

Training Course Catalog



Discover Impactful Learning Experiences and Performance Training with our Regulatory and Additional Gaming Related Courses

Regulatory Training

Training designed to promote regulatory compliance and increase technical understanding of regulatory requirements for gaming on Indian lands.

Additional Gaming Related Course Offerings

Variety of general course offerings to accommodate varying needs and job functions of the Indian gaming community. Providing skills training necessary to recognize and understand basic information for conducting gaming on Indian lands.

Technical Assistance and Assessments

On-site reviews and assessments for industry specific competencies.



For More Information

TrainingInfo@NIGC.gov

Welcome to the **National Indian Gaming Commission's (NIGC) Training Catalog**. Our catalog is curated to provide a rich resource of learning opportunities for our valued tribal partners. We understand the importance of regulatory compliance, professional growth, and continuous improvement. Our training offerings are tailored to address these vital areas. This catalog is divided into three sections: Regulatory Training and Development, Additional Gaming Related Courses, and Technical Assistance and Assessments.

Regulatory Training and Development

Stay ahead of the curve with our Regulatory Training and Development programs designed to empower your teams with the latest updates and insights in the field of gaming regulation. This section is subdivided into the following divisions:

Audit: Enhance your understanding of audit requirements, processes and methodologies, equipping you to effectively evaluate gaming activities while maintaining compliance.

CJIS Audit Unit (CAU): Dive into the complexities of Criminal Justice Information Services (CJIS) requirements for the handling of criminal history information and compliance audits, fostering a deep comprehension of the security measures required to protect sensitive information.

Compliance: Explore courses that delve into the intricate details of regulatory requirements and how to achieve compliance, ensuring your operations align with the ever-evolving regulatory landscape.

Information Technology (IT): Navigate the digital realm confidently with IT-focused courses, covering regulatory compliance, cyber security, data protection, and technology management within gaming environments.

Office of the General Counsel (OGC): Understand the legal requirements of the Indian Gaming Regulatory Act (IGRA) and the National Indian Gaming Commission (NIGC) regulations.

Self-Regulation: 25 CFR, Part 518, sets forth how a Tribe that operates Class 2 gaming activity may petition the NIGC Commission for a Certificate of Self-Regulation. Check out our Self-Regulation course offering(s).

Additional Gaming Related Course Offerings

Invest in your team's growth with our array of Additional Gaming Related Course offerings, tailored to hone skills and cultivate leadership. This section is further divided into divisions, ensuring specialized growth opportunities. Each sub-section will allow you to:

- Elevate your team's expertise in interpreting and implementing gaming regulations, fostering a culture of compliance from within.
- Equip auditors with advanced techniques to carry out thorough and efficient audits, maximizing the value of your evaluation processes.
- Cultivate IT professionals capable of steering your organization through the challenges of cyber security and technological advancements.
- Enable legal professionals to navigate complex legal landscapes by enhancing their analytical and negotiation skills.

Technical Assistance and Assessments

Monitor and refine your team's capabilities with our Technical Assistance and Assessment course offerings. This section, organized by divisions, offers task performances that evaluate operational compliance and readiness through an NIGC review.

Additional Media Request Form and/or Performance Support

Selected courses may include links to a media request form or a toolkit that provides additional support, training, and guidance. The video player and toolkit icons shown below indicate when these support resources are available.



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DON'T SEE WHAT YOU NEED?
Let us help!

Tailored and Custom Site-Specific Trainings Available; *Single or Multiple Days!*

Contact your Region Compliance Officer or complete our [Training Request Form](#)



Do you have any questions or comments?

Contact our training department by emailing:

TrainingInfo@nigc.gov

Audit

Audit and Accounting (25 CFR, Part 543.23)

Participants will discuss 543.23 Minimum Internal Control Standards (MICS) specific to Audit and Accounting for gaming operations. Topics will include, but are not limited to, safeguarding the assets of the tribal gaming operation, understanding the Tribal Gaming Regulatory Authority (TGRA) requirements respective to audit and accounting, and the establishment and implementation of the System of Internal Control Standards (SICS) required in Part 543.23. Attendees will gain an enhanced understanding of controls specific for tribal gaming operations.

