



July 22, 2021

VIA E-MAIL

Dennis Ramirez, Chairman
Mechoopda Indian Tribe of Chico Rancheria
125 Mission Ranch Blvd
Chico, CA 95926

Re: Mechoopda Tribe of Chico Rancheria Gaming Ordinance

Dear Chairman Ramirez:

This letter is to inform you that the Mechoopda Tribe of Chico Rancheria's Gaming Ordinance, enacted by Resolution #21-19 on March 6, 2021, is approved by operation of law.

Pursuant to the Indian Gaming Regulatory Act and NIGC regulations, the Chairman has ninety days from the date of submission to either approve or disapprove a gaming ordinance.¹ Any ordinance not acted upon at the end of the ninety-day period is considered approved by the Chairman, but only to the extent that it is consistent with IGRA and NIGC regulations.² The NIGC received the Gaming Ordinance on April 22, 2021. The 90-day deadline to approve or disapprove the ordinance is July 21, 2021. Because the Chairman took no action within the ninety-day period, the Nation's gaming ordinance is approved to the extent it is consistent with IGRA and NIGC regulations.

It is the Office of General Counsel's opinion that although the Tribe's Gaming Ordinance is substantially compliant with IGRA, the Tribe did not submit copies of all tribal gaming regulations. Please submit a copy of the Tribe's gaming regulations upon enactment.

Thank you for submitting the Gaming Ordinance. If you have any questions, please contact Staff Attorney Barbara Marvin at 202-302-0815.

Sincerely,

A handwritten signature in blue ink that reads "Michael Hoenig". The signature is fluid and cursive, with a long horizontal stroke at the end.

Michael Hoenig
General Counsel

cc: Wyatt Rosette, Rosette, LLP. (via e-mail)

¹ 25 U.S.C. § 2710(e); 25 C.F.R. § 522.9.

² *Id.*

MECHOOPDA INDIAN TRIBE OF CHICO RANCHERIA

GAMING CODE

A law to authorize and regulate the conduct of Class II and Class III gaming within the jurisdiction of the Mechoopda Indian Tribe of Chico Rancheria.

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PART 1 GENERAL PROVISIONS

Section # 1 – Authorized Conduct:

Subject to this Mechoopda Indian Tribe of Chico Rancheria Gaming Code (“**Code**”), Class II and Class III gaming conduct is authorized.

Section # 2 – Authority:

Enacted by the Tribal Council of the Mechoopda Indian Tribe of Chico Rancheria (“**Tribal Council**”) on March 16th, 2021 by Resolution No. 21-19.

Section # 3 – Purpose:

The Tribal Council, as the governing body of the Mechoopda Indian Tribe of Chico Rancheria (**the “Tribe”**), hereby enacts this Code to govern and regulate Class II and Class III gaming conduct on the Tribe’s Indian Lands.

Section # 4 – Ownership of Gaming:

The Tribe shall have the sole proprietary interest in and responsibility for the conduct of any gaming operation authorized by this Code, except as expressly provided in this Code.

Section # 5 – Policy:

The authorization and regulation of Class II and Class III gaming conduct is necessary to encourage economic development to improve the Tribe’s economic situation to provide basic governmental function for its members. The Tribe is committed to furthering self-determination and by doing so, net revenues from Class II and Class III gaming conduct may be utilized solely for:

- (a) funding the Tribal government operations or programs;
- (b) providing for the general welfare of the Tribe and its members;
- (c) promoting Tribal economic development;
- (d) donating to charitable organizations; or
- (e) providing financial assistance to help fund operations of local government agencies.

Section # 6 – Repeal.

All prior laws enacted by the Tribal Council governing Class II and/or Class III gaming conduct are hereby repealed.

Section # 7 – Severability.

If any provision or application of this Code is determined by review to be invalid, such determination may not be held to render such provision inapplicable to other persons or circumstances, nor shall such determination render invalid any other provision of this Code.

Section # 8 – Definitions.

“Compact” means the Tribal-State Compact between the State of California and the Mechoopda Indian Tribe of Chico Rancheria.

