benefit of the Nation or its enrolled membership.

s. “Tribal Council” shall mean the body of the elected tribal officers, established as the governing body of the Yakama Nation of the Yakama Reservation by the authority delegated pursuant to the Resolution of 1944, as amended, Resolution T-38-56, as amended, and other pertinent governing documents.

t. “TERO” shall mean the Tribal Employment Rights Ordinance enacted by the Yakama Tribal Council and administered by the Tribal Employment Rights Commission to create employment and training opportunities for Yakama Nation Tribal Members and other Indians and eradicate discrimination against Indian people.

Section 3. Ownership of Gaming.

a. The Nation shall have the sole proprietary interest in and responsibility for the conduct of any Gaming Activities authorized by this Ordinance, except to the extent of the Nation may contract with and license a person or entity to operate or manage the Gaming Entity pursuant to the provisions of IGRA or as otherwise permitted by law.

b. [reserved]

Section 4. Gaming Commission.

a. Establishment of Gaming Commission. There is hereby established a Gaming Commission acting under the authority of the Nation to be known as the Yakama Nation Gaming Commission. The Gaming Commission is responsible for licensing required for Gaming Activities and regulating the Gaming Activities, but shall not have management responsibility for the Gaming Activities. Nor shall the Gaming Commission have management responsibility or authority over the Gaming Entity for non-gaming activities, including, but not limited to, the hotel, spa, food and beverage, the events center, and all other activities that fall outside Gaming as recognized by IGRA.

b. Powers of Gaming Commission Limited. The Gaming Commission shall have no powers beyond those expressly granted herein and by the Yakama Nation Tribal Council. Any action the Commission takes hereunder must be directly related to Gaming Activities. The Gaming Commission's authority to regulate, oversee, sanction, enjoin, manage, issue demands and orders, or hold hearings shall not extend to any management decisions of the Gaming Entity, nor to areas outside the scope of, or not directly related to, Gaming Activities, Gaming Entity policies and procedures unrelated to Gaming Activities, subsidiary Gaming Entity operations and business ventures such as non-Gaming entertainment, employee childcare, lodging, general premises liability, food services, meetings and event scheduling unrelated to Gaming Activities, and safety issues unrelated to Gaming Activities.

c. Membership and Appointment. The Gaming Commission shall be composed of five (5) Members of the Nation, who shall serve for three (3) year terms. Five (5) members of the Gaming Commission and, to the extent the General Council deems necessary, two (2) alternates shall be appointed by the General Council Membership. Alternates shall only take office upon the vacancy of a Gaming Commissioner position. The Tribal Council Law & Order Committee is the Standing Committee for the Yakama Nation Gaming Commission.

d. Qualifications for Office. The following minimum requirements must be met to qualify for membership on the Gaming Commission:

- (1) Enrolled Member of the Yakama Nation;
- (2) Twenty-five (25) years of age;
- (3) Reside on or near the Reservation, or near the Gaming Entity or Gaming Activity;
- (4) Successful completion of a background investigation by the Gaming Commission and the Yakama Nation Tribal Police; and
- (5) Agree to execute a confidentiality form, and abide by all Yakama laws, policies, and procedures, including the Commissioners' Ethics and Policy Manual.

e. Disqualifications for Office. The following persons shall not serve as Gaming Commissioners:

- (1) Employees of any Gaming Entity on the Reservation;
- (2) Persons Related To any Gaming Contractor (including any principal thereof or Closely Associated Independent Contractor); or
- (3) Persons who do not qualify to serve in such a position as a result of findings of a background investigation, including a criminal history review conducted by the Gaming Commission and the Yakama Nation Tribal Police.

f. Terms of Office. The Gaming Commissioners shall serve for three (3) year terms, except that immediately after enactment of the initial Ordinance, two (2) of the Gaming Commissioners shall serve for two (2) years, and three (3) of the Gaming Commissioners shall serve for three (3) years. Gaming Commissioners may be reappointed to serve for more than a single term and, at the expiration of their term, may serve until replaced.

g. Removal from Office. Gaming Commissioners may only be removed from office before the expiration of their terms by the Gaming Commission and/or the Yakama Tribal Council Law & Order Committee for violating the Gaming Commissioners' Ethics and Policy Manual, neglect of duty, malfeasance or other good cause shown. Prior to removal taking effect, Gaming Commissioners shall be entitled, upon request to the Yakama Tribal Council Law & Order Committee, to a hearing before the Tribal Council and General Council Executive Board. The decision of the Tribal Council shall be final.