Auditing Revenue (25 CFR, Part 543.24)

Participants will gain an understanding of 543.24 Minimum Internal Control Standards (MICS) specific to auditing revenue for gaming operations. Topics will include, but not be limited to supervision, independence requirements and documentation requirements across the various cash relevant areas of Part 543. Finally, we will discuss the establishment and implementation of System of Internal Control Standards (SICS) required in Part 543.24.

Bingo (25 CFR, Part 543.8)

Participants will gain an understanding of 543.8 Minimum Internal Control Standards (MICS) specific to the games of Bingo. Topics will include, but not limited to game play, inventory controls, fund accountability, statistical analysis of game performance, equipment standards, payouts (including promotional awards), and auditing requirements. Attendees will gain an enhanced understanding of the inherent risks associated with the games and the intent of the MICS to mitigate those risks.

Cage, Vault, Kiosk (25 CFR, Part 543.18)

Participants will gain an understanding of 543.18 Minimum Internal Control Standards (MICS) specific to Cage, Vault, Kiosk, Cash and Cash Equivalents. Topics will include, but not limited to supervision, check cashing, cage and vault accountability, kiosks, patron deposited funds, chips and tokens, vouchers, cage/vault access, and variances. Attendees will gain an enhanced understanding of the inherent risks associated in the areas of the cage, vault, kiosk and how the MICS are intended to mitigate those risks.

Card Games (25 CFR, Part 543.10)

Participants will gain an understanding of 543.10 Minimum Internal Control Standards (MICS) specific to card games. Topics will include, but not limited to game play, inventory controls, fund accountability, statistical analysis of the game performance, equipment standards, payouts (including promotional awards), and auditing requirements. Attendees will gain an enhanced understanding of the inherent risks associated with card games and the intent of the MICS to mitigate those risks.

Audit continued

Drop and Count (25 CFR, Parts 543.15 and 543.17)

Participants will discuss 543.15 and 543.17 Minimum Internal Control Standards (MICS) specific to the drop and count process for Class 2 gaming. Topics will include, but not be limited to supervision, count room access, card room drop standards, player interface and financial instrument storage component drop standards, player interface financial instrument count standards, kiosks, key controls and variances. Attendees will gain an enhanced understanding of the inherent risks associated with the drop and count process and the intent of the MICS to mitigate those risks. The course will provide guidance on implementing effective System of Internal Control Standards (SICS) to assist in meeting the requirements for Parts 543.15 and 543.17.

Gaming Promotions, Player Tracking Systems and Complimentary Services (25 CFR, Parts 543.12 and 543.13)

Participants will discuss 543.12 and 543.13 Minimum Internal Control Standards (MICS) specific to Gaming Promotions, Player Tracking Systems and Complimentary Services. Topics will include, but not limited to supervision, gaming promotions, rules of play requirements, awards, prizes, rules of the promotions, variances, complimentary services, and items to enhance understanding of controls specific to tribal gaming operations.

NIGC Fee Calculation (25 CFR, Part 514) [Part 1](#) [Part 2](#)

This course provides guidance on the requirements of the 25 CFR, Part 514 Minimum Internal Control Standards (MICS) specific to NIGC Fees. Topics will include, but not limited to discussion on fee rates, fee calculations, and the reconciliation of fee worksheets to the audited financial statements.

Patron Deposit Accounts, Cashless Systems and Lines of Credit (25 CFR, Part 543.14)

Participants will gain an understanding of 543.14 Minimum Internal Control Standards (MICS) specific to patron deposit accounts, cashless systems and lines of credit. Topics will include, but not be limited to supervision, establishing a patron deposit account, standards on deposits, withdrawals and adjustments to enhance understanding of controls specific to tribal gaming operations.

Pull-Tabs (25 CFR, Part 543.9)

Participants will discuss 543.9 Minimum Internal Control Standards (MICS) specific to Pull-Tabs. Topics will include, but not limited to game play, inventory controls, fund accountability, statistical analysis of the game performance, equipment standards, payouts (including promotional awards), and auditing requirements.