“Gaming Facility” means any building licensed by the Mechoopda Indian Tribe of Chico Rancheria Gaming Commission to conduct Class II and/or Class III gaming.

“IGRA” means the Indian Gaming Regulatory Act (25 U.S.C. §§ 2701 et seq.).

“Indian Lands” means land: (1) within the limits of an Indian reservation; or (2) over which an Indian tribe exercises governmental power and that is either held: (a) in trust by the United States for the benefit of any Indian tribe or individual; or (b) by an Indian tribe or individual subject to restriction by the United States against alienation.

“Key Employee” means: (1) any person who is employed by a Gaming Facility whose annual salary exceeds \$50,000 per year; (2) any person who performs one or more of the following functions: (a) bingo caller; (b) counting room supervisor; (c) chief of security; custodian of gaming supplies or cash; (d) floor manager; (e) pit boss; (f) dealer; croupier; (g) approver of credit; (h) custodian of gambling devices including persons with access to cash and accounting records within such devices; and (3) any person designated by the Tribe.

“Management Contract” means any agreement with a contractor providing for the management of all or part of the Gaming Facility.

“Primary Management Official” means: (1) the person(s) having management responsibility for a Management Contract; (2) any person who has authority: (a) to hire and fire employees of a Gaming Facility; (b) to oversee the day-to-day operations of a Gaming Facility; or (c) over financial management; and (3) any other person designated by the Tribe.

PART 2 TRIBAL GAMING COMMISSION

Section # 1 – Establishment:

- 1.1 Governmental Subdivision. The Tribal Council hereby establishes the Mechoopda Indian Tribe of Chico Rancheria Gaming Commission (“**Tribal Gaming Commission**”) as a governmental subdivision of the Tribe, charged with implementation of this Code and regulation over Class II and Class III gaming conduct and enforcement of federal laws, the Compact, and Tribal laws.
- 1.2 Place of Business. The Tribal Gaming Commission shall maintain its headquarters and principal place of business within Tribal offices. The Tribal Gaming Commission may establish other places of business if determined by the Tribal Gaming Commission to be in the best interest of the Tribe.
- 1.3 Duration. The Tribal Gaming Commission shall have perpetual existence in its own name, unless dissolved by the Tribal Council.
- 1.4 Arm of the Tribe. The Tribal Gaming Commission is a function of the Tribe’s government. Notwithstanding any authority delegated to the Tribal Gaming Commission under this Code, the Tribe reserves to itself the right to bring suit against any person or entity in its own right, on behalf of the Tribe or on behalf of the Tribal Gaming Commission, whenever the Tribe deems it necessary to protect the sovereignty, rights and interests of the Tribe or the Tribal Gaming Commission.
- 1.5 Sovereign Immunity of the Tribal Gaming Commission. As a governmental subdivision of the Tribe, all inherent sovereign rights of the Tribe are hereby expressly extended and reserved to the Tribal Gaming Commission, including sovereign immunity from suit in any state, federal or tribal court.
- 1.6 Tribal Gaming Commission Membership. The Tribal Gaming Commission is comprised of one (1) Chairman and up to two (2) Commissioners. The Chairman and Commissioners are collectively referred to as (“**Tribal Gaming Commissioners**”).
- 1.7 Quorum. All questions requiring action of the Tribal Gaming Commission must be determined by a majority vote of the Tribal Gaming Commissioners at a meeting where a quorum of at least two (2) Tribal Gaming Commissioners are present.
- 1.8 Appointment. The Tribal Gaming Commissioners must be appointed by the Tribal Council and confirmed at any Tribal Council meeting.
- 1.9 Background Check. The Tribal Council must require each Tribal Gaming Commissioner to submit to a criminal background check. Based on the results of the background check,

the Tribal Council shall make an appropriate eligibility determination and keep the Tribal Gaming Commissioner criminal background check results on file.

