

JUN 10 2003



Robert E. Prince, Esq.
632 SW D Avenue
Lawton, OK 73501

Re: Approval of Amendments to the Fort Sill Apache Tribal Gaming Ordinance

Dear Mr. Prince:

This letter responds to your request to the National Indian Gaming Commission (NIGC) to review and approve the amendments to the gaming ordinance of the Fort Sill Apache Tribe of Oklahoma (Tribe). The most recent amendments were approved by the Tribe's Business Committee in Resolution No. FSABC-2003-13 on June 5, 2003, and were received by the NIGC on June 9, 2003.

The Chairman of the NIGC approved the original Tribal gaming ordinance on September 9, 1999. This letter constitutes approval of the enclosed amendments as contained in Resolution No. FSABC-2003-13 under the Indian Gaming Regulatory Act (IGRA). Approval does not constitute approval of specific games. In addition, the amendments are approved for gaming only on Indian lands, as defined in the IGRA, over which the Tribe exercises jurisdiction.

Thank you for submitting the amendments for review and approval. The NIGC staff and I look forward to continuing to work with you and the Nation to implement the IGRA. If you have questions or require further assistance, please contact Sandra Ashton at 202-632-7003.

Sincerely yours,



Philip N. Hogen
Chairman

Enclosure

cc: Jeff Houser, Chairman, Fort Sill Apache Tribe
Tim Harper, Region V Director (with Enclosure)



FORT SILL - CHIRICAHUA - WARM SPRINGS - APACHE TRIBE

PHONE: (580) 588-2298 / 2314 • FAX: (580) 588-3133
ROUTE 2, BOX 121 • APACHE, OKLAHOMA 73006

RESOLUTION TO AMEND GAMING ORDINANCE

JUN - 9 2003

RESOLUTION FSABC-2003-13

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA is a Federally recognized Indian Tribe organized under the Oklahoma Indian Welfare Act of June 26, 1936, and under its Tribal Constitution ratified on October 30, 1976, has full power to act for the Tribe; and

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee has the duty and responsibility to represent the Tribe and act on all matters that concern the welfare of the Tribe pursuant to Article IV and Article VII of the Constitution of the FORT SILL APACHE TRIBE OF OKLAHOMA; and

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee on October 14, 1998, approved and ratified the Tribal Gaming Ordinance; and

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal General Council on February 16, 1999, approved and amended the Tribal Gaming Ordinance with authorization to the Tribal Business Committee to amend the Gaming Ordinance as necessary and desirable; and

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee on August 26, 1999, amended the Tribal Gaming Ordinance; and

WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee on March 11, 2003, amended the Tribal Gaming Ordinance; and


WHEREAS, the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee desires to again amend the Gaming Ordinance; and

NOW, THEREFORE, BE IT RESOLVED, that the FORT SILL APACHE TRIBE OF OKLAHOMA Tribal Business Committee on this date approves the Amended Gaming Ordinance in its entirety which supersedes the Gaming Ordinances approved on October 14, 1998, February 16, 1999, August 26, 1999, and March 11, 2003.

BE IT FURTHER RESOLVED, that these documents are to be interpreted in a manner that minimizes their imposition upon the tribal sovereignty of the FORT SILL APACHE TRIBE OF OKLAHOMA.

MOUNTAIN SPIRIT DANCER

Mountain Spirit Dancer represents the Mountain Spirit Ceremony which is used by the Chiricahua and Warm Springs Apache. It was given to the Apaches by the Mountain Spirits for blessing, protection, curing and warding off diseases. The Ceremony is still used today.



JEFF HOUSER
Chairman

ATTEST:



LELAND MICHAEL DARROW
Secretary


CERTIFICATION

The foregoing resolution FSABC-2003- 13 was adopted in a duly called meeting of the FORT SILL APACHE TRIBE OF OKLAHOMA Business Committee at Apache, Oklahoma, on June 5, 2003, by a vote of 4 for and 0 against and 0 abstention, a quorum being present. This enactment is approved by the Chairman of the FORT SILL APACHE TRIBE OF OKLAHOMA under the authority of Article IV and Article VII of the Tribal Constitution.



LELAND MICHAEL DARROW
Secretary

EXECUTED AND DELIVERED the day and the year first above written.
FORT SILL APACHE TRIBE OF OKLAHOMA:
By and through its delegated representatives:



JEFF HOUSER
Chairman



BENNY KAWAYKLA
Committee Member

INMAN C. GOODAY, SR.
Vice-Chairman

Robin Isom
ROBIN ISOM
Committee Member

Leland Michael Darrow
LELAND MICHAEL DARROW
Secretary-Treasurer

Loretta Buckner
LORETTA BUCKNER
Committee Member

Approved by the Tribal Attorney on this 5 day of June, 2003.

Robert E. Prince
ROBERT E. PRINCE
Tribal Attorney

FORT SILL APACHE TRIBE OF OKLAHOMA

GAMING ORDINANCE

Amended by The Fort Sill Apache Tribe of Oklahoma
Business Committee on the 5 day of JUNE, 2003

FORT SILL APACHE TRIBE OF OKLAHOMA GAMING ORDINANCE

I. PURPOSE

The Fort Sill Apache Tribe of Oklahoma Tribal Business Committee (hereinafter "Tribe"), empowered by Article IV and Article VII of the Tribal Constitution to enact ordinances, hereby enacts this ordinance in order to set the terms for class II gaming operations on lands over which the tribe exercises jurisdiction pursuant to applicable federal statutes.

II. GAMING AUTHORIZED

Class II gaming as defined in the Indian Gaming Regulatory Act, P.O. 100-447, 25 U.S.C. Section 2703 (7) (A) ("IGRA") and by the regulations promulgated by the National Indian Gaming Commission at 25 C.F.R. § 502.3 (as published in the Federal Register at 57 FR 12382-12393, April 9, 1992) is hereby authorized on Indian Land as defined in 25 CFR 502.12

III. OWNERSHIP OF GAMING

The Tribe shall have the sole propriety interest in and responsibility for the conduct of any gaming operation authorized by this ordinance.

