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4	NATIONAL INDIAN GAMING Commission
5	REGULATION REVIEW
6	TRIBAL MEETING
7	at
8	PRAIRIE BAND CASINO and RESORT
9	12305 150th Street
10	Mayetta, Kansas 66509
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15	March 22, 2012
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20	Reported by: Judy K. Moore, RPR, CSR, CCR
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PROCEEDINGS

MR. LITTLE: Good morning, everyone. My name is Dan Little. I'm the Associate Commissioner with the National Indian Gaming Commission, and I want to thank all of you for coming here today for our regulatory review for Groups 1, 2, 3 and 5 of the NIGC's regulatory review schedule that we published in April of 2011.

I want to welcome all the tribal leaders, Gaming Commissioners and other tribal designees here today. If any of the folks -- well, I guess everybody is sitting at the table. This is actually a first time for some of these where most of the folks congregate at the back, so I'm pleased that everybody is already at the table.

Like I said, my name is Dan Little. I'm the Associate Commissioner here. I came on board with the Commission in April of 2010 for a three-year term, so I'm just about reaching my two-year anniversary. I want to send my regards on behalf of Chairwoman Tracy Stevens and Vice-Chairwoman Steffani Cochran. They're back in D.C. getting a lot of important work done.

So like I said, a little bit about myself, prior to coming onto the Commission, I worked for the Mashantucket Pequot Tribe and Foxwoods for over ten

years, and prior to that I worked for the Connecticut State legislature. So I've been working on Indian issues for the majority of my professional career, and it's very exciting to be here to be able to work on the Commission, get to work with a lot of the tribes and the Tribal Gaming Commissions that I had the opportunity to work with when I was with Mashantucket. So it's wonderful to be here.

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Before we go any further, I want to introduce Chairman Ortiz from the Prairie Band Potawatomi who's going to make some opening remarks and welcome us properly. So Chairman?

CHAIRMAN ORTIZ: Let me figure this out here.

MS. WARD: They tell me there's a little switch at the bottom of the microphone.

CHAIRMAN ORTIZ: All right. I want to welcome each and every one of you here to the Prairie Band Potawatomi Nation, and especially honored here is the National Gaming Commission sending their folks here to hold this consultation with the tribes that are here. I sincerely appreciate that and respect what you do.

And to begin off this morning, I'm going to start off with a morning prayer here. And in

Potawatomi country, just go ahead and be seated here. In our way, we do the prayer here, stands up, everyone else just kind of sits down, you know, relax, just kind of listen to the thoughts and things that are going to be said here.

(Morning prayer.)

MR. LITTLE: Thank you, Chairman. Also probably need to thank you for the wonderful accommodations here. I'm sure many of the folks in the audience here and at the table had the opportunity to stay in your wonderful facility last night, and I know on behalf of the Commission we really appreciate the hospitality from all of your staff. You've got a lot of great folks working for you. I'm sure you probably know that already. So thank you for that.

I'd like to introduce our staff. We've got a lot of folks here that came from Washington or from some of the area offices, including the Tulsa office, but with me I have Paxton Meyers, who is the Chief of Staff. I have Sarah Murray. She's the counselor to the Chair. Michael Hoenig, he's with the Office of General Counsel. Jennifer Ward, she's also with the Office of General Counsel. Rest West who's hiding in the back, he'll be up at the table later. He's with our audit division. Tim Harper, he's the Tulsa

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Regional Director. And then out in the hallway Karen Simmons who -- she's also from the Tulsa region. is the admin assistant there. So I want to thank all of them.

I know we make it look nice and easy at the Commission, but really a lot of the hard -- most of the hard work is done by our staff. And I like to say this as much as I can, that we're very grateful to the previous Commissions or previous Commission that had the insight to hire a lot of these great people. do a lot of the hard work. They're out there in the field every day providing technical assistance and guidance and doing really good work for a lot of the They understand, you know, our partnership tribes. here where, you know, we regulate this industry with all of you, and they do a wonderful job. So anytime I can thank them, thank the previous Commissions for hiring them, I like to do so. So we're really happy to be here, and they're going to help maybe answer some of the questions that you all may have today.

I always like to take an opportunity whenever there's an audience to kind of reiterate the Commission's priorities. When we came on board as a full Commission in July of 2010, we determined there were four major priorities that we really want to work

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on, and a lot of them kind of go hand-in-hand, at least two of them.

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Now, the first one was consultation and relationship building. We wanted to make sure that we were consulting properly with tribes and we are building that relationship so that, you know, we do have a partnership in how we regulate this industry together.

So the second one was training and technical assistance, getting out there. You know, as part of our partnership, we've got a role to play in ensuring that the gaming facilities are well-regulated, and in areas where there is assistance that is needed, we're there to help provide that.

So HC operations, you know, I think one of the things that is often neglected here is that, as Commissioners, we have an obligation to ensure that the agency is operated effectively and efficiently, just like all of you do with your governments and your Gaming Commissions.

So whenever our priorities -- and then the last one and what we're here for today is the regulatory review. It's been 20 years or so since the Commission was formed, and it was appropriate that we look at our regulations and ensure that they are

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effective and they're meeting the needs of the industry.

So I'm going to talk a little bit about the history of where we are today. Like I said, the Commission was fully staffed in July of 2010 with the confirmation of Chairwoman Tracie Stevens. We came together and decided that doing a comprehensive review of the regulations was going to be a priority.

In the fall of 2010, we published our notice of inquiry, and basically we went out and consulted to determine from the tribes what was needed, what was needed to be reviewed and what regulations were -- you know, were ones which we should focus on. We did that in the winter of 2011.

In April of 2011, we published our notice of regulatory review, and that basically set forth the agenda that we're working off of today, the Groups 1, 2, 3, 4 and 5, and basically looked at the regulations that, from our staff and from what we heard from the tribes, we felt needed to be reviewed.

The next step we took was we published, or we distributed, rather, discussion drafts on the particular regulations and we went out and consulted.

As you look on the agenda today, you'll see notice of proposed rules, and you also will see two

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discussion drafts. It's been the policy of the 1 Commission and it's what we've heard in our consultation that -- what we've heard from tribes is 3 that they want to have an active role prior to us 4 5 moving into the formal rule-making process, and that's the reason for the discussion drafts. It's a starting 6 point. It's an opportunity for us to get things out there in an informal way and to seek comments. So we 8 did that. It's worked out well, and we're going to 10 continue to do that.

So throughout 2011, we distributed discussion drafts and we moved to notice of proposed rule making, and in January we actually finalized two rules to Part 514 on the fees and Part 523 on the obsolete regulations.

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So today we're going to talk about three regulations, and that is Part 559, the appeals regs, which is 580 through 585; and the...

MS. WARD: Self-regulation.

MR. LITTLE: Self-regulations, Part 518, yes. Okay. Thanks, Jen.

And then we're also going to talk about two discussion drafts on the Part 547, the technical standards, and then the Part 543, the MICS for Class II gaming.

So while it appears we've done a lot of consulting, this is what we've said we've heard from tribes, and it's actually consistent with Executive Order 13.175. We're going to talk about them in a Power Point presentation here in a few minutes.

So before we get started with the Power Point, just kind of a couple of housekeeping things I want to go over. As you can see, the meeting is being transcribed, so when you do speak, we request that you state your name, speak into a microphone, and your organization.

Also, we're scheduled to go all day today, until 5:00. If for some reason we get through the agenda early, we probably will end early, but I do understand that, you know, some of you may have schedules, you may be here for -- particularly the tribal leaders, you may be here for only a certain amount of time, so as soon as I'm explaining a couple more things, if anyone has opening statements and they'd like to make them, we'll move to that.

And then the last thing, I think, you know, I want to point out that this is an official government consultation between the United States Government and tribal governments. This is not open to the public or the media, so I would kindly make the

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request that if you're not a tribal designee, tribal official or tribal leader, that you leave the room.

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Next I'd like to go around the table. And I guess we could start with my good friend Robin. And if you could just introduce yourself and the organization that you're here with today.

MS. LASH: Good morning. I'm Robin Lash.

I'm the in-house counsel to the Gaming Commissioner

for the Miami Tribe of Oklahoma.

MR. LANKFORD: Hello. I'm Doug Lankford, Second Chief for the Miami Tribe of Oklahoma. I'd like to thank you for the opportunity to have this consultation today. You know, gaming is very important to the tribes. Its revenue is very important to the tribes, so it's very important that the tribes have a voice and a say in drafting these documents so the tribes can continue to flourish and profit from gaming. So thank you again for the chance to be here.

MR. TUCKER: Chris Tucker, slot manager, Golden Eagle Casino, representing the Kickapoo Tribe in Kansas.

MS. TRUMBLA: Good morning. Rhonda Trumbla from Cherokee Nation. I'm a special projects officer.

MS. WILSON: Debra Wilson, Administrative

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- 1 Office for the Cherokee Nation Gaming Commission.
- 2 MR. KRUSE: Jim Kruse, Wyandotte Nation
- 3 | Gaming Commission.
- 4 MR. WOOD: Richard Wood, Gaming
- 5 | Commissioner for Seneca-Cayuga Tribe in Grove,
- 6 Oklahoma.
- 7 MR. LITTLE: Go to the back of the room, if
- 8 possible.
- 9 MR. NANOMANTUBE: I am Robert Nanomantube.
- 10 I'm Chairman of the Sac & Fox Gaming Commission in
- 11 Kansas.
- 12 MS. CADUE: Rhoda Cadue with Sac & Fox
- 13 | Gaming Commission.
- 14 MR. MITCHELL: My name is Gary Mitchell.
- 15 I'm with the Prairie Band Potawatomi Gaming
- 16 Commission.
- 17 MR. LUTHEY: Dean Luthey, Oklahoma Indian
- 18 | Gaming Association.
- MR. TAHSUDA: John Tahsuda, Oklahoma Indian
- 20 | Gaming Association.
- 21 MS. MORAGO: Sheila Morago, Oklahoma Indian
- 22 | Gaming Association.
- MR. LITTLE: Okay. Thanks --
- MS. WARD: We've got a couple that have
- 25 | joined us here.

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MR. LITTLE: We can't let you off the hook, so introduce yourselves.

MS. O'TOOLE: Carrie O'Toole for the Prairie Band Potawatomi Tribal Council.

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MS. COSI: I'm Linda Cosi. I'm the assistant to our Chairman.

MR. LITTLE: There are some seats at the table here. If anyone would like to join us, I would encourage you to do so.

We're going to get started with our Power Point, and like I had mentioned earlier, these are consultations between NIGC and tribal governments.

And then we work off of Executive Order 13.175. It's an executive order from the Clinton administration that every additional administration has reaffirmed.

And basically, you know, Section 3,
Policymaking Criteria, when undertaking to formulate
and implement policies that have tribal implications,
all agencies, like the NIG, are encouraging Indian
tribes to develop their own policies to achieve
program objectives. Where possible, the agencies need
to defer to Indian tribes to establish standards. And
in determining whether to establish Federal standards,
we need to consult with tribal officials as to the
need for those Federal standards or alternatives.

Like I said earlier, all consultations that we do are transcribed. They'll be placed on our website NIGC.gov, so if you miss anything here today, you can access that at a future date. It usually takes a couple of weeks to get them up, but we'll have them up there.

And if for some reason you think of things you want to talk about after the consultation today, we encourage you to submit written comments and just kind of, you know -- to let you know, we -- and I'm talking about "we" the Commission. We read every comment submitted. They're on our website. We do get them. They're very important and they're very much appreciated. So if there are things that you want to talk about today that you may not mention here or you think about on your ride home, please, I encourage you to do so. And like I said, we're going to put everything up on the website because we're really committed to a clear and transparent process.

So how we're going to operate today, we're going to go through the Power Point presentation, which is going to be led by either Jennifer Ward or Michael Hoenig here, and we're going to go through each group -- there's actually only -- with the exception of Group 3, there's only one reg per group,

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so Jen or Mike will discuss the topic, and then we'll open it up for comments. Okay? So if there's something that you'd like to talk about, please, we encourage you to, you know, pick up a mic and make your comment.

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As we go through, we'll take breaks. I know a lot of folks are probably here in the hotel. We'll take a break around 10:00 so everybody can check out of their room. We'll take a break for lunch and then we'll pick up on Group 3 in the afternoon. Like I said, if we've gone through all the groups and there's no comments, you know, we may end early, but that does not mean you can't submit comments.

So before I move forward, I think I want to make one more -- raise an issue one more time. Does anyone have opening statements that you'd like to make?