h. Quorum. Three (3) Gaming Commissioners shall constitute a quorum.

i. Officers and Duties. The Gaming Commission shall select, by majority vote, a Chairman/woman, Vice-Chairman/woman, Secretary, Sergeant Of Arms, and Gaming Commission member. The Chairman/woman shall preside over meetings of the Gaming Commission and the Vice-Chairman/woman shall preside in the absence of the Chairman/woman. The Secretary shall record in writing the minutes of all Gaming Commission meetings, and maintain all Gaming Commission records as necessary. The Sgt. Of Arms shall maintain order of the meetings.

j. Voting. All actions of the Gaming Commission shall be taken by majority vote. The Commission Chairman/woman may vote on any issue.

k. Meetings. Meetings shall be held weekly, every Tuesday at the YNGC office/headquarters, unless otherwise changed by written notice provided in advance in a manner reasonably calculated to inform the Meeting attendees. Emergency meetings for Gaming Commissioners shall be held as called by the Chairman/woman or by at least three (3) Gaming Commissioners. Reasonable notice of additional meetings shall be given via memorandum to all Gaming Commissioners. Such notice may be waived when meetings are called by unanimous consent of the Gaming Commissioners.

l. Compensation for Serving; Fringe Benefits; Reimbursement of Expenses. Gaming Commissioners shall be compensated for serving on the Gaming Commission at rates to be set by the Tribal Council and General Council Executive Board after full review. Gaming Commissioners shall be eligible for fringe benefits which are available to other employees of the Nation to the extent the provider of such benefits qualifies the Gaming Commission positions for such benefits. Subject to approval by the Tribal Council and General Council Executive Board and in accordance with procedures to be adopted by those bodies, Gaming Commissioners shall be reimbursed for expenses incurred in connection with the performance of their Gaming Commission duties.

m. Commission Budget. At least annually, the Gaming Commission will develop a budget for the upcoming twelve (12) months operation of the Gaming Commission, and shall submit the proposed budget to the Tribal Council for review and approval. The proposed budget shall include all anticipated expenses for staff, travel and meeting expense, compensation to Commissioners, and a schedule of all license and other regulatory fees and charges.

n. Powers and Duties.

The Gaming Commission, acting as regulatory body, shall have the power and duty to:

- (1) Upon approval of the Tribal Council meeting in Regular or Special Session, issue such regulations as appropriate in order to implement the provisions of this Ordinance;

- (2) Inspect, examine and monitor Gaming Activities, including the power to demand access to and inspect, examine, photocopy and audit all papers, books and records directly related to Gaming Activities;
- (3) Investigate or cause to be investigated, in conjunction with the Tribal Police Department or other recognized enforcement agency or agencies, any suspicion of wrongdoing in connection with any Gaming Activities;
- (4) Conduct or cause to be conducted such investigations as may be necessary to determine compliance with all applicable laws, or with this Ordinance or any contracts, agreements, goods, services, events, incidents, or other matters related to the Gaming Activities;
- (5) Issue licenses to persons and entities connected with the Gaming Activities and, at minimum, to all Key Employees and Primary Management Officials according to requirements at least as stringent as those in 25 C.F.R. parts 556 and 558; however, this authority shall not extend to purely non-gaming employees, except as necessary to ensure the validity and reliability of gaming activities;
- (6) Conduct or cause to be conducted background investigations regarding persons and entities connected with the Gaming Activities and, at minimum, for all Key Employees and Primary Management Officials according to requirements at least as stringent as those in 25 C.F.R. parts 556 and 558; however, this authority shall not extend to purely non-gaming employees, except as necessary to ensure the validity and reliability of gaming activities.
- (7) Hold such hearings, sit and act at such times and places, summon persons on the Reservation to attend and testify at such hearings, take such testimony, and receive such evidence as the Gaming Commission deems relevant in fulfilling its duties, but see Section 20 herein, which expressly limits and restricts the authority of the Gaming Commission to Gaming Activities only;
- (8) Administer oaths or affirmations to witnesses appearing before the Gaming Commission;
- (9) Implement and administer a system for investigating, licensing and monitoring employees and others connected with the Gaming Activities, as described below, including the issuance of licenses to Gaming facilities, Persons and entities as required under this Ordinance and the IGRA;
- (10) Hear disputes against the Gaming Entity, in accordance with the procedures established in this Ordinance, but see Section 20 herein, which expressly limits and restricts the authority of the Gaming Commission;
- (11) Hire such staff and support services for the Commission as deemed necessary subject to a budget approved by the Tribal Council;
- (12) To the extent required, comply with any reporting requirements, including annual reports to Tribal Council and General Council Executive Committee, and those requirements established under the Compact and other applicable law, including IGRA and regulations promulgated thereunder;