IV. USE OF GAMING REVENUE

- A. Net revenues from Class II gaming shall be used only for the following purposes: to fund tribal government operations and programs; provide for the general welfare of the Tribe and its members; promote tribal economic development; donate to charitable organizations; or help fund operations of local government agencies.
- B. Net revenues mean gross revenues of the tribal gaming operation less:
 - 1. Amounts paid out as, or paid for, prizes, and
 - 2. Total gaming related operating expenses, excluding management fees.
- C. If the Tribe elects to make per capita payments to tribal members, it shall authorize such payments only upon approval of a plan submitted to the Secretary of the Interior under 25 U.S.C. § 2710 (b) (3).

V. **FORT SILL APACHE GAMING COMMISSION:**

A. The Fort Sill Apache Gaming Commission is hereby established to regulate gaming on Fort Sill Apache Tribe Indian Land. The Commission shall consist of five members appointed by a majority vote of the Fort Sill Apache Tribe Business Committee. There shall be three Tribal members on the Commission and two persons who are not Tribal members. All Commission members must be at least 21 years of age.

Commission membership shall include one each of the following persons:

1. A person with management or regulatory experience within the private sector or a governmental agency, preferably tribal government; and
2. A person with at least ten years of accounting experience, or a person with a bachelor's degree in accounting or related field and at least five years of accounting experience.

B. Commissioners shall serve for terms of three (3) years and may be removed from office prior to the end of their term only for cause and by unanimous vote of the remainder of the Commission or a vote the Fort Sill Apache Tribe Business Committee.

C. In order to establish staggered terms, the Fort Sill Apache Business Committee shall appoint the first Commissioners as follows: two shall serve a 1-year term, two shall serve a 2-year term, one shall serve a 3-year term, (initial terms only). After the initial term, all subsequent terms of appointment shall run for three years.

Vacancies shall be filled within 60 days by the Commission, with the approval of the Fort Sill Apache Business Committee, provided, however, that a Commissioner whose term has expired shall hold their seat until it is filled. A vacancy shall be deemed to occur when a Commissioner is removed, resigns or upon expiration of his or her term without regard to whether the Commissioner seeks reappointment. When a vacancy occurs, notice of such vacancy shall be published and posted, for at least fifteen (15) days. The notice shall identify the qualifications, if any, specific to the vacancy and request interested parties to file a statement with the Commission reflecting their qualifications and interest in serving as a Commission member. Upon termination of the notice period, the Commission shall develop selection procedures which are designed to promote appointment of the most qualified person.

- D. Commissioners may hold other tribal positions and may engage in business and gamble in any gaming operation, provided, however, that they may not be employed in or own any interest in or gamble in a gaming operation authorized by this Ordinance. Additionally, immediate family members of commissioners may not own any interest in or gamble in a gaming operation authorized by this Ordinance.
- E. Commissioners shall be compensated at a rate established annually by the Commission, and approved by the Fort Sill Apache Business Committee. Commissioners shall be reimbursed for actual expenses incurred on Commission business, including necessary travel expenses, in a manner consistent with the applicable policies and procedures of the Tribe.
- F. The Commission shall adopt bylaws for the conduct of business, which shall include the following provisions:
1. The Commission shall select annually from its membership a Chair, Vice-Chair and Executive Secretary. The Chair shall have the power to convene special meetings with not less than 48 hours written or verbal notice to members of the Commission.
 2. General sessions of the Commission shall be open to the public.
 3. Executive sessions of the Commission shall not be open to the public. The Commission may only take official action while in executive session on Commission personnel and licensing matters.
 4. A quorum shall consist of three members. All decisions shall be made by a majority vote provided, however, that no Commission action shall be taken by a vote of less than a majority of the full Commission unless indicated otherwise in this Ordinance or the Bylaws.
- G. The Commission shall make quarterly reports to the Fort Sill Apache Business Committee within 30 days of the end of each quarter. The reports shall include a summary of all licensing and enforcement actions.
- H. The Commission shall exercise all powers necessary to regulate gaming on Fort Sill Apache Tribe Indian Land. The Commission shall meet not less than once every two (2) months to hear recommendations and set policy, to hear reports from the Director, to make licensing, suitability and approval determinations, to conduct disciplinary hearings, to hear player dispute appeals, and to transact other business. The Commission shall publicize rules and regulations for the operation of any gaming facility and hear and resolve all disputes regarding any provision of the Ordinance and rules and regulations promulgated by the Commission. In all decisions, the Commission shall act to promote and ensure integrity, security, honesty, and fairness of operation and administration of all gaming activities. The Commission shall have the

authority to approve, deny, limit, condition, suspend, revoke, or restrict any license, or assess a fine against any person or entity licensed, or required to be licensed, for any cause deemed reasonable.

- I. The duties of the Commission include, but are not limited to, the following:
 1. Processing all license applications, making determinations regarding the suitability of persons for licensing, issuing licenses to qualified persons, and notifying the NIGC of the issuance of such licenses as required by the IGRA;
 2. Denial, limitation, revocation, rescission or suspension of any license when deemed necessary under the provisions of this or any related law of the Tribe, or any applicable Federal or State law;
 3. Causing to be conducted background investigations on all Primary Management Officials, Key Employees, High Security Gaming Licensees, Low Security Gaming Licensees, Vendors, Commission employees and members of the Commission. The Commission shall retain applications and reports of background investigations of Primary Management Officials and Key Employees for no less than three (3) years from termination of employment.
 4. Designing, printing and making available all necessary license application forms and appropriate licenses;
 5. Collecting license fees imposed pursuant to this Ordinance or rule or regulation promulgated by the Commission;
 6. Inspecting and examining all premises, equipment and supplies where gaming is conducted or gaming devices or equipment are stored, sold or distributed;
 7. Inspecting and reviewing gaming contracts to ensure compliance with this Ordinance; and inspecting and reviewing records, books, and financial documents relating to the conduct of gaming to determine compliance by the licensee with this Ordinance and any other applicable law;
 8. Promulgating and amending such substantive and procedural regulations as the Commission deems necessary to carry out this Ordinance, but only upon thirty (30) days notice of the proposed rule-making, which notice shall be posted at the gaming facility and the Tribal offices, and provided to the Fort Sill Apache Business Committee;
 9. The notice shall specify the purpose of the proposed regulation, the language of the proposed regulation, and the factors the Commission has considered in its determination to enact the proposed regulation, and an address at which the Commission shall receive comments.
 10. During the notice period the Commission shall receive comments regarding the proposed regulation at the Commission offices, or at a designated mailing address.