Okay. Then I'm going to turn this over to Jen to start explaining the agenda.

MS. WARD: Okay. Good morning. We have three regulations we're talking about this morning that should be familiar to most of you. They're in the proposed rule stage, and the comment period was published as a proposed rule on January 31st of this year, and it's still open for comment. The comment

period on these three regulations is open until April 2nd.

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The first of these three that we're talking about is 559. It's facility license notifications.

There have been some changes in facility license notifications based on comments received from tribes, but some things stay the same. One of the things that stayed the same is that we require, 120 days prior to issuing a license, a notification to the NIGC that there's going to be a license issued, and the facility -- if it's a new facility, the facility -- well, it is a new facility -- the lands information.

And if a tribe requests it, we can do an expedited review of the lands information, and that's merely to confirm that the materials have been submitted as required under Part 559. And the Chair will respond to requests for expedited review within 30 days.

The proposed rule also says that within 30 days of issuing a facility license, the tribe should send NIGC a notice and a certification that the construction and maintenance of the property meets.

This regulation no longer requires that a list of those standards be provided. And the license should

1 be renewed every three years.

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When a facility closes, notice should be sent to NIGC within 30 days of the time it closes unless it's a temporary closure that's expected to last less than 180 days.

Comments generally supported the approach, and some suggested that the temporary or seasonal closure should be less than 180 days. And NIGC will also accept electronic submissions of any facility license notification or notices.

Does anyone have any questions on facility licenses?

That was pretty quick. At this point, I think all the questions may have been coming in because this one's been out there for a while.

CHAIRMAN ORTIZ: I do.

MS. WARD: Yes?

CHAIRMAN ORTIZ: So you're talking about this quick process here to have the information. Does that mean we can begin construction? I don't want to put you on the spot, but I'm saying, from the tribal point of view, if I've submitted the paperwork and you said you have it and I have these contractors lined up and everything wanting to go and I have investors waiting in line, too, does that...

MR. HOENIG: I think the licensing is maybe a little different from the construction. This is just notification that the tribe is going to issue a license to its facility. So, you know, whenever the tribe decides to do that, they just need to make sure that the license and all the required information is submitted with enough time that the Commission can review it, make sure that it's correct.

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MS. WARD: I think in the past tribes have looked at it as the NIGC granting permission or giving the okay to go ahead and do the construction, and that's not what this license notification is intended to be. It's intended to give NIGC the time to review the information.

And we're just double-checking and crossing our T's, dotting our I's, making sure that it's in our records, but it's nothing that you need permission for, especially if it's maybe on reservation gaming property. That's pretty cut and dried. If you feel comfortable going ahead with construction, you can certainly go ahead with that.

MR. MYERS: And just to add to that, we have given notification to tribes earlier than that 180 days for construction. We did that with Mississippi Band of Choctaw with their smaller

facility. They were -- we gave notice to them before the 120 days so they could receive their financing for their construction.

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CHAIRMAN ORTIZ: So let me ask you one other question. With the unique situation that we have here in Kansas, we're only allowed one Class III gaming facility. One of the things we've discussed and thought about is opening up a Class II facility within the reservation other than our Class III facility. And we would need to get a license for that exactly, right, that proposal? As long as it's -- it falls within the guidelines that you just discussed --

CHAIRMAN ORTIZ: -- if it was garnered to be within our reservation, but it would be strictly a Class II facility, not a Class III, because I've seen other tribes have satellite operations.

Yes.

MS. WARD: Yes. I just want to clarify that the tribe is the one that issues the license, not NIGC. You just want to send a notice to NIGC that you are issuing the license.

I saw someone else.

MR. HOENIG:

MR. NANOMANTUBE: Did I understand that when you submit -- when you renew the license, you no longer will have to send the listing of the AEP

maintenance list with which you're complying with or whatever the mandates are?

MS. WARD: That's correct. Instead of sending the list of all of the rules that you're following for construction and maintenance, you merely sign a certification certifying that it's constructed and maintained in accordance with your tribe's rules.

MR. NANOMANTUBE: Okay. Good.

MS. WARD: We received a lot of comments that that was cumbersome to list all of those.

MR. LITTLE: Robin?

MS. LASH: One thing I would like to point out that I think would be helpful to the tribes, when we submit our land determination opinion and our notice of intent to license, we receive back from the NIGC a letter that says, we've received your information and we're reviewing it, we'll contact you if we need anything further.

I think it kind of leaves the tribes in limbo that that's all we get. And when I called to inquire about that, I do understand that the NIGC can't send a letter saying, we approve this because of -- for your legal reasons, but if you request, you can send a letter to the tribe saying, we don't object.

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And I think that that would help the tribes if that was just sent out as a standard correspondence instead of upon request, because that just supplements our file and makes the tribe feel more comfortable with moving ahead with construction.

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MS. WARD: Great. I know we're reviewing that process, so we'll definitely note your comments.

MR. LITTLE: Yeah. That's a great point, and not necessarily just for a facility license notification. You know, we have been reviewing our overall notification process for any of the issues that we take up. So it's always a good reminder, so thank you.

MS. WILSON: I have one question. Where we don't have to supply the list of all the regulations that we follow, do they still have to be available upon request, or are we just not submitting those in the packets, listing those?

MR. LITTLE: If you're attesting that these are being done, I would -- I mean, they should be available upon request.

MS. WILSON: Okay. Thank you.

MS. WARD: Okay. If you're ready, we'll move on to the appeals process. Let me make sure that I'm in the right place.

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This one was meant to consolidate all of the existing appeals sections. You see that before it was in 519, 524, 539, 577. People really had to dig around to find the parts of the "Appeals" section that applied to them, so we have taken it and moved it into a new Subchapter H, proceedings before the Commission. And these are going to be found in Sections 580 through 584 -- 585. I'm sorry.

And just like the facility license regs, this proposed rule was published on January 31st and the comment period closes on April 2nd.

And this subchapter covers a lot of things that probably are not of interest unless you find yourself in the position that you want to appeal a decision. It covers the general application, how motions are filed and what kind of motions get filed; the appeals of disapprovals of gaming ordinances, resolutions, amendments; appeals of approvals or disapprovals of management contracts or amendments; the appeals before a presiding official for violations, proposed civil fine assessments, temporary closure, and the Chair's decision to void or modify a management contract, the Chair's proposal to remove a certificate of self-regulation, notices of late fees and late fee assessments.

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And then Part 585 covers the same things as Part 584, except that those would be -- those would apply to appeals that are done only on motions, so they're all on paper, not before a presiding official.

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Under here, some of the broad strokes. The Commission may grant an extension of time for appeals. That's discretionary and based on showing of good cause. The Chair has the burden -- under burden of proof, the Chair has the burden of proving that his or her action was correct, and this burden was never really spelled out before. Now this regulation spells it out as a preponderance of the evidence, so the Chair needs to prove that more likely than not his or her decision is correct.

And another thing that we received comments on was whether the Chair's decision would stand throughout the appeal, whether you had to act as -- under the Chair's decision, and the Commission determined that, yes, in order for good law enforcement policy, the Chair's decision would be effective throughout the appeal, and only if overturned would we then not follow the Chair's decision.

There was also a question about motions for reconsideration, and motions for reconsideration will

be heard but only in extraordinary circumstances.

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Part 581 covers the other motions. 581 typically, though, refers back to the other sections that are governing that particular appeal. So you'll see in 581 where it will refer you to Part 584 as to intervening parties for presiding officials.

And there was also a concern about opposition briefs having to be filed within ten days, and some folks felt that that was too short of a time period, so the Commission has gone ahead and defined those ten days as business days. So for any motion that's -- any brief for a motion that's required within less than 11 days, those 11 days are not to include Saturdays, Sundays and Federal holidays.

Under Part 582, appeals of disapprovals of gaming ordinances, resolution and amendments, only tribes may appeal these, but anyone may file a request for a limited participation within ten days of the notice of appeal if they state an interest and if the Commission approves the request. And the Commission will also provide a copy of the record, I believe it's within ten days of the notice of...

MR. HOENIG: I believe so, yes.

MS. WARD: So once the tribe sends in a notice of appeal, the Commission's putting together

the record and will send it out within ten days or as soon as practical.

And the decision will be issued...

MR. HOENIG: I believe it's 30 or 60 days.

MS. WARD: 60 days after the conclusion of

briefing?

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MR. HOENIG: Yes, exactly.

MS. WARD: And, again, under 582, you'll see that comments suggested more clarity on limited participation, and the proposed rule provides for more process, including requiring the motion for limited participation within ten days of filing the appeal. And all notices of appeal will be posted promptly to our website to give parties notice if they want to try to intervene.

And a comment also asks for clarity on whether the Commission can refuse to grant an appeal, and the preamble clarifies that the Commission can't refuse to hear an appeal. All appeals get heard by the full Commission.

Under Part 583, and this deals with appeals, appeals from approvals or disapprovals of management contracts or amendments to management contracts. Only parties to those management contracts may appeal the approval, disapproval of management

Veritext/NJ Reporting Company 800-227-8440 973-410-4040 contracts or their amendments.

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Part 583 will cover how to appeal. covers the motions, when the copy of the record will be provided, and the timing of the decision.

There were very few comments on this section, and they suggested clarity while there may be an appeal of an approval of a management contract. Folks didn't understand, if you get your management contract approved, isn't that what you wanted? Commission addressed that comment in the preamble, and I think they referred to a situation where a tribe had a management contract approved but another branch of the tribe disagreed and didn't want the management contract to go through. So the Commission does hear both approvals and disapprovals.

One comment also asked for clarity on which motions will be allowed under this Part, and the proposed rule clarifies those motions that are allowed.

Part 584 is appeals before a presiding It also covers who may appeal, how to appeal, the motions, motions to intervene, the copy of the record. It covers confidential information as well, but moving back to who may appeal, it may only be brought by those that are the subject of the

action, and others may intervene if the presiding official finds that certain conditions are met, and those conditions are in 584.5.

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And as for confidential information, tribes were rightfully very concerned about that. The way that works out is the information is submitted to the presiding official. The presiding official reviews it, and if the presiding official finds that it should not be confidential, that it should be submitted to the hearing, then he sends something back to the tribe saying — the party who presented it saying, this isn't confidential, and the party may then withdraw it from consideration.

Some comments requested clarification on the role of the presiding official. Comments also were on whether the party has been denied limited intervention, should they be allowed to submit amicus briefs, and the proposed rule eliminates the limited interventions that still allows for filing of amicus briefs at the discretion of the presiding official.

There was a comment that on closure orders decisions should be made within 30 days on whether or not to make permanent. The proposed rule provides for a hearing within 30 days unless it's waived by the appellant, and the decision by the Commission is

within 30 days of receiving recommended decision.

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And there was a comment that the rules should explain how confidential information should be handled when there's more than one party. And we just covered the confidential information and how that's going to be covered.

Part 585, appeals to the Commission on written submissions. This is almost exactly the same as the "Presiding official" section, except that it's all written before the Commission. And this is for parties who don't want the extra time involved with getting a presiding official. They want to send it all in to the Commission and have that taken care of as soon as possible. And this will cut down up to 30 days off the time for a decision?

MR. LITTIE: Uh-huh.

MS. WARD: And there were comments that requested clarification on what happens if one party requests a hearing before a presiding official and one party requests to proceed under Part 585 with the written submissions. The proposed rule addresses that issue. Do you remember how?

MR. HOENIG: It goes -- if one party requests a hearing and one party just wants to do it on the papers, it goes to a hearing because there's

basically more process involved there, so to err on the side of giving the maximum amount of process to everybody, it goes to a presiding official.

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MS. WARD: Then there was a comment that on closure orders, the decision should be made within 30 days on whether or not to make it permanent. The proposed rule provides for a decision within 60 days.

And, finally, there's a comment that the draft is too restrictive on who may appeal and the tribe should be able to designate who may appeal. The proposed rule provides for the tribe to designate a representative.

So, that's it for appeals. It's pretty dry stuff unless you happen to have an appeal before the Commission.

MR. HOENIG: Or you work there.

MS. WARD: Even then.

MR. HOENIG: Yes.

MR. LITTLE: You guys, as the Associate

Commissioner, these are pretty important. I know when

I came on the Commission I immediately looked at our

appeals process, and what I found out was it was

pretty scattered and pretty limited.

And, you know, as we've gone around to the tribes, there is big concern about due process, mostly

in regards to timelines, how long an appeal can take. Sometimes they just hang out there, there's no finality, there's not a process here. So it was really important to me to take care that we do create this regulation and we do kind of, you know, look for a way to make sure there are really good, clear rules of the road out there so everybody understands it.