- (13) Promulgate regulations for each Class I, Class II or Class III game allowed under this Ordinance, to govern the conduct of such games; and
- (14) Carry out such other duties with respect to the Gaming Activities on the Reservation as the Tribal Council or the General Council shall direct.

l. Annual Reports. In preparation for the annual General Council Regular Session, the Gaming Commission shall provide in writing to the Tribal Council and General Council Executive Committee an Annual Report summarizing its activities during the prior twelve (12) month period ending on September 30, including a budget report. The Tribal Council shall cause an executive summary of the Annual Report to be made available to Members. Further, the Gaming Commission shall provide an oral report of its activities to the General Council at the General Council Regular Session.

m. Other Reporting Requirements. As required, the Gaming Commission shall comply with any reporting requirements established under the Compact, and other applicable law, including IGRA and regulations promulgated thereunder.

Section 5. [Intentionally Left Blank]

Section 6. Permitted Gaming Activities.

a. Unauthorized Gaming Prohibited. All Gaming Activities on the Reservation (whether Class I, II or III) are prohibited except as expressly authorized under this Ordinance.

- (1) Class I Gaming. Class I Gaming Activities are hereby permitted to the extent consistent with tribal custom and practice. The Gaming Commission may prohibit and prevent any conduct which is claimed to be Class I gaming pursuant to a finding that such conduct is not in accordance with tribal customs or practices.
- (2) Class II and Class III Gaming. Class II and Class III Gaming on the Reservation is hereby authorized, provided the Nation has the sole proprietary interest in and responsibility for the conduct of any Gaming Entity, or to the extent the Nation may contract with or license a person or entity to operate or manage Gaming Activities or the Gaming Entity pursuant to the provisions of IGRA or as otherwise permitted by law. Nothing herein shall prohibit the Nation from engaging the services of non-tribal persons as employees thereof or engaging any person or entity to provide consulting or other technical assistance or to assist the Nation in the management of Gaming activities pursuant to a Management Contract entered into consistent with the provisions of IGRA. Class III Gaming shall be conducted in accordance with the Compact, as applicable, or any alternative thereto as provided by IGRA.

Section 7. Gaming Revenues.

a. Tribal Property. Except as provided for under the terms of an agreement pursuant to the provisions of IGRA or as otherwise permitted by law, all revenues generated from any Class II or Class III Gaming Activities are the property of the Nation and shall be treated as non-taxable to the fullest extent allowable by law. Any profits or Net Revenues from the Gaming Activities shall be deposited into the tribal accounts as determined by the Nation. No individual Member shall be deemed to have any interest in such profits or Net Revenues. The Nation acknowledges the requirements of IGRA, 25 U.S.C. § 2710 (b) (3) regarding Gaming revenues.

b. Use of Net Revenues. Net Revenues from Gaming Activities shall not be used for purposes other than those provided in ‘The Confederated Tribes and Bands of the Yakama Nation Revenue Allocation Plan of Gaming Revenue, as amended,’ including:

- (1) Funding tribal government operations or programs;
- (2) Providing for the general welfare of the Nation and its Members;
- (3) Promoting economic development for the Nation;
- (4) Donating to charitable organizations; and/or
- (5) Helping fund operations of local government agencies.