11. The Commission shall consider comments received by it at an open public meeting. The Commission shall make a final determination regarding the need for the proposed regulation, the language of the proposed regulation, and the effective date of the proposed regulation on the basis of the information available to the Commission.
12. A final determination to enact a proposed regulation may be appealed to the Fort Sill Apache Tribe Business Committee.
13. Consulting with the Tribal Attorney on legal questions, appeals and rulemaking;
14. Imposing civil penalties or other sanctions including seizure of property, after a hearing as provided by this Ordinance;
15. Excluding individuals from the gaming facility due to his or her criminal acts, criminal history or association with career offenders or career offender organizations (as defined by the Commission) which may pose a threat to the security and integrity of the gaming operation;
16. Defending this Ordinance in any court of law or before any federal agency;
17. The Gaming Commission shall propose an annual budget for the commissions operations pursuant to the provisions of this ordinance, including salaries, expenses, and all of the related costs of the Gaming Commission members, attorney's and any employees or agents thereof, reasonably necessary to the activities of the Commission in carrying out the duties of the Commission under this Ordinance, or any rules and/or regulations promulgated in support hereof.
18. Take testimony and conduct hearings on regulatory matters, including matters related to the revocation of primary management officials and key employee licenses.
19. Conduct investigations of possible violations and take appropriate enforcement action with respect to gaming ordinances and regulations.
20. Establish or approve minimum internal control standards or procedures for the gaming operation, including the operation's credit policies and procedures for acquiring supplies and equipment.
21. Establish any supplementary criteria for the licensing of Primary Management Officials, Key Employees, and other employees that the Commission deems necessary.
22. Establish standards for and issue licenses to persons and entities who deal with the gaming operation such as manufacturers and suppliers of machines, equipment and supplies.
23. Maintain records on licensees and on persons denied licenses including persons otherwise prohibited from engaging in gaming activities within the Commissions jurisdiction.

24. Establish or approve rules of various games, and inspect games, tables, equipment, machines, cards, dice, and chips or tokens used in the gaming operations. Establish or approve video surveillance standards. Establish standards/criteria for gaming machines and facilitate the testing of machines for compliance.
- J. A Commissioner's seat shall be immediately vacant upon conviction of any felony, conviction of any misdemeanor related to illegal gambling or bribery, or upon having three (3) consecutive unexcused absences from Commission meetings. Cause for removal of a Commissioner shall include but not be limited to: excessive use of intoxicants which impairs performance of duties, use of a tribal position for personal gain, failure to perform Commission duties adequately or according to this Ordinance, violation of any law of the Fort Sill Apache Tribe and bringing discredit or disgrace to the Commission or the Tribe.
- K. The Commission may organize itself into divisions as it deems necessary. The Commission shall establish its own budget for operations, including a budget for the Director, and acquire such furnishings, equipment, supplies, books, and other things as it may deem necessary or desirable in carrying out its functions, and incur such other expenses, within the limit of funds available to it, as it may deem necessary. Within the limits of its approved budget, the Commission shall employ and fix the salaries of, or contract for, the services of such personnel and consultants as the execution of its duties requires. The annual Commission budget shall be published with the Tribe's Annual Budget.
- L. The Commission and the Director shall maintain files and records as they deem desirable and all such records are open to Fort Sill Apache Business Committee inspection as the Business Committee deems appropriate, unless otherwise restricted by Tribal, state or federal law. Files and records shall not be removed from the Commission offices.

VI. GAMING COMMISSION DIRECTOR:

- A. The Commission shall hire a Director, with the approval of the Fort Sill Apache Business Committee, who shall be responsible for the day-to-day monitoring of gaming activities, including the implementation and enforcement of the rules and regulations promulgated by the Commission. No one convicted of a felony of any kind or a misdemeanor related to illegal gambling or bribery may serve as Director. The Director shall not have any financial interest in any gambling by any gaming facility patron.
- B. The Director shall be terminated automatically and immediately upon the Director's conviction in a federal or state court of competent jurisdiction for any felony or for any misdemeanor related to illegal gambling or bribery. If the

Director is determined to have violated any part of this Ordinance, or has behaved in a manner that the Commission finds relates to the Director's honesty or ability to fulfill his duties, he shall be immediately terminated.

- C. The Director shall, subject to the approval of the Commission, perform all duties, exercise all powers, assume and discharge all responsibilities, and carry out and effect all purposes of this Ordinance related to the establishment of all gaming activity. In all decisions, the Director shall act to promote and ensure integrity, security, honesty, and fairness of the operation and administration of all gaming activity. The duties of the Director include, but are not limited to, the following:
1. Confirm that management is carrying out its responsibility as provided for in this Ordinance;
 2. Communicate with the NIGC and other regulatory and law enforcement agencies as necessary and appropriate to ensure compliance with the rules and regulations of that agency;
 3. Ensure there is an adequate system for background investigations of applicants and licensees and that oversight of licensees is conducted on an ongoing basis. The Director will ensure that all applications and background investigations are completed so that no person shall be eligible for licensure or employment in or with any part of the gaming operation if that person's prior activities, criminal record, if any, or reputation, habits and associations pose a threat to the public interest or to the effective regulation of gaming, or create or enhance the dangers of unsuitable, unfair, or illegal practices and methods and activities in the conduct of gaming. The Director shall ensure that the NIGC is given results of such background checks, if required by NIGC;
 4. Review all records, documents, and anything else necessary and pertinent to enforcement of any provisions of this Ordinance;
 5. Recommend to the Commission whether sanctions should be imposed on any person subject to the jurisdiction of this Ordinance.
 6. Monitor gaming activities to ensure compliance with all gaming laws and regulations.

VII. AUDIT

- (A) The Tribe shall cause to be conducted annually an independent audit of gaming operations by a certified public accountant and shall submit the resulting audit reports and management letters within 120 days after the end of each fiscal year of the gaming operation to the National Indian Gaming Commission and to the Business Committee. The auditor shall have unrestricted access to all areas of the gaming operation including all books and records of the gaming operation and the Audit shall comply with all

minimum internal control standards and shall be prepared in accordance with generally accepted accounting principles and shall be conducted in accordance with general accounting auditing standards.