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So does anybody have any comment or -- like I said, there are a lot of comments on our website you can always review. We've talked about this for over a year, so like Jen had said earlier, maybe all the comments have already been asked, but we are still reviewing everything and still taking everything into account. The comment period for this, like Jen said, closes April 2nd.

Is there something you guys want to add?

MS. WARD: No.

MR. LITTLE: Are there any comments?

You guys are making it too easy.

I guess we'll move along to Part 518.

MS. WARD: Okay.

MR. HOENIG: So 518 is our self-regulation regulations. Right now there are not a lot of tribes that are doing self-regulation. Do you remember what the number is?

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1 MR. LITTLE: Two.

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MR. HOENIG: Two. So very few. So I think the purpose of these regs is maybe to make it a little easier to get there. So if we can just start...

So Section 518.5(b), this is going to list examples of how a tribe may illustrate -- did I skip one? Oh, boy, yeah. I skipped a bunch. All right.

So, yeah, let's start with the actual proposed rule.

So this shifts the focus from the gaming operations to the Tribal Gaming Regulatory Agency which is going to make the application, I believe, on behalf of the tribe?

MS. WARD: Yes.

MR. HOENIG: Reduces the submission of duplicative information to kind of make it a little easier to get there. It makes the certification accessible to all tribes while maintaining the existing standards.

We received comments here that stated the regulation should focus on the effectiveness of regulatory system rather than the gaming operation, so I believe those comments were taken into consideration?

MS. WARD: Yes. In fact, we changed the -- the Commission changed the reg quite a bit to focus on

the TGRA rather than the gaming operation itself.

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There are several things that the tribe needs to submit. One is the history of the gaming operation, the TGRA organizational chart, the employment criteria for TGRA regulators, TGRA funding description, a list of TGRA regulators, and a description of the gaming operation's accounting system. I think there are more on the next slide, but as we go through, you notice that all of these are now TGRA-specific.

The tribe will also need to submit a list of internal controls...

MR. HOENIG: So I think as we go through this, you'll see we're focusing more on what the TGRA does and what they have to have in place rather than the tribal gaming operation itself since this is about regulating.

So, yeah, there's a list of internal controls that the operation operates under, the record-keeping system for investigations, current tribal gaming regulations.

We received comments that the tribe should not be required to submit copies of ordinances and other documents that have already been submitted to the NIGC or the DIA, so we removed this requirement,

knowing that, yes, we already have the tribe's gaming ordinance and our Chairwoman will have approved that.

met, criteria that the tribe maintains an effective and honest accounting of revenues; has a reputation for safe, fair and honest operation; fiscally and economically sound basis; and is generally free of criminal or dishonest activity. Has to show that the gaming is being conducted in compliance with the Federal and tribal laws and regulations. So kind of just looking back on what kind of history the operation has. Also includes that the tribe can show that it has an adequate system for the accounting and its revenues. Investigation process is for licensing and monitoring the gaming employees and for enforcement and prosecution of violations.

It has examples of how a tribe may illustrate that it's met the criteria, including the tribal gaming regulatory body monitors compliance with applicable laws and regulations, monitors the effectiveness of the revenue accounting system, audits Class II gaming activity and reviews accounting information from the operation, just basically showing that they're paying attention and watching what's going on inside the operation.

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518.7 is the process that the agency, the NIGC, will conduct when it reviews these petitions. Office of self-regulation will conduct a review of the petition within 30 days. That office will then notify the tribe if the application needs to be -- if it's incomplete, we need more information, at which time the tribe has another 30 days to submit that additional information.

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Within 120 days of the application submission, this office of self-regulation will provide a recommendation report to the Commission and the tribe, at which point the tribe then has 30 days to respond to that report. The Commission then issues its preliminary findings, and after that, the tribe can request a hearing to discuss that finding. So if the tribe -- after the hearing, the Commission will issue its final decision within 30 days and then -- or 30 days after the preliminary findings or a hearing, whichever is later. And at anytime before a decision is issued, the tribe can withdraw its application for petition.

So we got some comments stating that the process for certification needs clarification, so this proposed rule attempts to provide greater clarity.

Comments that the Commission itself should consider

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petitions. Under the proposed rule, the Commission issues the preliminary findings and makes a final determination.

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And comments that the process should facilitate collaboration with the NIGC to meet the approval criteria. Now, this proposed rule provides opportunities for NIGC to provide technical assistance to the petitioning tribe throughout the entire process.

Okay. 518.10 is the annual reporting requirement. So this is after a tribe has gotten the approval for self-regulation. So annual reporting, there must be an independent audit, complete resumes for all employees of the tribal regulatory body hired and licensed by the tribe after receiving certificate of self-regulation.

The tribe has a continuing duty to inform the Commission of changes in circumstance material to the approval of the Part. So if anything that was the basis for the approval decision changes, there has to be notification of that.

Comments suggested that the Commission define tribal regulator. NIGC has not done so, given the diversity of tribal regulatory bodies we see.

They're set up all different ways, and it's just kind

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of impossible to write a regulation that encompasses all of those.

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518.12, there's references to the NIGC's -- I'm not sure I understand that.

MS. WARD: 518.12 references IGRA and its limitations on NIGC's powers during the self-regulation period. I think that's what that means to say.

MR. HOENIG: Right. I understand that.

MS. WARD: Some comments stated that the section in the current regs is unclear and overbroad. Other comments suggested removing the section or amending it to reiterate the statutory language of IGRA. The NPRM, the proposed rule was published on January 31st again, and the comments close April 2nd.

One thing that we glazed over but I wanted to point out is the difference in the annual reporting requirements under this new proposed rule. Under this new proposed rule, all that's required to be submitted annually is the audit, which is required by all tribes anyway, and the resumes of TGRA employees, which is a requirement from IGRA directly, so we couldn't cut that one out.

And before, it was every year the tribes had to submit all kinds of information.

MR. LITTLE: Well, it was pretty unclear with the two tribes. One would submit a plethora of documents, and one was limited. So -- and it just was not clear. So like we had talked about, you know, out of over 240 tribes that, you know, authorize gaming, only two have been able to navigate the self-regulation process.

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And I remember the first time I had a public appearance as a Commissioner here, one of our good friends from Oklahoma, Jess Green, said this has gotta be a priority, and he was right. It should be a priority for the Commission. It's what Congress intended. It's what IGRA established. It's something that we learned during our regulatory review that the regulation is broken and it doesn't work.

So we're really interested in hearing from all of you, you know, what you're thinking. And in some of the comments, you know, like Jen and Mike had talked about, you know, that we heard that the current process is burdensome and there's no benefit. The benefit does not -- you know, it's not worth the time. So, you know, submission requirement is duplicative and burdensome. The reporting requirement, like Jen had talked about, is a problem.

And then we did hear also the definition of

tribal regulator or definition of employee, so we're working on trying to clarify that.

But I think most importantly about the proposed regulation is that it does shift the focus to the TGRA versus the operation. And I think that's important to realize that. We're judging the tribes on how well they can regulate this industry, not how well they operate their industry but how well they regulate it. And I think that's the fundamental importance here. So clearly we want a well-operated operation, but, you know, for self-regulation, it should be the focus of the TGRA.

So, you know, I just want to open it up. Does anybody have any comments here? I know, you know -- you know, we've heard, okay, well, you know, this is for Class II gaming and that there is a small financial benefit to it, but I think one of the major reasons that the Commission is pushing for it is, you know, all of us have, immediately preceding taking these Federal jobs, we worked for tribal governments, so we definitely understand. And the importance of self-regulation is -- you know, it just reenforces your sovereignty. It's your ability to regulate, you know, your gaming operations, you know, as intended. So it's -- you know, I think it's one of the most

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important regulations, and it -- you know, it's something that we're really, really interested in hearing from all of you.

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Like I said, we've heard a lot of comments.

They're all on our website so that you can review

them. But I would like to open it up if anybody does

have any additional comments.

MR. KRUSE: Part 518, could you clarify for me what you mean by employment criteria for TGRA regulators? Are you saying that you're going to establish who we should hire to be regulators in our organization? Is that what that means?

MR. LITTLE: No. We would never -- we would never tell you who you can hire. And I think maybe Jen or Mike could explain it better.

Just to ensure -- you know, IGRA has this resume requirement. Now, it's kind of unclear, and does that mean every single person you have to submit a resume? I think that's what we're getting at, right? I'll let Jen maybe further explain that.

MS. WARD: Let me repeat your question to make sure I understand it. You want to know if we're setting out criteria on who your TGRA people should be?

MR. KRUSE: It says, "Employment criteria

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for TGRA regulators." I'd like you to clarify what that means.

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MS. WARD: Okay. I think that's in the submission requirements of 518, if I'm correct. All we want to know, what are you looking at when you hire these TGRA enforcers? Are you -- what are the standards for them? Do they have to have a college degree? Do they -- yeah, we're looking at any standards you have. We're not judging those standards; we just want to know what they are.

MR. KRUSE: Okay. So you're limiting this to not necessarily the Executive Director or the Commissioners? Are you limiting this to people that we hire as auditors, as enforcement, or does this -- is this a broad thing for our executive people? It's kind of unclear the way it reads here.

MR. HOENIG: I believe that it's the TGRA employees. It's basically we just -- to have a better understanding of how the -- your regulatory authority works, you know, it's your criteria that you set up for how you hire your people.

Again, as the Commissioner and Jen said, not telling you what the criteria should be by any means. That's what the TGRA's going to establish itself. We just want to know what that criteria is so

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that when we get the resumes and when the Commission's reviewing or the office of self-regulation is reviewing the process, they have a better understanding of what it is your TGRA does and how you go about doing it.

MR. KRUSE: Okay. Thank you.

MR. LITTLE: Any other questions? Well, we're a little ahead on the schedule here before I move into Part 547.

Why don't we move the break up. We're supposed to break at 10:30. It's 10:00 now. Let's break for 15 minutes, come back at 10:15, then we'll go right into 547. And we'll see how far we can progress with that before lunch. So 10:15.

(Brief recess.)

MR. LITTLE: Okay. I think we're going to get started again. We've had a little shuffling of the chairs. I think it makes it easier for the transcriptionist.

We're going to get started on Group 3. And I think before we get started I just kind of want to provide a little historical background on, you know, where we are, how we've come to the discussion drafts that we have before you today.

As you know, particularly in relation to

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Part 543, it was a result of the Colorado River Indian tribe's decision that said that the National Gaming Commission does not have authority over Class III MICS. So the previous Commission created a Part 543 and they promulgated a regulation which currently has been finalized, however, has been delayed. This Commission has delayed it twice now. It's now scheduled to go into effect in November of this year. That regulation was a result of a 2008 Tribal Advisory -- mixed Tribal Advisory Committee. A lot of their recommendations went into that, plus what the Commission and staff had previously learned.

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And then from the 2008 mixed advisory committee, on our website you might see a 2010 proposed regulation. That was actually the -- I think I misspoke. That was the result of the 2008 Tribal Advisory Committee, mixed Tribal Advisory Committee. So when it came time to -- when we did our regulatory review, we quickly realized and we heard very clearly from the tribes that, in particular, Part 543 needed some serious review.

The Part 547 was a regulation that was already in effect. Having been working for a tribe at the time, I know the industry did play a large role in crafting that regulation; however, there were some

areas that needed to be addressed, and I think we've done so in the draft.

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So on the Part 543, basically what we've done is, in this Commission, we established basically our tribal -- mixed Tribal Advisory Committee that began work in October of last year which Robin was a member of. I'm very grateful for her hard work and dedication to that and to the Miami Tribe for providing her to us, so we're really happy about that.

Committee, representing a pretty good cross-section of the industry, both for Class II, Class III; operators, regulators, auditors, a really good mix of folks. And they were tasked with reviewing a document provided to the Commission through the Poarch Band of Creek Indians from Alabama, a document that was put together by the -- I guess you could call it the Tribal Gaming Working Group. And they did a really thorough job of going through Part 543 and organizing it and finding some areas so that it would flow well. There was some major gaps in the current regulation that we have on hold, so the advisory committee reviewed that and then made recommendations to the current Commission.

We took those recommendations and those of the 2010 -- or the 2008 Tribal Advisory Committee from

the -- or the 2010 proposed rule, the 2008 current rule. I know it's kind of confusing, but we took all of these things into effect when we put together the current 543 draft.

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One of the key points of the Tribal Gaming Working Group's document that was reviewed by our TAC was a lot of the guidance. So a lot of the guidance you may see in the regulation as we go through it.