CJIS Audit Unit (CAU)

Criminal History Record Information (CHRI) and Compliance with 25 CFR Part 558.3(f)

A discussion about CHRI and compliance with 558.3(f), including CHRI retention and how to achieve CJIS compliance within the context of NIGC regulations.

Compliance

Facility Licensing (25 CFR, Part 559)

The course will cover all of the elements located in NIGC's 559 Facility License Notifications and Submissions. The elements include the purposes, notification requirements, renewal requirements and possible additional requirements of the Chairman of the National Indian Gaming Commission.

Introduction to the National Indian Gaming Commission (NIGC) (25 CFR, Parts 501-577)

This course provides the key elements of NIGC's 501-577 regulations and guidelines as authorized in the Indian Gaming Regulatory Act (IGRA). Topics include the aspects of NIGC regulatory creation, core responsibilities, and implications of NIGC processes and procedures.

Key Employee and Primary Management Official Classification Guide (25 CFR Parts 502.10, 502.14, 502.19)

Learn how tribes may alter licensing of Key Employees and Primary Management Officials as well as choose to license Tribal Gaming Regulatory Authority (TGRA) personnel; other employees of the gaming enterprise; and other employed management officials of the gaming enterprise. Additionally, NIGC will address the Gaming enterprise and TGRA definitions; the incorporation of tribal law for purposes of vesting revocation hearing rights; and the notice and submission requirements for license revocation decisions.

Misuse of Gaming Revenue (IGRA)

The Indian Gaming Regulatory Act (IGRA) states that tribal gaming Net Revenue usage must adhere to specific guidelines. This course will walk through examples of misuse and provide guidance to stay compliant with the requirements.

Surveillance (25 CFR, Part 543.21)

This course includes a review of the Surveillance requirements of 543.21 and the Minimum Internal Control Standards (MICS) Surveillance Checklist. Tribal Gaming Regulatory Authorities (TGRAs) will gain awareness to identify surveillance MICS requirements that necessitate action. Additionally, this course will cover the use of surveillance reports to monitor regulatory compliance and identify potential threats to assets.

Tribal Background Investigations and Licensing (25 CFR, Parts 556 and 558)

This course will review all the requirements of NIGC's 556, Background Investigations for Key and Primary Management Officials and Part 558, Gaming Licenses for Key Employees and Primary Management Officials. The course will cover the full background investigation through licensing submission requirements.

Information Technology (IT)

Information Technology (IT)(25 CFR, Part 543.20)

The course will explore the 543.20 Minimum Internal Control Standards (MICS) for Class 2 gaming. We will discuss commonly identified problem areas during a typical IT audit plus how to apply relevant best practices for overcoming the recognized concerns. Utilizing real world examples, we will highlight various MICS and emphasize common IT compliance issues.

Technology Standards (25 CFR, Part 547)

Participants will gain an understanding of the meaning and implementation of 547, specific to Class 2 technical standards. Topics will include, but not limited to reviewing the technology submission and certification process, the intent of Part 547, procedural requirements, variances, grandfathering, data communication, downloading, and significant technical issues and requirements.

Office of General Counsel (OGC)

Introduction to the Indian Gaming Regulatory Act (IGRA)

The Indian Gaming Regulatory Act of 1988 (IGRA) established the jurisdictional framework that presently governs Indian gaming. This course provides a historical perspective of the enactment of IGRA and the NIGC structure and authority. This guided discussion includes the key elements to meet the regulatory requirements as set by IGRA.

Prerequisites to Conduct Gaming (25 CFR, Parts 522, 543, 556, 558, 559)

This course provides an overview of the Indian Gaming Regulatory Act of 1988 (IGRA) and NIGC regulatory requirements that tribes must meet before and after opening a gaming operation. The IGRA prerequisites of gaming operations identified in this course include 522, 543, 556, 558, and 559.

