NATIONAL INDIAN GAMING COMMISSION TECHNICAL ASSISTANCE TRAINING CATALOG

TRACIE STEVENS, CHAIRWOMAN
STEFFANI COCHRAN, VICE CHAIRWOMAN
DANIEL LITTLE, COMMISSIONER

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(*Please Note: This Catalog is currently under construction,
please keep checking back for exciting new classes in the future!*)

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INTRODUCTION

The NIGC will continue to provide technical assistance to tribes to ensure compliance with IGRA and to improve the functioning of their gaming operations and regulatory authorities. Technical assistance can be formal or informal. It can be in the form of oral advice, written advisory opinions, bulletins, training, compliance reviews and an assortment of other forms that meet the needs of the tribes.

This technical assistance training catalog contains a list of courses the National Indian Gaming Commission (NIGC) currently provides. This training is available free of charge to tribal leaders, tribal gaming commissions, regulatory or compliance officials, or anyone selected by your tribe to attend. The instructors will be from within the NIGC or other federal agencies, or the private sector and will be experienced and knowledgeable in regard to the subject matter they teach. Their experience and knowledge has been obtained through day-to-day interaction with compliance and regulatory issues.

Technical assistance training topics are divided by NIGC divisions: Enforcement, Audits, Contracts and the Office of General Counsel. If you have a technical assistance training request that is not listed, please contact the Region Director of your region or the Director of Training to discuss and coordinate.

The technical assistance training topics listed in this catalog are not by any means all inclusive. Therefore, we would like to hear from you concerning the type of technical assistance training you desire. (See **Appendix A** for submission of your Training Request by letter to the Region Director in your region or the Director of Training.) We will also be adding new trainings as the need arises and resources become available. For further information or announcements on training not listed in this catalog please visit the NIGC website at www.nigc.gov under Technical Assistance Training. In the meantime, the Chairman, Commissioners, and the Staff of the National Indian Gaming Commission hope you will look through this catalog and find something that will be useful to you and your gaming operation.

Course Numbering

All courses with an (E) are sponsored or presented by the Enforcement Division

All courses listed with an (A) are sponsored or presented by the Audit Division

All courses listed with (OGC) are sponsored or presented by the Office of General Counsel

All courses numbered 100 are basic classes designed to give an overview of the subject to persons new to the tribal gaming industry

All courses numbered 200 are advanced classes designed to give technical assistance to those with more experience in the tribal gaming industry

REGION DIRECTORS

Portland, OR Region
Mark Phillips, Region Director
Solomon Building
620 SW Main Street, Suite 212
Portland, OR 97205
Phone: (503) 326-5095
Fax: (503) 326-5092

Sacramento, CA Region
Eric Schalansky, Region Director
801 I Street, Suite 489
Sacramento, CA 95814
Phone: (916) 414-2300
Fax: (916) 414-2310

Phoenix, AZ Region
Lance Vallo, Region Director
Security Title Plaza
3636 N. Central Ave., Suite 880
Phoenix, AZ 85012
Phone: (602) 640-2951
Fax: (602) 640-2952

Oklahoma City, OK Region
Thomas Cunningham, Regional Director
215 Dean A. McGee Ave Suite 218
Oklahoma City, OK, 73102
Phone: (405) 609-8626
Fax: (405) 609-8658

St. Paul, MN Region
Linda Durbin, Region Director
380 Jackson Street, Suite 420
St. Paul, MN 55101
Phone: (651) 290-4004
Fax: (651) 290-4006

Tulsa, OK Region
Tim Harper, Region Director
224 S. Boulder, Room 301
Tulsa, OK 74103
Phone: (918) 581-7924
Fax: (918) 581-7933

Washington, D.C.
Cindy Altimus, Region Director
1441 L Street, N.W., Suite 9100
Washington, D.C., 20005
Phone: (202) 632-7003
Fax: (202) 632-7066

ENFORCEMENT DIVISION PRESENTERS

E101 An Introduction to the National Indian Gaming Commission

This two-hour course provides an overview of the National Indian Gaming Commission, the structure of the Commission, and the responsibilities of each Division within the organization. Recommended attendees include tribal councils and civic groups.