B. The Tribe shall reconcile its quarterly fee assessment reports, submitted under 25 CFR part 514, with its audited financial statements and make available such reconciliation upon request by the Commission's authorized representative.

C. All gaming related contracts that result in the purchase of supplies, services, or concessions in excess of \$25,000.00 annually, except contracts for professional legal and accounting services, shall be specifically included within the scope of the audit that is described in subsection A. above.

D. The Service Agent for the Tribe for any official determination, order, or notice of violation or any complaint or disagreement shall be the Chairperson of the Tribe and addressed as follows: Chairperson, Fort Sill Apache Tribe of Oklahoma, Route 2, Box 121, Apache, Oklahoma 73006.

VIII. PROTECTION OF THE ENVIRONMENT AND PUBLIC HEALTH AND SAFETY

Class II gaming facilities shall be constructed, maintained and operated in a manner that adequately protects the environment and the public health and safety.

IX. LICENSES FOR KEY EMPLOYEES AND PRIMARY MANAGEMENT OFFICIALS

The Commission shall ensure that the policies and procedures set out in this section are implemented with respect to key employees and primary management officials employed at any Class II gaming enterprise operated on Indian lands; that the Tribe will perform background investigations and issue licenses according to requirements at least as stringent as contained in 25 CFR 556 and 558.

A. Definitions

The following words and phrases when used in this Ordinance shall have the meanings respectively ascribed to them in this section:

- a. "Tribe" shall mean the Fort Sill Apache Tribe of Oklahoma, a federally recognized Tribe under the Oklahoma Indian Welfare Act.

- b. "General Council" shall mean the governing body of the Tribe.
- c. "Business Committee" shall mean the executive body of the Tribe with specific authority to decide and carry out the aims of this ordinance and the Tribe's General Council.
- d. "Compact" shall mean an agreement or other instrument concerning the operation of games of chance, entered into or approved, pursuant to Section 2710(d)(1)(c) of the Indian Gaming Regulatory Act of 1998, between the Tribe and the State of Oklahoma, or as may otherwise be approved by the Secretary.
- e. "Gambling equipment" shall mean any and all goods, materials, machines or devices used to conduct gaming activities by the Tribe.
- f. "Gaming" shall mean the act of paying (wagering) for the opportunity to participate in a game or games of chance (risk) for a prize of money or something of value; to operate, carry on, conduct, maintain, or expose for play, money, property, or any representative of value wherein the outcome of a game is decided by chance or in which chance is a material element, but does not include social games played for solely for consumable goods, i.e., foodstuffs or games played in private homes or residences for prizes or games operated by charitable and educational organizations which are approved by the Council.
- g. "Gaming enterprise" shall mean any commercial business owned by the Tribe and operated, in part or in whole, for the conduct of Class II or Class III gaming as delineated by the Indian Gaming Regulatory Act of 1988, 25 USC sec. 2701, et.seq. and/or by virtue of the Tribes exercise of its governmental powers and authority as a sovereign nation.
- h. "General Manager" shall mean a person, organization or entity that conducts the management of gaming at a Tribal gaming enterprise; including an entity entering into a management contract with the Tribe or the Tribe itself including any subdivision thereof.
- i. "Gaming test laboratory" shall mean a laboratory designated as competent and qualified to conduct scientific tests and evaluations of games of chance and related equipment; and/or a laboratory operated by or under contract with the States of Minnesota, Nevada, New Jersey, Connecticut, Colorado, California, or South Dakota.
- j. "Indian Gaming Regulatory Act of 1988" shall mean the Act of the United States Congress adopted on October 17, 1988, as Public Law 100-597, 102 Stat. 2467, codified at 25 U.S.C. sec. 2701 et. seq.
- k. "Key Employee" means:
 - 1. A person who performs one or more of the following functions:
 - a. Bingo caller;
 - b. Counting room supervisor
 - c. Chief of security;
 - d. Custodian of gaming supplies or cash;
 - e. Floor manager

- f. Pit boss
 - g. Dealer
 - h. Croupier;
 - i. Approver of credit; or
Custodian of gambling devices including persons with access to cash and accounting records within such devices;
2. If not otherwise included, any other person whose total cash compensation is in excess of \$50,000.00 per year; or
 3. If not otherwise included, the four most highly compensated persons in the gaming operation.
- l. "License" shall mean the permission by authority of the Tribe to do any act, which without such permission, shall be illegal. License, with respect to real property of the Tribe, is a privilege to go on the premises for a certain purpose, but does not operate to confer on, vest in, or license any title, interest, or estate in such property.
 - m. "Licensee" shall mean any person, entity or organization granted a license pursuant to the provisions of this Ordinance.
 - n. "Primary Management Official" means:
 1. The person having management responsibility for a management contract;
 2. Any person who has authority:
 - a. To hire and fire employees; or
 - b. To set up working policy for the gaming operation;
 3. The chief financial officer or other person who has financial management responsibility.
 - o. "Other compact" shall mean such agreements as may in the future be entered into between the Tribe and the State of Oklahoma, Arizona, and New Mexico or any other state, governing Class III gaming, as that term is defined by the Indian Gaming Regulatory Act of 1988, codified at 25 U.S.C. sec 2703 (8).
 - p. "shall" as used in this ordinance imposes an obligation to act.
 - q. Class II gaming as defined by 25 CFR 502.3 means:
 1. Bingo or lotto (whether or not electronic, computer, or other technologic aids are used) when players:
 - a. Play for prizes with cards bearing numbers or other designations;
 - b. Cover numbers or designations when object, similarly numbered or designated, are drawn or electronically determined; and
 - c. Win the game by being the first person to cover a designated pattern on such cards;
 2. If played in the same location as bingo or lotto, pull-tabs, punch boards, tip jars, instant bingo and other games similar to bingo;

3. Nonbanking card games that:
 - a. State law explicitly authorizes, or does not explicitly prohibit, and are played legally anywhere in the state; and
 - b. Players play in conformity with state laws and regulations concerning hours, periods of operation, and limitations on wagers and pot sizes
- r. Class III gaming as defined by 25 CFR 502.4 means all forms of gaming that are not Class II gaming, including but not limited to:
 1. Any house banking game, including but not limited to:
 - a. Card games such as baccarat, chemin de fer, blackjack (21), and pai gow (if played as house banking games);
 - b. Casino games such as roulette, craps, and keno;
 2. Any slot machines as defined in 15 U.S.C. 1171(a)(1) and electronic or electromechanical facsimiles of any game of chance;
 3. Any sports betting and parimutuel wagering including but not limited to wagering on horse racing, dog racing or jai alai;
 4. Lotteries.
- s. "Gaming Commission" shall mean the Fort Sill Apache Gaming Commission.

