



September 30, 2025

VIA EMAIL

Tracey Hopkins, Chairwoman
Picayune Rancheria of the Chukchansi Indians
711 Lucky Lane
Coarsegold, CA 93614

Re: Picayune Rancheria of the Chukchansi Indians Gaming Ordinance

Dear Chairwoman Hopkins:

I am writing with respect to the July 29, 2025 request of the Picayune Rancheria of the Chukchansi Indians (Tribe) to the National Indian Gaming Commission to review and approve the Tribe's amended gaming ordinance. The amended gaming ordinance was adopted by the Tribal Council through Resolution No. 2025-84 on July 10, 2025.

Thank you for providing the amended gaming ordinance for our review. The ordinance is approved as it is consistent with the requirements of the Indian Gaming Regulatory Act and NIGC regulations. If you have any questions concerning this letter, please contact Senior Attorney Austin Badger at (202) 632-7003.

Sincerely,

A handwritten signature in blue ink that reads "Sharon M. Avery".

Sharon M. Avery
Chairwoman (A)



Picayune Rancheria
of the
CHUKCHANSI INDIANS

711 Lucky Lane, Coarsegold, CA 93614
Mailing Address: 46575 Rd. 417, Coarsegold, CA 93614

TRIBAL COUNCIL

RESOLUTION NO. 2025-84

ADOPTING THE TRIBAL GAMING ORDINANCE

WHEREAS, the Picayune Rancheria of the Chukchansi Indians ("Tribe") is a sovereign federally recognized Indian tribe organized under the Constitution of the Tribe ratified on October 22, 1988; and

WHEREAS, pursuant to Article IV, Section 2 of the Tribe's Constitution, the Picayune Rancheria of the Chukchansi Indians Tribal Council ("Tribal Council") is the governing body of the Tribe; and

WHEREAS, pursuant to Article V of the Tribe's Constitution, the Tribal Council has the power and responsibility to promulgate and enforce bylaws and ordinances to carry out its powers under the Constitution, to safeguard the peace, safety, morals, and general welfare of the Tribe, to provide for the protection and preservation of Tribal property, and to exercise such further powers, consistent with the Constitution, as needed to carry out the powers listed in the Constitution; and

WHEREAS, the Tribal Council under authority of the Tribe's Constitution is empowered to promulgate and enforce ordinances to carry out its powers, and to administer any funds within the control of the Tribe (Constitution, Article V, Sections (a) and (p)); and

WHEREAS, the Tribal Council has developed and updated the Tribal Gaming Ordinance and has circulated a draft of the Tribal Gaming Ordinance for comment pursuant to Section 11(b) of the Tribal Council Bylaws, and the Tribal Council received no written comments; and

WHEREAS, the Tribal Council finds it is in the best interest of the Tribe to approve the Tribal Gaming Ordinance, attached hereto as Exhibit 1; and

NOW, THEREFORE, BE IT RESOLVED, that the Tribal Council hereby adopts the Tribal Gaming Ordinance, attached hereto as Exhibit 1; and

NOW THEREFORE, BE IT FINALLY RESOLVED, that the Tribal Council hereby authorizes the Chairwoman, or in her absence the Vice-Chairman or Secretary to sign any document and take any action necessary to effectuate this Resolution.

CERTIFICATION

The Tribal Council of the Picayune Rancheria of the Chukchansi Indians does hereby certify that the foregoing resolution was adopted by the Council at a duly called meeting on the 10th day of July 2025, at which a quorum was present, and was adopted by a vote of 5 Ayes, 0 Nays, 0 Abstentions, 1 Absent, and 1 Not Voting.

ABSENT EXCUSED

Tracey Hopkins, Chairwoman

Melvin Espe
Melvin Espe, Vice-Chairman

Michael Wynn
Michael Wynn, Secretary

Hillary Hammond Battles
Hillary Hammond Battles, Member-at-Large

Denise McCombs-Esquivel
Denise McCombs-Esquivel, Treasurer

Marco Alcantar
Marco Alcantar, Member-at-Large

Elena Sanders
Elena Sanders, Member-at-Large

PICAYUNE RANCHERIA OF THE CHUKCHANSI INDIANS



Physical Address: 711 Lucky Lane, Coarsegold, CA 93614

Mailing: 46575 Road 417, Coarsegold, CA 93614

Revised Tribal Gaming Ordinance

Section 1. Purpose

The Tribal Council of the Picayune Rancheria of the Chukchansi Indians ("Tribe"), empowered by the Tribe's Constitution to enact ordinances, hereby enacts this Ordinance to: (1) promote tribal economic development, self-sufficiency, and sovereignty; (2) shield the operation of gaming from organized crime and other corrupting influences; and (3) ensure that gaming is conducted fairly and honestly by both the operator and players.

