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5	NATIONAL INDIAN GAMING COMMISSION MEETING
	TAKEN ON JUNE 11, 2012
6	IN OKLAHOMA CITY, OKLAHOMA
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MR. LITTLE: We are on the record. We have a transcriptionist named Jean. As we progress through the discussion for Part 547 and then later on, Part 543, we're going to ask you to, if you have a comment, speak into a microphone. Tom Cunningham will come to you and give you the microphone. Each time you speak, you're going to need to state your name and your organization so we have a record of it, and then you can continue with your comments. We'll do our best to answer all of your -- anything you ask. If not, we'll get back to you, and then this transcript will be put on our website shortly.

So we're going to pick up with Part 547, and before we broke, Michael Hoenig walked through the PowerPoint presentation, and how we will continue for the remainder of the meeting is we'll take comments on Part 547. If there's time before lunch -- we're scheduled to break in an hour for lunch -- we'll move on to Part 543. If you have comments, you can make them at any time.

I also want to take an opportunity, if anyone has written comments, if they can't stay here for the entire day, especially on Part 543, if we don't get to that this morning, if you would like to

make a statement for the record on Part 543, you can do so at any time. You don't have to wait until this afternoon because I know many of you have busy schedules and you may need to leave, so if you would like to make a comment on either one of those, you can grab a mike at any time and make that statement, or if you want to submit a written comment, you can do so at any time.

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So at this time, I'll open the floor to any comments regarding Part 547, or if you have -- if you need some more clarification on the presentation, now would be a good time to do so.

Once again, state your name and the organization and speak into a microphone.

MS. PETERS: Good morning. I'm Jill
Peters with Comanche Nation Gaming Commission.
First of all, we would like to thank the Chickasaw
Nation for hosting us and having us here today.
Secondly, the Comanche Nation appreciates the open
dialogue that we have with the NIGC for this federal
rule making and also including us in part of the
TAC. We appreciate that very much.

We submitted written comments, and we were happy to see your published draft because you accepted ten out of our 16 comments. Most of the

other ones were pretty livable. One of the ones we are still going to respond to is the grandfather clause because I think you said there are seven questions that need to be answered, so our commission is going to look at that and get back with you on the grandfather. If you don't mind, I'm going to go over the 543.

MR. LITTLE: Yes, that's fine. Go ahead.

MS. PETERS: Okay. On 543 minimum internal controls, we had 36 comments. pleased you accepted 14 of those. You did not accept nine, and I think what was kind of frustrating for us is you failed to acknowledge 13 of the comments, so we still are not clear on those. We may want to have dialogue with those 13 that we did not get a response to.

One of the things is the surveillance, the definition of sufficient clarity, and limits the use of future technology by defining frames per second. One of the alternatives that you offered was the equivalent recording speed, and I think that we would be fine with that.

And then the last one would be the 543.17. The nation expressed concern about the use of the defined terms financial instrument storage component

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and billing meter, suggesting that these terms might confuse particular technologies, and then you define additional comments on how the terms might limit the use of those specific technologies and invited suggestions for alternative terms, so we will also be getting back with you on those, so thank you very much.

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MS. MURRAY: Miss Peters, do you have a list of the 13 comments that we did not respond to?

MS. PETERS: Yes, I do.

MS. MURRAY: If you would provide those to us, I would be happy to convey those to the commission and review them to respond.

MS. PETERS: Okay. Thank you.

MR. LITTLE: All right. Thank you very much. Any other comments? Next comment on Part 547? Yes, sir.

MR. YORK: My name is Steve York, and I'm the gaming commissioner for Fort Sill Apache Tribe. I have some written comments that I'll submit. Last year, on July the 18th of 2011, I submitted a whole group of questions to Tracie Stevens, who attended a consultation session, Dan Little here, and Steffani Cochran concerning a wide range of subjects that never has been replied to, and I'm going to resubmit

those to you again, and I won't bother you about what the content is. I've sent the copies to Miss Stevens, and they've never been answered. That spoke on open, transparent, and accountable. I haven't seen that terminology from you guys in a while, so that's the primary reason I submitted those questions when I thought that we were transparent and accountable.

But my total deal is, you know, and my question is I go back to the alphabets of Indian The alphabets of the Indian gaming are 2701 through 2726, the same number of letters in the alphabet. Okay? And the way I read it, the NIGC, one of their principal duties is to monitor, so if I ask you a question how many Class II gaming operations are in the United States or in Indian country, can you give me an exact number of how many Class II gaming operations there are?

Is this a question on 547? MR. LITTLE: MR. YORK: Yeah. It covers 547 and 543. I mean, if you look at -- if you look at 2704, when it talks about the commission and some of the duties and stuff that the commission has, Congress is very clear about what the NIGC's roles are, and so what I'm saying to you, one of the specific things in

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there is to monitor, so if you guys are in charge of monitoring the deal, just like us in Tribal Gaming Regulatory Authority, we're to monitor Class II gaming operations in the state of Oklahoma, so I go in every day to work or we go in to work every day, we know how many Class II gaming machines we have on the floor, how many Class III gaming machines we have on the floor. If we're dealing cards, we know how many's there, so, you know, I'm asking how many Class II gaming operations are in the United States in Indian country. We've got 28 states.

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MR. LITTLE: We know how many Class II systems there are. We know how many Class II gaming systems or operations there are, if you want us to provide that information to you.

MR. YORK: That's all I'm asking. Can you tell me how many Class II gaming operations exist in the United States in Indian country right now? I mean, you can go back a year. I mean, go back to your last report and stuff. How many gaming operations are in the United States?

MR. LITTLE: We can get that question, if you want to submit it in writing. Right now --

MR. YORK: I've got it in writing. I'll give it to you.

1 MR. LITTLE: Okay.

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MR. YORK: And to go along with that question, you know, I mean, I'm a person that believes in laws and regulations, and I have total respect for the National Indian Gaming Commission, but like I say, if you guys read the law, and even if I read this handout material you got here, it talks about you guys in the consultation process about going back and looking and adhering to our standards, the tribe's standards, you know. That's what it says, but the way I'm reading 547 and 543, we're totally ignoring what that is because we're allowed to correct 547 to begin with. We shouldn't have allowed that to happen, but it happened. Does that give you precedence over our responsibility in Indian gaming?

The way I read Indian gaming, it specifically says if the state allows Class II gaming -- it doesn't say Class II gaming, but if the state allows gaming, then we are the tribal jurisdiction over that gaming, not the NIGC. what the law says, so if I develop my own technical standards underneath this 547, it says I've got to now submit my technical standard to you or to the chairperson, and she can either approve it or

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disapprove it, but if my technical standards meet the law and she disapproves it, where do we go for a remedy besides the appeal process? The only place we can go is to court.

I mean, no different than the Colorado
Indian River Tribe. Colorado Indian River Tribe
said you don't have any jurisdiction in Class III.
At that time, I was working for the NIGC. I knew
that we never had authority in Class III because
that's what the law read, and I didn't disagree with
it at all, but the Court come out and ruled, and I
told Chairman Hogan at the time, "You need to appeal
it if you don't believe in it." He didn't appeal
it, so it's applicable to all tribes across the
nation in Indian country, so we don't have any
authority to Class III.

And then the other one is, is if your job is to investigate, then you didn't tell me how many Class II gaming operations there are in existence. Even though your principal job is to audit, you should be able to tell me how many Class II games are in existence in Indian country today, or last year, the exact number. Alls I'm doing is just reading what the law says to me, and I'm not trying to be, you know, anything about it. I'm just saying

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what the law says and what the job is, and if you're doing investigations, how many Class II operations did you audit last year, total Class II audits? I'm not talking about MICS audits on Class III, but how many Class II MICS audits were done, and I understand you can't go down to Mississippi and do them.

And then the other thing is, is how many illegal gaming operations are there in the United States, Class II gaming operations? I don't see anything in the press that says that these operations are illegal. Like I say, I've got all this in writing, these questions, and since I submitted those past deals and never received an answer -- and I didn't push it because I understand that, you know, limited manpower and stuff, but the element that you guys got to be careful about is we've got our fee schedules up to 4076, and I want to point out to you is you also got another little deal that you do, and you charged me for an FBI fingerprint. I can quarantee you if them funds exist, the 4080 that Congress gave you, what can I say to you? So, you know, I'm just being straightforward, and I'll be here for the rest of the day, but like I say, I want you guys to think

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about what the law says, you know, because Congress is very clear.