Regulating to Prevent IGRA Violations (25 CFR Parts 501-577)

Attendees will gain in depth knowledge of how to identify potential IGRA violations and how to avoid NIGC enforcement actions.

Small and Charitable Gaming (25 CFR Part 543.4)

This course examines 543.4, and the requirements tribes must meet when regulating charitable gaming on Indian lands. Participants will learn about the definition of Indian lands, responsibilities of the Tribal Gaming Regulatory Authority, and which exemptions apply to charitable operations.

Tribal Gaming Ordinance (25 CFR Part 552)

This course provides an overview of the gaming ordinance submission and review process. The course will cover how to submit a gaming ordinance for review, what to submit, different review options, and required tribal gaming ordinance provisions.

Self-Regulation

Introduction to Self-Regulation (25 CFR, Part 518)

This course outlines how a tribe may petition the Commission for a Certificate of Self-Regulation per the set guidelines in 518. The course guides Tribal Gaming Authorities through the Self-Regulation implementation, review, and approval process, including the time frames and requirements established under 518.

Audit

Accounting Standards (25 CFR, Part 542.19)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.19, the accounting function. Topics will include, but not be limited to general accounting records requirement, accounting procedures over the fiscal affairs of the organization, computation of gross gaming revenue (including currency controls, accounting for periodic payments, cash out tickets, and unpaid credit instruments), allowable and non-allowable deductions from gross revenue, and maintenance and preservation of records.

Agreed Upon Procedures (AUP) Overview (25 CFR, Part 542.3)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 25 CFR, Part 542.3, Agreed Upon Procedures (AUP). Topics will include discussion of the benefits of engaging an independent Certified Public Accountant (CPA), standards governing attestation engagements, scope of responsibilities of the CPA in the performance of an AUP engagement, including suggested report format and cover letter. Finally, a discussion of how the NIGC uses the submitted AUP reports.

Applying Auditing Revenue

This course provides attendees with an in-depth look at revenue audit processes including what it takes to make and maintain an effective revenue audit function. Attendees will obtain an understanding behind the intent of specific revenue audit processes and learn how to perform revenue audit procedures through discussions, practical exercises, and handouts.

Auditing Revenue "A Deep Dive"

The course supports attendees to understand the intent of the audit standards, importance of implementing procedures and providing specific information for Minimum Internal Control Standards (MICS) auditing revenue. Attendees will be able to identify, document, and report errors and non-compliance through provided handouts, practical exercises, and discussions.

Auditing to the System of Internal Control Standards (SICS)

The course provides auditors with an understanding of the importance of auditing the System of Internal Control Standards (SICS). Discussion through practical exercises will assist in the development of a checklist that includes organization specific SICS.

Beyond the Gaming Perimeter: Shifting Focus

The course will explore what risks exist in non-gaming areas and the importance of being aware of such risks. Participants will learn what questions to ask when performing an analysis. The discussion also includes how to apply Minimum Internal Control Standards (MICS) to these areas and what questions to ask when analyzing reports.

Bingo Inventory; Any Inventory

The course provides specific instructions and exercises that focus on the importance of a segregation of duties and documentation in the inventory control process. Attendees will obtain increased understanding and additional skills related to the critical aspects of inventory control specific to bingo.

Bingo Machine Files

The course provides specific bingo machine instructions and exercises that focus on file maintenance and documentation. Attendees will obtain increased understanding and additional skills to identify and remedy deficiencies with documentation. The course will provide guidance on the importance of maintaining good bingo machine records.

Audit continued

Cage (25 CFR Part 542.14)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.14, Cage. Topics include, but not limited to check cashing, customer deposits, safe deposit boxes, cage and vault accountability, chip and token standards, coupons, and accounting/auditing standards.

Critical Thinking: Enhancing the Internal Audit

The course increases understanding of objective and critical thinking skills necessary to evaluate and test a standard to ensure testing is appropriate. NIGC recommends attendees have experience with operations and regulatory compliance including an understanding of the internal audit process.