Like I said earlier in the discussions this morning, this is a starting point. These are discussion drafts. This is not set in stone. This is the Commission's attempt to basically begin discussions. You know, while we are very grateful for all the hard work that the Tribal Advisory Committee and all the -- and the industry through -- and the tribes through the Tribal Gaming Working Group, we're very grateful for all the work they did, our responsibility is actually to consult with the tribes, and that's what we're here to do.

We took into account the recommendations of the Tribal Advisory Committee and we put together this discussion draft. But ultimately our responsibility is going to be to discuss this with the tribes. So as it's been practiced here with the Commission, we've put forth a discussion draft, like I said, a point to start to get the discussions going, not -- it doesn't necessarily mean, this is what we've -- what we've agreed upon. It just means it's something that we can start talking about.

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I just want to, you know, once again recognize our staff. They have worked feverishly over the last month putting these documents together.

We've had a lot of conference calls, a lot of late nights, a lot of weekend work to get this done.

There had been some reports of the Tribal Advisory Committee, we kind of sped up the process. And everybody can have their opinions. From my perspective, not having attended all of the events, the Tribal Advisory Committee was moving very quickly and doing a very good job. We realized that we were going to finish the review a lot earlier, and we wanted to make sure that we had the opportunity to craft discussion drafts to get them out there. I'm not quite sure if we would have been able to do that if we had continued along the time frame that was originally -- originally scheduled for the TAC.

So we did request that the TAC move forward and submit their documents early. They did. We're very grateful for that. And because of that, we were able to get a discussion draft out for all of you to

review today. So we're grateful for their hard work. We're grateful for all the hard work from our staff and from the Tribal Gaming Working Group who spent a lot of time.

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I know tribes have committed a lot of resources to that process, and I hope as folks review that, they see clearly that we have taken a lot of the recommendations and we have utilized that document as much as we could in areas that, you know, we feel will work for the industry.

So I'm going to turn this back over to Mike, and he's going to kind of go through Part 547 and give you a little update of some of the changes in the discussion draft, and then we'll, like we did previously, open it up for guestions.

MR. HOENIG: Thank you. So just to kind of talk about 547 a little bit, the draft that was put out as a discussion draft is based on the -- what you'll see from redlines in that discussion draft that went out is from the existing Part 547. The changes, as Dan said, took into consideration lots of recommendations, including the TAC's. So why don't we just go ahead and get started.

The first thing you're going to notice about this discussion draft is that the first five

sections of the Part 547 have been rearranged. And we moved the order around a little bit just to give them a little bit more clarity and flow from the existing Part 547. It seemed like some of the general things that should be upfront were mixed in a little further down the road of the regulation after the specific thing, so we just kind of moved things to put them in what we thought was a more logical order.

So, for example, "Definitions" section was moved up from 547.3 to 547.2 since this is the definitions and kind of the -- it is the terms that are going to be used throughout the rest of the document. Figured it made sense for that to be right upfront.

The section on who's responsible for implementing these standards was moved, then, from 547.2 to 547.3. The rules of general application for the Part, it was renamed slightly and it was moved from 547.5 down to 547.4. So those are the more general things. We wanted to put those upfront.

And then the section on how a tribal government will comply with this Part, we moved that back. So we took that, since that's starting to get into more of the specifics, we took that from 543.4 and put it into 543.5.

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So let's look at the "Definition" section. There's not a lot of changes here. We added a few definitions that are specified in this slide. For example, the Tribal Advisory Committee made a recommendation to add a definition for patrons, so we did that.

We changed slightly the definition of EPROM, and for the non-technical people in here, like me, that means erasable, programmable, read only memory. And we changed that to specify that it has to be a non-volatile storage device rather than a storage area, which when I read that, I thought they were talking about a closet.

We also added a definition for the proprietary Class II system component, and that's to distinguish the proprietary manufacturer-specific systems from the non-proprietary.

Let's see. So in 547.3 -- and this is who is responsible for implementing these standards. This section explains that the standards are minimums as recommended by the TAC. We inserted some language recognizing that the TGRA's are also responsible for regulating Class II gaming and that these TGRA's may implement additional or stricter standards that don't conflict with the rest of Part 547.

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We kept language in that says a section should not be interpreted to restrict technology, and if a standard is not applicable to a particular -- to a particular machine or a particular area, it doesn't apply. Standards are only applicable to what they apply to.

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The section states that it should not be construed to grant or extend State jurisdiction, and the minimum standards and applicable standards subsections that you'll find here now, those were migrated from the rules of general application section because we just felt they fit in a little bit better here.

So 547.4, this is the "What are the rules of general application for this Part?" Again, this part was moved up from 547.4. This sets out the general rules that have to apply to all the games.

You'll notice here that we removed the minimum odds from the fairness subsection, requiring instead that the test lab must calculate and/or verify the mathematical expectations and report to the TGRA. And then at the request of the TGRA, the manufacturer must also submit the mathematical expectations to the TGRA.

When we get a little further along in the

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slide show, you'll also see that we added a new disclaimer to Section 547.16(c). And since there aren't any minimum odds anymore, we included language basically requiring that the player interface must notify a patron if the odds of winning a game exceed the 100 million to 1, which, I believe, was the minimum odds in the -- or is the minimum odds in the existing Part 547.

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This also specifies that all gaming and gaming equipment software has to be approved by the TGRA and all equipment and software must function according to the manufacturer's design and operating expectations.

Part 547.5, this is "How does a tribal government or a TGRA comply with this Part?" This is where we get into the grandfathering standards. And really they haven't been changed at all for purposes of this discussion draft.

Only games that were being utilized before November 10th, 2008, may qualify for the grandfathering provisions. Any grandfathering game must have been submitted for testing within 120 days of that November 10th, 2008, date. The grandfathered games then have to be brought into compliance with the general standards or removed from the gaming floor by

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And that was -- in the existing 547, it gives a five-year deadline from November 10th, 2008, so we didn't change that for purposes of this discussion draft.

The games may only use remote communication if permitted by the TGRA, and the game must have the ability to enable or disable remote access. The default state of the remote access may be set to -- must be set to disable. Excuse me.

So we would be very interested to hear from everyone what possible effect that may have on machines that are grandfathered or are on the floor currently.

I think that's it for this slide. Okay.

547.7, this is "What are the minimum technical hardware standards applicable to the Class II gaming systems?"

We skipped over 547.6 and went on to 547.7 because there really aren't any significant changes to the current regulations, so everything you see there is pretty much the same.

547.7 makes a few changes. We removed any references to the Federal Communications Commission. We took those out, and instead we just inserted a

provision that requires the test lab to report that the games must be in compliance with all Federal laws or regulations.

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We also removed a reference to Underwriters Laboratories and we inserted a requirement into 547.7 requiring that the player interface must display the serial number and date of manufacture of the game.

547.8, "What are the minimum technical software standards applicable to Class II gaming systems?" Here we adopted the Tribal Advisory

Committee suggestion that there be no requirement for entertaining display recall. That's taken out, so there's no last game recall for entertaining displays.

We also adopted the recommendation and we removed any provision that any change in the rules constitutes a new game. What we did, however, keep was the requirement that any change in the rules has to be disclosed to the player.

547.12 -- I'm going to skip 547.9 through 547.11 for the same reason that I did earlier. Basically, there's no significant changes to the current regulation, so, you know -- you'll see in here that we made some small changes. We changed "shalls" to "must" and things like that, but there aren't any significant changes.

So in Section 547.12, we adopted the Tribal Advisory Committee's regulation to delete the requirement that the TGRA approve all downloads. The recommendation that, rather than requiring the TGRA to log each download, that the Class II gaming system itself must be capable of providing all the required information that would have gone into that log.

And, finally, to change -- we changed Subsection B to require that downloads on a Class II system must be capable of being verified by the Class II gaming system.

Moving on to 547 -- I'm sorry. We're skipping 547.13 again because there are no significant changes there.

In 547.14, this draft discussion incorporates the TAC recommendation that certain RNG tests be mandatory. And then the others are going to be, where applicable, the Tribal Gaming Regulatory Authority may require them or they may be done.

We also incorporated the recommendation to delete the specific unbiased algorithm requirement, and instead we require simply that any algorithm -that an algorithm is used and that any biases in that algorithm must be reported to the TGRA. I believe before we had a very specific number in there, and

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even after that number was released in the regulation, a bulletin had to be issued to kind of clarify what that number meant. So just for purposes here, we just took it out. We just require that an algorithm be used.

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So, let's see, we're just going to skip 15 and go on to 16. This is where I mentioned earlier we're requiring patrons to be notified -- this draft discussion, I should say, has a requirement in here that patrons be notified if game odds are greater than 1 in 100 million. Again, this doesn't require minimum odds; it merely requires that if the odds are greater than this set number, that the patron be notified.

In 547.17, which is "How does a TGRA apply to implement an alternative standard to those required by this Part," this used to be variances, and as you'll see when we get to 543, we change variance to alternative standard, and that's because in 543 we were using variance in a couple of different ways and it was getting a little confusing.

So what we're really talking about here is an alternate standard, so that's what we changed the name of it to, just for clarification.

Under this draft discussion, the TGRA will have 30 days to submit an approved alternative

standard. The Chair then has 60 days to approve or object.

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In talking to some of our field staff that actually does the -- what used to be variance reviews and will be alternative standard reviews, some days 60 days is more than enough and some days it's not -- sometimes it's not. It just really depends on what the alternative standard is. So if additional time is necessary, the Chair may extend that 60-day deadline by another 60 days.

If there is an objection, we're going to move the "Appeals" section out of the 547. And, again, you'll see this reflected also in 543. We're going to take it out of this 547 and 543 and we're going to put it with the rest of our appeals so that we have one uniform system for all appeals of a Chair and Commission decision. So that's where you'll see all of the appeals process taken out. It's not gone; it's just going to be migrated over into Subpart H.

And I believe that is it for 547, so...

Jen, did you have anything you wanted to add?

MS. WARD: No.

MR. LITTLE: Chairman, go ahead.

CHAIRMAN ORTIZ: I just had a quick

question to help me understand this more in the legal

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sense. When they changed from the "shall" to the "must," I do a lot of contracts, and "shall" is really kind of definitive, but, to me, "must" means that at a minimum it must have this but you can have other things on there. I was just trying to figure out, is it --

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MR. LITTLE: I'm not laughing at you, sir. We just had a very extensive conversation about that. And it just so happens we did bring our Commission expert with us today.

CHAIRMAN ORTIZ: It just seems like "shall," to me, is pretty definitive authority and "must" is kind of at a minimum you must, but you can have more.

MS. WARD: You're right. There are people on both sides of the shall/must discussion. In legal circles now in law school -- and I graduated about six years ago from law school, and as I was coming up, I was always taught that "shall" is sort of an archaic legal term because it can mean different things. It can mean they will do this in the future or they must do this, and there's a couple of other different ways "shall" can be used. And we thought, you know, just for clarification, let's just say "must" because that's what we really mean here.

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1 CHAIRMAN ORTIZ: Okay.

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MS. WARD: It is open for comment, and there are -- we use "must" in 547 and 543. That's because Mike and I were primarily the folks that wrote them, but you'll see that "shall" is used in other regulations, so it's really up for discussion as well.

CHAIRMAN ORTIZ: Okay.

MR. LITTLE: Chairman, I think a lot of it was -- a lot of times we've got non-attorneys that are reading the regulations, a lot of the TGRA's, and, you know, to me, I'm not an attorney by trait, although I, you know, have been confused with one in the past, it's much clearer. Must is must. And that was the reasoning behind it. I can definitely understand your point. We did have a number of conversations about that, so I appreciate your raising that.

Yes, sir?

MR. LANKFORD: I appreciate the changes that you've made that the TAC have suggested, but I have a question of why did you not make a change on the recommendation to remove the time limit on the grandfather clause?

MR. LITTLE: Like I said earlier, this is a discussion draft. This is not set in stone yet. From some of our -- from the discussions that we've had,

some of the comments that we've gotten in the past, a lot of the -- most of the manufacturers have already come into compliance, fully compliant. Okay?

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There was a concern that it's kind of unprecedented that the Government would permanently extend a grandfather, a permanent grandfathering. I don't know if that's ever happened in the past.

So it does not mean -- this is not set in stone. It's, I think -- one of the reasons why it was not -- it was left in there was because we want to hear comments. We want to know, how many tribes does this affect, what would be the challenge to become fully compliant that some of the manufacturers would have?