B. Application Forms

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

In compliance with the Privacy Act of 1974, the following information is provided: Solicitation of the information on this form is authorized by 25 U.S.C. 2701 et seq. The purpose of the requested information is to determine the eligibility of individuals to be employed in a gaming operation. The information will be used by National Indian Gaming Commission members and staff who have need for the information in the performance of their official duties. The information may be disclosed to appropriate Federal, Tribal, State, local, or foreign law enforcement and regulatory agencies when relevant to civil, criminal, or regulatory investigations or prosecutions or when pursuant to a requirement by a tribe or the National Indian Gaming Commission in connection with hiring or firing of an employee, the issuance or revocation of a gaming license, or investigations of activities while associated with a tribe or a gaming operation. Failure to consent to the disclosures indicated in this notice will result in a tribe's being unable to hire you in a primary management official or key employee position. The disclosure of your Social Security Number (SSN) is voluntary.

However, failure to supply a SSN may result in errors in processing your application.

2. Existing key employees and primary management officials shall be notified in writing that they shall either:
 - (a) Complete a new application form that contains a Privacy Act notice; or
 - (b) Sign a statement that contains the Privacy Act notice and consent to the routine uses described in that notice.
3. The following notice shall be placed on the application form for a key employee or a primary official before that form is filled out by an applicant.

A false statement on any part of your application may be grounds for not hiring you, or for firing you after you begin work. Also, you may be punished by fine or imprisonment.
(U.S. Code, Title 18, Section 1001)

4. The Commission shall notify, in writing existing key employees and primary management officials that they shall either:
 - (a) Complete a new application form that contains a notice regarding false statements; or
 - (b) Sign a statement that contains the notice regarding false statements.

C. Background Investigations

1. The Commission shall request from each primary management official and from each key employee all of the following information:
 - (a) Full name, other names used (oral or written), social security number(s), birth date, place of birth, citizenship, gender, all languages (spoken or written);
 - (b) Currently and for the previous five (5) years: business and employment positions held, ownership interest in those businesses, business and residence addresses, and drivers license numbers;

- (c) The names and current addresses of at least three personal references, including one personal reference who was acquainted with the applicant during each period of residence listed under paragraph (1) (b) of this section.;
- (d) Current business and residence telephone numbers;
- (e) A description of any existing and previous business relationships with the Indian tribes, including ownership interest in those businesses;
- (f) A description of any existing and previous business relationships with the gaming industry generally, including ownership interests in those businesses;
- (g) The name and address of any licensing or regulatory agency with which the person has filed an application for a license or permit related to gaming, whether or not such license or permit was granted;
- (h) For each felony for which there is an ongoing prosecution or a conviction, the charge, the name and address or the court involved, and the date and disposition if any;
- (i) For each misdemeanor conviction or ongoing misdemeanor prosecution (excluding minor traffic violations), within ten (10) years of the date of the application, the name and address of the court involved and the date and disposition;
- (j) For each criminal charge (excluding minor traffic charges), whether or not there is a conviction, if such criminal charge is within ten (10) years of the date of the application and is not otherwise listed pursuant to paragraph (1) (h) or (1) (i) of this section, the criminal charge, the name and address of the court involved and the date and disposition;
- (k) The name and address of any licensing or regulatory agency with which the person has filed an application for an occupational license or permit, whether or not such license or permit was granted;
- (l) A current photograph;
- (m) Any other information the Commission deems relevant; and

- (n) Fingerprints consistent with procedures adopted by the Commission according to 25 C.F.R. § 522.2 (h). Fingerprints of all Employees and Primary Management Officials shall be taken by the Fort Sill Apache Tribe of Oklahoma Police Department, the Comanche County Sheriff's office, the Lawton Police Department, or the BIA Police Department in Anadarko, and the Tribal Gaming Commission shall thereafter immediately submit such fingerprint cards to the National Indian Gaming Commission for processing. The Gaming Commission shall have the Fort Sill Apache Tribe of Oklahoma Police Department, the Comanche County Sheriff's Office, the Lawton Police Department, or the BIA Police Department in Anadarko conduct a criminal history check to include a check of records information maintained by the Federal Bureau of Investigation, and the results of such information shall be returned to the Gaming Commission.
2. The Commission shall conduct a background investigation sufficient to make a determination under subsection D. below that the information provided by the prospective employee or Primary Management Official is correct and accurate, to include interviewing a sufficient number of references and knowledgeable individuals and former employers of the applicant to provide a basis for the Commission to make a determination of suitability for employment.) In conducting a background investigation, the Commission or its agent shall promise to keep confidential the identity of each person interviewed in the course of the investigation.
- (3) If the Commission has received an investigative report concerning an individual who another tribe wishes to employ as a Key Employee or Primary Management Official and if the second tribe has access to the investigative materials held by the first tribe, the second tribe may update the investigation and update the investigative report.

D. Eligibility Determination

1. The Commission shall review a person's prior activities, criminal record, if any, and reputation, habits and associations to make a finding concerning the eligibility of a key employee or primary management official for employment in a gaming operation, and the Commission shall document all potential problem areas noted and disqualifying information.
2. If the Commission determines that employment of the person poses a threat to the public interest or to the effective regulation of gaming, or

creates or enhances dangers of unsuitable, unfair, or illegal practices and methods and activities in the conduct of gaming, a tribal gaming operation shall not employ that person in a key employee or primary management official position.

3. The gaming operation shall not employ as a Key Employee or Primary Management Official a person who does not have a license after ninety (90) days.