I mean, you got another partial thing that I was kind of proud of that you guys went in and did your electrical mechanical definition. Matter of fact, you've done it three times, but still, that doesn't fully clarify the difference between Class II and III. Do you know what needs to be done for that definition to be clarified, fully clarify the difference between Class II and III? You just got to add one thing. You got to add in your electrical mechanical definition what constitutes a Class III lottery. Once that happens, then Class II and III are settled out because everybody knows what a slot machine is and everybody knows what roulette is. Everybody knows what dice is, but the only thing missing of it, you got timely suspension taken care of in your definition, but you need to fully clarify it.

And I understand you guys say, "Well, we can't do that. Congress says everything else is Class III," but the way I see it, that doesn't restrict me from writing a technical standard that says, "This is the definition of a Class III lottery," so I can tell the manufacturers out there

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if they submit anything that meets that definition, it's not a viable Class II game, so like I say, I just want to provoke a little thought for you, and I will submit my questions to this committee.

MR. LITTLE: Thank you. Is there another comment on Part 547?

MS. GREEN: On behalf of the Creek Nation, we have a few comments. Nancy Green, Green Law Firm. Just a few comments on behalf of the Muscogee Creek Nation. You know, first, I think that the nation would like to convey just their thanks and appreciation for the consideration of everyone's comments and the fact that, obviously, some of those changes have been made. We appreciate the fact that the regulation is going to be much better.

You know, the primary comments, and there will be written comments later, is, of course, regarding the grandfather provisions. I think, you know, it has to be said that, first, we disagree with the whole premise that, you know, a whole group of games are just a wholesale recall of those games, and we believe that maybe there's some authority, and it might be under contract law. We recognize that it's there, and we would like to, in our written comments, submit to you some answers to the

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questions that you pose regarding, you know, primarily lasting impact to gaming. I think it will be significant.

At this point, we've estimated, and I believe there's other groups out there working together, but, you know, approximately 32 percent of games that are on our floor will be impacted, and again, we've not pulled together numbers, but that information will be forthcoming. I think it will be surprising to you, and, really, everyone else once those numbers get put together how huge that's really going to be.

You know, in regard to the question about -- your question about, you know, what if we modified those games as they, you know, needed work or -- you know, so that at the time that they had to be repaired, they would just be brought up to date in sort of a process by which, you know, at some point, they would all ideally, you know, meet the new standards and be on the floor.

I really -- I mean, that sounds great in theory. I think the problem with that's going to be that it's not feasible to modify these games even if we're doing one or two games here and there. think you're going to find that, you know, they're

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not going to be able to be modified in regard to some. You know, we are talking about different vendors and different games, but I don't think it's feasible, and, you know, and I don't think in the end that even some of it's even possible, really, without just recreating a whole new system and a whole new gaming, at which point we've sort of defeated the purpose, and then, you know, further, there are some other comments.

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You know, we have an objection to the fact that the regulations -- and this is to 543 in the gaming promotion regulations. We feel that's outside the scope of NIGC. I can see you're not shocked or surprised. Maybe you've heard that.

Well, at any rate, so we -- we, of course, reserve our opportunity and, hopefully, provide comments that are responsive to the questions that you've posed, and hopefully, at the end of this process, we'll have a better idea of what the impact may be on gaming if we keep the grandfather privilege.

Thank you.

MS. MURRAY: Thank you very much for your comment, Miss Green. I wanted to address what you were saying about the potential modification problems, and I really appreciate that particular

comment because those are the types of answers that we are looking for. That's why we're posing these questions, is so that if there are problems with these potential modifications to the grandfather clause, that we know that, so we look forward to receiving Creek Nation's comments, as well as everyone else's, and getting answers to those questions. Thank you.

MS. LASH: Robin Lash, Miami Tribe. I'd like to thank you also for being here and providing an opportunity for the Oklahoma tribes to address you on these important issues, and on behalf of the Miami Tribe, the tribe is still in the strong position concerning 547 that the grandfather provision be extended, that the sunset clause be removed.

The issue that we have for the tribe, we have probably 90 percent of our floor are grandfathered systems, and I know that you're asking for specifics on cost, and we lease the equipment, but when you ask for modifications and equipment upgrades, those costs always get passed on to the tribe. In addition, when systems are put down or shut down for the changes, you know, our floors are not bringing in money, either, so there is a direct

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impact on tribes when you're looking at modification.

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Speaking for Rocket Gaming Systems, as part of the Miami Tribe, currently, Rocket has 4,000 grandfathered systems on the floor and 2,500 units in storage, and those 2,500 were not submitted for grandfather, so when you ask whether it would be beneficial to have a new -- you know, another provision to allow for grandfathering, specific for this manufacturer, the manufacturer would consider submitting the 2,500 boxes that were not submitted previously. Overall with your question, can they be upgraded, the opinion from our manufacturer is no.

These are very basic systems. The Rocket classic system is an older system. It's a basic system, and it is just not cost-feasible to upgrade it, so that if you look at the 6,500 boxes that this involves, you're looking at a 39 million dollar impact to the business of the Miami Tribe if these are removed from the floor and not used and grandfathered, and I think it's important to remember that, again, these are valid Class II systems. An arbitrary date set by the NIGC to remove these from the floor does not make sense.

I think it's a sovereign right for the

tribes to have the systems that they choose on the floor. The older systems do make sense for the tribes that are in remote locations and maybe only bring in eight dollars a day on a game. They can't afford to have new \$14,000 boxes in their facility. They don't have backup cost. They just need a means to bring in a basic amount of money to assist their tribes, and these older systems provide those means for these smaller tribes in these remote locations, so I think it's important to keep that in mind, too. Thank you.

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MR. LITTLE: Thank you, Robin. When we talk about -- and thanks for giving us your specifics. When we talk about the whole idea of modifications, I think the idea was that, say, for instance, if the data storage hardware went bad, that in lieu of replacing that data storage with a older, you know, piece of hardware, that it be modified to a fully compliant piece of hardware. That was the thought on that. It would only -- it would only take effect when something broke. It wouldn't be a requirement that it had to be put in there.

We do hear often that a lot of these systems are modified and modified repeatedly, and

the thought was that perhaps they could be modified when there's a modification. If there's ability to, you know, modify it with a fully compliant part or whatever, that that take place. That was the thought. I can provide you with information.

The other comment I want to just respond to is the -- I'm not quite sure. The 120-day submission for the devices or systems, is there a particular -- we don't know if this is a widespread problem. When you say there are 2,500, are these boxes or gaming systems or --

MS. LASH: Boxes.

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MR. LITTLE: Boxes. Okay. If there is a particular -- I mean, if this is widespread, if it's very specific, and what I think I'd be interested in is should there be like a one-time get-these-all-in-right-now and that's it, or is it just something that, if we were to make any future modification to be fully compliant, would it even matter with these, so those are some of the things that we're trying to understand and be helpful, and I'm not asking for you to respond right now.

If anybody can, you know, provide some more information, you know, why wasn't the 120-day notice met, it could be that that was a short period

of time. I don't know, and as we deliberated, we kind of looked back in the past, you know, records of the commission to try and establish how that was set, the reason for that, the reasoning for the five-year sunset provision, why was that set.

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When we did have some discussions, we did get a comment that I think most folks thought the five-year period is what the normal market would have, you know, pushed these systems through.

However, I'm not sure if the commission really took into account the economics that we've all been through in the last five years, so if anybody can provide some information on what was the five-year time, the logic and reasoning behind this five-year provision, it would be very helpful to the commission. As always, thank you for your -- oh, do you have some --

MS. LASH: I do. One follow-up comment.

MR. LITTLE: Oh, hold on. He's got a mike for you.

MS. LASH: Just one additional point about the cost to the tribes. If you are upgrading, if you're modifying and you have to shut your floor down for that, you could have a third of your floor shut down and no income coming into the tribe while

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it takes perhaps three days to perform an upgrade or a modification, so there is going to be a financial impact on the tribes.