Section 8. Operation of Gaming Establishments.

a. Gaming Permitted as Licensed. Except to the extent authorized by a Management Contract pursuant to the provisions of IGRA or as otherwise permitted by law, Gaming Activities shall only be conducted in tribal owned, operated and licensed facilities pursuant to the provisions of this Ordinance. Such activities shall be conducted in accordance with the terms and conditions of any license issued by the Gaming Commission for such purposes as to each facility before any Gaming Activities may occur therein. Such licenses shall specify the hours of operation, type and scope of Gaming Activities allowed therein, permitted uses of the facility for other activities, rules of conduct for employees and patrons, food handling and entertainment, and such other matters as the Gaming Commission may deem necessary to the conduct of Gaming Activities therein.

b. Protection of Environment and Public. Any construction or maintenance of any Gaming facility, and the operation of Gaming therein, shall be conducted in a manner which adequately protects the environment and the public health and safety.

c. Dispute Resolution. Patrons who have complaints against the Gaming establishment that concern the integrity of the Gaming operations shall have as their sole remedy the right to file a petition for relief with the Gaming Commission, but see Section 20 herein. For such purposes, disputes with any management contractor or its employees shall be made to the Gaming Commission, and such shall be the exclusive remedy for patron complaints. Complaints shall be submitted in writing and the petitioner may be allowed to present evidence. The Gaming Commission will render a decision in a timely fashion and all such decisions will be final when issued. Any patron having a claim against the Gaming Entity or a management contractor or its employees must submit such claim to the Gaming Commission within thirty (30) days of its occurrence. All claims by patrons shall be limited to a maximum recovery of \$10,000 per occurrence, and a cumulative limit of \$20,000 per patron in any twelve (12) month period.

Section 9. Audits.

a. Annual Audits. Annual outside auditing by the recognized independent accounting firm selected by the Tribal Council and General Council Executive Board shall be conducted on all Gaming Activities and the results thereof reported to the Tribal Council, the NIGC, and otherwise as required by law. All audits must meet any audit requirements of the Nation.

Section 10. Contracts/Audits.

a. Gaming Contracts. Unless otherwise exempted by the Gaming Commission, contracts relating to Gaming Activities, the Gaming Entity or any Gaming facility (except contracts for professional legal or accounting services) shall be subject to the Nation's requirements for purchasing such goods and services.

b. Audit Requirements. All contracts for supplies, services or concessions for a contract amount in excess of \$25,000 annually (except contracts for professional legal or accounting services) relating to Class II or Class III Gaming on the Reservation shall be subject to independent audits, and such contracts shall so specify.

Section 11. Licenses.

a. Licensing Requirements. It is the declared policy of the Nation that all Gaming Activities be licensed and controlled so as to protect the peace, dignity, and welfare of Members and other Persons on the Reservation and to preserve the honesty, fairness and integrity of such Gaming Activities. Accordingly, no Person or entity shall provide goods or services to, or be employed to conduct, be associated with, supervise, or manage any Class II or Class III Gaming Activities on the Reservation without an appropriate and valid independent Class II or Class III gaming license issued by the Gaming Commission. Any Gaming license which is issued, or finding of suitability or approval by the Gaming Commission, shall be deemed a privilege subject to suspension or revocation. No license shall be issued that would place the Nation in violation of the Compact, or of any applicable law.

b. Burden on Applicant. The burden of proving an applicant's qualification to receive any license hereunder is at all times on the applicant. Applicants must accept any risk of adverse public notice, embarrassment or other action which may result from the application process and expressly waive any claim for damages as a result thereof.

c. Applicant Claim of Privilege. An applicant may claim any privilege afforded by law in connection with a Gaming license application or investigation, but a claim of privilege with respect to any testimony or evidence pertaining thereto may constitute sufficient grounds for denial, withdrawal, suspension or revocation.

d. Release of Information. All Persons applying for a license shall agree to release all information necessary in order for the Gaming Commission to achieve its goals under this Ordinance, and to furnish such information to the NIGC, and to such other governmental agency as may be required by law.

e. Types of Licenses. Two classes of licenses (Class A and Class B) shall be issued to Persons over the age of eighteen (18) and entities associated with Gaming Activities or the Gaming facility.

- (1) Class A Licenses. Before permitting any Person to become permanently associated with the Gaming Activities as an investor, management entity, or other Person owning or controlling ten percent (10%) or more of any interest in any management entity; or any Primary Management Official; Key Employee; Closely Associated Independent Contractor; or other individual or entity with influence over the management or operation of the Gaming; and, unless otherwise exempted, a Gaming Contractor, such Person shall obtain a Class A License. Those who do not meet the qualifications established shall be denied a Class A license. The Gaming Commission shall conduct or cause to be conducted a background investigation to determine if such Person has:

- (A) Any criminal record or any reputation, prior activities, habits or associations which might pose a threat to the public interest or to the effective regulation of Gaming; and
- (B) Anything else in their background which might create or enhance the dangers of unsuitable, unfair, or illegal practices and methods and activities in the conduct of Gaming.