- 1.10 Term. The Tribal Council may appoint any Tribal Gaming Commissioner to serve for up to three (3) years.
- 1.11 Compensation. Tribal Gaming Commissioners will be compensated at a rate set by the Tribal Council. In order to ensure the Commission is not improperly influenced, a Tribal Gaming Commissioner's compensation may not be based on a percentage of gaming revenue.
- 1.12 Eligibility. The following persons are not eligible to serve as Tribal Gaming Commissioners: Tribal Council members, while serving as such; current employees of the Gaming Facility; gaming contractors (including any principal of a management, or other contracting company); persons directly related to, or sharing a residence with, any of the above.

Section # 2 – Tribal Gaming Commission Powers:

- 2.1 Regulations. The Tribal Gaming Commission may promulgate regulations:
 - (a) to establish procedures designed to detect irregularities or fraud;
 - (b) to design a regulatory system to oversee Class II and Class III gaming;
 - (c) to establish procedures governing the conduct hearings and enforcement actions; or
 - (d) any other regulations to ensure compliance with this Code.
- 2.2 Inspections. The Tribal Gaming Commission may:
 - (a) request assistance of federal or local law enforcement;
 - (b) during normal business hours, reasonably enter upon premises to examine accounts, books, papers and documents;
 - (c) inspect, examine, photocopy and audit all papers, books and records; or
 - (d) conduct any investigation to determine compliance with this Ordinance.
- 2.3 Contracting. The Tribal Gaming Commission may enter contracts on behalf of the Tribal Gaming Commission without Tribal Council approval. The Tribal Gaming Commission shall acquire Tribal Council approval for any contract that provides a waiver of sovereign immunity, unless all of the following are met: (i) any dispute against Tribal Gaming Commission shall be brought solely by other party and no other party or entity; (ii) any

such dispute shall be limited to causes of action to interpret or enforce the agreement; (iii) suit may be brought solely in federal court; (iv) any such award or damages resulting from dispute shall be enforceable against the assets Tribal Gaming Commission exclusively and no other assets of the Tribal Gaming Commission's parents, affiliates, subsidiaries or the Tribe; and (v) the limited waiver is non-assignable.

- 2.4 Investigations. The Tribal Gaming Commission may investigate any suspicion of wrongdoing or violations to determine compliance with federal law, tribal law or the Compact in connection with any gaming activities and require correction of violations as the Tribal Gaming Commission deems necessary.

Section # 3 – Tribal Gaming Commission Duties:

- 3.1 Annual Budget. The Tribal Gaming Commission shall prepare an annual operating budget and present it to the Tribal Council no less than thirty (30) days prior to the commencement of each operating year.
- 3.2 Gaming Facility Licensing. The Tribal Gaming Commission shall:
- (a) issue a separate Gaming Facility license to each place, facility or location on Indian lands where Class II and/or Class III gaming is conducted;
 - (b) establish Gaming Facility license applications, which at a minimum shall include:
 - i. a legal description of the lands upon which the facility is located;
 - ii. certification that the site constitutes Indian lands; and
 - iii. signed by a management official of the Gaming Facility for each gaming place, facility or location.
 - (c) receive and submit notice to the National Indian Gaming Commission that issuance of a Gaming Facility License is under consideration by the Tribal Gaming Commission at least one hundred twenty (120) days before the opening of any new place, facility or location on Indian lands where Class II and Class III gaming will occur;
 - (d) submit a copy of each newly issued or renewed facility license to National Indian Gaming Commission within thirty (30) days of issuance, along with any other required documentation; and
 - (e) notify the National Indian Gaming Commission within thirty (30) days if a Gaming Facility is terminated or expires, or if a gaming place, facility, or location closes or reopens.