Instructors:	Region Senior Staff
Training Materials:	PowerPoint
Notice of Training to Tribes:	Via NIGC website www.nigc.gov, Technical Assistance Training

E102 Tribal Background Investigations & Licensing (TBIS)

This course is offered to gaming commissioners, background investigators and other licensing staff and covers those sections of IGRA related to the background investigation and licensing processes of key employees and primary management officials.

Instructors: NIGC Region Field Investigation staff.

Training Materials:

- Pertinent sections of IGRA and NIGC Bulletins in hard copy
- NIGC website information
- Review of NIGC Regulations
- Example of FBI CHRI record
- Name Search form
- PowerPoint programs

Typical Duration: 4 hours

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

E103 Tribal Gaming Commissioners – Duties and Responsibilities (TGC)

An 8-hour course designed to instruct gaming commissioners (and prospective commissioners) on commission duties and responsibilities including the role of ethics, auditing, internal control standards, file security, background investigation and licensing per IGRA. The course will also focus on the relationships between the commission and the tribal council, casino management, auditing staff, local criminal justice agencies and the NIGC. Tribal Council members and other tribal government officials and casino management are highly encouraged to attend together in order for the government officials to fully understand the authority placed in the gaming commissioners and to promote successful working relationships between all entities in a tribal gaming operation.

We recommend the course be presented to one tribe at a time due to the sensitive nature of information discussed regarding ethics and investigations. This will allow a freer exchange of ideas and identification of potential problem areas.

Instructors: NIGC Region Field Investigation staff.

Training Materials:

- NIGC Model Gaming Ordinance
- IGRA Regulations associated with compliance, audits and authority
- NIGC Bulletins
- Published articles
- PowerPoint lesson plans

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

E104 Basic IGRA

A 2-hour presentation provides an overview of the Indian Gaming Regulatory Act to tribal governments, regulators and gaming employees. Critical elements of the Act are isolated   and discussed with an emphasis on elements which require action on the part of the participants. Recommended attendees include tribal governments, regulators and gaming employees.

Instructors: NIGC Region Staff or Office of General Counsel

Training Materials: PowerPoint

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E105 SURVEILLANCE

A 4-8-hour block of instruction presented to gaming commissioners, compliance officers, surveillance officers, surveillance managers, and operators. This instruction will review surveillance requirements in a gaming environment. The instruction will also cover the MICS surveillance checklist.

Instructors: NIGC Region Staff

Training Materials: PowerPoint and Handouts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E201 Electronic Gaming Machine (EGM) 101

A 5 hour course designed for tribal gaming regulators and operations personnel. It will explore various components of EGMs and other regulatory subject matter such as Accounting/Event Meters, EGM Report Capabilities, PAR Sheet analysis, Random Number Generator, and many other topics.

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E202 Class II Gaming Systems

A 3 hour course designed for tribal gaming regulators and operations personnel. The course will examine the core components of a typical Class II gaming system, as well as highlight various types of Class II gaming technologies currently in use across various tribal gaming jurisdictions

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E203 Class II Technical Standards

A 3 hour course offered to tribal gaming regulators and operations personnel. The course will focus on the meaning and implementation of 25 C.F.R. Part 547, Class II technical standards. Particular attention will be paid to reviewing the technology submission and certification process, procedural requirements, and significant technical issues and requirements.

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E204 Associated Equipment / Peripherals

A 5 hour course offered to tribal gaming regulators and operations personnel. The course will focus on common devices that are part of the gaming floor but generally not considered gaming devices themselves. Equipment discussed will include computerized casino accounting systems, kiosks, bill acceptors, ticket printers, and others.

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E205   Resources for Tribal Gaming Regulatory Authorities

A 4 hour course offered to tribal gaming regulators and operations personnel. It will explore the general testing process of gaming and associated equipment, highlight common issues faced by gaming regulators, and share strategies on effectively regulating gaming technology.

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E206 Gaming Forensics

A 4 hour course offered to tribal gaming regulators and operations personnel. It will explore various strategies, best practices, and other guidelines available for regulators and other tribal gaming personnel in dealing with equipment malfunctions and thefts.