(2) Class B Licenses. Persons who are not among those identified in subsection (1) above, but are to be employed at a Gaming facility on the Reservation in another Gaming related activity shall be required to obtain a Class B license from the Gaming Commission. Such Persons must establish that they have not been convicted of a crime, or engaged in any activity, which the Gaming Commission in its sole discretion deems would render such Person a danger to the safety or integrity of the Gaming Activities or the safety or property of the Nation, any Member, any Gaming employee or patron, or the public.

f. Class A and Class B License Renewal, Revocation, and Suspension. Class A and Class B licenses shall be subject to renewal annually. Licenses may be revoked or suspended upon the occurrence of any act which, if known during the application process, or becomes known thereafter, would have tended to disqualify such Person for such a license.

g. Temporary Licenses. Pending completion of an investigation for a license, temporary licenses of no more than ninety (90) days duration may be issued by the Gaming Commission if, in its sole discretion, it deems it appropriate to do so. Such licenses shall permit the licensee to engage in such activities pursuant to such terms and conditions as may be specified by the Gaming Commission. Such temporary licenses shall expire ninety (90) days from date of issuance, upon issuance of a regular license, or until an earlier specified expiration date, whichever occurs first. Under no circumstances will the Gaming Commission issue more than two (2) temporary licenses to an individual or entity in any two (2) year period; however, individuals designated as a Key Employee or Primary Management Official shall not be permitted to perform the duties, functions, and/or responsibilities of a Key Employee or Primary Management Official for longer than ninety (90) days under a temporary license.

h. License Investigations. The Gaming Commission may employ all reasonable means, including the engagement of outside services and investigators and the holding of hearings, to acquire the information necessary to determine whether or not a license should be issued. Applicants shall also agree to release all information necessary in order for the Gaming Commission to achieve its goals under this section and to furnish such information to the NIGC and to such other agency as may be required by law.

i. License Fees. Unless specifically waived by the Gaming Commission, all Persons applying for a Class A or B license shall be required to pay all applicable license fees and costs when due, including the reasonable cost for regulation and monitoring of licensees, and including a reasonable deposit for costs incurred in obtaining information in connection with the license application. Estimates of licensing costs shall be provided to applicants upon request. Unless specifically waived by the Gaming Commission, payment for all fees and costs must be received by the Gaming Commission prior to issuance of the license.

j. Standards. All Persons engaged by or associated with any Gaming Activity on the Reservation shall conduct themselves with honesty, integrity, and with such decorum and manners as may be necessary to reflect positively on the Nation, its Members and the Gaming Activities involved. Any failure to abide by such standards, or a violation of any rule, ordinance, custom or tradition of the Nation, the Reservation or the

Gaming Activities, or the terms or conditions of the license, may be grounds for immediate suspension or revocation of any license issued hereunder.

k. Appeals. All decisions of the Gaming Commission regarding the issuance, suspension, or revocation of licenses shall be final and effective when issued; provided, within fifteen (15) days of the receipt of the written decision regarding denial, suspension, or revocation of the license the applicant may file a petition for reconsideration with the Gaming Commission. The Gaming Commission shall have the power to reverse its prior decision and order that such license be issued in accordance with Gaming Commission regulations. Licenses issued by the Gaming Commission as a result of such appeal shall be issued for no more than one year, and are subject to the renewal procedures set forth herein. No decision of the Gaming Commission that a license be issued shall be valid if such issuance would place the Nation in violation of the Compact, or of any applicable law.

l. Background Investigations.