Section 2. Ownership of Gaming

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

Section 3. Use of Net Gaming Revenues

A. Net revenues from Tribal gaming shall be used only for the following purposes:

1. To fund Tribal government operations or programs;
2. To provide for the general welfare of the Tribe and its members;
3. To promote Tribal economic development;
4. To donate to charitable organizations; or
5. To help fund operations of local government agencies.

Section 4. Per Capita Payments

A. Net revenues from any gaming activities conducted or licensed by the Tribe may be used to make per capita payments to Tribal members if:

1. The Tribe has prepared a plan to allocate revenues to one or more of the five uses authorized by Section 3(A) of this Ordinance;
2. The plan is approved by the Secretary of the Interior as adequate, particularly with respect to the uses described in Sections 3(A)(1) and 3(A)(3) of this Ordinance;

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3. The interests of minors and other legally incompetent persons who are entitled to receive any of the per capita payments are protected and preserved, and the per capita payments are disbursed to the parents or legal guardian of such minors or legal incompetents in such amounts as may be necessary for the health, education, or welfare of the minor or other legally incompetent person; and
4. The per capita payments are subject to Federal taxation and the Tribe notifies its members of such tax liability when payments are made.

Section 5. Audits

- A. The Tribe shall cause the performance of independent audits of gaming operations annually and shall submit the results of those audits to the NIGC.
- B. Annual audits shall conform to generally accepted auditing standards.
- C. All gaming-related contracts that result in the purchase of supplies, services or concessions for more than \$25,000 in any year (except contracts for professional legal and accounting services) shall be specifically included within the scope of the audit conducted under Section 5(A) of this Ordinance.
- D. Copies of the annual audit of each licensed gaming operation, and each audit for supplies, services or concessions of each gaming operation, shall be furnished to the NIGC within 120 days after the end of each fiscal year of the gaming operation.

Section 6. Environment and Public Health and Safety

- A. Each gaming facility shall be constructed, maintained, and operated in a manner that adequately protects the environment and the health and safety of the public.

Section 7. Patron Dispute Resolution

Patrons who have personal injury or property damage complaints against a Gaming Facility or Gaming Operation ("Patron Tort Claims") shall have the right to remedies provided in the Tribe's Patron Tort Ordinance and the requirements of the Tribal-State Compact, if any. Patrons who have complaints arising from their participation in Gaming Activities at a Gaming Facility ("Patron Gaming Claims") shall have the right to remedies as provided in the Tribal Gaming Commission's policies and procedures and the requirements of the Tribal-State Compact, if any.

Section 8. Class II Gaming Played Using Mobile Devices and/or the Internet

- A. The Tribal Gaming Commission may authorize the use of mobile devices and/or the internet to play Class II games on the Tribe's Indian lands provided the Tribal Gaming Commission issues regulations or standards that meet the requirements of subsections B and C of this section, but only if such bets or wagers do not violate any provision of:

1. The Interstate Horseracing Act of 1978 (15 U.S.C. §§ 3001 et seq.);

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2. The Gambling Devices Transportation Act (15 U.S.C. §§ 1171 et seq.);
 3. The Indian Gaming Regulatory Act (25 U.S.C. §§ 2701 et seq.);
 4. The Compact or Secretarial Procedures promulgated by the Secretary of the Interior in lieu of a compact; or
 5. Any other applicable laws.
- B. Before allowing the play of a Class II game using mobile devices and/or the internet, the Tribal Gaming Commission shall adopt standards or regulations to implement the following age, location and data security requirements, which are intended to comply with the safe harbor provisions of the Unlawful Internet Gaming Enforcement Act, 31 U.S.C. §§ 5361 et seq.:
1. Only patrons who have provided their legal name, date of birth, address and contact information shall be allowed to establish an account for Class II gaming using mobile devices and/or the internet.
 2. Such information must be encrypted by the Gaming Operation and the patron must establish an account password or other authentication method approved by the Tribal Gaming Commission.
 3. The patron shall be required to authenticate his or her identity prior to accessing his/her account and/or placing a wager.
 4. The location of the patron on Indian lands must be verified by the Gaming Operation prior to the first wager in the patron session using a geolocation method that provides the latitude and longitude coordinates of the patron.
 5. The location of the patron must be verified on an ongoing basis and the patron session must be disabled any time the Gaming Operation is unable to verify the patron is present on Indian lands.
 6. The patron shall be allowed to create an account or withdraw funds from that account, other than for game play, only in person at a Gaming Facility.
- C. Class II games played using mobile devices and/or the internet must comply with the requirements of 25 C.F.R. Part 547, including any Alternative Standards adopted by the Tribal Gaming Commission and approved by the Chair of the National Indian Gaming Commission.