3.3 Primary Management Officials and Key Employee Licensing. The Tribal Gaming Commission shall:

- (a) establish applications for Primary Management Official and Key Employee licenses, which at a minimum shall include:
- i. full name, other names used (oral or written), social security number, birth date, place of birth, citizenship, gender, and all languages (spoken and/or written);
 - ii. currently, and for the previous five (5) years; business and employment positions held, ownership interests in those businesses, business and residential addresses, and driver's license numbers;
 - iii. names and current addresses of at least three (3) personal references, including one (1) personal reference who was acquainted with the applicant during each period of residence listed under paragraph (a)(ii) of this Section;
 - iv. current business and residential telephone numbers, and all cell phone numbers;
 - v. a description of any existing and previous business relationships with other tribes, including any ownership interest in those businesses;
 - vi. a description of any existing and previous business relationships with the gaming generally, including ownership interests in those businesses;
 - vii. the name and address of any licensing or regulatory agency with which the person has filed an application for a license or permit related to gaming, whether or not such license or permit was granted;
 - viii. for each felony for which there is an ongoing prosecution or a conviction, the charge, the name and address of the court involved, and the date of disposition, if any;
 - ix. for each misdemeanor conviction or ongoing misdemeanor prosecution (excluding minor traffic charges), within ten (10) years of the date of the application, the name and address of the court involved, and the date of disposition, if any;
 - x. for each criminal charge (excluding minor traffic charges), whether or not there is a conviction, if such criminal charge is within 10 years of the date of the application, and is not otherwise listed pursuant paragraphs (a)viii-ix of this Section, the criminal charge, the name and address of the court involved, and the date of disposition, if any;

- xi. the name and address of any licensing or regulatory authority with which the person has filed an application for an occupational license or permit, whether or not such license or permit was granted;
 - xii. a photograph;
 - xiii. a signed statement confirming receipt of disclosures required under Part 2 Section 3.3(b);
 - xiv. any other information Tribe or Tribal Gaming Commission deems relevant; and
 - xv. request for fingerprints to be completed by the Tribal Gaming Commission, which is the law enforcement agency designated to take fingerprints.
- (b) provide Primary Management Officials and Key Employee applicants with the following disclosures prior to being filled out by an applicant:
- i. Privacy Act Notice. *In compliance with the Privacy Act of 1974, the following information is provided: Solicitation of the information on this form is authorized by 25 U.S.C. §§ 2701 et seq. The purpose of the requested information is to determine the eligibility of individuals to be granted a gaming license. The information will be used by the Tribal gaming regulatory authorities and by the National Indian Gaming Commission members and staff who have need for the information in the performance of their official duties. The information may be disclosed by the Tribe or the NIGC to appropriate Federal, Tribal, State, local or foreign law enforcement and regulatory agencies when relevant to civil, criminal, or regulatory investigations or prosecutions or when pursuant to a requirement by a tribe or the NIGC in connection with the issuance, denial, or revocation of a gaming license, or investigations of activities while associated with a tribe or a gaming operation. Failure to consent to the disclosures indicated in this notice will result in a tribe being unable to license you for a primary management official or key employee position. The disclosure of your Social Security Number (SSN) is voluntary. However, failure to supply a SSN may result in errors in processing your application.*
 - ii. Notice Regarding False Statements. *A false statement on any part of your license application may be grounds for denying a license or the suspension or revocation of a license. Also, you may be punished by fine or imprisonment (U.S. Code, title 18, section 1001).*
- (c) conduct background investigations for each Primary Management Official and Key Employee applicant to sufficiently allow the Tribal Gaming Commission to make an eligibility determination under Part 2 Section 3.3(e), which at a minimum shall include a check of:

- i. criminal history records information maintained by the Federal Bureau of Investigations;
 - ii. civil history; and
 - iii. personal credit check.
- (d) create and maintain an investigative report for each background investigation of a Primary Management Official or Key Employee which shall include:
 - i. steps taken in conducting the investigations;
 - ii. results obtained;
 - iii. conclusions reached; and
 - iv. the basis for those conclusions.
- (e) make determination of suitability on whether to issue a license. Tribal Gaming Commission may not issue a license if the licensing of applicant poses a threat to the public interest or to the effective regulation of gaming, or creates or enhances the dangers of unsuitable, unfair or illegal practices, methods, and/or activities in the conduct of gaming. Tribal Gaming Commission shall consider the applicant's;
 - i. prior activities;
 - ii. criminal record; and
 - iii. reputation, habits, and associations.
- (f) prior to issuing a license to a Primary Management Official or Key Employee, the Tribal Gaming Commission shall prepare a notice of results of the applicant's background investigation and submit it to the National Indian Gaming Commission no later than sixty (60) days after the applicant begins working, which at a minimum shall include:
 - i. a copy of the eligibility determination made under Part 2 Section 3.3(e);
 - ii. the applicant's name, date of birth and social security number;
 - iii. the date on which the applicant began, or will begin, working as a Primary Management Official or Key Employee; and
 - iv. a summary of the information presented in the investigative report, including:
 - 1. licenses that have been previously denied;