- (1) The Gaming Commission shall request from each Primary Management Official and each Key Employee all of the information specified in subsections (A) through (N) below. Each other applicant for a Class A or Class B license shall submit such information as the Gaming Commission, in its sole discretion, deems appropriate for the position sought by applicant. The Gaming Commission reserves the right, at any time, to request additional information either prior to, during, or subsequent to any background investigation.
 - (A) Full name, other names used (oral or written), social security number(s), date of birth, place of birth, citizenship, gender, all languages (spoken or written);
 - (B) Current and for at least the previous five (5) years: business and employment positions held, ownership interests in those businesses, business and residence addresses and drivers license number(s);
 - (C) Names and current addresses of at least three (3) personal references, including one personal reference who was acquainted with the applicant during each period of residence as listed under subsection (b) above;
 - (D) Current business and residence telephone numbers;
 - (E) Description of any existing and previous business relationship with Indian Tribes, including ownership interests in those businesses;
 - (F) A description of any existing and previous business relationships with the Gaming industry generally, including ownership interest in those businesses;
 - (G) Name and address of any licensing or regulatory agency with which the Person has filed an application for a license or permit related to Gaming, whether or not such license or permit was granted;
 - (H) For each felony for which there is an ongoing prosecution or a conviction: the charge, the name and address of the court involved, and the date and disposition, if any;

- (I) For each misdemeanor conviction or ongoing misdemeanor prosecution (excluding minor traffic violations) within ten (10) years of the date of the application: the name and address of the court involved, and the date and disposition;
 - (J) For each criminal charge (excluding minor traffic charges), whether or not there is a conviction, if such criminal charge is within ten (10) years of the date of the application and is not otherwise listed above pursuant to subsections (h) or (i) above: the criminal charge, the name and address of the court involved and the date and disposition;
 - (K) Name and address of any licensing or regulatory agency with which the Person has filed an application for an occupational license or permit, whether or not such license or permit was granted;
 - (L) Photographs (current at time of application);
 - (M) Any other information the Nation or the Gaming Commission deems relevant; and
 - (N) Fingerprints consistent with procedures adopted by the Gaming Commission according to 25 C.F.R. § 522.2(h).
- (2) The Nation shall conduct or cause to be conducted an investigation, through the Gaming Commission, sufficient to make a determination of eligibility as required under this Ordinance for, at minimum, all Key Employees and Primary Management Officials. If in the course of a background investigation, the Gaming Commission discovers that the applicant has a notice of results on file with the NIGC from a prior investigation and the Gaming Commission has access to earlier investigative materials (either through the NIGC or the previous tribal investigative body), the Gaming Commission may rely on those materials and update the investigation and investigative report under § 556.6(b)(1).
 - (3) In conducting a background investigation, the Gaming Commission or its agents shall keep confidential the identity of each Person interviewed in the course of the investigation.

m. Eligibility Determination. The Gaming Commission shall review a Person's prior activities, criminal record, if any, and reputation, habits and associations to make a finding concerning the eligibility of, at minimum, all Key Employees and Primary Management Officials for employment in a Gaming operation. If the Gaming Commission determines that employment of the Person poses a threat to the public interest or the effective regulation of Gaming, or creates or enhances dangers of unsuitable, unfair, or illegal practices and methods and activities in the conduct of Gaming, the Gaming Commission shall not license that Person in a Key Employee, Primary Management Official position, or in any other position for which a Class A license is required.

n. Forwarding Licensing Applications and Reports to NIGC.

- (1) When any Key Employee or Primary Management Official is employed by a Gaming Entity authorized under this Ordinance, the Gaming Commission, acting on behalf of the

Nation, shall maintain a completed application file for employment containing the information required above under Section 11(l)(1) of this Ordinance.

- (2) Prior to issuing a license to a Primary Management Official or Key Employee, the Gaming Commission, acting on behalf of the Nation, shall create and maintain an investigative report on each background investigation, which shall include, at a minimum, all of the following:
 - (A) Steps taken in conducting a background investigation;
 - (B) Results obtained;
 - (C) Conclusions reached; and
 - (D) The basis for those conclusions.
- (3) Prior to issuing a license to a Primary Management Official or Key Employee, the Gaming Commission, acting on behalf of the Nation, shall also submit a notice of results of the applicant's background investigation to the NIGC no later than sixty (60) days after the applicant begins work. The notice of results shall contain, at a minimum:
 - (A) Applicant's name, date of birth, and social security number;
 - (B) Date on which applicant began or will begin work as Key Employee or Primary Management Official;
 - (C) A summary of the information presented in the investigative report, which shall at a minimum include a listing of:
 - (i) Licenses that have previously been denied;
 - (ii) Gaming licenses that have been revoked, even if subsequently reinstated;
 - (iii) Every known criminal charge brought against the applicant within the last 10 years of the date of application; and
 - (iv) Every felony of which the applicant has been convicted or any ongoing prosecution; and
 - (D) A copy of the eligibility determination made under Section 11(m) of this Ordinance.
- (4) The Gaming Commission, acting on behalf of the Nation, shall provide to the NIGC or other agency, any other reports and information required by IGRA and regulations promulgated thereunder. Further, with respect to Key Employees and Primary Management Officials, the Gaming Commission shall retain the following for inspection by the NIGC for no less than three (3) years from the date of termination of employment:
 - (A) The information listed under Section 11(l)(1) of this Ordinance;