E. Procedures for Forwarding Applications and Reports for Key Employees and Primary Management Officials to the National Indian Gaming Commission

1. When a key employee or primary management official begins work at a gaming operation authorized by this ordinance, the Commission shall forward to the National Indian Gaming Commission a completed application for employment ~~that contains the notices and information listed in 25 CFR Sections 556.2, entitled Privacy Notice; 556.3, entitled False Statement; and 556.4, entitled Background Investigation,~~ and conduct the background investigation and make the determination referred to in subsection D of this section.
2. The Commission shall forward the report referred to in subsection F of this section to the National Indian Gaming Commission within sixty (60) days after an employee begins work or within sixty (60) days of the approval of this ordinance by the Chairman of the National Indian Gaming Commission.

F. Report to the National Indian Gaming Commission

1. Pursuant to the procedures set out in subsection E of this section, the Commission shall prepare and forward to the National Indian gaming Commission an investigative report on each background investigation. An investigative report shall include all of the following:
 - a. Steps taken in conducting a background investigation;
 - b. Results obtained;
 - c. Conclusions reached; and
 - d. The basis for those conclusions.
2. The Commission shall submit, with the report, a copy of the eligibility determination made under subsection D of this section.
3. If a license is not issued to an applicant, the Commission:

- a. Shall notify the National Indian Gaming Commission; and
 - b. May forward copies of its eligibility determination and investigative report (if any) to the National Indian gaming Commission for inclusion in the Indian Gaming Individuals Records System.
4. With respect to key employees and primary management officials, the Commission shall retain applications for employment and reports (if any) of background investigations for inspection by the Chairman of the National Indian Gaming Commission or his or her designee for no less than three (3) years from the date of termination of employment.

G. Granting a Gaming License

1. If, within a thirty (30) day period after the National Indian gaming Commission receives a report, the National Indian gaming Commission notifies the Commission that it has no objection to the issuance of a license pursuant to a license application filed by a key employee or a primary management official for whom the Commission has provided an application and investigative report to the National Indian Gaming Commission, the Commission may issue a license to such applicant.
2. The Commission shall respond to a request for additional information from the Chairman of the National Indian Gaming Commission concerning a key employee or a primary management official who is the subject of a report. Such a request shall suspend the 30-day period under paragraph G. 1. of this section until the Chairman of the National Indian Gaming Commission receives the additional information.
3. If, within the thirty (30) day period described above, the National Indian Gaming Commission provides the Commission with a statement itemizing objections to the issuance of a license to a key employee or to a primary management official for whom the Commission has provided an application and investigative report to the National Indian Gaming Commission, the Commission shall reconsider the application, taking into account the objections itemized by the National Indian Gaming Commission. The Commission shall make the final decision whether to issue a license to such applicant.

H. Drug Testing

Each Commission Member, Commission employee, Primary Management Official, and Gaming Licensee, upon selection or hire and prior to appointment or licensure, shall undergo urinalysis to test for drug use, the results of which may be used in appointment and licensing determinations.

I. Licensing Procedures

1. Application for Distributors of Video Games of Chance and Gambling Devices:

The application for any person, organization or entity wishing to sell, lease or otherwise distribute Class II gaming equipment and/or video games of chance to the Tribe shall contain the following information:

- a. the name(s) and mailing address of the person or entity making the application;
- b. the names and addresses of all interested parties (including those with direct or indirect financial interests);
- c. the nature of the license applied for; the type of activity to be engaged in under the license;
- d. explicit and detailed disclosure of any criminal record, including any delinquent taxes or other monies owed to the Tribe, of the applicant, any person involved in the organization, and any party of interest whose name appears on the application;
- e. any additional information necessary to allow the Tribe or the State of Oklahoma to investigate the applicant or any person included on the application;
- f. whether the applicant has been properly licensed by the State of Oklahoma pursuant to Oklahoma law or any other federally recognized Oklahoma Tribe and proof of being the holder of a current and valid distributor or manufacturer license from the Tribe; or properly licensed and holding a current and valid license from either the State of New Jersey, Minnesota, Wisconsin, Kansas, Nevada, or South Dakota, or any other federally recognized tribe of Indians.
- g. Whether the applicant has ever had a distributor or manufacturer license revoked or suspended by any state or other jurisdiction that issued the license and, if so, the circumstances surrounding the state's action;
- h. A statement of waiver allowing the Tribe or the Tribe's delegated representatives to conduct a background

investigation of the applicant and any person whose name is required to appear on the application;

- i. Whether the applicant or any person whose name is required to appear on the application maintains any involvement in the business of wholesale distribution of alcoholic beverages.

2. Machine License:

In addition to a distributor license provided for in Section 1, the person or entity with whom the Tribe enters into a lease or sales agreement regarding video games of chance must obtain from the Gaming Commission an annual non-transferable license for each video game of chance to be placed in a gaming enterprise operating under the provisions of this ordinance. An application for a license for a video game of chance shall contain the following information:

- a. the name and address of the applicant with proof of a current and valid distributor or manufacturer license issued by a state and the Tribe;
- b. identification numbers of codes for each video game of chance placed in a tribal gaming enterprise, including the manufacturer, the serial number and the model number;
- c. proof of approval and certification of the machine by an approved gaming test laboratory or proof that the video game of chance conforms precisely to the exact specifications of the video game of chance prototype tested and approved by the gaming test laboratory
- d. all other information as required by the Tribal-State Compact.
- e. Proof of a current and valid video game of chance license issued by the Tribe pursuant to this ordinance.
- f. Upon issuance, the Gaming Commission shall have attached to each video game of chance licensed under the provisions of this ordinance, an unremovable identification plate on the exterior cabinet which contains the information required by a Tribal Compact, Ordinance, or Regulation.

3. Classes of Licenses:

Upon proper application and approval, the following classes of licenses may be issued by the Gaming Commission:

- a. Class A license for a gaming enterprise in which a gaming management firm or entity wishes to conduct traditional bingo and other similar class 11 games of chance at a Tribal

gaming enterprise; the license shall be site specific, valid for a period of one year and shall have an application fee of \$1,000.00 and a renewal fee of \$100.00 per year.