2. gaming licenses that have been revoked, even if substantially reinstated;
 3. every known criminal charge brought against the applicant within the last ten (10) years of the date of the application; and
 4. every felony offense of which the applicant has been convicted or any ongoing prosecution.
- (g) require all Primary Management Officials and Key Employees to have a gaming license;
- (h) upon submission of the notice of results of the applicant's background investigation to the National Indian Gaming Commission under Part 2 Section 3.3(c), the Tribal Gaming Commission may issue a license to a Primary Management Official or Key Employee;
- (i) notify the National Indian Gaming Commission of the issuance of a license to a Primary Management Official or Key Employee within thirty (30) days of issuance;
- (j) reconsider license applications and take into account National Indian Gaming Commission objections mentioned in an objection statement to the issuance of a license received by the National Indian Gaming Commission;
- (k) notify the National Indian Gaming Commission if the Tribal Gaming Commission does not issue a license to an applicant for Primary Management Official or Key Employee and forward copies of the eligibility determination and notice of results of the applicant's background investigation to the National Indian Gaming Commission;
- (l) if, after a license is issued to a Primary Management Official or Key Employee, the Tribe receives notice from the National Indian Gaming Commission that the Key Employee or Primary Management Official is not eligible for employment, the Tribal Gaming Commission shall:
- i. immediately suspend the license;
 - iii. provide the licensee, the Gaming Facility and the Tribal Council with written notice of the suspension and proposed revocation; and
 - iii. provide the licensee with notice of a time and a place for a hearing on the proposed revocation of a license. All rights to notice and hearing shall be governed by Tribal Law.
- (m) after a revocation hearing, the Tribe shall decide whether to revoke or to reinstate the license at issue. The Tribe shall notify the National Indian Gaming Commission of its decision to revoke or reinstate a license within 45-days of receiving notification from

the National Indian Gaming Commission that a Primary Management Official or Key Employee is not eligible for employment; and

- (n) the Tribal Gaming Commission, and its investigators, shall keep confidential the identity of each person interviewed in the course of conducting a background investigation.

3.4 Meetings. The Tribal Gaming Commission shall:

- (a) meet at least once per week to conduct formal business; and
- (b) keep meeting minutes.

3.5 Records Retention. The Tribal Gaming Commission shall retain:

- (a) for at least three (3) years from the date a Primary Management Official or Key Employee is terminated from employment with a Gaming Facility:
 - i. information contained in the application for licensing received under Part 2 Section 3.3(a);
 - ii. investigative reports created pursuant to Part 2 Section 3.3(d); and
 - iii. eligibility determinations made pursuant to Part 2 Section 3.3(e).
- (b) for at least two (2) years from the date the audit is sent to the NIGC pursuant to Part 2 Section 3.10.

3.6 Minimum Internal Control Standards. The Tribal Gaming Commission shall comply with 25 CFR Part 542 (as in effect on October 19, 2006, or as it may be amended) by formally adopting and making applicable to the Tribe's gaming activities, internal control standards that:

- (a) provide a level of controls that equals or exceeds those set forth in 25 CFR Part 542, as published or as revised by mutual agreement between the Nation Indian Gaming Commission and the Tribe;
- (b) contain standards for currency transaction reporting in compliance with 31 CFR Part 103.

3.7 Executive Director. The Tribal Gaming Commission shall hire an Executive Director to serve as an at-will employee of the Tribal Gaming Commission to oversee day-to-day operations of the Tribal Gaming Commission.