- (B) Investigative reports;
- (C) Eligibility determinations; and
- (D) Privacy Act and False Statement notices listed under Section 12(a) of this Ordinance.

(5) If a license is not issued to an applicant, the Gaming Commission shall notify the NIGC and shall forward copies of its eligibility determination and notice of results (if any) to the NIGC for inclusion in the Indian Gaming Individuals Records System.

o. Review of notice of results for Key Employee or Primary Management Officials.

- (1) All notices under this Section shall be provided to the NIGC through the appropriate Regional office.
- (2) Should the Gaming Commission wish to submit notices electronically, it should contact the appropriate Regional office for guidance on acceptable document formats and means of transmission.
- (3) If, within a thirty (30) day period after the NIGC receives a complete notice of results for a Key Employee or Primary Management Official as required under subsection 11(n)(3) above, the NIGC notifies the Nation that it has no objection to the issuance of the license, the Gaming Commission may issue the license.
- (4) If, within a thirty (30) day period after the NIGC receives a complete notice of results for a Key Employee or Primary Management Official as required under subsection 11(n)(3) above, the NIGC requests additional information concerning the applicant or licensee, the Gaming Commission shall provide any additional information requested.
- (5) If, within the thirty (30) day period described in paragraph (1) of this subsection, the NIGC provides a statement itemizing objections to the issuance of a license to a Key Employee or Primary Management Official applicant for whom the Gaming Commission has provided a notice of results, the Gaming Commission shall reconsider the application, taking into account the objections itemized by the NIGC. The Gaming Commission retains the right to make the final determination whether to issue the license to such applicant.

p. Notice of Issuance of License: In all cases, the Gaming Commission shall notify the NIGC that it issued a license within 30 days after issuance of the license.

q. Gaming License Suspension and Revocation.

- (1) If, after issuance of a Gaming license, the Nation receives reliable information from the NIGC or other reliable source indicating that a Key Employee or a Primary Management Official is not eligible for employment under the eligibility criteria established in section 11 above, the Gaming Commission shall immediately suspend the license and shall notify the licensee in writing of the license suspension and proposed revocation.

- (2) The Gaming Commission shall notify the licensee of a time and place for a hearing on the proposed revocation of a license. A right to a hearing under this Section shall vest only upon receipt of a license granted under an ordinance approved by the NIGC.
- (3) After the revocation hearing, the Gaming Commission shall determine whether to revoke or to reinstate the Gaming license. For actions taken in response to information provided by the NIGC, the Gaming Commission shall notify the NIGC of its determination within 45 days of receiving the notification identified in subsection (1) above.
- (4) If a Key Employee or Primary Management Official's license is revoked, the Gaming Commission shall provide notice and forward copies of its license revocation decision to NIGC.

r. Facilities Licenses. Before Gaming Activities can be conducted therein, the Gaming Commission shall inspect and license each such facility in accordance with this Ordinance and any requirements under IGRA.

Section 12. Application Forms.

a. Each application form for a Key Employee or a Primary Management Official, as well as for all other license applicants unless otherwise specifically exempted by the Gaming Commission, shall contain the notices set forth in subsections (1) and (2) below:

(1) Privacy Act Notice:

In compliance with the Privacy Act of 1974, the following information is provided: Solicitation of the information on this form is authorized by 25 U.S.C. §2701 et seq. The purpose of the requested information is to determine the eligibility of individuals to be granted a Gaming license. The information will be used by the Tribal Gaming Regulatory Authorities and by the National Indian Gaming Commission (NIGC) members and staff who have need for the information in the performance of their official duties. The information may be disclosed by the Tribe or NIGC to appropriate federal, Tribal, State, local, or foreign law enforcement and regulatory agencies when relevant to civil, criminal or regulatory investigations or prosecutions or when pursuant to a requirement by a Tribe or the NIGC in connection with the issuance, denial or revocation of a Gaming license, or investigations of activities while associated with an Indian Nation or Tribe or a Gaming operation. Failure to consent to the disclosures indicated in this notice will result in a Tribe's being unable to license you in a Primary Management Official or Key Employee Position.

