
From: tsmith@ohcouncilchs.org [mailto:tsmith@ohcouncilchs.org]

Sent: Wednesday, February 09, 2011 2:11 PM

To: Reg Review

Subject: Class 2 and Class 3 slot machines

The Ohio Council of Churches urges the National Indian Gaming Commission strongly urges that you not permit Native American tribes to get federal permission to build facilities and install Class II slot machines under the guise that they are somehow less addictive to potential gamblers. Slot machines have proven over and over again rather they be in Native American casinos or those of gambling corporations that both types of slots are in fact accurately titled the "crack cocaine" of gambling.

My name is Tom Smith, Public Policy Director for the Ohio Council of Churches representing 17 mainline Christian denominations in the state of OHio. You can contact me at 614/885-9590 ext. 15.

Our address is : Ohio Council of Churches, 6230 Busch Blvd. STe. 430, Columbus, Ohio 43229.



Public Comment Regarding Technical Standards for Class II Gambling Machines February 11, 2011

On behalf of Stop Predatory Gambling Foundation, a coalition of more than one million individuals and groups opposed to predatory gambling, I am writing to ask the National Indian Gaming Commission to make a definite distinction between Class II and Class III tribal gambling machines and more importantly, make the Commission's primary focus be to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 11, 2011

Today I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, to make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Stefani Traina
6 Roulston Circle
Andover, MA 01810
steftraina@verizon.net
978-470-3140



Miccosukee Tribe of Indians of Florida Tribal Gaming Agency

Members

Colley Billie, Chairman

Jasper Nelson, Ass't. Chairman
Max Billie, Treasurer

Andrew Bert Sr., Secretary
William M. Osceola, Lawmaker

February 4, 2011

Ms. Tracie Stevens, Chairwoman
National Indian Gaming Commission
1441 L St. N.W., Suite 9100
Washington, DC 20005

Re: Comments on the Revision of Existing Gaming Regulations

Dear Chairwoman Stevens,

Thank you very much for your efforts to consult with Tribes and discuss our thoughts and priorities for revising existing gaming regulations and promulgating new regulations. As you are aware, it is very important that both tribes and the National Indian Gaming Commission have good working relationships.

The Miccosukee Tribe of Indians of Florida believes that the National Indian Gaming Commission should strive to ensure that its rules are fair, realistic, reasonable, and consistent with the goals and purposes of IGRA.

Please find below our suggestions with respect to NIGC's comprehensive review of gaming regulations.

We believe that updating Part 543 is a priority. A review of the regulation demonstrates that it is incomplete, confusing, and poses serious compliance issues.

The NIGC should reconsider scrapping Part 543, and redrafting the Class II MICS in a manner more consistent with Part 542, where paper bingo is separate from the video bingo machines.

Page 2

Continuation:

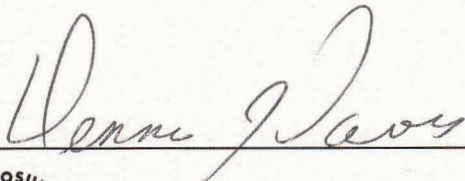
The NIGC should consider whether this regulation in Part 559 regarding facility license notifications, renewals, and submissions, is necessary given that tribal governments have their own process and procedures that are more than sufficient to meet the concerns underlying facility licensing on their reservation.

Tribes already have to adhere to EPA regulations and building codes in their facilities. So not only do we have to conform to those standards, but now we have to submit these to the NIGC, for facility licensing?

In conclusion the Miccosukee Tribe of Indians of Florida and the Miccosukee Tribal Gaming Agency would like to thank you for this opportunity to provide input into the regulatory review process.

Thank you again for the opportunity, and if you have any questions, feel free to contact us.

Sincerely,



Dennis J. Davis, Director
Miccosukee Tribal Gaming Agency



Alabama Baptist Convention
State Board of Missions

One Mission: The Great Commission One Program: The Cooperative Program Many Ministries: Great Commission Ministries

TO: National Indian Gaming Commission
RE: Public Comment Regarding Technical Standards for Class II Gambling Machines
DATE: February 11, 2011

I am writing to ask the National Indian Gaming Commission to make a clear and unmistakable distinction between Class II and Class III tribal gambling machines. In Alabama, all the casinos using Class III machines have been closed; except for the Indian casinos. They are in full operation and advertising every day and night because you are allowing them to operate Class III gambling in a state where the Constitution allows only Class II gambling.

Indians should not be allowed by you to disrespect the laws of Alabama. By using machines that adversely affect the players, they are creating compulsive gamblers in the State of Alabama.

Please consider the destructive nature of slot machines on the citizenry of Alabama as well as other states and stop this practice. My motive for the desired eradication of slot machine gambling in our state is for the welfare of our citizens. It has corrupted our government causing the indictment of four state senators in 2010. Gambling is a blight on society and needs to be stopped.

Sincerely,

A handwritten signature in black ink that reads "Joe Bob Mizzell".

Joe Bob Mizzell, D.Min.
State Missionary
Christian Ethics/Chaplaincy Ministries
jmizzell@alsbom.org

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

A handwritten signature in black ink that reads "Les Bernal". The signature is written in a cursive, flowing style.

Les Bernal
Executive Director
Stop Predatory Gambling Foundation
100 Maryland Avenue NE, Room 310
Washington, DC 20002
(202) 567-6996

From: CB [apostolicboylargo@yahoo.com]
Sent: Wednesday, February 09, 2011 5:04 PM
To: Reg Review
Subject: READ

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Christopher Benjamin
13190 Washington Drive #B
Largo, Florida
33774
727-259-4599
apostolicboylargo@yahoo.com

Be a PS3 game guru.