Section 9. Place, Location or Facility Licenses

- A. The Tribe shall issue a separate license to each place, facility or location on Indian lands where class II and/or class III gaming is conducted under this Ordinance.
- B. The Tribal Gaming Commission is responsible for issuing new or renewed licenses to each place, facility or location on behalf of the Tribe.
- C. The Tribal Gaming Commission shall identify the environmental, health and public safety standards with which the place, facility or location must comply and verify the gaming facility is in compliance prior to the issuance or renewal of a facility license.

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- D. For any new license, the Tribal Gaming Commission shall submit to the NIGC Chair a notice that issuance of a license is under consideration by the Tribal Gaming Commission. This notice must be submitted at least one-hundred and twenty (120) days before the opening of any new place, facility, or location on Indian lands where Class II and/or Class III gaming will occur in accordance with 25 C.F.R. § 559.2(a) and shall contain the items required by 25 C.F.R. § 559.2(b).
- E. In accordance with 25 C.F.R. § 559.3, the Tribal Gaming Commission shall submit a copy of each newly issued or renewed license to the NIGC Chair within thirty (30) days of issuance, along with any other required documentation in accordance with 25 C.F.R. § 559.4.
- F. In accordance with 25 C.F.R. § 559.4, the Tribal Gaming Commission shall submit to the Chair with each license an attestation certifying that by issuing the license, the Tribe has determined that the construction and maintenance of the gaming facility, and the operation of that gaming, is conducted in a manner which adequately protects the environment and the public health and safety in accordance with all laws, resolutions, codes, policies, standards or procedures applicable to each gaming place, facility, or location that protect the environment and the public health and safety, including standards, under a Tribal-State Compact, if any.
- G. The Tribe shall notify the NIGC Chair within thirty (30) days if a license is terminated or expires, or if a gaming place, facility, or location closes or reopens, with the exception of seasonal closures or temporary closures with a duration of less than one-hundred and eighty (180) days in accordance with 25 C.F.R. § 559.5.

Section 10. Agent for Service of Process

The Tribe designates the Chairperson of the Tribal Council as the agent for service of any official determination, order or notice of violation.

Section 11. Establishment of the Tribal Gaming Commission

- A. The Tribe hereby establishes the Picayune Rancheria of the Chukchansi Indians Gaming Commission ("Tribal Gaming Commission"). The Tribal Gaming Commission shall function as an independent tribal agency responsible for the regulation of all Gaming Activities within the jurisdiction of the Tribe and on behalf of the Tribe in accordance with this Ordinance and the Tribal Gaming Commission Ordinance as adopted and amended from time to time by the Tribe.
- B. The Tribal Gaming Commission will conduct oversight to ensure compliance with Tribal, federal and, if applicable, state laws and regulations. It will serve as the licensing authority for individuals employed in the Gaming Operation and will administer background investigations as part of the licensing process. The Tribal Gaming Commission will also have a role in monitoring compliance with the Gaming Operation's internal controls and in tracking gaming revenues. The Tribal Gaming Commission shall also promulgate regulations and monitor all Class II and Class III gaming activity

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conducted on the Tribe's Indian lands on a continuing basis. In order to carry out its regulatory duties, the Tribal Gaming Commission shall have unrestricted access to all areas of the Gaming Operation and to all of its records. The Tribal Gaming Commission shall have authority to take enforcement actions, including suspension or revocation of an individual gaming license, when appropriate.