The disclosure of your Social Security Number (SSN) is voluntary. However, failure to supply a SSN may result in errors in processing your application.

(2) Notice Regarding False Statements.

A false statement on any part of your license application may be grounds for denying a license or the suspension or revocation of a license. Also, you may be punished by fine or imprisonment (U.S. Code, title 18, section 1001).

b. Any existing Key Employee or Primary Management Official or other licensee subject to such requirements, unless otherwise specifically exempted by the Gaming Commission, that has not completed an application form containing the language set forth in Section 12(a)(1) and (2) above, shall be notified that they must either:

- (1) Complete a new application form that contains the Privacy Act Notice and the Notice Regarding False Statements; or
- (2) Sign a statement that contains the Privacy Act Notice and consent to the routine uses described in that notice, and sign a statement that contains the Notice Regarding False Statements.

Section 13. Class III Gaming; Compact.

Class III Gaming on the Reservation shall be under the provisions of the Compact, as applicable, or other alternative as provided under the IGRA and applicable regulations. All Compact amendment negotiations shall be conducted through the Chairman of the Yakama Nation Tribal Council, with the advice and suggestion of the Gaming Commission, and shall be finalized only upon the majority vote of the Tribal Council after consideration of the terms of such amendments. The provisions of the Compact shall govern the provisions herein to the extent the Compact is inconsistent herewith.

Section 14. Interest in Management Contracts by Tribal Officials.

No elected official of the Nation, including the Gaming Commission or any other committee or agency of the Nation, shall have a financial interest in or management responsibility for, any Management Contract entered into pursuant to IGRA, nor shall such elected official hold (directly or indirectly) ten percent (10%) or more of the issued and outstanding stock of any corporation, or ten percent (10%) or more of the beneficial interest in any partnership, trust, or other entity, in any such corporation, partnership, trust or other entity, having a financial interest in, or management responsibility for, such contract.

Section 15. Service of Process.

The Nation designates as its agent for the service of any official determination, order, or notice of violation in any Gaming related matter, the Chairperson of the Yakama Tribal Council and Chairperson of the Gaming Commission.

Section 16. Compliance with TERO.

All Gaming Activities under this Ordinance shall be conducted in full compliance with all requirements under TERO, including amendments as may be adopted thereto.

Section 17. Tribal Gaming Corporation.

Nothing in this Ordinance shall prevent the Tribal Council meeting in Regular or Special Session from delegating the authority to conduct Gaming to one or more tribal corporations, so long as the tribal corporation to which such authority is delegated agrees to meet all criteria and requirements established under this Ordinance.

Section 18. Entire Gaming Regulations; Prior Ordinances Repealed; Effective Date.

This Ordinance and the regulations promulgated thereunder shall constitute the entire Gaming regulations of the Nation. All prior Gaming ordinances and resolutions of the Nation are hereby repealed, and this Ordinance shall become effective upon its adoption by the Tribal Council after consultation with the General Council Executive Board.

Section 19. Amendments.

All provisions of this Ordinance are subject to revision, repeal, or amendment by the Tribal Council. Regulations promulgated by the Gaming Commission under this Ordinance are subject to revision, repeal or amendment by the Gaming Commission.

Section 20. Sovereign Immunity Preserved.

Nothing in this Ordinance is intended or shall be construed as a waiver of the sovereign immunity of the Nation; and no manager, officer or employee of the Gaming Commission or the Nation shall be authorized, nor shall they attempt, to waive the immunity of the Nation.

Section 21. Construction and Severability.

This Ordinance is exempted from the rule of strict construction, and shall be liberally construed to give full effect to the objectives and purposes for which it was enacted. If any section of this Ordinance, or its application to any Person or entity or circumstance, is held invalid, the remainder of the Ordinance, or the application of the provision to other Persons or entities or circumstances, shall not be affected and shall remain in full force and effect.

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