Get your game face on with [the latest PS3 news and previews at Yahoo! Games.](#)

From: Nuala Boness [nandjboness@comcast.net]

Sent: Wednesday, February 09, 2011 2:42 PM

To: Reg Review

Subject: Definitely AGAINST GAMBLING!

I have witnessed great family disintegration caused by this nasty stealing from the people who can least afford it!!! Stop now

I am a real estate agent in Andover Ma I reside at 4 Robinswood Way what is Mr DiLeo our State rep trying to do ! no doubt a hidden agenda or a puppet of these with lots to gain!

Regards,

Nuala Boness
978-807-5596
978-475-7046

2/10/2011

From: Frances Perguidi [fperguidi@yahoo.com]
Sent: Wednesday, February 09, 2011 10:51 PM
To: Reg Review
Subject: National Indian Gaming Commission

Please make clear and unmistakable distinction between Class II tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

Frances May Perguidi
32 East Palmer Park Drive
Palmer, MA 01069-1918
413-283-4048
e-mail: fperguidi@yahoo.com

From: Les Bernal [Les@StopPredatoryGambling.org]
Sent: Wednesday, February 09, 2011 1:34 PM
To: Keith Baker
Subject: 5 minutes to help stop predatory slots

Dear Keith,

Native American casinos have been a driving force behind the massive expansion of predatory gambling that has overwhelmed the U.S. over the last twenty years. It's happened in large part because so-called "Class II" slot machines, often called "electronic bingo machines," have allowed predatory gambling interests to willfully evade state gambling laws to expand their business scheme within a state.

By taking five minutes to attach the sample letter below in an email today, you can make a difference to stop this practice. At this moment, the National Indian Gaming Commission is reviewing technical standards for Class II gambling machines (this includes bingo machines.). **The public is being given an opportunity to provide input and the public comment period ends this Friday, Feb. 12th.** I strongly urge you to make your voice heard.

The NIGC prefers citizens submit comments *as an attachment* by email to reg.review@nigc.gov Please include the name of the person making the submission, mailing address, telephone number and e-mail address. They ask the document be emailed as an attachment in either Microsoft Word or as an Adobe PDF format. If you want more details, [you can visit here](#).

Thanks for making a difference.

Best,

Les Bernal
SPG Foundation

Text of Sample Attachment Below:

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

2/10/2011

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get “almost anyone hooked on slots” and to put citizens “in a trance-like state” so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Mailing Address:
Stop Predatory Gambling
100 Maryland Ave NE
Room 310
Washington, DC 20002
US

Contact Name: mail@stoppredatorygambling.org
Telephone Number: (202) 567-6996

[Remove yourself from this mailing.](#)

[Remove yourself from all mailings from United Methodist General Board of Church and Society.](#)

From: autaugabaptist@gmail.com on behalf of Bill Morgan [bmorgan@autaugabaptist.org]
Sent: Wednesday, February 09, 2011 4:46 PM
To: Reg Review
Subject: Gambling on Indian land

Please stop all forms of gambling on the federally controlled Indian land especially in states where it is illegal.

Bill Morgan
1833 Edinburgh St
Prattville, AL 36066
334-799-8480

From: Susan Gore [sue.gore@leeaudio.net]
Sent: Wednesday, February 09, 2011 4:32 PM
To: Reg Review
Subject: Class II Gambling Machines

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

This has personally effected a member of my family, losing her three very young daughters and husband to this addiction. Please stop it!!!!

Susan Gore
70 Fairview St.
Lee, MA 01238
413-243-2273

2/10/2011

From: Lynn & Carl [slush@oregonfast.net]
Sent: Wednesday, February 09, 2011 4:05 PM
To: Reg Review
Subject: casino gambling

If the United States is going to continue to allow gambling in the Indian casinos, and the expansion of Indian Casinos, then it should stop the federal subsidized funds that the tribes receive.

Supposedly, the reason for these Indian Casinos, was to allow the tribal members (I use that term loosely) to earn an income so that the Federal Government (my taxes) doesn't have to subsidize these Sovereign Nations (I use this term "more" loosely). We are now one nation, indivisible (oh wait we have about 200+ soverien nations within this one country that's indivisible).

There is absolutely no reason to expand these Indian casinos with more electronic gambling machines.....none! This country is already in enough financial trouble, without adding more people to the welfare rolls because they lost everything gambling.

Carl Slusser

From: Douglas Wingeier [dcwing@att.net]
Sent: Wednesday, February 09, 2011 3:04 PM
To: Reg Review
Cc: mail@stoppredatorygambling.org
Subject: clear distinction between class II and class III gambling
To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely yours,
Douglas E. Wingeier
266 Merrimon Ave.
Asheville, NC 28801
828-246-4885
dcwing@att.net

2/10/2011

From: donald cole [drarcole@vci.net]
Sent: Wednesday, February 09, 2011 2:45 PM
To: Reg Review
Cc: Kentucky League
Subject: Gambling Machines

Dear Sirs:

The "electronic gambling machines" need to be stopped and put out of business. They will cause a lot of devastation all across the country. They will bring harm to families as many will become addicted to playing the machines. How can we as thinking people let these machines operate. They will suck communities dry of their resources.