Drop and Count (25 CFR Part 542.41)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.41, Drop and Count. Topics will include table games drop and count procedures, count room personnel and count room controls, gaming machine drop and count procedures, count standards, key control standards, and emergency drop and count procedures. Attendees will gain an enhanced understanding of the inherent risks associated with the drop and count process and how the MICS work to mitigate risk.

Game Performance

This course highlights the benefit of statistics to identify issues on the gaming floor, the importance of effective controls, and the intent of Minimum Internal Control Standards (MICS) to mitigate risks. Discussion focuses on increasing knowledge of the importance of statistical reports including how to apply to meet organizational goals.

Gaming Machines (25 CFR Part 542.13)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.13, Gaming Machines. This course explores the differences between the NIGC Advisory Guidance and 542 as it applies to Gaming Machines. Participants will learn to how to develop specific internal control standards based on jurisdictional requirements. This course also helps to clarify what controls might apply to specific gaming operations.

How to Read Financial Reports

This entry-level course provides participants with an understanding of how to read and evaluate tribal gaming financial statements and reports. Highlights include explaining the make-up of financial reports and provides tools for analysis with examples. This course builds a foundation of knowledge for understanding financial statements and reporting.

Intent and Testing: Bingo Toolkit

This course will introduce the NIGC Bingo Toolkit, discuss how it can be applied, and identify the top Bingo findings from the Agreed Upon Procedure (AUP) reports. Participants will work through practical exercises and discussions regarding the intent and testing to help build better controls.

Intent and Testing: Cage Toolkit

This course will introduce the Cage Toolkit, discuss how it can be used, and identify the top Cage findings from the Agreed Upon Procedure (AUP) reports. Participants will work through practical exercises and discussions regarding the intent and testing to help build better controls.

Intent and Testing: Drop and Count Toolkit

This course focuses on the toolkit addressing the 543.17 minimum internal control standards (MICS). We will discuss design and how it can be used to improve understanding of 543.17 standards. You will leave the session knowing the top Drop and Count findings from the Agreed Upon Procedure (AUP) reports and how understanding the intent and testing can help Tribes build better controls.

Audit *continued*

Internal Audit Guidance (25 CFR Part 542)

Attendees will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on Internal Audit for 542. Topics will include, but are not limited to independence, audits required, documentation, audit reports, and the role of management. Attendees have the opportunity to enhance understanding of the guidance specific to internal audit.

Internal Audit Workshop

Internal Audit is an integral component toward protecting the assets of the gaming operation by examining policies and procedures, testing internal controls, and monitoring compliance with policies and regulations. This is a 2-day course to discuss the role internal audit plays along with the Tribal Gaming Regulatory Authority (TGRA) and Gaming Operation Management in the protection of assets. Attendees will learn the audit phases including planning, fieldwork testing, documenting, reporting, and follow-up. Additionally, the workshop provides auditing tools and techniques to ensure that internal auditors receive adequate training to assess their gaming operations through conducting audits.

Keno (25 CFR Part 542.10)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.10, Keno. Topics will include, but are not limited to game play standards; equipment security; payout standards (including multi-race tickets and mail-in tickets); fund accountability; documentation; statistical analysis of the game; and auditing procedures. Attendees will gain an understanding of the controls surrounding the play of the game.

Table Games (25 CFR Part 542.12)

Participants will gain an understanding of NIGC's Minimum Internal Control Standards (MICS) advisory guidance on 542.12, Table Games. The course explores different internal control standards for table games per gaming jurisdiction. Participants will also gain an understanding of the purpose behind developing different internal controls.

Understanding Your Slot Reports

This course will explain how to differentiate slot on-line accounting systems from the many slot reports. Attendees learn how to identify and understand report results. Participants also learn the importance of effective controls and the intent of NIGC's Minimum Internal Control Standards (MICS) to mitigate risk.

Value of Internal Control Systems

The course discusses why the implementation of effective internal control systems are necessary to protect gaming operations. Demonstration through examples of how deficient internal control systems contribute to errors, omissions, malfunctions, and how the misappropriation of assets occurs without detection. Participants will gain an understanding of how internal controls can assure the effectiveness and efficiency of organizational operations.

