



Date: June 6, 2023

Re: Class II Summit Remarks, Mystic Lake Casino Hotel

I am grateful to the organizers of the annual Class II Summit taking place this year in Mystic Lake Casino Hotel. I had the opportunity to help make introductory remarks as the Summit kicked off by its organizer, Heidi Buss.

Class II gaming is both a distinct part of the global gaming industry, and a significant vehicle for industry innovation, growth and approach to regulation. Since IGRA's passage 35 years ago this year, class II gaming has been central to Indian gaming's sustainability and its growth as a \$40 billion industry with a reputation as well regulated. Over the past 35 years NIGC's impact on class II has been reflected in the agency's regulations and guidance on game standards.

As I noted in my remarks, beginning in 1990 the Agency developed minimum internal control standards focused on protecting against theft of cash and cash equivalents. The agency responded to litigation on NIGC's authority over class III games and over technology considerations and in subsequent years, NIGC Commissions published updates and clarifications to guidance and regulations.

I also emphasized regulatory bodies clarifying regulations should consider both the approach to defining the issue, and its interpretation of lawmakers' intent to avoid unintended impacts from its guidance and preserve and foster industry innovation. Over the past three decades the Agency's clarification process for class II regulations has done just that. NIGC Commissions have implemented different working group, consultation, and inter-governmental outreach models, and considered statutory interpretations informed through legislative history that makes available maximum flexibility for technological aids in class II development.

I was grateful to the NIGC Saint Paul Minneapolis team for their participation in today's class II summit, as well as the many participants from across the Indian gaming community.

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Visit www.NIGC.gov to learn more about the NIGC 3 For 35 Project— a year-long project emphasizing the importance of conversations among the tribal gaming regulatory community about workforce preparedness.