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MR. LITTLE: Okay. Thank you very much. State your name and the organization.

MR. HUMMINGBIRD: Jamie Hummingbird, director of gaming commission for Cherokee Nation.

If I might begin just by also thanking Governor Anoatubby and the Chickasaw Nation for allowing us into their home, and I also want to thank the NIGC board for taking time to listen to the many comments that hopefully will help shape the future of our regulations.

Let me just offer a couple of statements, one being that in my spare time, I also serve as the chairman of the National Tribe of Gaming

Commissioners/Regulators Association. In our last meeting that we held back in the spring, the NTGCR took a resolution up and passed it by a majority of the membership there in support of the work product that was produced by the Tribal Gaming Working

Group, and when I went into my reading of both 543 and 547, I saw that there were some things that were taken into account, but there's a number of things I did not see taken into account.

Most glaring and what's probably been most of the subject of today's discussion is the grandfather clause, and being on the committee that was seated at the time that these technical standards were drafted, I can say that as we were going through there, and to kind of reiterate what both Nancy and Robin have said, is that the advisory committee that was in place at the time objected to the institution of the grandfather clause as well as the 120-day submission time frame simply because there was no basis, no logical basis given to us at the time as to why we had to have a five-year moratorium, if you will, or a five-year deadline in order to change out our machines or why we had to submit everything that we -- all of us had individually to a lab certification.

It was noted at the time in our objection that the tribal members of the advisory committee felt that the imposition of those requirements was arbitrary and without any support, so hearing today, however, that NIGC is still open to deciding whether or not those two provisions need to remain within this document gives me a little encouragement simply because, as both Nancy and Robin have pointed out, this is going to have a significant impact on our

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operations because, as a Class II operation, we're talking about a Class II system. We're not talking about individual games, so when you take a system down, you take all games down, so it's all or none. We can't say, "Yes, that's fine," and go to the next and finish up however many thousands of machines happen to be sitting on our floors just in Oklahoma, let alone what happens nationwide.

And this expense is not going to be just in lost revenue, but an expense that's going to be incurred by the vendors to get their products up to spec, and it is not going to be endured by them. Our history tells us those expenses are going to be passed on to the tribe in one form or another, so not only will we be losing revenue, but we also will be paying for upgrades to the vendors, so it is very important for us, and I think you'll see those numbers come out when you do get written comments back, and I appreciate you outlining some of the questions that you are looking to have answered because I think you will get clear answers for those questions, and once you see that data, I believe you'll be able to come to a realistic conclusion that the imposition of those two provisions needs to be removed simply because of the impact, significant

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impact, I would say, it's going to have on our tribal operations.

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The other thing I would like to offer up is one of the things that have been suggested through the TDWG was -- and this comment also applies to 543, so forgive me if I jump ahead, but looking at the document that we had, it is more procedural-driven, it seems, in parts than goal-oriented. I get the same criticisms from my operations, so I'm not saying anything that nobody hasn't heard before, but in looking at a federal mandate for a particular step to be followed from A, B, C, D, E, F, and G, it becomes a little bit more difficult for us to apply that one-size-fits-all type approach to our operations, and if we were to get to be more goal-centric and less objective-centric, I think that would provide the tribal gaming regulatory agencies the flexibility and the structure, if you will, to design our own systems coming into compliance with the overall ruling, and I think that, too, is also consistent with the president's executive order, that is, to look to the tribes to set their own rules.

And what we do here in Oklahoma -- what I do in the Cherokee operation is different than what

Robin does, what Matt does, and everybody else in the state has some unique characteristic about them. The vast majority of our operations and our rules and regulations will be the same, but there are some differences that we have within our own tribes that speak to the need for us to design something that fits us rather than us trying to conform to something else, whether that be the use of technology, whether that be the use of alternative standards, if you will.

It is something that we should be able to design for ourselves, and we need to have the flexibility to respond to changes in the gaming environment, whereas if we had a federally imposed regulation, we cannot change that without going through a very cumbersome process, as we have gone through with this product. It's been a couple of years in the making. Any new changes a couple years from now is still going to take a couple of years.

Where are we in the meantime? We are a square peg fitting in a round hole, so if we had the ability to go through and design our own regulatory structures when we need to, I believe that would be something that would be of benefit to regulators across the country. Thank you.

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MR. LITTLE: Jamie, thank you for that 1 2 comment, and I really enjoy hearing your comments, and I know all the work that you do with the 3 National Tribal Gaming Commissioners/Regulators, and 5 I appreciate all the work that you do. You bring up a couple of points, and we have tried to identify 6 areas, and more specifically talking about the Part 543 where the regulations were too specific, and the 8 staff had some tough meetings where we went through 10 line by line identifying areas where they needed 11 to -- you know, it doesn't have to be written in 12 blue ink. We tried to identify those areas and then 13 provide basically the minimum standard and provide 14 the gaming operation the ability to design what works for their organization. 15

You know, there's areas that we don't limit the use of technology. We tried to make the alternative minimum standard section appropriate, and if there's areas where you think that still needs to be complete, let us know, but we're not limiting you if there is an easier process that you can, you know, submit that doesn't make you jump through a whole lot of hoops, so if there's areas where we need to work on that, please let us know, so -- but I do appreciate your comments and look

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forward to receiving your comments. Thank you.

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Is there another comment on Part 547?

MS. TAYLOR: Leslie Taylor, elected secretary of the Delaware Nation, also an attorney with the Green Law Firm. On behalf of the Delaware Nation, thank you for allowing us to come to this process and have this consultation today. Thank you to the Chickasaw Nation for hosting this, and I'll be brief about Part 547.

You know, the Delaware Nation is a small tribe. We have about 1,400 members. We have a small casino. We're working on another casino, but the truth of the matter is that, like many small tribes, gaming is what funds our tribal government. It provides for our schools and provides for our social services programs, and if you ask us to look at the financial impact, we're in the process of tracking that. I think it's safe to say it's significant. It's so significant that, you know, we're looking at losing scholarships for kids if we have to take these games out. You know, Robin Lash talked about the time they're not on the floor. That's significant.

And what I don't think anyone has said yet is we have a very specific market in Oklahoma.

You've got a certain number of players that are going to play their certain machine, and that's it. We take those machines out, we're going to lose that player, and that's something that's hard to quantify into a formula to show you. It is what it is. You may lose those players.

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I think that what my tribe is most concerned about is, you know, the initial comments from the latest draft say that the purpose of the grandfather provision was to protect the security and integrity of the Class II gaming systems and that this grandfather clause was supposed to somehow play into that. I guess the question from my tribe is, do you have any evidence or any data that these grandfathered games would compromise the security and integrity of any of our casinos?

MR. LITTLE: Is that a question?

MS. TAYLOR: I think that would be a question for more than just my tribe, so, you know, if you're going to make a -- if you're going to force a provision that would cut the knees off of a lot of tribes, what would be the reason behind it?

MR. LITTLE: You know, that's a very helpful question, and I thank you for that. I want to thank you for, you know, while the commission

fully understands, it's always good to remind us of the benefits that Indian gaming has provided to the community, providing, you know, healthcare and senior centers and scholarships for the children and all of the other plethora of, you know, opportunity provided to your communities. It's always good to remind us of that. I appreciate that, and I want to thank you for that.

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As far as the grandfather provision, there are some areas that, you know, as far as metering and, you know, security and things like that that involve correction. It's what we all do as regulators. We always try to mitigate risk, so that's the reason. You know, like I said, we don't see this huge problem, however, we need to always make sure that we try to keep it to a minimum.

MS. TAYLOR: Now that I've approached you on that, you said it wasn't a problem.

MR. LITTLE: Necessarily a problem, but we need to always try to mitigate risk.

MS. TAYLOR: Thank you. I appreciate it.

MR. LITTLE: Thank you very much. Next comment on Part 547? Mr. Morgan?