CJIS Audit Unit (CAU)

CJIS Fundamentals: Electronic Fingerprinting Submission

A discussion about the submission of electronic fingerprints, the L0008 reject responses and the importance of quality controls. Includes discussion topics involving electronic fingerprint submissions, challenges and resources to aid in obtaining quality prints.

LASO Handbook

This course includes discussion and review of the Local Agency Security Officer (LASO) Handbook. Attendees will get an overview of the NIGC LASO Handbook and how to utilize it as a tool for developing their own policy and procedures.

NIGC and or FBI NGI / NCJITS Audit(s): What to expect!

The session introduces the audience to the Next Generation Identification (NGI) and Noncriminal Justice Agency Information Technology Security (NCJITS) audits that are performed by the FBI and NIGC. It begins with the initial phone call to set up the audit, discussing the pre-audit material that is sent out, and walks the audience through the lifecycle of the audit.

Outsourcing Basics: Resources

Learn about the CJIS Resource Materials resources available on our webpage and their application. Resources discussed include how to evaluate non-criminal justice administrative functions, drafting and successful submission of a Request for Permission to Outsource letter, and the sample audit checklists available after execution of the outsourcing agreement.

Responding to a Security Incident

The session introduces the audience to what happens when a security incident is identified. It also addresses what information is needed when reporting the incident to the NIGC ISO or possibly the FBI ISO.

Compliance

Commission Duties and Responsibilities

This course covers the Indian Gaming Regulatory Act (IGRA), Tribal Ordinances, and the rules and laws surrounding the regulation of Indian gaming. Additional topics include Tribal Internal Control Standards, System of Internal Control Standards, and internal audit.

Commissioner Track

This course ensures Tribal Gaming Regulatory Authority (TGRA) staff have a mission, understanding of the Indian Gaming Regulatory Act (IGRA), Gaming Ordinances, and tools available to TGRAs. Course also includes working through IGRA violations and enforcement authority.

Essential Roles of a Regulator

This course includes discussion about the Indian Gaming Regulatory Act (IGRA), tribal gaming ordinances, regulations, rules, compacts, audits, surveillance as well many other topics specific to the Tribal Gaming Regulatory Authority (TGRA).

Ethics Considerations for Regulators

All Regulators face ethical dilemmas during the course of their engaging operations. This course will explore the benefits of training on ethics and the importance of having an ethics policy.

Report Writing

This course is designed to learn how to write an effective report on who, what, when, where, why and how. An activity-filled session will help streamline and develop into a more proficient report writer.

Risk Assessments/Risk Management

Risk assessments should be a consideration of the Tribal Gaming Regulatory Authority (TGRA) when introducing new gaming, new technology, or changes internally and externally to your organization. This course will help with identifying, assessing and mitigating risks at your facility.

Surveillance Beyond the Minimum Internal Control Standards (MICS)(25 CFR 543.21)

This course goes beyond the National Indian Gaming Commission's regulation 543.21, Surveillance. Using interactive discussion and videos from gaming operations just like yours, we will delve into the beyond the Minimum Internal Control Standards (MICS) and discuss tips and tricks to ensure compliance and a well-rounded surveillance department.

TICS/SICS Development Workshop (12 hr. course)

This course will walk through the theory behind and the practical applications of Tribal Internal Control Standards/System of Internal Control Standards.

Violations of the Indian Gaming Regulatory Act (IGRA)

Violations of the Indian Gaming Regulatory Act (IGRA) surrounding managing without an approved contract, sole proprietary interest and the misuse of gaming revenue.

Environmental Public Health and Safety (EPHS)

Creating, Implementing, and Activating your Emergency Preparedness and Response Plan

This course will teach participants how a TGRA and Casino Operation work together to create an emergency preparedness and response plan, strategies for implementing that plan and a real-life scenario that occurred recently, will be shared where the emergency preparedness and response plan was activated across the casino and hotel for a positive outcome.