Donald R. Cole
Ky League on Alcohol and Gambling Problems
2722 Crittenden Drive
Louisville, Ky 40209

Ph. (502) 635-0002
Cell Ph. 270-619-0265

e-mail drarcole@vci.net

2/10/2011

From: Velma Everett [velmaeverett@bellsouth.net]

Sent: Thursday, February 10, 2011 4:13 PM

To: Reg Review

Subject: Indian Gaming Commission

To: National Indian Gaming Commission

Re: Public comment regarding Technical Standards for Class II Gambling Machines

Date February 10, 2011

I am writing to ask the national Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove that these slot machines are safe. As the recent 60 Minutes segment revealed, all forms of electric gambling machines have proven severely harmful for many thousands of Americans. Why then are these machines still being aggressively advertised to our people when so many families are experiencing inadequate funds for the necessities of life, as well as abuse and suicide, because one or more family members are addicted to gambling?

In the words of Rhode Island Hospital's Dr. Robert Breen who was heard on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots".

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told the *Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of our Congress who voted for the Indian Gaming Regulatory Act of 1988 or any staff member who believes the intent of the IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" in order to lose control of their spending? And did any member consider the consequences of family income being squandered in this manner, resulting in the horrors already mentioned?

The NGIC can eliminate the debates and arguments concerning Class II and Class III slots once and for all by forcing casino interests and the makers of electronic gambling machines to prove the machines are safe and will not result in these destructive addictions.

My hope and desire is that the members of the NIGC exercise true wisdom concerning this critical decision.

Thank you.
Respectfully,
Mrs. Velma Everett

2/10/2011

From: Ben Chandler [domstclairbapt@windstream.net]
Sent: Thursday, February 10, 2011 11:29 AM
To: Reg Review
Cc: 'ALCAP'
Subject: gambling detriment

Hello, friends,

***This has been a long battle, and I'm not weary.
I along with millions of others want to ask you to end ALL gambling on
Indian Reservations. What a detriment to the character and
consciences of the Native American people.***

***Also, consider the following letter that I support.
Greed is the driving force to the ruin and wreck of millions of lives
through gambling. Why not make fortune through hard, honest, ethical
work?***

***Dr. Ben Chandler
PO Box 160
Ashville, AL 35953
205 594 5173
domstclairbapt@windstream.net***

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

2/10/2011

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Mailing Address:
Stop Predatory Gambling
100 Maryland Ave NE
Room 310
Washington, DC 20002
US

Contact Name: mail@stoppredatorygambling.org
Telephone Number: (202) 567-6996

From: tsmith@ohcouncilchs.org
Sent: Wednesday, February 09, 2011 2:11 PM
To: Reg Review
Subject: Class 2 and Class 3 slot machines

The Ohio Council of Churches urges the National Indian Gaming Commission strongly urges that you not permit Native American tribes to get federal permission to build facilities and install Class II slot machines under the guise that they are somehow less addictive to potential gamblers. Slot machines have proven over and over again rather they be in Native American casinos or those of gambling corporations that both types of slots are in fact accurately titled the "crack cocaine" of gambling.

My name is Tom Smith, Public Policy Director for the Ohio Council of Churches representing 17 mainline Christian denominations in the state of OHio. You can contact me at 614/885-9590 ext. 15.

Our address is : Ohio Council of Churches, 6230 Busch Blvd. STe. 430, Columbus, Ohio 43229.

From: Marilyn Baker [bakerpark@threeriver.net]
Sent: Thursday, February 10, 2011 1:03 AM
To: reg.review@nig.gov
Subject: gambling

Attachments: 5 minutes to help stop predatory slots

I am against any time of gambling. It affects the family in many ways. It can not help at all to,have so many forms of gambling. It will affect the whole family eventually. I will break up many homes. It does hurt the communities. Please read the attachment and really pray about this. NO TO GAMBLING OF ANY KIND>

A concerned citizen,
Marilyn Baker
Ainsworth, NE

2/10/2011

From: Ray and Jean Heinritz [jeanray@frontiernet.net]
Sent: Thursday, February 10, 2011 1:20 AM
To: Reg Review
Subject: Technical Standards for Class II Gambling Machines
To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Ray & Jean Heinritz

jeanray@frontiernet.net

2/10/2011

715-787-4504

N9285 Big Lake Road

Gresham

Wisconsin

54128

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
From: State Senator John Loudon (retired)
314-922-1900
Date: February 11, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As a 14 year lawmaker, I spent eight years on the Missouri Joint Committee on Gaming and Wagering. I spent a tremendous amount of time study gambling issues. For the life of me, I cannot understand anything other than deep skepticism about any gambling expansion if for no other reason than it is the most radical mechanism imaginable for transferring wealth from the hands of many into the hands of very few. Government taxation captures some revenue along the way, but those are arguably completely overwhelmed by the social costs left in the wake of the casinos.

I have summed up lawmaking and indeed, the regulatory process this way:

Every law incents or disincent behavior.

You job should be incenting public goods and disincenting public evils.

I cannot imagine any public good to make it easier for more of the dimwitted to be separated from their money by new technologies that operate in the grey to black market. I use that term very deliberately. No smart person with all of their faculties about them would spend more than 5 minutes losing \$20 in one of these machines. This is why we were fond of referring to the state lottery as a tax on the mathematically challenged.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Respectfully Submitted

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sarah James
47 Cogswell Avenue Ste. 12
Cambridge, MA 02140
617-576-1745
james.s@att.net

From: Douglas Wingeier [mailto:dcwing@att.net]
Sent: Wednesday, February 09, 2011 3:04 PM
To: Reg Review
Cc: mail@stoppredatorygambling.org
Subject: clear distinction between class II and class III gambling

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely yours,
Douglas E. Wingeier
266 Merrimon Ave.
Asheville, NC 28801
828-246-4885
dcwing@att.net

-----Original Message-----

From: Lynn & Carl [<mailto:slush@oregonfast.net>]

Sent: Wednesday, February 09, 2011 4:05 PM

To: Reg Review

Subject: casino gambling

If the United States is going to continue to allow gambling in the Indian casinos, and the expansion of Indian Casinos, then it should stop the federal subsidized funds that the tribes receive.