And, you know, keeping in mind that we know that any of the costs are going to be passed along to the tribe, so there will be a cost to the tribe. We want to be cognizant of that fact. So it's a discussion draft that we're hoping -- I'm pretty confident we're going to get some good comments on but does not necessarily mean that this is the direction that we've already agreed upon.

I hope that answers your question.

MR. LANKFORD: Well, pretty much. I would just hope that as you continue to work on this draft

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that you consider the possibility that time, time 1 itself -- you don't have to set a drop dead date. Time itself will take care of these machines. 3 player demand will take care of these machines. Let's 4 5 don't -- let's don't make a rule that ends up costing a tribe money, because it's going to come back no 6 matter whether it's loss of revenue because of an empty space on the floor or because the manufacturer 8 does an upgrade and they pass the cost back. 10 know, the cost is going to come back. And time, time 11 itself will take care of this problem for us.

And so -- the Miami Tribe's opinion is that this rule is -- this drop dead date is not needed because time will take care of it for us without putting a strict rule in there, today's the day.

Thank you.

MR. LITTLE: Very good points, and I appreciate you making them.

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One of the -- -- and I will get to you, I promise.

One of the other issues that came up in the TAC and I'd be really interested in hear from you about is that there was a deadline where the games had to be in operation. I think that was 120 days of the 2000 -- November 2008 date. What is the actual -- how

many systems or games does that actually affect? like to know that if there's a large group of, you know, games that, you know, tribes have been unable to So it would be helpful to hear about that. utilize. And then what are the, you know, ramifications. the grandfathering date is changed, would also that compliance date need to be changed?

Do you want to add, Robin?

MS. LASH: On the TAC, I specifically spoke to this issue because the Miami Tribe owns Rocket Gaming Systems. That's our tribally-owned gaming manufacturing company, and with the grandfathered language as written that games in use have to be submitted, Rocket owns games that were not in use during that time, and that language restricted those machines from being included in this grandfathered provision.

So the TAC changed the language to games that are in use or manufactured by that date, which would then allow these older games to be tested if they were going to be brought back on the floor, and I see that suggestion was not included in 547.

As far as what the impact would be, I think our manufacturer said we have some 6,000 machines that are older that are not in use, and the value of each

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machine is between 6 and \$8,000. So if Rocket is restricted from bringing those games back, that's a problem.

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And I know that there is a request for one of the large tribes in Oklahoma to bring some of those older games back onto their floor, and that Gaming Commission hasn't approved it. They're waiting to see what the final decision is on this grandfather provision.

So, yes, there is a request and a need for these games, and I think that this provision unfairly limits that opportunity for tribes.

MR. LITTLE: I think as we talk about this, we -- and, you know, this is a previous Commission. We can't really -- I don't know what their logic or thinking was why they set that five-year deadline or what the date was.

Chief, I think it might have been right along the lines of what you were saying, that maybe they thought the market would eventually work it through the system, you know, not probably taking into account the economy over the last few years and, you know, how -- you know, what kind of market demands that you all had to weather through.

So I do appreciate your comments, and

they're -- you know, we will take those into account, so thank you very much.

Yes, sir?

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MR. KRUSE: I'm glad the people from Miami brought that up. I agree with them 100 percent. I think if you question anybody in Class II gaming, they will -- this has been a contentious thing from day one when your previous administration brought it up.

To me, the term grandfathered and expired are contradictory. I can't think -- and I've shared this with other people -- of anything that's grandfathered in that expires. If it's grandfathered in, it's infinite, at least in my mind and in the minds of a lot of people that I've talked to about this as soon as it came up. And in my opinion, again, I think this is one area that the Commission really needs to take a look at if your goals are to work with the tribes, which I'm sure they are, and change it.

MR. HOENIG: I know that this is a lot to review and it just was put on the website recently, but as you are reviewing it, I think there are some other questions that I think Commissioners could benefit from some comments on. And, you know, I think we've gotten to them generally.

MR. LITTLE: I appreciate that. Thank you.

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Just a little more specifically, does the grandfathering clause specifically affect your operation? We've heard about that.

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And I raised this during the Power Point a little bit, but the remote enable, disable requirement, what affect will that have, especially with machines that are on the floor that are grandfathered now? So we would really appreciate to hear comments on that.

And I think that's all I have.

MR. LITTLE: And like I said earlier, if you don't have comments on them right now, you can always submit them at a later time.

Were there any other comments on the reg that you want to talk about? There's a lot in here. We really tried to go through the regulation to make sure it was consistent with 543, the definitions.

During the TAC, they were very meticulous of ensuring that what is in 543 should be in 543, the operational stuff; and what should be in 547 is in 547, because there was some crossover there. So we've pretty much taken all of those recommendations.

You know, the requirement here that the manufacturer must submit mathematical expectations to the TGRA's, I know that there's been some difference

in opinions on that whether or not -- and I guess they're accustomed to a par sheet with a Class III machine. We are assured by our mathematical experts that these can be provided. It would not necessarily be on a player interface or a machine; they would be on the overall system, the overall game, the group of games played, that the mathematical expectations could be provided by the manufacturer. But we'd like to know what you all think on that.

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Like Mike had said about the default settings and the remote communication, disabling that or leaving that to the discretion of the TGRA whether they want that open or closed.

We did remove the specific UL reference. And we heard from at least one of the manufacturers that that was one of the reasons why they couldn't bring their machines into compliance was because of that particular reference, so that was one of the recommendations made by the Tribal Gaming Working Group and the TAC that, you know, we adopted.

The entertaining display, there was a lot of controversy. This Commission is very clear. We understand the type of gaming this is. This is electronic bingo, and the game is played on the bingo card, so we removed that at the recommendation of the

TAC.

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And then, you know, like Mike had talked about, we'll talk a little bit more about the change -- clarifying the term "variance" and creating the alternative standard. I think that helps everybody. Variance is a term that, you know, is used in the gaming world or, you know, the accounting world, and it did have a different use here, and that caused a little confusion, so... Are there any other questions or...

The TAC requests that we remove the minimum probabilities, which we did, but we did ask that a disclaimer be posted there for anything above 1 in 100 million. That's industry standard that we've seen out there and thought it's something that was reasonable, but we'd definitely like to hear your thoughts on that. So if you could -- you know, if you want to think about that at a later date and submit something.

MS. WARD: I have a question about that.

MR. LITTLE: You're not allowed to have questions.

MS. WARD: As one who wasn't so familiar with the 547 draft as it was being put together, when it says odds of 1 in 100 million of winning the game, does that include intermediate prizes so if maybe to

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win the grand prize it's 1 in 105 million but you can win a small intermediate prize of your money back and the odds of that are 1 in 100?

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MR. LITTLE: I think it could be the jackpot, the grand prize or anything in between.

MR. HOENIG: The top prize.

MR. LITTLE: The top prize?

MR. HOENIG: It's the top prize. We clarified that.

MR. KRUSE: This would almost have to be an area of progressive to have something with the odds that high. I can't think of anything in-house that would be even close to that, 1 in 100 million for the grand prize?

MR. LITTLE: Right. I think what we heard was that the limitations that were in there were just arbitrary and shouldn't have been in there, so I can't -- I don't know what particular prize they are offering, but in the event they wanted to do something, that is -- we would allow that as long as there was a disclosure there.

Robin?

MS. LASH: Aside from the grandfather clause, I can see the NIGC has incorporated most of the suggestions from the Tribal Gaming Working Group

and the TAC, and I think that's absolutely fantastic, and we greatly appreciate that.

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I just wanted to ask, again, on this proposed draft, what document was this redlined from?

I think you said the original 547 or existing 547?

MR. HOENIG: That's correct.

MR. LITTLE: Existing, yes.

MS. LASH: Okay, existing, because in this draft, I can see some problems in it, and it's a little difficult to interpret because some things that were changed are not redlined. Like, for example, on the first page of definitions, the word "Agent" is a change, a proposed change that was accepted instead of employee, and agent is a new definition, but it's not redlined to show that it's a new definition.

And I kind of see that throughout the document, like Chair instead of Chairman, it was just Chairman, but that's not redlined.

MR. LITTLE: Robin, this is like an inside joke with us, right? In the TAC, we had this issue with redlines.

MS. LASH: I know it can be quite difficult, but, you know, like, on Page 6, there is so much that's redlined there, but these definitions for the most part are the same definitions in 547 and -- I

was looking at the Tribal Gaming Working Group document, the TAC document, the existing document and yours kind of going through all of them to try to figure out what we were redlining or what were changes. So I think you guys might want to take a look again at this draft, and maybe that will be a big help to the tribes.

MR. LITTLE: Well, like I said earlier today, one of our priorities is our agency operations. And, you know, in all honesty, we are struggling with some outdated software that we're using, particularly Office. As simple as that is, it is Microsoft Office, so we're in the process of updating all of our computers and our software, and this may have been a software issue. So we'll work on it and we'll try to get some better drafts.

Like I said, this is just a discussion draft, so -- but I appreciate your raising that point, Robin.

Any other questions or comments? A lot of information here, so I want to make sure if there's anything that's not clear, you know, that we talk about this. We've got our -- you know, a good team assembled here that can hopefully answer most of your Ideally -- our in-house expert is Nimish questions.

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Purohit who a lot of you might know does our machine training. We requested he be here; however, one of the tribes down in Texas had been asking for a very, very long time and they scheduled us a number of months ago to have him down there and provide some technical assistance, and we did not want to change that date because, you know, that's one of our -- that's one of our primary missions is to provide that technical assistance.

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So if there are some questions that we have not been as clear as you would like, please submit them to us, and we'll make sure that Nimish receives them and we thoroughly review them and, you know, get good answers for that. You'll have ample opportunities to, you know, come -- you know, visit these consultations. We're going to be meeting in San Diego immediately following the NIGA trade show on April 5th. We're doing a whole other day of consultation. On that day you'll be -- you'll have the full Commission there instead of just me, so that will be a treat there.

And then, like I said, once we -- the deadline for submitting comments for the discussion draft is April 16th. Once that date passes, we'll review all the comments submitted and then we'll --

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we'll, you know, look at areas and possibly make some 1 2. changes before we move to any kind of formal 3 rule-making process. So there will be a lot of opportunity for you to participate in the process. 4 5 Like I said, this is a discussion draft, starting point to start hearing some comments and start moving 6 7 forward in line with our -- what we've done previously and just to fill in this Commission and what we've 8 heard from tribes that you want us to come talk to you 10 first before we issue formal rules for those proposed 11 rules, so does anyone have anything else? 12 Well, we have one hour until the lunch 13 break, so I say we start moving right into 543. And with that, I'm going to turn it over to Jen. 14 15 MS. WARD: All right. Dan, if it's all 16 right with you, since we've got so much time, I was 17 thinking that maybe what we could do is pull out the 543 discussion draft and have folks follow along the 18 19 Power Point with the draft alongside them and raise as 20 they come up any questions because there are so many 21 details. 2.2 MR. LITTLE: I think that's a fantastic idea. 23

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think that's a great idea to go through this together

MS. LASH:

Before we get started, I do

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because, again, it's not redlined. You know, there are huge sections of quidance document language in here that's not redlined to show that that's a change, so it's really hard for the tribes to read and interpret this draft.

MR. LITTLE: And like I said, it was impossible to provide a redline for this because we took the existing redline hold, we took the 2010 proposed, the Tribal Gaming Working Group document and the recommendations of the TAC all into account, so it was really difficult to do.

And, actually, I'm going to ask Rest West, one of our auditors, to come sit up here so he can enjoy all the festivities. And Rest is one of our senior auditors. He's one of our top experts on this regulation and was very helpful in the Tribal Advisory Committee process and as we've -- as we drafted the discussion draft, so thanks, Rest. So I'll turn it back over to Jennifer.

MS. WARD: Okay. So as Dan was saying, there just was not a way to put this into a redline, so I apologize, but the only way we could do it was to put out however many pages this is, 61 pages, of new So this Part, 543, addresses only Class II text. games and associated functions. It's not meant to be

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This discussion draft again is a new document, and we drew ideas and language from several sources, including the current MICS, both the 543 that's out there and also the 542 that did have some Class II gaming information in it.

We took the TAC recommendation ideas, TGWG quidance and 2010 proposed MICS ideas as well.

MR. LITTLE: It probably would be helpful, to be clear, we talked about the 2010 proposal. That was a result of the previous Tribal Advisory

Committee, so that also was a tribal -- a tribal process that the Commission used to help craft a regulation. So, you know, this is a whole group of -- this is the best from a lot of different sources, including, you know, our staff.

Are you ready?

MS. WARD: Ready.