Note: This course is typically offered as part of three day E207 Regulating Gaming Technology course (please see pg 20)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Training Materials:

- PowerPoint slides in hardcopy format
- Workshop
- Q&A video with industry experts

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

E207   Regulating Gaming Technology

A 3 day course developed to provide an understanding of various gaming technologies on the casino floor and strategies to effectively regulate such technology. Depending on regional needs, the instruction will include:

DAY ONE:

An 8 hour session consisting of the following two courses:

- E201 Electronic Gaming Machine (EGM) 101 (Please see pg 14 for details)
- E202 Class II Gaming Systems (Please see pg 15 for details)

DAY TWO:

An 8 hour session consisting of the following two courses:

- E203 Class II Technical Standards (Please see pg 16 for details)
- E205 Associated Equipment / Peripherals (Please see pg 17 for details)

DAY THREE:

An 8 hour session consisting of the following two courses:

- E205 Resources for Tribal gaming Regulatory Authorities (Please see pg 18 for details)
- E206 Gaming Forensics (Please see pg 19 for details)

Instructors: NIGC Gaming Technology Liaison/Region Staff

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

AUDIT DIVISION PRESENTERS

A100 Value of Internal Control Systems

This one hour presentation is intended to provide an overview of why the implementation of effective internal control systems is necessary to protect the interests of the stakeholders of a tribal gaming operation. We will discuss how internal controls help the gaming operation achieve its objectives, through: 1) Operational controls – effective and efficient use of resources; 2) Financial reporting controls – preparation of reliable financial data; and 3) Compliance controls – compliance with applicable laws and regulations. Examples will be provided of how deficient internal control systems have contributed to errors, omissions, malfunctions and the misappropriation of assets occurring and going undetected. At the conclusion of the presentation, attendees will have an enhanced appreciation for the need for effective internal control systems consistent with the best practices of the gaming industry.

Who Should Attend: Gaming Commissioners, Gaming Operation Management/Controller and persons seeking to gain an overall understanding of the need for strong internal controls

Professional Experience Level: No prior gaming or accounting experience needed

Instructors: Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

A110 Information Technology (IT) – An Overview

We will discuss IT process in general terms during this 1.5 hour presentation. The significance of the IT department has grown over the past several years and has become an integral component of the gaming activity. We will discuss IT terminology and processes, provide a general understanding of current IT MICS control objectives as well as common risk mitigating techniques. Additionally, we will touch on why the introduction of server based, server supported and remote gaming technologies will bring the IT process directly into the play of the games. Attendees will obtain an enhanced appreciation for the value of the IT department in today's gaming environment and the likelihood of its importance increasing materially over the next few years.

Who Should Attend: Gaming Commissioners, Gaming Operation Management/Controller and persons seeking to gain an overall understanding of the need for strong internal controls

Professional Experience Level: No prior gaming or accounting experience needed

Instructors: IT Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

A120 Agreed Upon Procedures Report – An Overview

During this 1 hour presentation, we will discuss the benefits of engaging an independent Certified Public Accountant (CPA) to annually evaluate the system of internal controls. Professional standards governing attestation engagements will be generally reviewed. The MICS standards pertaining to the scope of responsibilities of the CPA in the performance of an Agreed-Upon Procedures engagement will be highlighted, including suggested report format and cover letter. Finally, we will discuss how the NIGC uses the submitted AUP reports and analysis of the data. Attendees will better understand how the engagements are intended to benefit gaming operators and regulators.

Who Should Attend: Tribal Council, Gaming Commissioners, Enterprise (Gaming) Board, Gaming Operation Management/Controller, Auditors and persons seeking to gain an overall understanding of how the Agreed-Upon Procedures report can benefit the gaming operation

Professional Experience Level: No prior gaming or accounting experience needed

Instructors: Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A140 Internal Audit – An Overview

During this 1.5 hour session, we will discuss the value of the internal audit process at an overview level. We will review the professional standards that guide the internal audit profession will be generally reviewed. Additional topics will include independence, objectivity and the consulting services aspect of the function. The internal audit's role in improving the organization's risk management, control and governance processes will be highlighted. Attendees will gain an enhanced appreciation for the internal audit function and understanding of how it provides value to the gaming enterprise.