Supposedly, the reason for these Indian Casinos, was to allow the tribal members (I use that term loosely) to earn an income so that the Federal Government (my taxes) doesn't have to subsidize these Sovereign Nations (I use this term "more" loosely). We are now one nation, indivisible (oh wait we have about 200+ soverien nations within this one country that's indivisible).

There is absolutely no reason to expand these Indian casinos with more electronic gambling machines.....none! This country is already in enough financial trouble, without adding more people to the welfare rolls because they lost everything gambling.

Carl Slusser

From: lbcjerry [mailto:lbcjerry@bellsouth.net]
Sent: Wednesday, February 09, 2011 3:39 PM
To: Reg Review
Subject: ELECTRONIC BINGO

PLEASE CONSIDER BANNING ALL ELECTRONIC BINGO MACHINES IN THE COUNTRY BY ALL GROUPS. THESE MACHINES ARE NOT SAFE AND ROB SO MANY PEOPLE OF THE NECESSITIES OF LIFE, THANK YOU FOR YOUR CONSIDERATION.

JERRY STARLING
6125 SHANNON BROOKE LN.
OXFORDL, AL.
LBCJERRY@BELLSOUTH.NET

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I ask the National Indian Gaming Commission to make a clear distinction between Class II and Class III tribal gambling machines, and to prohibit them in Indian casinos.

Gambling has proven destructive to every community where it is permitted.

Gary Spooner
445 Shelton Road
Auburn, AL 36830

February 10, 2011

The National Indian Gaming Commission
1441 L Street, NW Suite 9100
Washington, D.C. 20005

Dear Commission Members:

This comment is offered out of concern over the pending dispute between the citizens of Alabama and the Poarch Creek Indian Tribe. It is the legal opinion of the undersigned that the Poarch Creek Tribe is operating gambling devices that are illegal under Alabama law. The thrust of this comment is to articulate limitations that should guide any revision of regulations by the Commission.

National Indian Gaming Commission ("NIGC") regulations of Class II and III gaming must comport with State law. As stated on the NIGC web page "IGRA establishes the NIGC and a regulatory structure for Indian gaming in the United States." Sec. 2701 of the IGRA provides "The Congress finds that... (5) Indian tribes have the exclusive right to regulate gaming activity on Indian lands **if the gaming activity ... is conducted within a State which does not, as a matter of criminal law and public policy, prohibit such gaming activity.**" (Emphasis added.)

This deference to State policy is found throughout the provisions of the IGRA. Where Sec. 2703 defines "class II gaming" it restricts "card games" to those that "are explicitly authorized by the laws of the State, or are not explicitly prohibited by the laws of the State and are played at any location in the State, but only if such card games are played in conformity with those laws and regulations (if any) of the State regarding hours or periods of operation of such card games or limitations on wagers or pot sizes in such card games." This deference is demonstrated in parts (C), (D), (E) and (F). The provision at (F) specifically anticipates the outcome of a pending State judicial proceeding interpreting State law as determinative of whether such gaming shall cease or continue on Indian land.

This deference is mandated under Sec. 2710(b)(1) "An Indian tribe may engage in, or license and regulate, class II gaming on Indian lands within such tribe's jurisdiction, if- (A) such Indian gaming is located within a State that permits such gaming for any purpose by any person, organization or entity... ."

It is significant that every IGRA reference to state or state law is for the purpose of limiting the gaming that can be conducted under authority of the IGRA.

The practical reason for this deference to state law is obvious. Gambling is an activity that has historically been closely regulated, if not outright prohibited. Where gambling has found greater legal and social acceptance the activity is subject to complicated

regulations. In general, it is to be observed that such regulations are efforts to contain gaming that arises out of narrow exceptions to some level of prohibition. Implicit in the three-tiered approach set forth in the IGRA is a recognition of some level of prohibition by states. This observation is offered for the proposition that any revisions of National Indian Gaming Commission regulations bearing on Class II or Class III gaming should be narrowly drafted so that tribal gaming activities are consistent with, and not expansive of, State law.

Michael J. Gamble
206 East Main Street
Dothan, AL 36301
(334) 797-9259 - telephone
(334) 792-9611 - fax number
gamblelawfirm@gmail.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the **recent 60 Minutes segment revealed**, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes **everywhere in the country** after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making **hundreds of thousands of people** sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the **60 Minutes** segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told **The Tulsa World** in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Respectfully,

Dave Colavito
145 Bowers Road
Rock Hill, NY 12775-6815
845-794-1964
dcolavito@hvc.rr.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

John Crowe
Po Box 945
Fulshear Texas, 77441

PACT

People Against a Casino Town

P.O. Box 978, Florence, OR 97439

February 9, 2011

National Indian Gaming Commission

via email: reg.review@nigc.gov

Re: Public Comment - Technical Standards for Class II Gambling Machines

I am president of PACT, an organization formed in 2003 to address the negative impacts of casinos on communities such as ours here on the Oregon coast.

On behalf of our organization, I ask the NIGC make an incorruptible and clear distinction between Class II and Class III tribal gambling machines, as well as make the distinction's primary focus to prove these slot machines do not cause harm to those who use them.

As I hope you are aware, all forms of electronic gambling machines, whether Class II or Class III, have been proven to cause harm to hundreds of thousands of Americans citizens each year. And yet they are still being promoted to the public by private and public gambling purveyors.