How to Conduct an Environment, Public Health and Safety (EPHS) Assessment for Tribal Gaming

Authorities (25 CFR, Part 559)

This course prepares Tribal Gaming Regulatory Authorities (TGRAs) to conduct an Environmental Public Health and Safety (EPHS) assessment. Learn to design or improve your EPHS program with proven tools such as pre-assessment document preparation, creating a gaming facility specific checklist, conducting and documenting a walk-through assessment, and a post-assessment review.

Introduction to Emergency Preparedness Planning (25 CFR, Part 559)

This course will guide tribal regulatory commissions and staff, and casino team members and management in the response to critical and emergency situations. Course includes an examination of NIGC's Model Emergency Preparedness and Response Plan Template to support effective command structures and emergency decision-making.

Information Technology (IT)

Building IT Tribal Internal Control Standard (TICS)/System of Internal Control Standards (SICS)

The course will assist attendees with understanding the importance of clear and concise Information Technology (IT) controls by utilizing the STEFF model as a framework. Attendees will learn three internal control types and how they affect proper Tribal Internal Control Standard (TICS) creation and immersion into the current TICS/System of Internal Control Standards.

Cyber Safety for Non-IT Professionals

Information Technology (IT) is the backbone of gaming operations that connects and provides data to all parts of an organization. Within IT, virtual and personnel resources are at risk for attack. To help defend resources, this session will introduce easy to understand cyber security practices with the aim of improving security awareness, promoting vigilance, and educating all personnel before an intrusion occurs. Through review of common attacks, including phishing and social engineering, covered topics will arm attendees with knowledge to avoid becoming the next victim while maintaining strong IT regulatory controls.

Forensics in Gaming (25 CFR Part 543.20(i))

Participants will gain an understanding of one aspect of 543.20(i) through the exploration of different types of gaming forensics in today's industry. Attendees will learn from scenarios of gaming or associated equipment malfunctioning or performing an operation outside the range of that equipment's programmed abilities. The course will review various strategies, best practices, and other guidelines available for regulators and tribal gaming personnel in dealing with equipment malfunctions and thefts.

Game Authorization Terminal (GAT)

This course will help tribal gaming regulators and operations personnel understand Gaming Standards Association's (GSA) Game to System (G2S) and Game Authorization Terminal (GAT) protocols and their benefits. Topics will include, but not be limited to access to information, download and configuration, remote software validation and other guidelines. Attendees will learn tools available for regulators and other tribal gaming personnel in dealing with the Game Authorization Terminal.

Information Technology (IT) *continued*

Incident Reporting (25 CFR 543.20(i))

This course will cover the importance of having robust incident reporting and cyber security defense procedures as per the mandate in 25 CFR 543.20(i). Attendees will gain an understanding of both preventative and responsive controls and walk away with tools to use for incident monitoring and reporting.

Information Technology (IT) Basics

Attendees will gain basic gaming and IT knowledge. The course provides a basic understanding of IT, gaming terminology, plus how to differentiate between Class 2 and Class 3 gaming machines.

Information Technology (IT) Overview

The course discusses the structure and the roles within the National Indian Gaming Commission (NIGC) Division of Technology. You will learn the Division of Technology's responsibilities to the tribal customer with a focus on NIGC Information Technology (IT) Audits. The course will explain each of the IT Audit roles that assist the customer and provide some data on Agreed Upon Procedures (AUP) and how those IT findings are trending.

Information Technology (IT) Threats for Casinos

The course will assist tribal gaming regulators, operations, and IT personnel to gain understanding of how to protect gaming operations from threat actors. Topics will include but not be limited to current and trending threats to IT systems, security within the technology framework (i.e. ransomware, social engineering, etc.) and focus on threats, vulnerabilities and processes in the casino. Attendees will learn what risks exist and how best to combat them.

Integrating Cybersecurity frameworks under 543.20

This course focuses on the CFR 543.20 NIGC IT MICS and popular Cybersecurity Frameworks such as the upcoming NIST CSF 2.0. Participants will learn of similarities, intent, and purposes of the controls in Cyber Security Frameworks and how to incorporate them into tribal controls in a way that aligns with the MICS and tribal TICS and SICS.