MR. MORGAN: Matthew Morgan, gaming commissioner, Chickasaw Nation. Commissioner

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Little, thank you today for providing us this opportunity. I have a couple of comments on behalf of my office, as I've sat around and listened to some of the discussion, and kind of to follow up on Miss Taylor's comments, you know, any time we enact a regulation at a local level, you're always looking at what the rule is supposed to be in response to, and it is somewhat difficult to figure out in this instance what the response is for under a grandfathering provision.

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We have a significant amount of games on our floor, as well, that operate under a grandfathering system. Not having the data pulled and fully vetted out, I would venture a guess it's probably 30, 35 percent of my floor, but, you know, when we get those numbers nailed down a little bit more, I'll provide you with some of those numbers, but it seems strange to me that we're still talking about this grandfathering and the 120-day submission.

I'm still trying to figure out why you have this rule, what is it in response to, and why those dates, you know. 120 days does not make it a Class II game, and I know you've talked about it's not a classification, but if I classify a game as a

Class II game and it didn't meet the 120-day submission, I still can't play it under your rules, so I have a Class II game that's unplayable, so you've effectively still reached the goal of the game is not going to make a profit on the floor, which is probably my next point.

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Why we don't let the market dictate what is on the floor? If the grandfathering games are running the way they're supposed to be running and there's not an issue with them, I'm not for sure what the five-year date brings to us when suddenly there's going to be an issue here that these games need to be converted over. If they have a market that's playable and your tribal gaming regulatory authority is comfortable with that risk and they can provide you with any type of documentation that shows it's been to an independent testing lab and it's met those certain criteria, I'm not for sure why those games need to leave our floor. Again, as other speakers have talked about today, that's going to be a huge impact on tribal governments trying to go through this process.

That is probably my question that I keep trying to come back to. What is the significance of those dates and what is the problem we're trying to

solve? Thank you.

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MR. LITTLE: Thanks, Matt, for your question, and I think we've tried to answer this in the past. You know, this commission wasn't here when this regulation was created, and, you know, we can't -- it wouldn't be a good idea for us to try to guess on what was the logic and reasoning. What we've heard from discussions or consultation and discussion is that they felt -- and this came from tribal leaders had made comments that -- that the market would have driven these out within the five years, and that was the reasoning behind that.

Now, it went into effect in 2008, and these discussions took place in probably 2006, 2007, and not a situation that folks, you know, knew of the economic conditions that, you know, was coming ahead, so that's only kind of guess I can make, but -- so like I requested earlier is if you can provide me more information on why or how that five-year date was created, that would be very helpful, but I'm asking the question you're asking, basically.

MS. LASH: Robin Lash, Miami Tribe. I guess, you know, I just have a high level of frustration, and you are aware of this from the tribal advisory committee, with maintaining a

regulation that you can't explain. You know, we've asked in the past, you know, why this and why that, and I know it was a different administration, but this is your opportunity to change something that was not right in the first place, and it isn't right, and I know you're asking us for specifics, and we're going to provide that, you know, but -- and I don't mean to let my frustration show, but honestly, I mean, if you can't substantiate something and there's no reason, you know, at your end why it was initiated, then let's do something about it.

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MR. LITTLE: Thank you, Robin. Any other question on Part 547? You don't have to be at the table to make a comment if anyone in the audience wants to speak.

Well, we could start on -- we're about ten minutes from a lunch break. We could start on the 543 presentation, but I'm not sure if we'll get through it in time. I think we'll let her make -- the vice-chair make some comments, and then we'll break for lunch early. We'll come back at -- the schedule says 1:30, and we'll pick up on Part 543.

MS. COCHRAN: Well, since Dan has this all under control, I'm going to go home and be sick. I

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A couple

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apologize. I wanted to let you know I wanted to
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     hear your comments, and I still want to hear your
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     comments, but I'm not doing probably anybody in the
     room nor myself any good by sitting here, so I'm
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     going to beg your indulgence and I'm going to go
     home and get some rest. I look forward to seeing
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     everybody at the sovereignty symposium, and I will
     listen to the transcript, and I'll read the comments
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     that come in, and I do wish the rest of the
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     afternoon is productive, and I appreciate the
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     comments and I look forward to continuing a
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     dialogue, so I'm going to let the commissioner
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     handle it and I'm going to call it a day.
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               MR. LITTLE: Thank you, Vice-chair.
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               Okay. I think we will recess until 1:30.
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     Thank you.
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               (Recessed from 11:48 a.m. to 1:34 p.m.)
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               MR. LITTLE: Good afternoon, everyone. I
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     want to welcome you back. Let's get started here.
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               Okay. We're going to get started with the
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     afternoon portion of the agenda for the regulatory
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     review -- Part 547 and Part 543 of the regulatory
     review agenda.
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               Before we broke, we did -- we went through
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the 547 presentation and we took comments.

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things as we -- before we broke we want to clarify, and I think there was a comment on the need for the grandfather -- or the regulation, and my comment was directed towards the commission was not sure of the -- why the former commission chose five years.

We know why there's a need for the regulation. We know that there's reasoning behind any regulation. There's limited information to determine why they set five years, and I can only allude to what we hear and what we've learned through comments, but that was what my comment was directed towards, and I hope it wouldn't be misconstrued in any other fashion. Sarah wanted to make one other comment here, so I'll turn it over to Sarah.

MS. MURRAY: Good afternoon. I wanted to, in some respect, respond to Miss Taylor's question from earlier today regarding the risk of the grandfathered games and whether we know -- have a quantifiable risk associated with those games, and the answer to that is that we don't always know what the risk is because our authority is a civil regulatory authority, which means that we promulgate regulations, usually, to prevent breaches in security and laws that protect the integrity of

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Indian gaming.

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On the other side of that is a criminal authority, which we do not have, to deal with actual theft loss and other compromises in security in Indian gaming. At that point, the NIGC would not always be notified or be aware at the level that a security breach has occurred at an operation or a tribe. We wouldn't actually get those statistics, so it would be very difficult for us to know what the actual risk is unless the operations or the tribes voluntarily provide us with that information.

I also wanted to clarify that the technical standards in the grandfather clause are --were created to protect the security integrity of Class II systems, and the grandfather clause in particular was created as a mechanism by which tribes could gradually come into compliance with the technical standards, and it was designed to mitigate and potentially eliminate the cost to tribes because, over the five-year period, it would make it possible for them to not have to close down their entire floor at one time to come into compliance. They would have five years to do that over time.

At this time, we're starting to reevaluate the necessity of the five-year period, the 120-day

period, and evaluate what the actual risk is associated with these grandfathered systems, and we're very interested in hearing the responses to the questions that are in our preamble as well as any supplemental information that tribes or organizations feel is pertinent to deciding what to do about the grandfather clause and the five-year period, generally, so we very much appreciate everyone's comments, and we look forward to receiving written comments in response to those questions. Thank you.

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MR. LITTLE: Is there any other comments on 547 before we move to 543? Let's get a microphone over here, if you can state your name and organization for the record, please.

MR. GREEN: Jess Green, employee of the Miami Tribe of Oklahoma, and I represent other tribes, of course. In 1997, litigation started against these Class II games that you're worried about and are trying to grandfather -- trying to get out of existence by the grandfather clause. It was started by the U.S. Attorney in the Northern District of Oklahoma, and shortly thereafter, it started in California. It resulted, in 2000, in the two Multimedia decisions which say that Class III

gaming principles are not equitable to these linked video games, that they are Class II games, and they are lawful as Class II.

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Now, what you're doing with the grandfather clause is you're causing both of these federal circuits to task. You got federal judges that have ruled that these two systems are Class II, and yet the regs are going to prevent them from being in play. I don't think federal judges will be happy with that. I also want to advise you that that Multimedia system that was litigated is owned by the Chickasaw Nation, who may at any time start replaying it, and because the systems and the Rocket systems are so near the same, they will probably use those Rocket boxes that are in storage because they'll be very reasonable to utilize.

And if you understand those games, those games separate money from players at a much slower rate than most of the Class II games you see today, but they might be ideal if you're busing people to bingo halls. I want you to understand that because bussed people bring about 40 to 60 bucks with them. They've got about \$20 to play. They usually have two to three hours from when the bingo session ends before they leave. Well, they're going to lose

their money real quick in a regular gaming facility. They're just sitting in there taking up space. If we keep them utilizing these games, they will entertain them for long periods of time, as these games have proven they will. These games have a place as a niche game.