Even the huge conglomerate, McDonald's, understood the implications of causing harm to their customers when they stopped serving sliced tomatoes in 2008 after only a handful of customers were sickened by salmonella poisoning. McDonald's did not claim that their food was fine, or there were just a few people out there who couldn't 'handle' the salmonella. They stepped up to the plate and removed the true cause of the problem - the food. Sadly, hardly a blink occurs when casino interests offer the outrageous defense, "It's the gambler's problem, not our machines."

According to Wiley Harwell, (Oklahoma Association for Problem and Compulsive Gambling), "Slot machines produce a trance-like state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should." (The Tulsa World, 2010)

It is highly unlikely that any member of Congress who voted for IGRA that the intent of that Act was to allow machines which would put their users into "a tracelike state" and lose control of their logic and reasoning facilities.

It is also clear that Congress intended to create, and maintain, a clear distinction between Class II and Class III gambling. Class II being less regulated because they were inherently less addictive and harmful, Class III being potentially more threatening to the well being of its intended users.

If it looks like a duck, you should call it a duck. If a machine looks and performs its function like a Class III slot machine, it should be categorized as a Class III machine. The effects on the user of the machine should be the guiding principal, not the technology inside the machine.

It may seem like an insurmountable task to rid the regulations of the easily manipulated distinctions between Class II and Class II. But it is not. I would request that the NIGC require the makers and purveyors of gambling machines to FIRST prove they are safe for the intended end user.

Debby Todd
PACT President

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

Teresa Morgan

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe. **Gambling, particularly problem/addictive gambling, has become a tremendous problem in Oklahoma, with our proliferation of Indian casinos over the last several years.**

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you for your consideration,

Rev. Dr. Kirt E. Moelling
12104 Western View Dr.
Oklahoma City, OK 73162
405-728-1692, themoellings@cox.net

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Alan Griffith
165 Lee Rd 246
Salem, AL 36874
alanlgriffith@yahoo.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters"?

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you,

Carol Zepp
Stop Predatory Gambling

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Lee Cheek
PO Box 666
South Egremont, MA 01258
413-528-6480
lee.cheek@yahoo.com

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

Deborah A Knott, M.S.
8801 Royal Ridge Lane
Laurel MD 20708

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that

crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you for your attention to this serious issue.

Sincerely,

A handwritten signature in cursive script that reads "Deborah A Knott". The signature is written in dark ink and includes a long horizontal flourish extending to the right.

Deborah A Knott, M.S.
8801 Royal Ridge Lane
Laurel MD 20708

E-mail address: KnottD@gc.adventist.org

Telephone Number: 301-483-3262

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

Cheryl Lang
3460 Via Arnez,
Lompoc, CA 93436

Phone: 805-733-2300
e-mail: eclang2@verizon.net

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Mailing Address:
Stop Predatory Gambling
100 Maryland Ave NE
Room 310
Washington, DC 20002
US

Contact Name: mail@stoppredatorygambling.org
Telephone Number: (202) 567-6996

February 10, 2011

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

I am asking the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

The casinos say it is not the machine - the gambler is the problem . However, I understand that the machines are made to be seductive and to ensnare the gambler by enduing a trancelike state. In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

If a machine looks like, sounds like, and feels like a slot machine in play then it is a slot machine and it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Sarah Ann M. Donnelly

Mailing Address:
9 Steele Ave.
Annapolis, MD 21401
Contact Name: sadonnelly@aol.com
Telephone Number: 410-263-2861

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

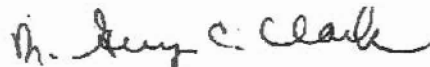
Stop Predatory Gambling New Mexico requests that the National Indian Gaming Commission follow the initial recommendations of NSIGC chairman, Phil Hogan, when he proposed to establish a bright line between Class II and Class III gaming machines.

It is obvious that Congress outlined a clear and major distinction between Class II and Class III gambling. Congress wanted to allow the tribes to offer fairly benign forms of gambling without state regulation or interference, but wanted the states to have control over the more addictive forms of gambling in the state, and by projection, in tribal gaming compacts. Congress didn't draw up the distinction to see how clever and deceitful computer programmers could be in violating the spirit and the law in the Indian Gaming Regulatory Act of 1988. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

Please comply with the spirit and the word of the Indian Gaming Regulatory Act and make certain that Class II gaming is separate, distinct and much less harmful than Class III gaming.

Respectfully,

A handwritten signature in black ink that reads "Dr. Guy C. Clark". The signature is written in a cursive, flowing style.

Dr. Guy C. Clark, chairman
Stop Predatory Gambling New Mexico

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission not only to make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly to make its primary focus to ascertain whether these slot machines are even safe for use.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without their safety's having been proven?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe, if indeed they can. Because, as *60 Minutes* showed, today's machines are not safe, no matter how the NIGC classifies them.

Regards,
David Franklin
1135 BFD Road
Lineville, AL 36266
205-981-5573
david.f@afo.net

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the **recent 60 Minutes segment revealed**, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes **everywhere in the country** after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making **hundreds of thousands of people** sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the **60 Minutes** segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told **The Tulsa World** in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as **60 Minutes** proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you for your time, and I pray that the Commission will make the right choice when classifying these machines.