3.8 Executive Director Background Check. The Tribal Gaming Commission must require the Executive Director to submit to a criminal background check. Based on the results of the

background check, the Tribal Gaming Commission shall make an appropriate eligibility determination and keep the Executive Director criminal background check results on file.

- 3.9 Appeals. The Tribal Gaming Commission shall oversee any proceeding where an action taken by the Tribal Gaming Commission or the Executive Director are being challenged.
- 3.10 Annual Independent Audit. The Tribal Gaming Commission shall submit the annual independent audit to the National Indian Gaming Commission performed by the Gaming Facility under Part 3 Section 2.2 within sixty (60) days of receiving the annual independent audit from the Gaming Facility. A copy of the annual independent audit will be made available for review, upon request, to the Tribal Council.

Section # 4 – Executive Director Duties:

- 4.1 Operations. The Executive Director shall, subject to the supervision of the Tribal Gaming Commission, perform all duties, exercise all powers, and assume and discharge all responsibilities imposed by this Code or delegated by the Tribal Gaming Commission, which shall include:
- (a) serving as the supervisor of Tribal Gaming Commission employees; and
- (b) providing the Tribal Gaming Commissioners with assistance to properly implement this Code.
- 4.2 Agent for Service of Process. The Executive Director shall serve as the agent for service of any official determination, order, or notice of violation and may accept service at:

ATTN: Executive Director
Mechoopda Indian Tribal Gaming Commission
125 Mission Ranch Blvd
Chico, CA 95926

PART 3 GAMING FACILITY

Section # 1 – Gaming Facility License:

- 1.1 License Required. No person or entity may conduct Class II and/or Class III gaming without having first applied for and obtained a Gaming Facility license. Each place, facility, or location on Indian lands where Class II and/or Class III gaming is conducted is required to obtain a license from the Tribal Gaming Commission.
- 1.2 Term. The Gaming Facility license is valid for a term of two (2) years.

Section # 2 – Gaming Facility Duties:

- 2.1 Environment and Public Health and Safety. Gaming Facilities shall construct, maintain, and operate in a manner that adequately protects the environment, and the healthy and safety of the public.
- 2.2 Audit. Gaming Facilities shall cause independent audits to be conducted:
- (a) annually;
 - (b) inclusive of all gaming-related contracts that result in the purchase of supplies, services, or non-gaming concessions for more than \$25,000 in any year (except contracts for professional legal and accounting services); and
 - (c) in conformance with generally accepted accounting standards.
- 2.3 Inspections. Gaming Facilities shall provide the Tribal Gaming Commission with unrestricted access to any area of the gaming operation for inspections conducted pursuant to Part 2 Sections 2.2 and 2.4.
- 2.4 Reporting. The Gaming Facility shall submit the results of the independent audit conducted pursuant to Part 3 Section 2.2 to the Tribal Gaming Commission within one (1) week from receiving the findings from the independent auditor.

Section # 3 – Patron Dispute Resolutions:

Patrons with gaming complaints against a Gaming Facility as their sole remedy may file a claim in accordance with the Tribe's gaming dispute resolution procedures established and maintained by the Tribe, and as applicable, in accordance with the Compact. Patron gaming dispute resolution may include informal resolution between the claimant and the Gaming Facility, formal review by the Tribal Gaming Commission if requested by the claimant, and thereafter, appeal of the Tribal Gaming Commission decision by the claimant to the Tribal Council. All claims must meet the requirements of the Tribe's gaming dispute resolution procedures. The Tribe's gaming dispute resolution procedures are the sole remedy for any gaming dispute and gaming dispute claims are not subject to any review or appeal outside of the Tribe's gaming dispute resolution procedures.

PART 4 PRIMARY MANAGEMENT OFFICIAL AND KEY EMPLOYEE

Section # 1 – Primary Management Official and Key Employee License:

- 1.1 License Required. No person may be employed at a Gaming Facility as a Primary Management Official or Key Employee without receiving a valid license issued by the Tribal Gaming Commission within the first ninety (90) days of employment.

- 1.2 Term. A Primary Management Official or Key Employee license is valid for seven (7) years.