You're also, of course, protecting us from a risk that has never been proven, not in ten years, but in 15. We haven't had a risk in 15 years over these Class II link server based games, and the reason we haven't had a risk is because we pay the manufacturers a percentage fee, so they watch things just as close as the tribe. You already have two people being watch dogs on the games. Anything goes awry, both the gaming commission, management, and the manufacturer want to know why the percentages are off. That's why you haven't had a problem.

Again, they're not designed with back office systems. They're not designed to look into back office systems because in order to win the initial litigation, the box had to be dumber than a post. We had to prove that there was nothing in the box that could do anything. I mean, Dan, you well know the game ain't in the box. It's in the server, and so those games are intentionally, by design, not

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very smart at the box. Your regulations require games to be smarter at the box.

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Now, you've not heard any protest over the new games that are coming into effect, and again, a lot of the tribes have required the games that go into their bigger, more marquee facilities to have intricate back office systems so they can track everything, but in our smaller to medium size facilities, we still use these old boxes, and we use lots of them, and if you think about it, these smaller to mid-size facilities are the places where some of the smaller to mid-size tribes have all their money.

If you cost them more money, if you make a third of their floor be down three to four days out of a month, you will destroy their profitability for that month, and you need to be able to tell them which government programs they're not going to fund that month. Are we not going to let the seniors eat that month? That's the direct impact you're going to have with this grandfather clause. I appreciate your listening to an old man's comments. Thank you.

MR. LITTLE: Thank you, Jess. I appreciate your words. I know you've raised the issue of the court decisions on the games in the

past, and we do take those into account, and I know the legal staff is aware of it, so I do appreciate that and always appreciate comments that you make. They're very thoughtful and very well thought out, so thank you very much.

Is there any -- yes, ma'am.

MS. COODY: My name is Lottie Coody. with the Seminole Nation of Oklahoma. I'm the gaming regulator. I'm sitting here and I'm trying to play catch-up, and I've been going to these meetings, and I've listened to everyone making comments here. I know that it will affect our casinos because they're very small, and just thinking about it and talking about dollars and everything, I'm thinking to myself when those Class II games go down, we're losing money and we won't get paid, so I know you depend on our money to pay for your jobs, so I'm just thinking about that. Thank you.

MR. LITTLE: It's always a good reminder that -- and I know folks in the audience all know this, but the agency is fully funded through the fee assessments that you all pay, and it's a great responsibility to make sure that we utilize those resources wisely, so I really appreciate you

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1 reminding us of that. Thank you for your comment.

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Is there any other comments on the Part 547 before we move to the 543 presentation? Okay. I will turn the microphone over to Jennifer Ward. She's going to continue the Part 543 presentation.

MS. WARD: Good afternoon. Welcome back from lunch. We're going to dive right into Part 543 here, and unlike 547, since we have a transcriptionist now, if you have any comment, please feel free to interrupt me, and quite literally interrupt me if you need to. I may be looking down at the paper or up at the screen and may not see you, so please let me know. Just make sure that we get a chance to get you on microphone before you get started too far into your comments.

All right. So Part 543. This part addresses only Class II games and their associated functions. The proposed rule is based on the discussion draft, and that was a new document with ideas and language that we drew from several sources. Those included the current MICS, the TAC recommendation, the Tribal Gaming Working Group guidance, and the 2010 proposed MICS.

In this proposed rule, generally we reviewed the use of "agent," "person," and

"personnel" in response to comments, and we made changes where we felt it was appropriate so that where it says "agent," "person," or "personnel," we tried to make sure that it says exactly what we mean there.

We also inserted "as needed" language in each of the supervision provisions, excepting the IT section, and this is to promote consistency in the proposed rule. We also added supervision provisions for patron deposit accounts, lines of credit, and surveillance.

We changed a few of the definitions in response to comments. The first has to do with "drop proceeds" and "drop." The "drop proceeds" definition has been amended to include the financial instrument storage component proceeds. Previously, it only included drop box proceeds, so we included both of them, and the "drop" definition has been deleted as unnecessary. The process of collecting boxes and components is described thoroughly within that section.

The definition of "gaming promotion" has been altered to include only those promotions that require game play to participate, and this is the same as it was in the discussion draft, so there

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were no changes from the discussion draft to this one.

Similarly, the definition of "sufficient clarity" continues at 20 frames per second minimum, but adds "clearly identify" to the requirements, and the commission invites comments on whether 20 frames per second or the equivalent will be acceptable to prevent a limitation on technology. We did receive a comment today that if we limit it to 20 frames per second, there may be a limitation on technology if the technology doesn't use frames per second, so we're inviting comment on whether the insertion of "or the equivalent" is acceptable there.

Under 543.3, the section on how tribes comply with this part, these are minimum standards, and a TGRA may establish additional controls that do not conflict with this part. The regulations provide a framework that recognizes the significant role of TGRAs in regulating gaming, and throughout this document, the TGRAs establish thresholds for investigating variances, and they implement procedures for various standards.

There's also 12 months to comply by establishing and implementing procedures. You have 12 months from the date of the final publication to

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establish standards, and then you have until the next fiscal year begins to come into compliance with those, and the new facilities must be compliant immediately. Yes?

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MR. CHRISTENSEN: Bear Christensen with Cherokee Nation Entertainment. We're going through the definition sections. You had mentioned agents, but you didn't mention anything regarding a definition for the TICS, the internal controls that are written by the operation, and are -- is that something that you're planning to leave in the draft going forward or is that something that is still open for discussion?

Because, you know, one of the feelings I have on that is that I think that's a big over-stepping of an NIGC authority to require those policies and procedures for the individual operations. I think that's something best left to the tribal gaming authorities to determine what sort of controls that they have for their properties because those properties can be different from site to site, as well as unique.

There's no language within that definition that addresses what qualifies as a satisfactory TIC, and what troubles me is the ability stated within

the discussion draft for the NIGC to fine an operation based on that definition.

MS. WARD: We might need a follow-up comment to clarify your question, but continuing about the definition of this specific internal control standard is that the tribe's operation is in conjunction with the security established and implemented, and you're right. There is nothing that says what a sufficient or acceptable TICS would be, and that's by design.

We want the flexibility there for each individual operation and each individual TGRA to be able to establish their own TICS that meet their operation's needs, but it is important that each tribe have those TICS because throughout the MICS, as you look through it, you'll see that tribes have to establish thresholds to investigate variances. They have to, for example, come up with a policy to make sure that when a kiosk reconciles pull-tabs, that those are then destroyed in accordance with the policy, so things like that would be the TICS, and those do need to be established and maintained.

MR. CHRISTENSEN: Right, but why is the NIGC establishing that? Why isn't it left up to the individual tribal gaming regulatory authority to do

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that, and why would the NIGC therefore fine those operations while not letting the tribal gaming regulatory do that themselves?

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MS. WARD: I think we do leave it up to the tribes unless I'm misunderstanding your comment. When we require the tribes to establish thresholds, it's the tribes that are coming up with those. When we require procedures for security destroying pull-tabs that are taken from a kiosk, the tribe comes up with those procedures. We just require that each individual tribe has those procedures. You can then determine what that is and what suits your needs, but we just require that you have them.

MR. WEST: I don't know if everybody has looked at the federal register. That is the current document that's being published by the commission for both 547 and 543. I know in some of the last meetings, some people are looking at the past discussion drafts and other documents that have been distributed around, but one of the proposed standards states that each gaming operation must develop something that at a minimum comply with the TICS.

It's not the intent to take away any of the power and approval from the TGRA as far as the

TICS that are developed and managed by the gaming operations, so there's nothing taken away from the TGRA.

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MS. WARD: Thank you, Rest. I just also wanted to clarify that there was some talk of fining folks about the MICS unless I misunderstood the comment. We've, as far as I know, never fined anyone for a MICS violation or issued a violation. There's never been a notice of violation for a MICS exception.

MR. CHRISTENSEN: For MICS or a TICS?

MS. WARD: Either. MICS, really. TICS are new to this.

All right. Also, moving on to 543.4 on this same slide is the small and charitable exceptions, and -- oh, Jess, you have a comment.