Sincerely,

Jonathan Cordell

Jonathan Cordell

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed

http://r20.rs6.net/tn.jsp?llr=oresugdab&et=1104461531926&s=89&e=001m-0FIG0oDmHN63aerUqVlnU3SI61b1TyXDNgBOCTqaB7Rrrwz16V7XnboqzTmYLfZMxtqpU-XPetsSjQtOCIYUyEEENBEGSPD3cCZMyWQAeAgZ82kLBsbYunSuzwIdxPHDVF9Q8918Qr16Bqcpp7nqnpNu7Vkf0Ock6UvovMn6WIGMM4a_ooRgHo9svo6YnAAAdCnOvfaZQ=> , all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words

http://r20.rs6.net/tn.jsp?llr=oresugdab&et=1104461531926&s=89&e=001m-0FIG0oDmGCaX-K-x482WyTd7REffsasReZVMVW1AvZle4dO605dy5skrSwB8VKJb1GeIJUS6mcRju7Nq0S6kiUlzyemugy_rrm51NzxWiw_TajMNZgGgyjhSIWb1aDouMjSDfopGA=> of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of Electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Linda Cordell
464 County Road 58
Clopton, AL 36317
334-585-3809
lcordell@henryschools.org

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely Yours,

Phil M. Boyles
585 Lakeview Woods Drive
Mobile, Alabama 36695
(251) 644-4846
Email: pastor.phil@lycos.com

*Arnold E. Buchman
27 Shoreline Drive
Florence Oregon, 97439*

Phone: 541 902-8677

Email: aebuchman@hotmail.com

February 9, 2011

National Indian Gaming Commission
reg.review@nigc.gov

Seven years ago, in a May 9, 2004 New York Times article, "The Tug of the Newfangled Slot Machines", Gary Rivlin alerted us to the ability of slot machines to hook deeply into a player's cerebral cortex. It is based on a phenomenon behavioral scientists call infrequent random reinforcement, or "intermittent reward."

According to Howard Schaffer, director of Harvard Medical School's division on addictions, the hook is designed to ensnare the older crowd, primarily women over 55 with lots of time and disposable income. "That hard-wiring that nature gave us didn't anticipate electronic gaming devices." Nancy Petry, a professor of psychiatry at the University of Connecticut School of Medicine points out, "The slot machine is brilliantly designed from a behavioral psychology perspective... No other form of gambling manipulates the human mind as beautifully as these machines." Perhaps that is why these slots are called "the crack cocaine of gambling."

There is evidence suggesting that slot players self-destruct much faster when the machine is computer driven and video based. Petry says that, in particular, women "tend to experience this telescoping phenomenon."

As Rivlin notes, "The once-familiar one-armed bandit with its three reels spinning behind a pane of glass and mechanically click-click-clicking into position with each pull of a lever" is a thing of the past. The new, computerized video slot, says Schaffer, "is faster than the mechanical form, [and therefore] holds the potential to behave in the fashion of psychostimulants, like cocaine or amphetamines." They are no longer the classic, Class II gambling devices.

Since Rivlin wrote his article seven years ago, these electronic psycho-stimulants have grown exponentially in number and location. The economic and psychological harm to players and resulting social harm to families and communities has grown as well.

Rivlin's seven year old article presents a frightening cautionary tale that is more timely than ever. As long as the charade is maintained that these increasingly sophisticated computer-based slot machines are Class II gambling devices, the National Indian Gaming Commission should set Technical Standards that ensure their narcotic affect on players is blocked.

Arnold E. Buchman

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Katie Beecher
385 Main St
Old Saybrook, CT 06475



SENATOR PATRICIA JEHLLEN
SECOND MIDDLESEX DISTRICT
STATE HOUSE OF MASSACHUSETTS
ROOM 513-A
BOSTON, MA 02133

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe. Many studies have shown, and 60 Minutes recently reported that slot machines are addictive and dangerous.

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

A handwritten signature in cursive script that reads "Patricia Jehlen".

Patricia Jehlen
State Senator

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Mailing Address:
Stop Predatory Gambling
100 Maryland Ave NE
Room 310
Washington, DC 20002
US

Contact Name: mail@stoppredatorygambling.org
Telephone Number: (202) 567-6996

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
EmmaLadd Shepherd
4 Carpenter Rd.
Monson, MA 01057

413-267-5210
elshepherd@verizon.net

11434 Grey Colt Lane
North Potomac, Maryland 20878
February 9, 2011

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standard for Class II Gambling
Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class II machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the county* after a handful of customers got sick in the outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine – the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason are shut down. The back of the brain lights up. They are literally not cognizant that they are spending more than they should."


Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machine does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove that the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Very truly yours,



John M. Lyons, Esquire

Phone: 301-355-5081

Email: jmlyons@weichertfinancial.com

Ms. Jessie A. Powell
9 Akinbac Rd.
Middleboro, MA 02347
email: ffjp49@yahoo.com
(508) 946-9761
February 9, 2011

To: National Indian Gaming Commission
reg.review@nigc.gov

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

Yes, the below is a form letter, and you will probably receive a number of these. Up here in Massachusetts we're fighting like hell to stop casinos, not only because of the addiction and financial costs that result, but also because of the economic negative impact on the state aid to cities and towns. If the Class II distinction remains in effect, the proponents could shove through legislation allowing the "lesser of two evils", which as the information below demonstrates, there is no such thing.

Please eliminate the Class II distinction, and make them all Class III.

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sherman Everhart
2 Adams Cir Apt E
Middleborough, MA 02346
(508) 946 3568
eseiii547@yahoo.com

Pat O'Brien & Co. LLC .