- C. The specific enumerated duties, powers, and responsibilities of the Tribal Gaming Commission, in addition to those contained in this Ordinance, will be established by the Tribe in accordance with the Tribal Gaming Commission Ordinance as adopted and amended from time to time by the Tribe.
- D. It is the policy of the Tribe that all Gaming Activities be licensed and controlled so as to protect the morals, good order and welfare of tribal citizens and other persons on Tribal Lands, and to preserve the honesty, fairness, and integrity of such Gaming Activities. Accordingly, no person or entity shall conduct any Class II or Class III Gaming Activities on Tribal Lands without a valid license issued by the Tribal Gaming Commission.
- E. The Tribe's Gaming Licensing procedure shall be administered through the Tribal Gaming Commission. The program shall be an investigative licensing process under which all applicants for gaming license are evaluated against the standards set forth in, and subject to, the following applicable laws:
 - 1. This Ordinance and any gaming regulations promulgated thereunder;
 - 2. The Indian Gaming Regulatory Act and any applicable regulations published by the National Indian Gaming Commission;
 - 3. Applicable Compact or Secretarial Procedure requirements, if any; and
 - 4. Any other applicable tribal, federal, or state laws.
- F. Any gaming license or finding of suitability issued by the Tribal Gaming Commission shall be deemed a privilege, and is subject to suspension or revocation at any time. No license or license renewal shall be issued that would place the Tribe in violation of any applicable law. A gaming license or finding of suitability is subject to renewal at least every two (2) years.
- G. The burden of proving an applicant's qualifications to receive a license hereunder is at all times on the applicant. Applicants must accept any risk of adverse public notice, embarrassment or other action that may result from the application process and expressly waive any claim for damages as a result thereof.
- H. Key Employees and Primary Management Officials and related persons and entities are required to be licensed by the Tribal Gaming Commission, and as a basis for issuing a license, the Tribal

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Gaming Commission must conduct, or cause to be conducted, a background investigation, in accordance with the requirements of this Code.

- I. Additionally, the following persons and entities shall also be subject to licensing and background investigation by the Tribal Gaming Commission, at the level of investigation established by the Tribal Gaming Commission which may be less stringent than the background requirements of Key Employees and Primary Management Officials:
 1. All gaming employee who are not otherwise classified as Key Employees and Primary Management Officials, employed within the Tribe's Gaming Enterprise;
 2. All vendors of the Gaming Operation, unless otherwise exempt as determined by the Tribal Gaming Commission;
 3. Financial Sources, unless otherwise exempt as determined by the Tribal Gaming Commission;
 4. Unions or Labor Organizations, including its management and representatives, seeking to represent any Gaming Employees; and
 5. Any other person or entity required to be licensed as determined by the Tribal Gaming Commission.

Section 12. License Application Forms

- A. The following notice shall be placed on the Tribe's license application form for a key employee or a primary management official before it is filled out by an applicant:

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.

- B. Existing key employees and primary management officials shall be notified in writing that they must either complete a new application form that contains the notice above in compliance with the Privacy Act of 1974 or shall sign a statement that contains the notice and consent to the routine uses described in the notice.

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- C. The following additional notice shall be placed on the application form for a key employee or a primary management official before it is filled out by an applicant:

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).

- D. Existing key employees or primary management officials shall be notified in writing that they must either complete a new application for that contains a notice regarding false statements or sign a statement that contains the notice regarding false statements.

Section 13. Background Investigations

- A. The Tribal Gaming Commission shall perform a background investigation for each primary management official and key employee in its gaming operation. The investigation must be sufficient to allow the Tribal Gaming Commission to make an eligibility determination under Section 15 of this Ordinance.
- B. The Tribal Gaming Commission is responsible for conducting the background investigations of primary management officials and key employees. The background investigation shall include a check of criminal history records information maintained by the Federal Bureau of Investigations.
- C. The Tribe shall request fingerprints from each primary management official and key employee. The law enforcement agency designated to take fingerprints is the Gaming Commission.
- D. The Tribal Gaming Commission shall request from each primary management official and key employee all of the following information:
1. 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);
 2. 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;
 3. The 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 (D)(2) of this section;
 4. Current business and residential telephone numbers, and all cell phone numbers;
 5. A description of any existing and previous business relationships with other tribes, including any ownership interests in those businesses;
 6. A description of any existing and previous business relationships with the gaming industry generally, including ownership interests in those businesses;