MR. GREEN: I'll allow you to finish it first.

MS. WARD: Okay. The small and charitable exceptions. Now, the history on this, the charitable exception came first in 2002 when the MICS were written, and then later in the next incarnation of the MICS, there came along the small gaming operations exception, and as we look through it now, we're wondering whether a charitable

exception is still necessary or whether it's already encompassed by the small gaming operation exception, and it's fairly redundant, so we're looking for comments on that.

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MR. GREEN: Again, my comment on the charitable is it is not redundant. It is very important, and where it becomes important is if you're actually out there doing the work. Matthew Morgan regulates -- my name is Jess Green. I'm employed by the Miami Tribe. I'm a member of the Green Law Firm, who represents tribes throughout the nation.

But my point is, is that in regard to charities, that's where you stuff the senior side.

Now, I say stuff because the seniors will operate a bingo game just before lunch, and if you think there's any way you can control senior citizens of any Indian government, you need to tell me how because I haven't seen anybody be capable of it.

They've been running their nickel bingo or ten-cent bingo game not since IGRA, not since '82, but ever since they've had a senior site of any kind, and they jealously guard it. They need their own exception for us to squeeze them in, and they do not need to be considered a small operation. They

need to have their own category because they do things in a real unique fashion, and they police their own work.

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MS. MURRAY: Thank you, Jess, for your comment. I think the issue wasn't whether to get rid of the charitable exception, meaning that you wouldn't be able, as a charity, to operate under the exception. It was, rather, whether a small gaming exception sort of encompassed and could be merged into one, and whether that was appropriate, or whether there was some reason why it shouldn't be, so if that's what your comment is directed toward, then I appreciate that.

MR. GREEN: No, my comment is that we still need to keep that charitable and put those seniors in small. A gaming commissioner might want to exercise some authority because sometimes small is in the eye of the beholder, and they tend to grow, and the gaming commissioner may need to have some authority over them and he might need to exercise it, but from a practical standpoint, you're not going to do anything with the seniors. You just can't.

MS. MURRAY: That was the answer that I was looking for, and I appreciate that comment about

why we need -- why we need those exceptions, so thank you. I appreciate that.

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MR. LITTLE: And this is one of the questions that we did ask in the preamble, so, you know, looking at ways to make -- and these are minimums to make them continue to be workable. If this is an area where we could streamline a little bit, that was the reason behind it, but we weren't sure, and that's why we asked the question, so thank you.

MS. WARD: Okay. Moving on to 543.5, how tribes apply to use an alternate standard, and this is the same thing we talked about in 547, the alternate standard language versus variance. I think it was in the TAC when they went through and there was some discussion about the word "variance" and how it can be confusing, particularly in the context of the MICS, where "variance" is used to describe when you have a value that is different than what you expected it to be, and here that's not what we mean.

Here we mean the tribe comes up with a standard that's different from the MICS, so we changed the language to an "alternate minimum standard" based on the public comments. There were

some comments asking what exactly we meant by alternate standard, and we wanted to clarify that a tribe can always implement a standard that's more stringent than the MICS, but if it wants to implement a standard that's something different from the MICS, it requires this procedure where the TGRA may approve the alternate minimum standard, but they still have to obtain approval from the NIGC chair. The NIGC chair then reviews and comes to a decision within 60 days unless she requests an additional 60 days. Yes, Mr. York?

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MR. YORK: Yeah. I don't think I need a microphone. My primary question is, you know, you guys talk about a minimum like on this one. You can't have anything less than a minimum. You have something greater than a minimum. I mean, me and Jethro Bodine went to the same school. We're both edumicated. So how can you talk about having a minimum, because you either have a standard or you don't have a standard. You can't create a variance that's less than a minimum, so it has to be something that exceeds the minimum. That's the only thing I'll point out to you. I mean, I'm just talking about a common understanding of the English language. You can't have anything less than a

minimum.

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MS. WARD: Thank you for your comment, and in the standard itself, it explains that it can't be less than the minimum. You don't -- and you're correct. You don't require chair approval if it's more stringent than minimum, but there is a middle ground where it's different than the minimum, and that's what we're trying to get to here.

MR. YORK: I mean, the only reason I'm bringing this up is that I come from back in the old days when Joe Smith was in charge of the division when he first come out with the MICS in 2002, and by the time it come out, he'd already changed it by the time it became published in the regs. I mean, every time that we see regs published, you know, in the content that we're looking at, they're already changed. Somebody in their thinking ability, basically, will change them things and then try to tell me like the Colorado Indian River Tribe case would apply. It's not applicable because you wasn't part of the lawsuit. Well, that's a bunch of bull, too, you know.

I mean, I'm trying to be honest with you.

If we're going to have a truthful discussion, we need to talk about it, and I'm going to raise the

fact of the TGRA. You keep mentioning the TGRA.

There's nothing in the alphabet of IGRA in 2701

through 2726 that talks about a tribal gaming

regulatory authority. There's nothing in it. The

only thing that happened is the NIGC created this

myth that you need to have an independent gaming

commission and you developed model gaming ordinances

that talked about an independent gaming commission.

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And I will say this to you, too. If my tribe decides to do away with the TGRA and the business committee wants to become the tribal gaming regulatory authority and they submit that to you, are you going to approve it? I would say, by law, you have to. Isn't that correct?

MS. WARD: So the question --

MR. HOENIG: I'm sorry. I don't think I understand your question.

MR. YORK: I'm saying that in the law, and I -- it says that the tribes, in their jurisdiction -- it doesn't talk about a tribal gaming. It talks about you guys, the chairman of the National Indian Gaming Commission, approving a tribal gaming ordinance, but it doesn't say that you have to have an independent gaming commission.

There's nothing in the law that basically says that.

That was just something that was created as the interpretation of IGRA.

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One group of gaming commissioners for the National Indian Gaming Commission said we had to have an independent tribal gaming regulatory person, agent, and since then, that myth has been carried on in the entire process. Even in this process, we're talking about a tribal gaming regulatory authority, but underneath the law, there's nothing that signifies that whatsoever.

MS. WARD: Okay. Thank you. In 543.8, this is a MICS for bingo, and this is a big change from the discussion draft. Based on many of the public comments we received, everyone wanted us to combine manual bingo with gaming system bingo, and the commission agrees that bingo is bingo and has combined it into one section. 543.7 is now reserved, so bingo starts at 543.8.

We believe this is less procedural than the existing MICS, but it requires the TGRA and/or the operation to establish controls that meet the detailed criteria, and for an example of some of the detailed criteria, take a look at 543.8(b)(1) that discusses the bingo card inventory.

There is also a requirement for

verification of prizes over \$1,200, and the player interface may serve as one verifying signature for manual payouts and may serve as the sole verifying signature for automatic payouts, and that was corrected from the discussion draft, where it appears to be an oversight. We meant to include it and it didn't get done, so this proposed rule corrects that and allows for the system itself to be a verified signature.

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This received a lot of comments. I'm going to pause here in case anyone has any comments or questions on this bingo section.

MR. YORK: You need to change it from manual bingo to paper bingo. I don't know of any manual bingo games.

MS. WARD: Can you repeat it again in the mike? I could barely hear you up here.

MR. YORK: I said you need to change manual bingo to paper bingo. I don't know of any manual bingo games.

MS. WARD: Okay. I'm being told, and I'm looking in the regs for confirmation, but I'm being told that in the regs itself, it doesn't say manual bingo, so that's something that looks like in the PowerPoint I need to change, but I'm told that in

the regs themselves, it does not say manual anymore.

Okay. So thank you for pointing that out. We'll

change the PowerPoint.

In Section 543.9, MICS for pull-tabs, we have a \$600 or more prize verification threshold, and we've added the definition of kiosk. It's been amended to clarify that it may also be capable of redeeming and reconciling pull-tabs. We received a comment that talked about kiosks possibly not being able to dissipate the pull-tabs if they're redeeming and reconciling them, and we were concerned that that may limit technology if operations wanted to use kiosks for this function.

MR. YORK: It also limits the game.

MS. WARD: Tom, can we get a microphone,

please?