P O. Box 20625, Albuquerque, N.M. 87154

Real estate Brokerage
Exchanges

(505) 823-2877

Toll-free Fax 1 (866) 231-8782

E-mail: pobrien@swcp.com

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Patrick O'Brien

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Christopher Blair

17 Mahaiwe St

Great Barrington, MA 01230 christopher.f.blair@verizon.net 413.528.4960

Gaston, Mark

From: Cartersnulife [cartersnulife@aol.com]
Sent: Wednesday, February 09, 2011 6:57 PM
To: Reg Review
Subject: Gambling Machines

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Lawrence Carter
842 County Rd. 45 South
Headland Al. 36345
cartersnulife@aol.com

2/10/2011

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Person submitting letter: Donna Butler
Mailing address: 1865 Tejean Trail, Las Cruces, NM 88007-6060
E-mail address: wardbutler@yahoo.com
Telephone: 575 524-4737

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the

Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

Kathy Cleary
PO Box 936
Los Olivos, Ca. 93441

805-680-9552

To: National Indian Gaming Commission
From: Mary Tufts, Bridgewater, Massachusetts
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

Professor Natasha Schull of MIT and Dr. Hans Brieter of Harvard and Mass. General have testified 4 times before legislative committees at the Massachusetts Statehouse regarding their respective research on the addictive properties of the modern slot machine and their effect on the human brain.

Still, most Americans are currently unaware that these machine potentially pose a consumer safety threat. Slot machine addiction has already caused immeasurable harm to individuals and families, and daily the media reports on another case of corruption, embezzlement, robbery or violent crime resulting from addiction to slot machines.

Further, children of slot gamblers are being abandoned in at home, in casino parking lots, along side streets and in nearby shopping malls at alarming rates. Many elderly, who are a large target demographic of the gambling industry, have been reported as going without food, heat and medication to pay gambling debts accrued on modern slot machines.

Surely there is a reason for this.

Before continuing to sanction these machines as economic development, the testimony of these two learned individuals should be fully considered.

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and

space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trance-like state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Mailing Address and Telephone Number:

Mary Tufts
1170 Summer Street
Bridgewater, MA 02324
US
508-279-2905

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent *60 Minutes* segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

John Crowe
Po Box 945
Fulshear Texas, 77441

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Charles MacArthur
4702 Fort Sumner Dr.
Bethesda, MD 20816
301-320-2723
Charles.macarthur@gmail.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Maxine L. Saunders
110 Greenmeadow Drive
Timonium, MD 21093
410-560-3102
Maxine012@msn.com

Carey Baptist Association

PO Box 309

181 2nd Ave. South

Ashland, AL 36251

Rev. D. Bruce Willis, Director of Missions

Donna Farrow, Ministry Assistant

Office Phone 256-354-5073

Office Phone/Fax- 256-354-4441

Email careybaptist@centurytel.net

DOM Phone 256-276-1213

DOM Cell 256-276-1213

Email dbrucewillis@gmail.com

February 9, 2011

Stop Predatory Gambling
100 Maryland Ave NE
Room 310
Washington, DC 20002

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans.

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick. The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?" In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending? There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Respectfully yours,

Rev. Bruce Willis

“Jesus gave HIS Life for you, in order that He might give His Life to you, so that He might live HIS Life through you or so that you might live through HIS Life!”

Ken DeJong
18367 Stony Island Ave.
Lansing, IL 60438
(708) 895-2607
Email: S77@wans.net

To: National Indian Gaming Commission
Via: reg.review@nigc.gov

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 10, 2011

Greetings.

As a member of Citizens For Our Community this letter is written to ask the National Indian Gaming Commission not only to make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but to make its primary focus to prove these slot machines are safe.

All forms of electronic or other gambling machines, regardless if they are Class II or Class III machines have been proven to be severely harmful for hundreds of thousands of Americans and non-Americans. Why are such machines promoted to the public with no proof of their safety?

We've been informed that:

"In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them."

Are you willing to do the right thing?

Sincerely,

Ken DeJong

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 10, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

John P. Epstein
52 Harvard Street
Holyoke, MA 01040

413-532-2001

JohnPEpstein@aol.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Lee Cheek
PO Box 666
South Egremont, MA 01258
413-528-6480
lee.cheek@yahoo.com

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,
Wallace M Smith
9321 Holm Bursum NW
Albuquerque NM 87114
505 897 3235
Pharmacist-Ret.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

Yes, the below is a form letter, and you will probably receive a number of these. Up here in Massachusetts we're fighting like hell to stop casinos, not only because of the addiction and financial costs that result, but also because of the economic negative impact on the state aid to cities and towns. If the Class II distinction remains in effect, the proponents could shove through legislation allowing the "lesser of two evils", which as the information below demonstrates, there is no such thing.

Please eliminate the Class II distinction, and make them all Class III.

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sherman Everhart
2 Adams Cir Apt E
Middleborough, MA 02346
(508) 946 3568
eseiii547@yahoo.com

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

This has personally affected a member of my family, losing her three very young daughters and husband to this addiction. Please stop it!!!!

Susan Gore
70 Fairview St.
Lee, MA 01238
413-243-2273

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Alan Griffith
165 Lee Rd 246
Salem, AL 36874
alanlgriffith@yahoo.com

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines, which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters"?

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely,

Teresa Morgan

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Charlotte L. Wellins
21494 Nindl Lane
Wellesley Island, NY 13640
cwellinshphs@yahoo.com
315-482-6946

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you,
Greg Margolis
olismarg@aol.com
6027 NE Cleveland Ave.
Portland, Or. 97211

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes everywhere in the country after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making hundreds of thousands of people sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the 60 Minutes segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told The Tulsa World in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as 60 Minutes proved, today's machines are not safe, no matter how the NIGC classifies them.