- b. Class B license for a gaming enterprise in which a gaming management firm or entity wishes to conduct video games of chance or other Class III gaming subject to a Tribal Compact Ordinance or at a Tribal gaming enterprise; the license shall be site specific, valid for a period of one year and shall have an application fee of \$2,500.00 and a renewal fee of \$250.00
 - c. Class C license to any Primary Management official or Key Employee thereof who wishes to be licensed for employment in conducting games of chance or other gaming subject to other compacts at a Tribal gaming enterprise; the license shall be site specific, valid for a period of one year and shall have an application fee of \$200.00 and a renewal fee of \$20.00.
 - d. Class D license to any distributor or manufacturer of Class III gambling equipment and/or video games of chance to be used in a Class III Tribal gaming enterprise; the license shall be valid for a period of one year and shall have an application fee of \$200.00 and a renewal of \$20.00.
 - e. Class E license for each video game of chance to be used in a Tribal gaming enterprise; the license shall be valid for a period of one year and shall have the fee of \$25.00 per machine.
4. It shall be unlawful for any applicant to lie or willfully deceive in the submission of a license application.
 5. Any existing gaming enterprise known shall be automatically licensed with the adoption of this Ordinance; such gaming enterprise is issued a Class I and Class II license with a waiver of any application fee; such licenses shall be renewed each year with a waiver of any fee until otherwise provided by Gaming Commission decision or amendment to this Ordinance.

6. License Renewal:

Every licensee intending to continue engaging in public gaming activities within The Fort Sill Apache Tribe of Oklahoma Tribal Jurisdiction during the next calendar year shall apply for renewal of

the license at least thirty (30) days prior to the expiration of the previous license period.

7. Every licensed gaming operation shall display in a prominent place a current and valid Fort Sill Apache Tribe of Oklahoma tribal license for that location.

8. Requirements to maintain license:
 - a. Change in location. When a licensee changes a location of public gaming activities on Indian Land within the Fort Sill Apache Tribe of Oklahoma Tribal Jurisdiction, the Gaming Commission shall, after notification by the licensee of such changes, issue a corrected license for the balance of the current period reflecting the new address upon reasonable proof of change of address and without imposition of an additional license fee.
 - b. It shall be unlawful for any licensee to fail to notify the Gaming Commission of any new Key Employee, new ancillary contractor, or new operator. The Gaming Commission shall investigate and provide approval or disapproval of the new Key Employee, contractor, or operator within (30) days. Any information received by the Gaming Commission shall be confidential.
 - c. It shall be unlawful for any licensee to begin the employment of a new person or begin the performance of any new contract or begin the control of any new operator without the approval of the Gaming Commission.
 - d. It shall be unlawful for any person to possess a firearm or dangerous weapon on the premises where licensed gaming is allowed, with the exemption of a licensed firearm for the maintenance, of order, firearms possessed by duly authorized peace officers, and firearms maintained by the licensee if previously approved by the Gaming Commission and Tribal law Enforcement for protection of himself, his agents, and invitees.
 - e. It shall be unlawful for a licensee to engage in pawn-brokering or to take goods or materials in hock or to lend money or engage in similar activity with indigent persons solely for the purpose of enabling the indigent person to gamble. This provision is not intended to prohibit the extending of credit by the licensee to persons of means after proper application and credit checks are performed.
 - f. A licensee is required during normal business hours, to maintain his premises open for inspection by the Gaming Commission or its

agents or any other authorized government and keep its books and financial record open for similar inspection.

g. Licensed gaming employees and tribal gaming managers must produce at a players request, losing tickets, copies of canceled checks or other evidence of loss acceptable to the Internal Revenue Service if requested by the player or contestant at the time the player or contestant buys a ticket or chance or otherwise enters the game.

h. The Gaming Commission shall by regulation impose the following additional requirements:

- (1) A determination of whether and in what manner rules of play must be posted for each type of licensed gaming;
- (2) The maximum prize, pot or bet limit, if any, that shall be offered in any type of gaming;
- (3) Rules for the particular conduct of any type of licensed gaming should the Gaming Commission deem that such rules are necessary for the proper conduct of gaming;
- (4) Any other regulation controlling licensed gaming which is deemed necessary by the Gaming Commission.

9. Fees:

Each application for an initial or renewal license shall be accompanied by payment of the license fee. The Gaming Commission's determination of the license fee properly owed under this Ordinance shall be final. This fee is imposed for the revocable privilege of being licensed to engage in public gaming activities within the jurisdiction of the Tribe.

10. Non Transferability:

The license issued pursuant to the provisions of this ordinance is valid only for the person(s) or organization(s) at the place of business shown on the face thereof. It is not assignable or otherwise transferable to any other person or organization or for any other location without the written approval of the Gaming Commission.

11. Payment of License Fees:

All license fees collected under authority of the Tribal Gaming Commission shall be paid to the Tax Commission of the Tribes.

12. License is a Revocable Privilege:

The public gaming operations license is a revocable privilege, no holder thereof shall be deemed to have an interest in any vested rights therein or thereunder. The burden of proving qualifications to hold any license rests at all times in the licensee. The Gaming Commission is charged by law with the duty of continually observing the conduct of all licenses to the end that licenses shall not be held by unqualified or disqualified persons or unsuitable person or persons whose operations are conducted in an unsuitable manner.

13. Violations:

Violations of any provision of this Ordinance or any of the Gaming Commission Regulations by a licensee, his agent, or employee shall:

- (a) be deemed contrary to the public health, safety, morals, good order, and general welfare of the Tribe and its members;
- (b) be grounds for refusing to grant or renew a license, or for suspension or revocation of a licensee,
- (c) be grounds for the filing of criminal charges and/or a civil action in a court of competent jurisdiction on behalf of the Gaming Commission; and
- (d) be grounds for immediate revocation of license in the case of a license being convicted of a felony.

Acceptance of a license or renewal thereof or condition imposed thereon by a licensee constitutes agreement on the part of the licensee to be bound by all the regulations and/or conditions of the Gaming Commission and by the provisions of this ordinance as the same are now or may hereafter by amended or promulgated. It is the responsibility of the licensee to keep him/herself informed of the contents of all such regulations, provisions and conditions, and ignorance thereof will not excuse the violations.

J. License Suspension

1. If, after the issuance of a gaming license, the Fort Sill Apache Gaming Commission receives from the National Indian Gaming Commission reliable information indicating that a key employee or a primary management official is not eligible for employment under subsection D. above, the Fort Sill Gaming Commission shall suspend such license

and shall notify in writing the licensee of the suspension and the proposed revocation.