All right. So 543.1 is mostly unchanged. It simply reads that "This Part establishes the minimum internal control standards for the conduct of Class II games on Indian lands as defined in IGRA."

So starting with 543.2, the definitions, this "Definition" section looks very different from the existing MICS, and that difference reflects the

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goals of simplifying the MICS and making them more reader friendly.

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There are a few items in here, like kiosks and player interfaces, that have been added to reflect the widespread advances in technology. And several other terms, such as game server, have been removed because they now have everyday common meaning in the industry. If you come across a term that you believe may have multiple definitions or the definitions are unclear, please speak up. Let us know. And especially if you have any suggestions on what that definition should be.

543.3, this is "How do tribal governments comply with this Part?" It's on Page 6 of the discussion draft. And we want to reiterate here that these standards are only minimums. It's expected that the TGRA's may implement additional standards that suit the needs of their particular operations.

One important change here comes from the TAC who recommended that the TGRA establish a threshold at which variances will be investigated rather than have an arbitrary amount set by the Federal Government. This draft incorporates that TAC suggestion, and you'll see as we go through this that the final line of nearly every section of this

document requires the TGRA to determine a variance threshold for that section.

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Also, the gross gaming revenue threshold for Tier A has been increased from 1 million to 3 million. This means that operations with less than 3 million in gross gaming revenues do not have to comply with the MICS standards so long as they established alternative procedures and meet the requirements detailed in this section.

And on to 543.5.

543.4, small and charitable, is largely unchanged. The only difference there is that it has increased the threshold of small and charitable to \$3 million. So as long as gross gaming revenues are under 3 million, they fall under small and charitable.

543.5 starts on Page 9, and this section, as Mike was discussing in 547, was originally called variances, but the name's been changed to prevent confusion with the sorts of statistical or dollar variances that are referenced throughout this part.

Under this section, a TGRA may implement a standard other than the one required by the MICS if it demonstrates that the alternative standard accomplishes the purpose of the standard it is replacing and the Chair and Commission agree -- the

Chair or the Commission agree. I'm sorry. There is an appeal provision for that.

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Please note that this section is meant to apply only to the controls held out to be equal to the MICS. A TGRA may always establish more stringent standards without approval.

Moving on to 543.7. 543.6 is reserved.

543.7 covers the minimum internal control standards for Class II gaming system bingo, and it was discussed that the standards for paper, i.e., manual bingo, and gaming system bingo are really very different. The games are run differently even though they're both bingo. And so this section, creating -- putting the gaming systems into its own section, kind of clarifies the standards for it.

Class II gaming system bingo contains elements such as comparing manufacturers' math sheets against the server information to discover statistical variances and allowing the player interface to constitute one verifying signature. It also sets standards for vouchers and requires shipping information to comply with the Johnson Act, although we don't specifically reference the Johnson Act in these regulations.

Okay. We're going through these pretty

quickly, so if you have any questions, please feel free to speak up. I'm going to pause for a moment while I find my place and to give you a chance to look over 543.7.

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Okay. And moving on to 543.8, this covers manual bingo. The prize verification thresholds of \$1,200 for bingo and \$600 for pull tabs are unchanged from the current MICS levels. The amounts were selected because they coincide with IRS reporting requirements, and we just thought it was convenient — it may be convenient for tribes to have one number to remember rather than two, but certainly if you feel that tribes should establish that threshold, those are comments we'd like to hear as well.

One other thing that we noticed as we were going through these is that these MICS do not include standards for pull tab technologic aids, such as dispensers that have bill accepters and entertaining displays, so the question is, are these types of machines for pull tabs, the technologic aids, are they in wide use and do they require standards that should be added to the MICS, particularly in regard to the drop and count if these machines have bill accepters?

MR. WEST: One option might be to make some

Rest?

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changes to the 543.7 for electronic bingo, but I think what you're trying to say is that it's already incorporated in there when pull tabs -- an electronic pull tab game is offered to patrons in a Class II environment that it's -- would it come under 543.7?

MS. WARD: Pull tabs would not be under 543.7. Pull tabs are under 543.9. But you're saying we could just add those kind of electronic aids into the game server bingo section towards the bottom?

MR. WEST: (Nods.)

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MS. WARD: I don't know. Off the top of my head, I think that it would be easier to keep pull tabs separate even if they have the electronic aids with them because there aren't going to be the same game server math sheets that there are in electronic bingo and I don't want to confuse that with the issue. But that's just a thought.

MR. LITTLE: So it would be nice to -- if the tribes have any comments on that, they can submit those.

MS. WARD: Does anyone here use pull tab machines with electronic aids? And there's a whole lot of head shaking going on.

All right. Well, then we'll save that question for tribes that have them, and maybe that's

1 the answer.

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MR. WEST: Well, that's what I'm saying is they may not make the comeback, you know, because I used to see a lot of the pull tabs in Class II, so...

MS. WARD: Well, I don't want to waste anyone's time with questions that don't affect them, so...

So we just covered 543.8 and 543.9 manual bingo and pull tabs at the same time. The only thing to note was the threshold for the prize verification amount. And, again, that's something we would appreciate comments on.

MR. HOENIG: What about the surveillance requirement for pull tabs?

MS. WARD: Oh, yeah. Thank you.

We added the surveillance requirement for pull tabs that they be -- the storage area that the pull tabs are kept in be under surveillance to identify any persons accessing the area. That wasn't there before, and as we were going through, we realized that it was there for bingo, the bingo cards were under surveillance, and those are subject to other controls, such as accounting for the serial number and making sure that the person with the winning card has a serial number contained in the lot

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- for that day, but there was no such thing for pull tabs, so if someone got into the pull tab

 compartment --
 - MR. KRUSE: Did you review inventory control at the same time on the pull tabs?

MR. HOENIG: Yes.

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MS. WARD: Uh-huh. Pull tab inventory is at 543.9(b). It's towards the top of the page on Page 23. And it requires the -- that controls be established and procedures implemented to make sure that access to pull tabs is restricted to authorized agents. It's controlled by agents independent of pull tabs.

It looks like 4 and 3 are a little bit confused there. I have another draft. If you're interested in clarification, I can tell you how it's supposed to read.

It should say -- 3 is "Pull tabs exchanged between agents are secured and independently controlled." And then comes Number 4 after the semicolon to continue with "Increases or decreases to pull tab inventory are recorded, tracked and reconciled."

MS. O'TOOLE: So surveillance is required?

It doesn't matter the minimum of the tier?

1 MR. HOENIG: Right.

MS. WARD: You know, that's a good question, and I think we need to take that back and note it, because I know that with bingo we require Tier B and C operations to have surveillance, but I don't think we require that for Tier A. Good point, yeah.

So I think we probably want to change that or think about changing that with pull tabs. I think that was unintended. We'll make them consistent.

Okay. And then 543.10, card games.

Probably the most important thing to note here is that it continues the standard that no administrative or overhead fees may be taken from player pool funds.

That's an existing MICS standards.

There were some questions about it that I don't think ever got fully fleshed out in discussion, and because we didn't have the discussion fleshed out for us as to why the TAC and TGWG recommended against that, we just went with the current MICS standards.

So if you have thoughts on that, we'd like to hear them.

And another question that I have is the electronic equipment for card games, such as maybe virtual electronic tables or the digi deal sort of

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systems, those kinds of things. They don't appear to be covered in the card games section, so the question is, do these rules in this discussion draft, do they cover everything or should there also be standards for electronic equipment added since technology continues to make its way into the gaming arena?

Okay. 543.12. It starts on Page 28 of the discussion draft and it covers gaming promotions and player tracking systems.

Now, it's important here to note we tried to compromise. There was some discussion about whether NIGC has authority over player tracking and gaming promotions.

We've changed the definition of gaming programs so that it covers those promotions that require game play to be eligible for the prize. So this new definition will exclude promotions like those door prize tumbler raffles that someone puts -- that visitors will put their contact information in and the name's drawn later. It doesn't include those.

This includes anything that you swipe your player card for and you're playing and then you may get promotional points for it, like bingo tournaments and other prizes associated with game play and player tracking information.

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Did I see a question? No? Okay.

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543.13 is MICS for complimentary service items, and that is on Page 29, the very next page.

TGRA and the operation are to establish specific controls and procedures, and the TGRA establishes thresholds for recording the comps.

In the discussion draft, one of the things in the definition, it's under 543.13(b), and it reads, the very last line is, "The comps provided directly to the patron by the gaming operation or indirectly to patrons on behalf of the gaming operation by a third-party."

When we put that in there, I believe that we were intending that to mean a third party being maybe a hotel that's run by a company associated with the tribe next to the gaming operation, maybe the restaurant, something like that.

If you have other ideas for a third-party or you just don't think it's appropriate here, again, those are comments we'd be interested in hearing.

CHAIRMAN ORTIZ: So how does that affect, like we have a golf course? I have two separate entities. I have a golf course that isn't -- it's owned by the tribe but not the casino.

MR. HOENIG: I think that's one of the

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comments that we want to hear from folks, because when we were putting this in there, we noticed that it's in the former 543 or 542, I'm not sure which, covering comps, and there was some discussion internally as to exactly what this meant. And so we were kind of hoping that we'd get some comments from folks saying, this doesn't need to be in here or it does, this is what it applies to and this is why it's important. So that's why we left it in, because we didn't want to take something out if it is important and it needs to be addressed, but we are very interested in hearing what folks think this applies to, basically.

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MR. LITTLE: And I think what we were thinking is more and more we're seeing tribes becoming basically landlords where they allow a, you know, commercial restaurant or hotel to come on the reservation. We're thinking that's what maybe -- if it's a hotel and they provide a room, it could be part of a contract, same with a restaurant that may be they're, you know, paying rent to the tribe to lease the space. So that's what we're thinking, but like he said, we're really interested in hearing your comments on that and how this applies to that.

MS. WARD: Okay. If no one has any comments on the comp section, we'll move on to patron

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So this next section, 543.14, there weren't very many changes to it. I believe that the TAC recommended some language about unrestricted player accounts, and upon further review, we looked at the Bank Secrecy Act, and under the Bank Secrecy Act, unrestricted player accounts just aren't allowed. You have to know who's accessing the accounts that are available, so we took out all references to unrestricted patron accounts.

Under 543.15, the lines of credit, although the TAC recommended eliminating the "Lines of credit" section, some operations do still extend credit to players, and so we felt that controls are necessary there since it relates to gaming.

And 543.17 --

MS. MURRAY: Jen?

MS. WARD: Oh, yes. Sorry.

MS. MURRAY: Mr. Kruse, did you have a

20 | question?

MR. KRUSE: Yeah. I think that of -again, I think in the evolution of Indian gaming lines
of credit are the next thing that will move it to a
different level. I come from corporate gaming, and I
don't think people in Indian gaming at this point

maybe don't realize the possibilities of what credit -- issuing credit can do for your operation.

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And if you're going to get into it, then you might as well learn all about gaming credit. I see nowhere where room credit is addressed. Does anyone in this room know what room credit is?

MR. WEST: Typical table games, though, because we're looking at bingo and card games here, so we're not looking at the Indian table games lines of credit like room credit.

MR. KRUSE: There is an overall credit where it's just like, I'll sign a marker for \$500 or a thousand dollars?

MR. WEST: Right. We didn't get too detailed because we don't look at table games as standards.

MR. KRUSE: As standards, right. Credit is credit, and in my opinion, I think in the evolution of this business credit is something that all tribes should be looking at as far as proving a bottom line.

And if you do it, I'm not too sure that the ways to regulate it shouldn't be handled internally by the tribe with no outside influence because it's a very, very tricky area and there are very few professionals left in the business that can establish

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a credit department for your casino. Used to be they were everywhere, and now there are very few of them because some states, as they went into riverboat gaming and so forth, would not allow credit.

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And I don't know if that's going to change, but being the sole proprietors we are, I think that looking at lines of credit, again, is a way to increase our bottom line, and it's something that all tribes that are in the gaming business, especially with heavy table games, should be looking at.

MR. LITTLE: You know, what we found at least during the Tribal Advisory Committee meetings was that not a lot of tribes are utilizing lines of credit in the Class II world. So I think of the 15 members, there was one tribe that did operate a Class II/Class III facility, and so that's -- so they utilized that, but I don't think anyone else has, so -- and like Jen said, it's not widely used, but it's something that, you know, we feel that we should have some minimum standards in the regulations for. So thank you.

MS. LASH: I was on the previous section. Could you just repeat what you said you did not adopt from the TAC?