Respectfully,

Dave Colavito
145 Bowers Road
Rock Hill, NY 12775-6815
845-794-1964
dcolavito@hvc.rr.com

To: National Indian Gaming Commission

Re: Public Comment Regarding Technical Standards for Class II Gambling Machines

Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe. **Gambling, particularly problem/addictive gambling, has become a tremendous problem in Oklahoma, with our proliferation of Indian casinos over the last several years.**

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Thank you for your consideration,

Rev. Dr. Kirt E. Moelling
12104 Western View Dr.
Oklahoma City, OK 73162
405-728-1692, themoellings@cox.net

From: BroGregC@aol.com [mailto:BroGregC@aol.com]
Sent: Wednesday, February 09, 2011 4:20 PM
To: Reg Review
Subject: Stop Predatory Gambling

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Best Regards,

Greg Cotter
25487 Harmony Church Road
Andalusia, AL 36421
(334) 222-7038
brogregc@aol.com

To: National Indian Gaming Commission
From: Vin Del Signore
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I write this to the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

All forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, are shown to be very harmful for MANY Americans. Yet these machines are still being promoted to the public - without being proven they are safe!

Yes, the casinos deny there is a problem. But we all know that MANY people are becoming addicted to slot machines.

There is mounting evidence. Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Certainly our Congress desired a clear distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were "less dangerous" than the Class III types of gambling. But having different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. In most slot machines today, users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Please, today's machines are not safe, no matter how the NIGC classifies them.

Thank you for your attention in this matter.

Sincerely,
Vincent Del Signore

From: Douglas Wingeier [dcwing@att.net]
Sent: Wednesday, February 09, 2011 3:04 PM
To: Reg Review
Cc: mail@stoppredatorygambling.org
Subject: clear distinction between class II and class III gambling
To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the recent 60 Minutes segment revealed, all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people sick*.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

In the words of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies them.

Sincerely yours,
Douglas E. Wingeier
266 Merrimon Ave.
Asheville, NC 28801
828-246-4885
dcwing@att.net

2/10/2011

From: Betty Deaver [betsylu4@yahoo.com]
Sent: Wednesday, February 09, 2011 4:42 PM
To: Reg Review
Subject: predatory slots

--- On Wed, 2/9/11, Les Bernal <Les@StopPredatoryGambling.org> wrote:

To: National Indian Gaming Commission
Re: Public Comment Regarding Technical Standards for Class II Gambling Machines
Date: February 9, 2011

I am writing to ask the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class II and Class III tribal gambling machines, but most importantly, make its primary focus to prove these slot machines are safe.

As the [recent 60 Minutes segment revealed](#), all forms of electronic gambling machines, regardless of whether they are Class II or Class III machines, have proven to be severely harmful for hundreds of thousands of Americans. Why are these machines still being promoted to the public without being proven they are safe?

In 2008, McDonald's made national headlines when they stopped serving sliced tomatoes *everywhere in the country* after a handful of customers got sick in an outbreak of salmonella poisoning. Yet tribal casino interests are offering the public slot machines which no one denies are making *hundreds of thousands of people* sick.

The casinos say it is not the machine - the gambler is the problem. But is there anyone who called those McDonald's patrons "problem eaters?"

[In the words](#) of Rhode Island Hospital's Dr. Robert Breen who appeared on the *60 Minutes* segment, "Given the right circumstances, almost anyone can get hooked on slots."

Wiley Harwell, executive director of the Oklahoma Association for Problem and Compulsive Gambling and working in a state with a large number of Class II machines told *The Tulsa World* in 2010: "Slot machines produce a trancelike state. People lose track of time and space. Logic and reason shut down. The back of the brain lights up. They're literally not cognizant that they are spending more than they should."

Is there any member of Congress who voted for the Indian Gaming Regulatory Act of 1988 or a staff member at the NIGC who believes the intent of IGRA was to get "almost anyone hooked on slots" and to put citizens "in a trancelike state" so they lose control of their spending?

There is no question Congress wanted a clear and major distinction between Class II and Class III gambling. The less regulated Class II games were in that category because they were palpably more benign than the Class III forms of gambling. Having slightly different technological programming of the machines does not fulfill the intent of the legislators that crafted IGRA. Today, most slot machine users are hard-pressed to distinguish the experience of using a Class II slot machine and Class III slot machine.

If a machine looks like, sounds like, and feels like a slot machine in play, it should be categorized as a Class III gambling machine, regardless of whether or not the technology inside the machine pits player against player rather than player against a computer.

But the NIGC can eliminate the hairsplitting around Class II slots and Class III once and for all by first forcing casino interests and the makers of electronic gambling machines to prove the

2/10/2011

machines are safe. Because as *60 Minutes* proved, today's machines are not safe, no matter how the NIGC classifies this.
Betty deaver

Get your own web address.
Have a HUGE year through Yahoo! Small Business.

From: Eunice [siena1@sonic.net]
Sent: Wednesday, February 09, 2011 5:37 PM
To: Reg Review; siena1@sonic.net
Subject: Public Comment Regarding Standards for Class 11 Gambling Machines

To National Indian Gaming Commission:

Native Americans have and are being used by Las Vegas for casinos. This will destroy their culture and it is unjust.

I am asking the National Indian Gaming Commission to not only make a clear and unmistakable distinction between Class 11 and Class 111 Tribal gambling machines, but more important to prove these slot machines are safe.

America is in a down turn in economy and casinos prey on the low income and minorities causing collapse of business and families - the basis unit of society.

There has to be another way that is not addictive for Native Americans to improve their status and I would suggest it be education.

Sincerely,

Eunice Edgington
990 Echo Ct.
Rohnert Park, Ca 94928