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7. 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;
 8. 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;
 9. For each misdemeanor conviction or ongoing misdemeanor prosecution (excluding minor traffic violations) within 10 years of the date of the application, the name and address of the court involved and the date of disposition, if any;
 10. 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 to paragraphs (D)(8) or (D)(9) of this Section, the criminal charge, the name and address of the court involved, and the date of disposition, if any;
 11. The name and address of any licensing or regulatory agency with which the person has filed an application for an occupational license or permit, whether or not such license or permit was granted;
 12. A photograph;
 13. Any other information the Tribe deems relevant; and
 14. Fingerprints obtained in accordance with procedures adopted by the Tribe.
- E. When a primary management official or key employee is employed by the Tribe, a complete application file, containing all of the information listed in Section 13(D), shall be maintained.
- F. The Tribal Gaming Commission, and its investigators, shall keep confidential the identity of each person interviewed in the course of conducting a background investigation.

Section 14. Investigative Reports

- A. The Tribal Gaming Commission shall create and maintain an investigative report for each background investigation of a primary management official or key employee.
- B. Investigative reports shall include all of the following information:
1. Steps taken in conducting the investigation;
 2. Results obtained;
 3. Conclusions reached; and

4. The basis for those conclusions.

Section 15. Eligibility Determinations

- A. Before a license is issued to a primary management official or key employee, the Tribal Gaming Commission shall make a finding concerning the eligibility of that person for receiving a gaming license by reviewing the applicant's prior activities, criminal record, if any, and reputation, habits and associations.
- B. If the Tribal Gaming Commission, in applying the standards adopted in this Ordinance, determines that licensing the person 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, he or she shall not license that person in a key employee or primary management official position.
- C. Copies of the eligibility determination shall be included with the notice of results that must be submitted to the NIGC before the licensing of a primary management official or key employee.

Section 16. Notice of Results of Background Investigations

- A. Before 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 to submit to the NIGC.
- B. The notice of results must be submitted to the NIGC no later than sixty (60) days after the applicant begins working for the Tribe.
- C. The notice of results shall include the following information:
 - 1. The applicant's name, date of birth, and social security number.
 - 2. The date on which the applicant began, or will begin, working as a primary management official or key employee.
 - 3. A summary of the information presented in the investigative report, including:
 - a. licenses that have previously been denied;
 - b. gaming licenses that have been revoked, even if subsequently reinstated;
 - c. every known criminal charge brought against the applicant within the last ten (10) years of the date of the application; and
 - d. every felony offense of which the applicant has been convicted or any ongoing prosecution.
 - 4. A copy of the eligibility determination made in accordance with Section 15.

Section 17. Granting Gaming Licenses

- A. All primary management officials and key employees of the gaming operation must have a gaming license issued by the Tribal Gaming Commission.
- B. The Tribal Gaming Commission is responsible for granting and issuing gaming licenses to primary management officials and key employees.
- C. The Tribal Gaming Commission may license a primary management official or key employee applicant after submitting a notice of results of the applicant's background investigation to the NIGC, as required by Section 16.
- D. The Tribal Gaming Commission shall notify the NIGC of the issuance of a license to a primary management official or key employee within 30 days of issuance.
- E. The Tribe shall not employ an individual in a primary management official or key employee position who does not have a license after 90 days of beginning work at the gaming operation.
- F. The Tribal Gaming Commission must reconsider a license application for a primary management official or key employee if it receives a statement of itemized objections to issuing such a license from the NIGC, and those objections are received within thirty (30) days of the NIGC receiving a notice of results of the applicant's background investigation.
- G. The Tribal Gaming Commission shall take the NIGC's objections into account when reconsidering a license application.
- H. The Tribe will make the final decision whether to issue a license to an applicant for a primary management official or key employee position.
- I. If the Tribal Gaming Commission has issued a license to a primary management official or key employee before receiving the NIGC's statement of objections, notice and a hearing shall be provided to the licensee, as required by Section 19.

Section 18. Denying Gaming Licenses

- A. The Tribal Gaming Commission shall not license a primary management official or key employee if the Tribal Gaming Commission determines, in applying the standards in Section 15 for making a license eligibility determination, that licensing the person:
 - 1. Poses a threat to the public interest;
 - 2. Poses a threat to the effective regulation of gaming; or
 - 3. Creates or enhances the dangers of unsuitable, unfair or illegal practices, methods and/or activities in the conduct of gaming.