Section # 2 – Primary Management Official and Key Employee Duties:

- 2.1 Compliance with Laws. Primary Management Official's and Key Employees shall ensure all employees of the Gaming Facility, and gaming patrons comply with the federal laws, Tribal laws and the Compact. Violations of these requirements may be grounds for termination of employment and expulsion from the Gaming Facility.
- 2.2 Material Changes. Primary Management Official's and Key Employees shall update the Tribal Gaming Commission of any material change that would be reflected on a license application.

**THE MECHOOPDA INDIAN TRIBE OF CHICO RANCHERIA, CALIFORNIA****RESOLUTION 21-19**

Subject: **A Resolution to Rescind the Mechoopda Indian Tribe of Chico Rancheria Gaming Ordinance of 2001, and to Enact the Mechoopda Indian Tribe of Chico Rancheria Gaming Code**

WHEREAS, the Mechoopda Indian Tribe of Chico Rancheria is a sovereign federally recognized Tribe as established pursuant to the Constitution of the Mechoopda Indian Tribe, approved by the Secretarial Election on February 1, 1988; and

WHEREAS, the Tribal Council of the Mechoopda Indian Tribe of Chico Rancheria is the governing body of the Tribe pursuant to Article IV of the Tribal Constitution; and

WHEREAS, the Tribal Council of the Mechoopda Indian Tribe of Chico Rancheria is authorized by Article VIII, Section 3(a) of the Tribal Constitution to promulgate and adopt ordinances for the Tribe; and

WHEREAS, we, the duly elected Tribal Council of the Mechoopda Indian Tribe of Chico Rancheria, are entrusted with preserving the cultural values and promoting the general welfare of the Mechoopda Indian Tribe; and

WHEREAS, the protection, safety, and welfare of all persons, which includes, but is not limited to promoting educational, economic and employment opportunities and preserving the cultural and natural resources of the Mechoopda Indian Tribe, are primary goals and objectives of the Tribal Council; and

WHEREAS, in furtherance of its primary goals and objectives, the Tribal Council has determined to rescind the Mechoopda Indian Tribe of Chico Rancheria Gaming Ordinance of 2001; and

WHEREAS, in furtherance of its primary goals and objectives, the Tribal Council has determined to enact the Mechoopda Indian Tribe of Chico Rancheria Gaming Code; and

NOW, THEREFORE, BE IT RESOLVED, the Tribal Council hereby rescinds the Mechoopda Indian Tribe of Chico Rancheria Gaming Ordinance of 2001 and enacts the Mechoopda Indian Tribe of Chico Rancheria Gaming Code; and

BE IT FURTHER RESOLVED, the Tribal Council hereby approves Dennis Ramirez as Chairman of the Tribal Council, to execute all documents necessary to implement this Resolution; and

BE IT FURTHER RESOLVED, the language in the enacted Mechoopda Indian Tribe of Chico Rancheria, including all Sections, may not be interpreted or construed as a waiver of the Mechoopda Indian Tribe's sovereign immunity; and


BE IT FURTHER RESOLVED, Rosette, LLP is directed to submit the enacted Mechoopda Indian Tribe of Chico Rancheria Gaming Code to the National Indian Gaming Commission for approval; and

BE IT FINALLY RESOLVED, the Mechoopda Indian Tribal Gaming Commission is directed to operate under the Mechoopda Indian Tribe of Chico Rancheria Gaming Ordinance of 2001 until the National Indian Gaming Commission approves the enacted Mechoopda Indian Tribe of Chico Rancheria Gaming Code.


C E R T I F I C A T I O N

This is to certify that Resolution No. 21-19 was adopted at a duly called meeting of the Tribal Council of the Mechoopda Indian Tribe of Chico Rancheria, duly called on the 16th day of March 2021, and was adopted by a vote of (6) for, (0) against, and (0) abstaining. A quorum of 7 was present.

CERTIFY:


DennisRamirez (Mar 31, 2021 16:42 PDT)
Dennis Ramirez, Tribal Chairman

ATTEST:


Roberta J Lewis (Mar 31, 2021 16:52 PDT)
Roberta Lewis, Tribal Secretary