MS. WARD: We didn't -- I believe that the

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TAC recommended eliminating the lines of credit section, and we felt that some tribes still operate lines of credit and it is related to gaming, and so therefore we kept it.

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And 543.17, although it has -- oh, yes, Rest?

MR. WEST: I want to get back to the comps. I mean, to me, if you comp -- if you have a gaming operation and you comp someone to go to your golf course, which is a separate entity, that would fall under the comp directly to the patron by the gaming operation and not under the indirect because, actually, the gaming operation, you got this good player and you want to comp hotel and the golf course, so a lot of these issues will come under that directly to the patron by the game operation because the gaming operation is going to reimburse the golf course or they've got some arrangement or something.

So I think what this is talking about is there is some abuse in other jurisdictions of some comping privileges that didn't really go through the gaming operation because they wanted to avoid scrutiny by the oversight in the jurisdictions. I think it's New Jersey to be specific. So we're talking about some high-level abuse back east, and that's kind of

1 | how this got in there.

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But I think typically if you've got a high roller and you're sending him to a, you know, limo service and the golf course, that would be, in my mind, directly comped by the gaming operation. The gaming operation would handle the payment or the reimbursement or whatever.

CHAIRMAN ORTIZ: Okay.

MS. WARD: Okay. 543.17. It's on Page 34. It takes up very limited space on the Power Point, but it is pretty important because this is where all of the details happen. In this section, even more so than the others, is a blend of all the sources that we talked about at the beginning, the TAC, the existing MICS, the 2010 proposed MICS. It comes from everywhere.

And the existing regs are very specific.

They detail exactly how to make count corrections. It will tell you that when there's a count correction, you must draw a single strike through the correction, you must write it -- do it in ink, write the new corrected amount above the original amount. You must initial it with two initials, et cetera, et cetera.

And we changed that in this discussion draft to require only that they be -- let me find the

Page 88

language here.

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2 MR. HOENIG: I think it just says,
3 "permanent and identifiable."

MS. WARD: Yeah. Permanent, identifiable and that the original amount be legible, something like that. So we give more discretion to the tribes in exactly how they go about doing that.

Another area where that occurs is in -prior to the drop, they had to notify surveillance so
that surveillance could insert a new tape into the
VCR, et cetera, et cetera, and now it just says,
notify surveillance and then likely surveillance will
put their digital equipment on so that they can see
what's happening, but no longer does it specify that a
new tape must be inserted, et cetera.

And the goal here is to leave as much discretionary details as possible to the TGRA while protecting a sensitive area like drop and count.

MR. LITTLE: Yeah. This was a big topic of discussion during the Tribal Advisory Committee, and, you know, when we were drafting this, we were -- we looked for every opportunity where we could leave the -- you know, just provide the minimum standard of what we need and then leave the rest up to either the TGRA or the operation to implement how they go about

doing that.

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So we heard from the Tribal Gaming Working Group and that's what we heard during the TAC. So as you go through the discussion draft, if there are other areas where you think that we are being too specific, we seriously -- now, Robin, don't take that too seriously. Okay? No, we do take it seriously.

If there are areas where there is another method that we can reach the same goal, please submit those -- submit those comments or let us know how we can do it. We really did a -- we tried very hard to go through each specific area and identify those areas.

And, you know, I do commend our audit staff because they really worked -- they were working very hard to, you know, see if there were other opportunities and ways that we could achieve the same goal with, you know, giving deference to the TGRA or the operation.

Now, keep in mind, doing so does actually create, you know, more work for the Commission because -- and what had been brought up in the past is oftentimes some tribal gaming regulatory authorities will just basically take our regulation and put it into their TICS and it creates some holes there where

it will say, you know, the TGRA must establish. You know, under the new regulation, it's going to really take our staff to go out there and make sure that when they're adopting their TICS that they are filling in those holes, that they are establishing those goals and those procedures, so -- but it's something that the tribes had requested. It's something that, you know, this Commission firmly believes that they are capable of doing. And we want to make sure that they have that opportunity to do so, so...

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MS. WARD: Right. And as Dan is talking about, the TGRA will need to go through and make sure that they fill in all of those holes. If you're reading along, if you'll notice again not only is there the variance section at the end of most of the sections that requires the TGRA to set a threshold at which they're going to review variances for cause, but there's also throughout here — one example is with correcting the amounts when they have to be permanent, identifiable, et cetera, it requires that the operation and the TGRA establish procedures for that. So it sets out the standards. It says, needs to be permanent, needs to be identifiable, but you go ahead and figure out what that procedure is going to be.

All right. Slide 61. 543.18, this is

cage, vault, cash, cash equivalents and kiosks. And this is on Page 42, about midway down the page.

And the main thing that was added here is kiosks. Technology has changed. More and more places use kiosks. It's hard to find a place that doesn't use a kiosk anymore. And we added those and the standards for them. And you'll see the kiosk standards at -- I believe it's towards the end.

MS. O'TOOLE: 44.

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MS. WARD: What's that?

MS. O'TOOLE: 44. The kiosk starts on 43, and then it explains everything on 44.

MS. WARD: Okay. That's why I couldn't find it.

The heading for kiosk is at the very bottom of Page 43, and then the standards for it continue on Page 44. It should be fairly straightforward.

Yes, Chairman?

CHAIRMAN ORTIZ: I just had a quick question as we were talking about these cash kiosks. Nowadays everybody's going to these smart phones and using them as cash machines. How is that going to relate into these MICS? Because I could just see getting the younger player in who would be utilizing this instrument more than an older person. As I try

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to get a market that has a market with these younger folks, having an equivalent for them to transfer monies and be able for them to do that in a casino.

I'm just throwing that out there because I've noticed now you can pay parking machines, soda machines, and other equivalents are starting to appear in the market out there using these devices and they're already hooked up to their banking account, so I would want in my casino if they could, if they went up to a kiosk coming up, that you'd be able to Bluetooth it in there and get cash out and it would count that number.

I know that technology is going to be coming soon, but I just wanted to throw that out there because I sure as heck don't want to miss out on that market.

MS. WARD: Thanks for the discussion. Again, it highlights how fast technology changes. CHAIRMAN ORTIZ: Yes, it does.

MS. WARD: And it's a good point to insert in here that, while these will be the MICS, we intend to publish with them a guidance document that includes additional information, and that may be something for a quidance document. When technology changes so quickly, that may be a place for it, because

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otherwise, if we have to go through notice and comments for everything, it's very difficult to keep up with technology in the MICS.

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So we've tried to keep this as general as possible, and something like that certainly would be something for guidance.

Okay. I also wanted to point out, it's on Page 43, it's about two-thirds of the way down. It's Number 2, D2, and it requires that increases and decreases to the total cage inventory be verified and supported by documentation or recorded. And the individual increases or decreases that exceed \$100, documentation has to be provided and include certain things. So that's Line 24 on Page 43.

And I wanted to point out, the amount of \$100, it was chosen because it was determined it was an amount not too big and not too small, but if you feel that we should insert instead an amount determined by the TGRA or some other amount that would better fit you, let us know, please.

All right. Moving on to 543.20. This is the IT section, and I believe that in the TAC they had another name for this section, and we've termed it information and technology instead of -- we just thought that was clearer, simpler.

Page 94

And this section has been entirely revamped. The provisions have been taken largely from TAC recommendations but not solely. It covers all sorts of things that I don't really understand. We rely on Nimish for a lot of this, to explain it.

So as we -- as we go through it, as we read it, if something strikes you as being more important than others or that you have a question about, please let us know.

MR. HOENIG: I would just say that this is mostly to stress security for the IT system, to make sure that the right people are accessing it, so on and so forth. It talks about passwords and security.

I don't know if Rest has anything that you want to add about IT, please do, but, yeah, as you go through it, if you have any specific questions or any suggestions, we definitely are interested in hearing them.

MR. WEST: Well, I don't -- on 47, I don't see a D. I see a C and an E. I want to note that.

MS. WARD: I did note it. I've got a version here that's got corrections on it that I went through after it was printed.

MR. WEST: And then over on 49, remote access, should that be vendors instead of agents? I

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- 1 mean, I'm not the IT person, and Mike and Nimish are
 2 not here, so...
- MR. HOENIG: We will ask them.
- MR. WEST: Typically those controls are
 when you have vendor access to your accounting
 systems.
 - MS. WARD: I may be wrong, Rest, I'm going to ask Mike, agents, that can include vendors because vendors would be authorized persons?
 - MR. HOENIG: I believe that's right, but, yeah, I would definitely want to check with Michael Curry and Nimish that definitely are two experts on IT for clarity on that, but I've made a note of it.
 - MS. WARD: And we'll just go back to definitions since we have the time. "Agent" is defined as a person authorized by the gaming operation as approved by the TGRA to make decisions or perform assigned tasks or actions, so that would include vendors.
 - MR. WEST: Well, they don't act on behalf of the gaming operation, though.
 - MR. HOENIG: Right.
- MS. WARD: Oh.

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- MR. WEST: Vendors don't.
- MS. LASH: I would agree, because as part

of the Tribal Gaming Working Group and part of the TAC, that wasn't what we meant when we changed the word "agent." Agent was to replace the word "employee." So I think it's confusing in this situation, and I think a different terminology for a manufacturer, you know, would be necessary.

MS. WARD: Okay. Excellent point.

MR. LITTLE: Yeah. Like Robin said, this was -- we did discuss this issue, you know, considerably during the Tribal Advisory Committee, and I think one of the -- there was another issue there we talked about, possibly the gaming server being the agent, which I think was removed, but it's definitely something that probably deserves, you know, a more thorough analysis of because it is important. You know, it was, you know, a recommendation of the Tribal Gaming Work Group and the TAC, so -- and we felt it does have a lot of merit, so it's definitely worth looking at. And, you know, we would be interested in hearing further comment on that.

MS. WARD: Okay. Moving on to 543.21, MICS for surveillance. And over the break I learned that Jim has a background in surveillance, so hopefully he'll have some comments for us here.

One of the main things that we changed in

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the surveillance section -- you'll find it on Page 50 -- one of the main things we changed is actually not in the surveillance section itself but it's in the definitions. We redefined "sufficient clarity." That was a matter of significant contention.

You'll find the definition for "sufficient clarity" on Line 21 of Page 5. The current MICS require 20 frames per second, and I believe that's it, it's just 20 frames per second.

MR. HOENIG: No. I think that's the CF --

MS. MURRAY: 30.

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MR. HOENIG: -- the CF 30. 30 and --

MS. WARD: The current MICS or the

proposed? I don't think so. I think --

MR. WEST: The MICS are 20.

MS. WARD: The current MICS are 20.

And there was discussion about whether that should be changed to 30 frames per second since digital is now capable of that and whether there should be a resolution requirement. And we were afraid to get too bogged down with changes in technology and lock ourselves into a standard that could be increased or maybe be obsolete, so...

MR. LITTLE: During the Tribal Advisory
Committee meetings, we did hear from tribes that the

sufficient clarity issue, it was a big issue, in that what -- there were different needs for different types of cameras, depending -- and that the standard should not specify one specific frames per second and that it should -- that, you know, the strength of the camera should meet what the job is supposed to do.

And by us creating some kind of arbitrary standard, it does not take into account future technology, and that could be a problem. You know, like Jen said earlier, these regs are not easy to change, it takes a long process. As the Chairman said earlier about changing the technology, you know, we want to make the regulations as flexible as we can so it takes those into account but make sure that at least minimum standards are provided.

So I'll just keep reiterating, this is a discussion draft. Just because it's in here does not mean we are necessarily set on this particular point, but we're very interested in hearing your thoughts on this, so we would hope that would be something that you all could provide some additional comments on. Thanks.

MS. WARD: And I also want to note in the surveillance section that the sufficient clarity, it only applies to three areas. It applies to the count

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room, the card tables and the cage and vault. So the sufficient clarity, whatever definition is ultimately adopted, 20 frames per second and -- what does this say?

MR. HOENIG: 30?

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MS. WARD: 20 frames per second at a resolution sufficient to clearly identify the intended activity, person, object, et cetera. That's only for those particular areas.

And the TGRA may certainly -- is encouraged to implement additional standards as it sees appropriate.

There's also in the "Surveillance" section the addition for Class II gaming systems that the surveillance system must include the game server and the jackpot meter.

MR. HOENIG: This was added as a replacement for the standard that required a camera to be put on a machine if there was more than a 25 percent probability that it would hit a certain jackpot or a certain prize.

In talking with our technical expert,

Nimish, he explained to us that, well, that doesn't

really make a whole lot of sense for a bingo machine.