B. When the Tribal Gaming Commission does not issue a license to an applicant for a primary management official or key employee position, or revokes a previously issued license after reconsideration, it shall:

1. Notify the NIGC; and
2. Forward copies of its eligibility determination and notice of results of the applicant's background investigation to the NIGC for inclusion in the Indian Gaming Individuals Record System.

Section 19. Gaming License Suspensions and Revocations

A. If, after a license is issued to a primary management official or a key employee, the Tribe receives notice from the NIGC that the primary management official or key employee is not eligible for employment, the Tribal Gaming Commission shall do the following:

1. Immediately suspend the license;
2. Provide the licensee with written notice of the suspension and proposed revocation; and
3. Provide the licensee with notice of a time and place for a hearing on the proposed revocation of the license.

B. Following a revocation hearing, the Tribe shall decide whether to revoke or reinstate the license at issue.

C. The Tribe shall notify the NIGC of its decision to revoke or reinstate a license within forty-five (45) days of receiving notification from the NIGC that a primary management official or key employee is not eligible for employment.

Section 20. Records Retention

A. The Tribal Gaming Commission shall retain, for no less than three years from the date a primary management official or key employee is terminated from employment with the Tribe, the following documentation:

1. Application for licensing;
2. Investigative Reports; and
3. Eligibility Determinations.

Section 21. Temporary Licenses

A. Upon receipt of a completed gaming license application and completion of an initial background investigation that does not indicate the applicant has a criminal history or other information in his

or her background that would either automatically disqualify the applicant from obtaining a license or cause a reasonable person to investigate further before issuing a license, or is otherwise unsuitable for a license, the Gaming Commission may issue a temporary license of no more than ninety (90) days duration if, in its sole discretion, it deems such issuance appropriate. Such temporary licenses shall permit the Licensee to engage in such activities pursuant to such terms and conditions as the Tribal Gaming Commission may specify. Temporary licenses may be suspended or revoked at any time by the Tribal Gaming Commission, and shall expire ninety (90) days from date of issuance, upon issuance of a regular license, or otherwise revoked by the Gaming Commission.

Section 22. License Renewal

- A. All licenses shall be subject to renewal at least every two (2) years, and more frequently if so required by the Tribal Gaming Commission or other applicable law.

Section 23. Hearings

- A. The Tribal Gaming Commission may conduct hearings as needed to make regulatory compliance determinations within the scope of this Ordinance and shall conduct such hearings in accordance with any hearing procedures and regulations as may be promulgated by the Gaming Commission

Section 24. National Indian Gaming Commission-Regulations

- A. Notwithstanding any provision in this Gaming Code or any regulation promulgated thereunder, the Tribal Gaming Commission is fully empowered to comply with all applicable regulation promulgated by the National Indian Gaming Commission, including, but not limited to, all requirements to report ordinances, contracts, license applications, background checks and other information to the National Indian Gaming Commission.

Section 25. Sovereign Immunity

- A. Except as provided herein, nothing in this Gaming Code shall be construed as a waiver of the sovereign immunity of the Tribe or any of its officers, employees, or entities.

Section 26. Consent to Jurisdiction

- A. Any person who applies for a gaming license under this Ordinance, applies for employment in any Gaming Establishment, enters into any contract or agreement related to gaming, or participates in any gaming on the lands of the Tribe, shall be deemed to have consented to the civil jurisdiction of the Tribe, the Tribal Gaming Commission, and the Tribal Court. Nothing in this section shall limit

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the jurisdiction of the Tribe, the Tribal Gaming Commission, or the Tribal Court under any circumstances not explicitly contemplated in this Ordinance.

Section 27. Compliance with Federal Law

The Tribe shall comply with all applicable federal laws, including the Bank Secrecy Act, 31 U.S.C. §§ 5311 *et seq.*

Section 28. Repeal

To the extent that they are inconsistent with this Ordinance, all prior Tribal gaming ordinances are hereby repealed.

Section 29. Effective Date

This ordinance shall take effect immediately upon approval by the NIGC.

CERTIFICATION

The foregoing ordinance was adopted at a regular meeting of the Picayune Rancheria Tribal Council held on the 10th day of July, 2025, with a quorum present, by the following vote:

AYES: 5
NAYES: 0
ABSENT: 1
ABSTAIN: 0
NOT VOTING: 1

PICAYUNE RANCHERIA OF CHUKCHANSI INDIANS

By: Melvin Espe
Melvin Espe, Vice Chairman

ATTEST:
Michael Wynn
Michael Wynn, Secretary