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MR. YORK: This is Steve York again. A pull-tab game is basically a pull-tab game. Well, the funny thing about it, without human intervention, in other words, you have to have a bingo game and then you have to be selling pull-tabs in order to run a pull-tab game, and the pull-tab game itself, if you're doing it totally automatic, then it becomes not a Class II game. It becomes a Class III game, even though itself, it's based on

the pull-tab itself, but if you go back and read originally the law set up on pull-tab underneath 25 CFR, you'll see that you have to have a bingo game in order to have pull-tab games. It goes back to the Santee Sioux tribe up in Nebraska.

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They come in and sue the National Indian Gaming Commission and say, "Hey, why don't you go ahead and pull up the tabs they use in there?"

There wasn't nothing wrong with Lucky Tab IIs, but there was the fact that the Department of Justice and even the NIGC missed, and that's all they had, was pull-tab games, and they had to have paper bingo or an electronic bingo game in order to make it not a Class III game. That's all I'm saying.

So if you allow everybody to cash their tickets through a pull-tab game through this particular deal, then you take out the prominent thing of Class II. You take out the human intervention that's required to have a Class II game.

MR. HOENIG: Thanks for that comment, and I'd like to point out again that at the beginning of the PowerPoint, you know, all these internal controls are presumed to apply just to Class II games. These are not classification regulations.

These don't in any way try to classify the games as Class II or Class III. You're right. Class II is defined in the CFR. That's where the classification distinctions are going to be made, so this regulation 543 is presumptive that this is a Class II game. It's not going to try and classify them within the regulation.

MS. WARD: Do we have any more questions on the pull-tabs? Okay. Moving on to 543.10, the MICS for card games, the TGRAs review and approve cancellation and removal procedures, and this proposed rule continues the standard that no administrative or overhead fees may be taken from player pool funds, and we did receive one comment that the supervision section in the card games may not provide for adequate supervision of the card room, and we request additional comments on whether the supervision level is effective and adequate.

Okay. 543.12, MICS for gaming promotions and player tracking. The gaming promotion standards are limited to those promotions that require game play to participate. So, for example, if you have a tumbler in the front entryway of your gaming operation and patrons can come in and drop a card with their name and contact information in this

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tumbler for a raffle to be held later, that's not covered under gaming promotions. Gaming promotions, under this proposed rule definition, must require actual game play to participate. They require some sort of wager, and the section also covers player tracking systems because player tracking, again, requires game play to track it.

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And 543.13, the MICS for complimentary services and items. The TGRA/operation is to establish specific controls and procedures, and the TGRA establishes the threshold for recording comps. I'm going to pause here because I'm sure we have some comment on the gaming promotions, player tracking, and complimentary service items.

No? Nothing? Wow. Okay.

Moving right on to 543.14, the MICS for patron deposit accounts and cashless systems. We removed the reference to unrestricted player accounts because of the Bank Secrecy Act.

In the MICS for lines of credit, it covers the establishment of lines of credit, and the commission has heard that this provision may not be necessary, and we invite specific comment on why folks think this provision may not be necessary.

We've heard in consultations that there are several

tribes that are considering adding lines of credit to their operation, and others currently offer it, so we felt it was necessary, but again, interested in comments if you feel otherwise.

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543.17, the MICS for drop and count. It's been simplified as much as drop and count can be simplified, and it provides for more TGRA and operation discretion.

The MICS for cage, vault, cash, and cash equivalents and kiosks in 543.18. There is a provision on the kiosks there, and that was in the discussion draft. Any cage increase or decrease of a hundred dollars or more must be verified, documented, and recorded, and promotional payments of a hundred dollars or more must be documented. Those are all unchanged from the discussion draft.

In 543.20, the MICS for information technology and IT data, most of these topics were adopted from the TAC for guidance, and those include Class II gaming systems and physical controls. The list is up there. I'll just highlight a few, physical and logical security and remote access, and the rest of those on the list.

In this section, we also added a definition of "system" in the IT section to

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distinguish it from Class II gaming systems within the IT section only, and that's based on public comment where folks were a bit confused as to what kind of system we were talking about, so I hope that adds some clarification, but we're interested in comment on that, as well.

543.21, MICS for surveillance. It requires cameras with sufficient clarity in the count room, card tables, and cage and vault, and for Class II gaming systems, the surveillance must include the jackpot meter. We've revised this from the discussion draft to remove the requirement of surveillance of the bingo server, based on public comment. Physical and logical controls that are in the IT section appear to be adequate.

The commission invites comment on whether the one-year retention period for surveillance footage is appropriate. We received one comment that said that's just way too long, and I wanted to clarify this, as well. We received a comment in Green Bay saying, "Does all surveillance footage now need to be retained for one year," and no.

In the proposed rule, if it stays one year, the proposed rule says that the suspicious activity, suspected crimes, and detention by

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security personnel, those are events that need to be retained for one year, and we're interested in hearing whether that one year for those events is appropriate or whether it's too long and what -- if it's too long, what would an adequate period be.

This section also requires TGRA-approved procedures for reporting suspected crimes and suspicious activity.

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543.23, the MICS for audit and accounting. The annual requirements here adopt the TAC recommendation, and 543.24, the MICS for revenue audit, it's operated from audit and accounting, and it specifies the frequency of each testing procedure, and the game sections, those being the Class II gaming systems, bingo -- I guess it's all bingo now -- pull-tabs, and card games, those adopt the TGWG guidance.

MR. CHRISTENSEN: I'm Bear Christensen from Cherokee Nation Entertainment. Would it be possible to have a better or a more precise definition for suspicious activity?

MS. WARD: That's a good comment. Thank you for your comment. Do you have any ideas about what that definition would look like?

MR. CHRISTENSEN: Well, I mean, suspicious

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1 activity is pretty vaque, and I want to make sure 2. that, you know, what we're -- what you guys are 3 regulating, you know, is very specific because we do have to tell our tribal regulatory agents, 4 5 specifically fining license, what suspicious activity or suspicious activity reports are, and so 6 if we're talking about that, we need to make sure that the tribal regulatory authorities understand 8 that that's what they're defining. If not, then 10 that -- then that should be said, too, to leave it 11 up for the regulatory authorities in the tribe to 12 define, as well.

MR. HOENIG: I'm sorry. Can you tell me again what regulation you cited to for the definition of suspicious activity?

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MR. CHRISTENSEN: Oh, the Bank Secrecy
Act, Title 41, because there are specific things
that are called suspicious activities. It's a term
of art that we have to follow in terms of suspicious
activities with particular elements that are in
those definitions, so if it doesn't apply to that,
we need to make sure that there's clarity in that
regulation.

MS. WARD: Thank you for your comment.

That's it. I will open the floor to any

questions.

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MR. LITTLE: Okay. There's a lot of information that Jen went over, and we've had some good discussion so far. Is there any other topics you want to raise?

You know, the commission fully understands that these were just published on June 1st, so I know many of you may not have been able to look through these thoroughly. The comment period is open until July 31st. You do have plenty of time to gather your thoughts and put things together, and we are hoping that we will get similar really good comments as we did during the discussion draft, so -- we've got a question over here.

MS. HOMER: Thank you. Elizabeth Homer, and I just wanted to briefly raise a comment, going back to Part 547, which is -- you know, one of the things that happened when the regulations were first being developed is there was a Tribal Gaming Working Group, and there was a long series of meetings talking about all the various types of Class II gaming systems, and I'm thinking that this commission did not have the benefit of participating in those discussions and reviewing that kind of technology, and one of the things that it strikes me

might be useful before going to final with these regulations is for the NIGC to sponsor a forum that allows for vendor participation.

You know, right now, these meetings are not public and there's really not an opportunity to engage with the vendors other than the tribally-owned vendor, Rocket Gaming, and I think that that would really help your thinking on this grandfather provision and that we should not lose the opportunity to capture this discussion for your benefit and your edification before the regulations go final, and right now, there just has not been an opportunity for vendors to participate because there's been no public comment, so there's been no opportunity for them, and I think it will be very beneficial to your thinking.

You know, one of the things that happens, and it's easy to do, is, you know, to kind of forget about the distinction between the Class II gaming systems and Class III gaming technology, and they really are different things. You will notice, if you have an opportunity to review the various gaming systems, that they really are quite different.