So he said what would make more sense is to have a

camera on the server and on the jackpot meter so you can ensure that nothing is being tampered with, but there's no need for it to be on a particular machine.

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So we took those requirements out and we added this one, so we're very interested to hear what folks think about that, too.

MS. WARD: And then we also added a provision that the TGRA have approved procedures for reporting suspected crimes and suspicious activity. Whether that's up the chain of the gaming operation or to authorities, I don't know, but we figured -- we were looking through the section and we noticed that they -- there's a retention requirement for suspected suspicious activity, suspected crimes, et cetera, but nowhere does it say that they're ever required to tell anybody about it.

So you can be sitting on these tapes for a year because it's suspicious, but no one's ever known about it, so we just included the requirement that TGRA had approved procedures for that.

All right. And, finally, it's 543.23 and 24. These are the accounting and audit sections. 543.23 is audit and accounting, and that includes the annual requirements, and they adopt the TAC recommendation for that.

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And 543.24, that was included in the TAC 1 2. recommendation. They put it all together in one 3 section, and we separated it out because we felt that the "Revenue and Audit" section -- I'm sorry -- the 4 5 "Revenue Audit" section really needed to be its own document. And it is fairly lengthy. And that will 6 7 include the frequency of each testing procedure in each of the game sections, so the Class II gaming 8 9 systems, bingo, pull tabs, card games. And in those 10 sections you'll see that we adopted many of the Tribal 11 Gaming Working Group's guidance for those. 12

Rest, since you wrote this, would you like to add anything?

MR. WEST: Nicole wrote it.

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MS. WARD: Nicole wrote it.

MR. HOENIG: Pass the buck.

MS. WARD: All right. And that is the summary of the MICS. As you go through and digest it, some questions that we've got for you to keep in mind as you go through, does your operation do much of what's in this draft right now; and if so, which sections are you doing, which sections are you not doing? Will these regulations if they're put into place, will they work for your tribe, your regulators, your operation; and if so, which of the sections work,

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which sections don't? How can we improve it? And, finally, are these controls appropriately minimum? Are there places that we can go and pull it back a little bit and leave more discretion with the tribe while still providing a firm standard for the industry, and do they adequately address the risks that are out there? All questions that we're really interested in hearing the answer to, so as you go through them, let us know.

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And I'll open the floor for questions now.

MR. LITTLE: Like I said earlier, this is -- I mean, this is a lot. It's a lot to digest.

We tried to get these out as soon as we could, you know, just to begin the discussions here.

I thank Jen and Mike for, you know, kind of walking us through this whole process here. There's a lot of changes.

You know, we did -- we were able to adopt a lot of the recommendations of the TAC, and, you know, I think for the most part we've got a good foundation, you know, where to work from.

The Commission is very grateful for all the hard work that the Tribal Gaming Working Group did in kind of, you know, providing a starting point. I know a lot of tribes invested a lot of money in that

process, and we want to be very cognizant of the fact that you had all done that. And, you know, we're very happy that that was a part of the process. It is consistent with Executive Order 13.175 where we can look at alternative standards, and that is one, and that was one of the reasons why we decided to utilize that.

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So does anyone have any questions or anything specific?

MR. LANKFORD: Jennifer had made mention of a guidance document, and I believe the TAC had put forth a suggestion that was just a general standards and then a guidance document. Is there a reason that we've reinserted a lot of this back into the document? You know, a skinnier document is always better, and that document needs to be a little more fluid than the standards because things do change, and so, you know, I'm just curious the reason for reinserting a lot of this language back into this.

MR. LITTLE: You know, when we went through the submission from the Tribal Gaming Working Group, there were a lot of very good recommendations there.

The challenge that the Commission faces is that we've got a regulation that has to fit the entire industry.

Oftentimes our regulation is the foundation

for, you know, the TICS that the tribes are adopting there. And going through that, you know, we were able to take some of the recommendations from the TAC, and other areas we felt that we just -- it wasn't sufficient to ensure that, you know, the minimum protection would be in there. And that's where you see some of the guidance from the TAC recommendations were put into the actual regulation.

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In some regards we are taking -- I mean, obviously a guidance is just a recommendation.

There's no -- there's no legal authority. We cannot issue an NOV on a guidance document. The standard doesn't allow us to do that. And so we did try to utilize the guidance submitted by the TGWG whenever we could because in many areas it was very good. There were a lot of good recommendations there.

But like I said earlier, we're open to suggestions. If there are things in there that we put in there that you think are too strict, you know, there's an easier way that we can go about doing so -- and we've tried to give deference to the tribal gaming -- the TGRA, the regulatory authorities or the operations to create their own standards and/or procedures, we've tried to do that in many areas. There may be some areas we did not address

sufficiently, and I would -- in fact, I know if
Robin's working for you, you will bring those to our
attention. So, you know, I hope that kind of answers
where we are.

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This is, once again, a discussion draft. It doesn't necessarily mean we're set on these; it just means that we want to hear more comment from -- you know, from the tribes, so...

MS. LASH: To your comment that you just made about not being able to issue an NOV to a guidance document, the purpose of the NOV is because the regulation has not been met. The guidance document is -- was intended just to be a means for a tribe, guidance for them to meet that regulation if need be, kind of a minimum.

So I think it's inaccurate to say that you would need to issue an NOV to a guidance anyway. Your NOV goes to, has the regulation been met or not?

And I think overall and, of course, through the TAC meetings, you know, the Miami Tribe is on the record saying that it's more appropriate to allow tribes the ability to implement their procedure. You know, having seen so much of the guidance document back in the regulation as standard, I think, is inappropriate because, you know, you need to have your

standard, and then how you meet it doesn't need to be a law.

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I mean, that's the position of the tribes. I think that was clear in the Tribal Gaming Working Group documents, which was a compilation of a lot of tribes, and then, of course, the TAC recommendation as well, and I think that Indian country has made it pretty clear that as the primary regulators of the Class II gaming, we feel we should have that ability to create our own procedure.

MR. LANKFORD: And just a little food for thought on that is that I'm also the network administrator for the tribe. I play a lot of hats. And you just mentioned Microsoft issues a while ago. Microsoft's a good way to look at how you address it. Microsoft says, here's how you do this. They don't say, oh, but by the way, there's other -- eight other ways that you can also do this that are not wrong but there's eight other ways to do the same task; there's online, there's five different ways to launch an application, you know how to do it and they're all right.

And I think that's what we're trying to get to is there are other ways, and if you put all this regulation in there on the standard, there are other

ways that we're already doing these things, and you're imposing on our regulating it ourselves.

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So I think that's what we're trying to really drive home on this is let's don't come to -you know, get it too cumbersome, let's keep it skinny and make it work. Thank you.

MR. LITTLE: I appreciate those comments. And like I said, you know, we did attempt to try to create the needs of the Commission, you know, and then leave it up to the TGRA or the gaming operation to get those procedures and controls in place to meet that. And Jen had mentioned earlier, you know, areas where we've done that, and we have gone through this, so, you know, a lot of the -- just because we utilized the TGWG's guidance documents in the regulation doesn't mean we didn't actually amend or take those guidance documents and loosen them. You know, in the instance -- I mean, we pulled out a lot of specific points in those guidance documents, but there were some very good, you know, points that, you know, we needed to include in the standard.

When Jen said earlier we would be providing some guidance documents, you know, that's our general term for we do bulletins quite often, and we will be probably issuing bulletins, you know, that will

coincide with the implementation of this regulation to help, you know, tribes comply with it.

So, you know, I would just reiterate -- I'm sure you're tired of hearing me say this -- is that this is just a discussion draft. Okay? It's our starting point, and we definitely are interested in hearing your comments. And, you know, there will be a lot more consultation before we ever go to a formal rule.

MS. LASH: I'm a little bit unclear here since so much procedure has been put back into the regulations what -- what's the additional -- what's the additional guidance? Can you be more specific about -- are you calling them bulletins or are you calling them guidance documents that are going to be submitted in addition to what we're reading now?

MR. LITTLE: I mean, bulletins are what we issue that provide additional background information on a regulation, okay, or actually a number of -- not necessarily a regulation but a number of areas. you know, Robin, it just may be a difference in opinion of how much is too much or not enough.

And, you know, we will take into account your comments if -- you know, when we move forward with this regulation, but, you know, we're going to

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have differences in opinions what is too much or not enough. We are inclined to be, you know, as accommodating as we can but still ensuring that we have a regulation that has to fit an entire industry.

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Were there any other comments?

MS. LASH: Well, and I guess in response to that, I would just kind of like to say, I mean, that was a problem with the TAC and the Tribal Gaming Working Group was the -- kind of the cookie cutter approach that the NIGC feels that they need to take. And I think, you know, that's why the proposal of just the standard and then the guidance documents and letting the tribes adapt to implementing that regulation. It's just very hard to take an industry that's so varied from a small facility to a very large facility and make us all one cookie cutter thing. I mean, I think Indian country has made it pretty clear that that isn't a very -- that that approach doesn't really make sense for Indian gaming.

MR. LITTLE: I appreciate your comment.
Thank you.

Were there any other comments out there?

MS. WARD: I was just going to say, if
there are facilities, small or large, that don't -that look at these minimum standards and don't feel

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that they can meet them, let us know and let us know why.

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I'm sure -- I don't know what the procedure would be, but I'm sure if it's something that the tribe didn't want on public record that they're not going to meet these standards that we can find a way to leave it off and still consider their comments.

But, please, let us know if you're having trouble meeting some these standards or they're truly not minimums in your view, let us know.

MS. LASH: And I think we have let you know through the TAC and the Tribal Gaming Working Group document. What we submitted are what we feel the minimum standards are, just the standards, and then the procedure was removed out of the regulation into guidance documents. So that's Indian country letting you know what we feel the minimum standards are.

MR. LITTLE: We have an obligation to consult with the tribes. Okay? The Tribal Advisory Committee was one aspect of us reviewing this regulation. It wasn't the only aspect of reviewing this regulation. We have an obligation to go out and meet and consult with the tribes, and that's what we're doing here.

MS. LASH: Well, and I appreciate that. I

know that that's what you're doing and I know that the previous consultations which took place in the -- last summer when we started initially discussing this approach, I think there's also for the -- that's what I'm referencing when I'm saying Indian country is in support of the different approach, you know, that I think Indian country has spoken. And I do appreciate these consultations and the opportunity for Indian country to review what you have proposed.

MR. LITTLE: Thank you.

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We're at just a few minutes after 12:00, so in the event that there are some folks -- first of all, are there any other comments?

In the event there are some folks that were planning to be here after lunch, we will reconvene at 1:00. I think we'll break now for lunch, and if there are no other comments, then we'll probably close out for the day, but we will come back at 1:00. Okay? So thank you, everyone.

Oh, I'm sorry. One other thing. Chairman Ortiz wanted to make an announcement.

CHAIRMAN ORTIZ: I just wanted to thank everyone for coming here today, and us being the host today, I know we can't offer it to the Feds, but to all the tribal people, I'll pick up your lunch today.

I just need to have you come over to the buffet area 1 so I can get you in, so you'll have lunch on us today.

(Luncheon recess.)

MR. LITTLE: Okay. We're going to bring this meeting back to order. And before we broke for lunch, we had determined that we were going to open the floor back up for any questions. We were discussing Part 543; however, we're hoping to hear any comments on any of the parts that we covered today.

10 Are there any other comments?

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MR. WOOD: What do we have time-wise to put in comments, you know, if we don't like them today? Is that to April 2nd or --

MS. WARD: There's two different timelines.

MR. LITTLE: Yeah. For the discussion drive, April 16th. For the 5 -- I think all three of the 559, 580, 585 and...

MS. MURRAY: 518.

518 is April 2nd. MR. LITTLE:

MR. WOOD: And at the consultation in San Diego, will there be possibly updates there on any of the --

MR. LITTLE: Well, the comment period will have ended for the three regs that are in the notice of proposed rule-making process, so that consultation

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Page 114 CERTIFICATE 1 2. I, JUDY K. MOORE, a Certified Shorthand 3 Reporter of the State of Kansas, do hereby certify: That the foregoing proceeding was taken down 4 5 by me in shorthand at the time and place hereinbefore stated and was thereafter reduced to writing under my 6 7 direction; 8 That I am not a relative or employee or 9 attorney or counsel of any of the parties, or a 10 relative or employee of such attorney or counsel or financially interested in the action. 11 12 WITNESS my hand and seal this _____ day of 13 _____, 2012. 14 15 16 17 JUDY K. MOORE, RPR, CSR 18 19 20 21 2.2 23 24 25

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