Who Should Attend:	Tribal Council, Gaming Commissioners, Enterprise (Gaming) Board, Gaming Operation Management/Controller, Auditors and persons seeking to gain a general understanding of the financial statements
Professional Experience Level:	No prior gaming or accounting experience needed
Instructors:	Training Program Presenter
Training Materials:	PowerPoint slides in hardcopy format and on CD
Notice of Training to Tribes:	Via NIGC website www.nigc.gov, Technical Assistance Training

A150 Liquidity – An Overview

During this 1 hour session, We will discuss at an overview level the concept of liquidity, as the term pertains to tribal gaming operations. Effective management of cash to support operations, retire debt, make asset replacements and fund expansion is essential to the organization being able to efficiently conduct business. After all, the entity's value is ultimately based on how much cash can be generated by operations. Industry trends will be discussed, including, a general overview of influences negatively impacting liquidity. Attendees will gain an enhanced understanding of the need to generate and maintain sufficient cash reserves to support the economic activity being conducted.

Who Should Attend: Tribal government officials, gaming operators and regulators, and others seeking to gain an overall understanding of the concept of liquidity and current trends within the industry

Professional Experience Level: No prior gaming or accounting experience needed

Instructors: Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A200Keno

Gain an understanding of the requirements of best practices as it applies keno during a 1 hour presentation. Specific topics will include, but not limited to: game play standards; equipment security; payout standards (including multi-race tickets and mail-in tickets); fund accountability; documentation; statistical analysis of the game; and auditing procedures. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the inherent risks associated with the game

Who Should Attend:	Gaming Commissioners, Gaming Operation Management/Controller, and persons seeking to gain an understanding of NIGC keno standards
Professional Experience Level:	General understanding of accounting and an excellent understanding of the gaming floor process
Instructor:	Field Auditor
Training Materials:	PowerPoint slides in hardcopy format and on CD
Notice of Training to Tribes:	Via NIGC website www.nigc.gov, Technical Assistance Training

A205   Bingo, Pull-Tabs and Card Games (non-electronic)

During this 3 hour presentation, we will discuss the MICS specific to the manual games of bingo and pull-tabs. Topics will include, but not be limited to: game play, inventory controls, fund accountability, statistical analysis of game performance, equipment standards, payouts (including promotional awards), and auditing requirements. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the inherent risks associated with the games and how the MICS are intended to mitigate those risks.

Who Should Attend: Gaming Commissioners, Gaming Operation Management/Controller, and persons seeking to gain an understanding of NIGC minimum internal control requirements for bingo, pull-tabs and card games

Professional Experience Level: General understanding of accounting and an excellent understanding of the gaming floor process

Instructor: Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A206 Accounting Standards

Depending on jurisdictional needs (typically 2-3 hours), we will discuss the MICS specific to the accounting function. Topics will include, but not be limited to: general accounting records requirement, accounting procedures over the fiscal affairs of the organization, computation of gross gaming revenue (including currency controls, accounting for periodic payments, cash out tickets, and unpaid credit instruments), allowable and non-allowable deductions from gross revenue, and maintenance and preservation of records. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the accounting controls necessary to mitigate the risks inherent risks in the conduct of gaming activities.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others seeking to expand their understanding of the internal control systems pertaining to the accounting function that have been established over time by the gaming industry

Professional Experience Level: Attendees should possess a general understanding of the accounting function and the established internal control systems designed to ensure transactions are appropriately recognized and recorded.

Instructors: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A230 Drop and Count

During this 2 hour presentation, we will discuss the MICS specific to the drop and count process. Topics will include, but not be limited to: table games drop and count procedures, soft count personnel and count room inventory controls (including interim transfers), gaming machine drop and count procedures, key controls (including computerized systems), and emergency drop procedures. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the inherent risks associated with the drop and count process and how the MICS are intended to mitigate those risks.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others seeking to expand their understanding of the internal control systems pertinent to the drop and count process that have been established over time by the gaming industry

Professional Experience Level: Attendees should possess a general understanding of drop and count process and the established internal control systems designed to ensure transactions are appropriately authorized, recognized and recorded

Instructor: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A240 Cage

During this 2 hour presentation, we will discuss the MICS specific to the cage. Topics will include, but not be limited to: check cashing, customer deposits, safe deposit boxes, fund accountability, promotional payouts, drawings and giveaway programs processed by the cage, and auditing standards. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the inherent risks associated with the cage department and how the MICS are intended to mitigate those risks