You know, one of the discussions that I had earlier this morning with one of the members of

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the commission is that -- you know, the question about whether the box locks or not. In some cases, there's nothing in the box. Everything is linked to the server, so having this kind of standard for the boxes might not make a whole lot of sense if it's just a cabinet, one in which there's a video monitor on top of it, so, you know, that's another reason why that language about the standards that are applicable shall apply because some of these boxes, they don't do the same kinds of things that you would have in a Class III self-contained gaming device, so I just wanted to kick that back. I think that that discussion is missing, and I think it's an important one before you make these final decisions.

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MR. LITTLE: You're always helpful, Liz.

Thank you for your thoughts. Jess?

MR. GREEN: Jess Green, Miami tribal employee, representative of other tribal governments. One of the things I think that you may be missing when you're trying to evaluate is how many games are we affecting, how many games or how many gaming systems in all.

You've had several gaming commissioners point out that you don't have any idea how many of our games you're about to affect if you don't do

this grandfathering. The previous commission had invited the manufacturers, many times over my objection, to the table and knew precisely how many games would be affected overall. They didn't have to ask each tribe to get the numbers. They had overall numbers from the manufacturers of how many grandfathered systems were still out in the field.

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I think if you were to inquire of the system manufacturers of Class II games, the AGSs, the Multimedias, the VGTs, those three, plus the Miami Tribal Development Authority -- that's four. You get those big four -- if I haven't said Multimedia, Liz is saying I need to say it again.

But you get the big four in. I believe those numbers will be rather overwhelming for you because the number of grandfathered systems still out there is incredible, and that's all I can say to you, but the manufacturers are in a position to give you their total numbers, whereas if you get them from tribes individually, you're going to have people wondering, "Well, do I protect myself and not give them anything at all, or do I stand up and say, 'Yeah, I've got this many boxes that are like this so it comes through the next audit?'"

Asking the manufacturer directly, as a

part of the process, I think, will get you really good answers. Thank you.

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MS. HOMER: And I think just one other comment, if you'll indulge me -- I'm sorry about that -- but I did want to touch on, you know, take a hard look again at the language of the regulation because I can't imagine that the NIGC really intends that these grandfathered systems, if they otherwise meet all the standards, have to be taken off the gaming floor, but that appears to be the effect of the way the regulation is drafted, and, to me, that can't possibly be your intent. I can't imagine that these gaming systems, if they otherwise meet the standards, have to be removed from the gaming floor, and I think that that language, at least, appears to have that effect.

MR. LITTLE: All right. Thank you, Liz. We will definitely review that.

Is there any other question on Part 543 or Part 547? I know we're coming up on a break here, but if there's no other questions, I think we can probably conclude the consultation stage.

MR. STEVENS: Granthum Stevens, Pawnee
Nation gaming commission. Basically, as a smaller
tribe, what we are looking at is about 300 machines.

I know when the NIGC first introduced this some years ago, we had Class II on our floor, and what operations contemplated was shutting down 20 machines out of 70 machines. That was almost a good quarter of our floor going out the door, so what operations elected to do was basically eliminate Class II altogether in the facility and went all Class III, and that was one of the things that the tribe had to look at in their decision-making, and now we come back to it again where we're back in the same position of where are we at in trying to define why this regulation, the intent of the regulation, and where we're going to go with the regulation.

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Grandfathering, as you see, five years, we're still in the same boat. We're asking the same question two years from that point to now, and I don't think we're ever going to get out of it, and so the requirements in 543, when we look at it, may put our operation, as a smaller operation, into some noncompliance issues. I think that a lot of the gaming promotions as far as, you know, player tracking, a lot of that's covered in the BSA, as well. Title 31 requires your player rating system on your player tracking.

I think you're sort of mimicking that with

your gaming promotions in following that criteria, but mainly, some of these aspects is -- no offense, but is written for a bigger casino, and right now with the Pawnee Nation, we had one facility that had to go Tier B, barely made it into Tier B, and under the new proposals, we may have to slide back down to a Tier A, but we're in that limbo right now.

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I had a question earlier about where we're tackling 543, and I had raised the question before it was in 543, and in the compact, it says we're under 542, so I was wondering how that would come into play later on in anything else, so that was basically what I have at the moment, but yes, we are currently reviewing and will be submitting a written comment, as well. Thank you.

MR. HOENIG: Just to address what you were saying about 542 versus 543, this 543 is just Class II games, so any reference in the compact to 542, those are Class III games, which currently we're not enforcing or requiring because of the Colorado River Indian cases.

MR. LITTLE: Thank you for your comment.

MR. HUMMINGBIRD: Jamie Hummingbird,
Cherokee Nation. I just wanted to dovetail about
something that Liz brought out about reaching out

and getting data from the various vendors out there for the Oklahoma tribes. There are a number of jurisdictions out there across the USA that rely on Class II gaming machines just as much as we do, so our brothers and sisters in Alabama and California, South Dakota, wherever they may be, are going to be impacted by this, as well, so it would be a good idea to get, I guess, a whole listing set of numbers versus just what we're going to have here in Oklahoma, which, while it in itself is going to be significant, it's just going to be a part of the picture, and I'm not sure how many consultations the NIGC is going to have between now and the end of the commentary, but if you're not -- if these same questions are asked of all tribes, I'm not sure, but they may not be able to get their data in to you, whereas if we reach out to the Class II manufacturers, they could probably have those figures at their fingertips, so I agree with that.

MR. LITTLE: Thank you, Jamie. There's three additional consultations scheduled, Arizona at the end of the month, and then we have California and Washington state in July, so that's a good point. Thanks for reminding me. A lot of these questions are in the preamble, so we really urge

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folks to read the preamble. That provides an area where we ask questions and also provides some information on the logic and thinking behind the decisions that we made, so thanks for reminding us.

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Are there any other comments? Last chance. Well, actually, it's not your last chance because you can submit written comments, so if there's no other comments, then I think we're going to conclude for the day.

I'll remind everybody once again that the comment period is open until July 31st. You raise the bar very high with the very thoughtful comments that you've had during the discussion comment period, so we'll be expecting similar good ones.

Unless we've answered all the questions, we've taken care of all the issues raised, so I know a couple of commenters did raise the issue that there were some areas that we did not address.

We'll look into those.

But other than that, I just want to thank everybody for coming today. I want to thank all the staff here in the room and those back in Washington and other regions that help us throughout this entire process. Without them, we could never do our job, and I always say that one of the greatest

assets that this commission inherited from previous commissions is a great staff. I'm very proud of them and very grateful for all the hard work they do.

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I also want to thank the members of the tribal advisory committee that, you know, did a lot of hard work and helped us get to where we are. We may not be exactly where they want to be, but we're hopefully learning and moving in a positive direction for this industry.

I know I speak on behalf of the chair and vice-chair that we definitely understand the importance of a strong Class II initiative. We understand that compacts are coming up for renewal. We understand a lot of challenges that you-all face. We want to work with you. We want to make sure that the things that we do, you know, help this industry maintain strong regulation. We need to do that together. We need to do it through good consultation, so that's what these consultations provide us.

We definitely appreciate the comments that we've heard today. We've taken notes on everything that you've said. I'll bring those back to the chair and vice-chair, and we'll review those, just

as we review every comment that is submitted to us. We do review them.

Sometimes I don't see Jenn and Mike for days, and I'm wondering where they are just because they're in their office closely reviewing all the comments, so I do appreciate it and thank you all for the comments submitted. I want to wish you all safe travels, and have a safe trip home. Thank you.

(Proceedings concluded at 2:38 p.m.)

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## CERTIFICATE

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I, Jean Baysinger, Certified Shorthand Reporter do hereby certify that on June 11, 2012, the above and foregoing proceedings were by me taken in shorthand and that the foregoing pages constitute a full, true, and correct transcript of the proceedings held on the date as indicated; and that I am not an attorney for nor relative of any of said parties or otherwise interested in the event of said action.

IN WITNESS WHEREOF, I have hereunto set my hand and official seal this 18th day of June, 2012.

Jean Baysinger, CSR RPR RMR

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