Mobile Technology

This course discusses mobile gaming from an industry perspective and identifies some newer technologies. The course will also explore ways of assisting with the evolving regulatory and technological landscape.

Signature Verification (25 CFR Parts 547.12, 543.20(k), 543.20(l))

Participants will gain an understanding of the history and importance of signature verification checks pursuant to 25 CFR Parts 547.12, 543.20(k), and 543.20(l). The course also discusses some of the popular tools recommended by vendors for verifying file signatures.

Understanding AI in Tribal Gaming

This course focuses on AI from a high level to provide easy to understand examples of how AI has the propensity to change gaming. From facial recognition to AI data driven prospects, these new technologies have the potential to revolutionize and maximize the efficiency of human intelligence with machine learning.

Office of General Counsel (OGC)

Obtaining Legal Opinions

This course will cover what a legal opinion is, how to request one, the review process, and everything in between. Attendees will learn which parties typically request legal opinions and why they are requested. This course will also cover the most commonly requested legal opinions: declination letters, Indian lands opinions, and game classification opinions.

Technical Assistance and Assessments

CAU Technical Assistance

This course offers the opportunity to discuss your specific technical assistance needs covering any of the following topic areas: Memorandum of Understanding; Bulletins; Awareness Training (AT) and Local Agency Security Officer (LASO) Training Information; Outsourcing Agreement Resources; Checklists; CJIS Security; Policy (CJISSECPOL) Sample Audit Checklists; Sample Forms and Policies; and Helpful Resources.

Environmental, Public Health and Safety (EPHS) Assessment

The Environmental, Public Health and Safety (EPHS) Program conducts in-person walk through assessments by objectively documenting potential gaps in the gaming facilities EPHS program through compliance with adopted codes, laws, standards, and regulations. Through the EPHS assessment report, it is our primary goal to assist Tribal Gaming Regulatory Authorities (TGRAs), the NIGC Region, and leadership to determine and evaluate the condition of the construction and maintenance of the facility and provide technical assistance and guidance, so that tribes are following applicable regulations, standards, best practices, permits, and casino safety requirements. NIGC makes every effort to identify observable hazards regarding EPHS matters. However, this is not an exhaustive list of workplace hazards as the assessment narrowly focuses on the facility safety, construction, and maintenance.

Facility License and Environment, Public Health and Safety (EPHS) Checklist (25 CFR, Part 559)

Learn how IGRA and NIGC's authority in Environmental Public Health and Safety (EPHS) intersects with the interpretive rule including the construction and maintenance of the gaming facility and that gaming operations protect the environment and public's health and safety. The course also covers facility licenses, the EPHS Checklist, and best practices for an internal EPHS assessment.

Internal Audit Review

NIGC Internal Audit Review (IAR) testing is a comprehensive review of a tribal gaming's Internal Audit function. A team of NIGC auditors will perform an on-site IAR, in coordination with casino and tribal regulatory personnel. The assessment is an overall review to assist the tribe in ensuring compliance of Internal Audit functions with industry standards.

Internal Control Assessment

Internal Control Assessment (ICA) testing is a comprehensive review of a tribal gaming facility's entire system of internal controls or a specific examination of a single gaming activity such as Bingo, Table Games, Gaming Machines, among others. NIGC can tailor the ICA to meet the needs of the tribal gaming operation and will provide a level of assurance commensurate with industry standards.

IT Vulnerability Assessment

Information Technology Vulnerability Assessment (ITVA) testing is a high-level service that assists tribes' IT security posture relative to its gaming systems and provides a solid baseline for internally mitigating any risk found or to assist in justifying funding for third-party assistance, if needed.

Penetration Test/ITVA

This service is an enhancement to the existing ITVA service. If a penetration test is requested, it automatically comes with an ITVA. The ITVA fuels the information for the penetration test. The penetration test will involve a multi-step process designed to safely replicate and simulate cyberattacks in order to identify security weaknesses, using techniques similar to those employed by real-world hackers and attackers.