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others seeking to expand their understanding of the internal control systems pertaining to the cage department that have been established over time by the gaming industry

Professional Experience Level: Attendees should possess a general understanding of the cage work flows and the established internal control systems designed to ensure transactions are appropriately authorized, recognized and recorded

Instructor: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A250 Table Games

Depending on jurisdictional needs (typically 3-4 hours), we will discuss the MICS specific to the table games revenue center. Topics will include, but not be limited to: fills and credits; table inventories; cards and dice; statistical analysis of game performance; markers; and checks accepted in the pit; call bets and rim credit; promotional payouts, giveaways and drawings; contests and tournaments, and auditing standards. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the inherent risks associated with the table games revenue center and how the MICS are intended to mitigate those risks.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others seeking to expand their understanding of the internal control systems pertaining to the table games department that have been established over time by the gaming industry

Professional Experience Level: Attendees should possess a general understanding of table game rules and procedures and the established internal control systems designed to ensure transactions are appropriately authorized, recognized and recorded

Instructor: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A255 Information Technology (IT)

During this 3 hour presentation, we will discuss the MICS specific to the IT process. Topics will include, but not be limited to: physical access and maintenance controls, system parameters, user/service/default accounts, administrative access, backups and record keeping (including electronic storage), network security (including remote access), changes to production environment, and the IT department and in-house developed and purchased systems. Case studies will be reviewed based on the experience of the Audit Division of how deficient internal control systems have contributed to the occurrence of irregularities. Attendees will gain an enhanced understanding of the vulnerabilities associated with IT and how the MICS are intended to mitigate those risks.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and IT professionals and others responsible for facilitating the communication expectations between customers, vendors and employees

Professional Experience Level: Attendees should possess a general understanding of gaming IT programs and applications

Instructor: IT Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A260 IT MICS in the Server Based, Server Assisted and Remote Gaming Environment

We will discuss the role of MICS in addressing risks present in a server-associated environment. At a general level, the functionality of the systems will be reviewed with emphasis on why the IT department is now moving onto the gaming floor. Furthermore, the need for strict controls over access by external parties, particularly remote access, will be highlighted. Attendees will gain an enhanced appreciation for the heightened level of risk associated with server-based, server-assisted and remote gaming.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and IT professionals and others responsible for facilitating, establishing and enforcing IT control objectives

Professional Experience Level: Attendees should possess a general understanding of gaming IT programs and applications

Instructor: IT Field Auditor

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A265 Internal Audit

During this 2 hour presentation, we will discuss the MICS specific to the internal audit process. Topics will include, but not be limited to: personnel independence, audits required to be performed annually, audits required to be performed semi-annually, audit follow-up, documentation and reports, and the role of management. Case studies will be reviewed based on the experience of the Audit Division of how internal audit departments have contributed to the effectiveness and efficiency of their respective gaming operation(s). Attendees will gain an enhanced understanding of the MICS specific to internal audit and their benefits.

Who Should Attend:	Tribal gaming operators and regulators, accounting practitioners, and others seeking to expand their understanding of the MICS requirements specific to the internal audit process
Professional Experience Level:	Attendees should possess a general understanding of the internal audit process and the professional standards associated therewith
Instructor:	IT Field Auditor
Training Materials:	PowerPoint slides in hardcopy format and on CD
Notice of Training to Tribes:	Via NIGC website www.nigc.gov, Technical Assistance Training

A270 NIGC Fee Calculation

During this 1 hour presentation, we will discuss the requirements of 25 CFR Part 514, NIGC fees. The calculation of Assessable Gaming Revenues will be the dominant topic, with emphasis on which revenues should be included and allowable and non-allowable deductions. Discussions will also include the reconciliation of the fee worksheet to the audited financial statements. Attendees will acquire an enhanced level of understanding of the regulation and calculation of the fee amount.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others responsible for the payment of NIGC fees or the auditing of the payments

Professional Experience Level: Attendees should possess a thorough understanding of casino accounting for gaming gross revenues

Instructor: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

A275 Minimum Bankroll

During this 1 hour presentation, we will discuss the MICS requirements specific to minimum bankroll. The basis for the calculation will be reviewed at the concept level and the formula will be examined in detail. Consequences of an insufficient bankroll will be discussed along with how regulators in other gaming jurisdictions respond to such occurrences. Attendees will gain an understanding of the need to maintain an adequate bankroll and how to perform the calculation.

Who Should Attend: Tribal gaming operators and regulators, accounting practitioners, and others responsible for the minimum bankroll formula calculation or the auditing of the procedure performed

Professional Experience Level: Attendees should possess a thorough understanding of casino accounting for cash and cash equivalents and the recognition of gaming and gaming related transactions

Instructor: Training Program Presenter

Training Materials: PowerPoint slides in hardcopy format and on CD

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

OFFICE OF GENERAL COUNSEL PRESENTERS

OGC102 Identifying Potential IGRA Violations

A course that can be tailored to fit specific needs (a half day, full day, or a two day course), this course is designed to help tribal gaming commissions identify potential violations of the IGRA. The course can be tailored to fit specific needs. Topics of focus can include the following violations: Class III gaming without an approved compact; managing without an approved contract; net revenue uses, including violations of existing revenue allocation plans or net revenue allocation to members without the benefit of a revenue allocation plan; sole proprietary interest; MICS; background investigations; and audit and fee submissions.

Instructors: NIGC Office of General Counsel staff attorney, NIGC Field, Auditors and/or NIGC Field Investigators

Training Materials:

- PowerPoint slides in hardcopy format
- Sample Notices of Violation/Closure Orders
- Sample Document Requests
- Sample Subpoenas
- Sample R Contract Letters

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical Assistance Training

OGC104   Basic IGRA/Prerequisites to Conduct Gaming

A 2 hour course that provides an overview of the Indian Gaming Regulatory Act to tribal governments, regulators and gaming employees. Critical elements of the Act are identified and discussed with an emphasis on elements that require action on the part of the participants. The course is offered to tribal councils, gaming commissioners and others seeking a basic explanation of what tribes must do before they can start gaming under the Indian Gaming Regulatory Act. It will include a question and answer period designed to address participant's specific questions. Recommended attendees include tribal governments, regulators and gaming employees.

Instructors: NIGC Region Staff or Office of General Counsel

Training Materials: Outline and/or PowerPoint slides in hardcopy

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

OGC107   The Truth Behind what is and is not Required by NIGC Facility Licensing Regulations

There is much disinformation about what is required by NIGC Facility License regulations. In this short 30 minute course, we will review the purpose of the regulations; NIGC authority to enact them; and the regulations' notification, certification, and submission requirements.

In this course, particular will be spent on the following:

- Differing requirements for new and existing gaming facilities;
- The recognition and respect of tribal sovereignty as to the enactment, implementation, and enforcement of each tribe's environment, public health, and safety laws;
- What a tribe may do in regard to its certification if it is out of compliance with its environment, public health, and safety laws; and
- The potential ramifications of non-compliance with the regulations and/or IGRA's mandate that tribes construct, maintain, and operate their gaming facilities in a manner that adequately protects the environment, health, and public safety.

Instructors: Office of General Counsel

Training Materials: PowerPoint slides in hardcopy

Notice of Training to Tribes: Via NIGC website www.nigc.gov, Technical
                                                   Assistance Training

OGC110   Prerequisites to Conduct Gaming

A one hour overview course offered to tribal councils, gaming commissioners and others seeking a basic explanation of what tribes must do before they can start gaming under the Indian Gaming Regulatory Act. It will be followed by a question and answer period designed to address participant's specific questions.

Instructors: NIGC Office of General Counsel and Region Field Investigation Staff

Training Materials: Outline and/or PowerPoint

Notice of Training to Tribes:

- Via NIGC website www.nigc.gov, Technical Assistance Training
- Letters to the tribes

TECHNICAL ASSISTANCE DIVISION

Training Division

1441 "L" Street NW

Suite 9100

Washington, D.C. 20005

(202) 632-7003

Fax: (202) 632-7066

training@nigc.gov

APPENDIX A

Request for Training and Technical Assistance

Please visit http://www.nigc.gov, "***Technical Assistance and Training***" section for details on how to request training and technical assistance from the Commission