2. The Fort Sill Apache Gaming Commission shall notify the licensee of a time and a place for a hearing on the proposed revocation of a license.
3. After a revocation hearing, the Gaming Commission shall decide to revoke or to reinstate a gaming license. The Commission shall notify the National Indian gaming Commission of its decision.

X. Rules of General Applicability

1. Rules of Gaming Operation:

Each licensee operating a gaming enterprise under a license issued pursuant to the provisions of this Ordinance shall prominently display in writing all rules and regulations pertaining to all gaming activity, including but not limited to traditional bingo, other games of chance and video games of chance, near the specific location where such gaming activity is conducted; or shall make available a written list of all such rules and regulations to any person making a request for such.

Each gaming employee and management entity licensed under the provisions of this ordinance shall utilize gaming rules and regulations that are in compliance with the laws of the tribe, the United States of American, and any gaming compact and specifically the Indian Gaming Regulatory Act of 1988.

2. Video Games of Chance:

- The following requirements shall apply to management and conduct of all video games of chance within any gaming enterprise licensed pursuant to the provisions of this Ordinance.

a. Licensing or manufacturers; no gaming enterprise may own, lease or operate video games of chance that have been manufactured by a manufacturer that has not received a license from the Gaming Commission pursuant to the provisions of the licensing procedures of this ordinance. The Gaming Commission shall issue licenses only to manufacturers of video games of chance holding a valid license from the States of Minnesota, New Jersey, Nevada, South Dakota, Kansas, Wisconsin and Connecticut or from any other federally recognized Tribe.

b. Licensing of distributors; no gaming enterprise may own, lease, or operate video games of chance that have been distributed by a distributor that has not received a license from the Gaming Commission pursuant to the provisions in the licensing procedures of this ordinance. The Gaming Commission shall issue licenses only to distributors of video games of chance holding a valid license from the state of Minnesota, or the State of New Jersey, or the State of Nevada or the State of South Dakota, Kansas, Wisconsin and Connecticut.

c. Suspension, revocation, or non-renewal of manufacturer or distributor license in the event that the States of Minnesota, Kansas, Wisconsin, Connecticut, New Jersey, Nevada, or the State of South Dakota, suspends, revokes, or refuses to renew a license of a manufacturer or distributor of video games similarly licensed by the Gaming Commission, such action shall be grounds for similar action by the Gaming Commission, which shall investigate, suspend, revoke, or refuse to renew the license issued by the Gaming Commission to such manufacturer or distributor.

d. Technical standards: testing and approval of video games of chance; no video games of chance may be purchased, leased or otherwise acquired by a gaming enterprise unless:

1. the video game of chance is purchased, leased, or acquired from a manufacturer or distributor licensed to sell, lease or distribute video games of chance by the Gaming Commission pursuant to the provisions of this Ordinance; and

2. the video game of chance, or a prototype thereof, has been tested, approved or certified by an approved gaming test laboratory as meeting all requirements and standards of any appropriate compact, ordinance, regulation, or rule on video games of chance.

e. Compliance of video games of chance: any gaming activity involving video games of chance shall be conducted in strict compliance with the Tribal compact, ordinances, and regulations on video games of chance.

3. Restrictions for Gaming Enterprises

Each licensee operating a gaming enterprise under a license issued pursuant to the provisions of this Ordinance must at all times observe the following restrictions on gaming activities:

- a. Minimum age for players: no person below the age of eighteen (18) years on the date of gaming shall be permitted to participate in the gaming in any gaming enterprise licensed under the provisions of this Ordinance. If any person below the age of eighteen (18) years plays and otherwise qualifies to win any prize, the prize shall not be paid, and the estimated amount wagered during the course of the game shall be returned to the player.
- b. Prohibition on alcohol: no gaming enterprise shall allow to be sold or otherwise make available any beverage containing alcohol, including but not limited to, beer or liquor at the gaming enterprise location without the specific approval of the same by the Gaming Commission with the approval of the Business Committee.
- c. Prohibition on Firearms: no firearms or air-guns which are capable of discharging dangerous projections or propellants including, but not limited to, "bb's" or CO2 guns, rifles, shotguns, pistols or revolvers, shall be allowed on the premises except as permitted for security by an employed security force or other city, state, or federal law enforcement officers in the course of their official duties.

XI. Disputes with Customers of the Gaming Operation

* The General Manager shall prescribe rules of play for each type of gaming which has been licensed by the Gaming Commission. Such rules of play shall be acceptable to the Gaming Commission and shall be posted in plain view, accessible and visible by all customers of the gaming operation. All games shall be conducted fairly and honestly by both the General Manager and customers. In the event of a dispute between the General Manager and any customer, the written rules of play shall govern. However, the General Manager shall strive to satisfy the customer in the resolution of any dispute. The Assistant Managers on site, employed by the General Manager, shall be initially responsible to attempt to resolve all such disputes. If a dispute cannot be resolved by the Assistant Manager, the Assistant Manager shall immediately submit a written report of the dispute to the customer, the Gaming Manager and the Gaming Commission Director employed by the Tribe to oversee the gaming operation, who shall discuss the dispute with each other and with the customer. The General Manager shall make the final determination of the action to be taken to resolve the dispute, after consulting with the Gaming Commission Director. Any customer who is not satisfied with the decision of the General Manager may appeal the decision to the Gaming Commission. The determination of the Gaming Commission shall be final. This dispute resolution procedure shall be posted in prominent locations in the gaming facility.

XII. LICENSE LOCATIONS

The Commission shall issue a separate license to each place, facility, or location on Indian lands where Class II gaming is conducted under this ordinance.


XIII. REPEAL

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

CERTIFICATION

Jeff Houser, Tribal Chairman, of the Fort Sill Apache Tribe of Oklahoma, hereby certifies that this Gaming Ordinance is a true and exact copy as amended by the Business Committee at a duly called meeting held on the 5 day of June, 2003, there being a quorum present, by a vote of 4 for and 0 against and 0 abstentions.

Roll Call Vote: Inman C. Gooday, Sr.; absent, Michael Darrow; Yes, Benny Kawaykla; Yes, Loretta Buckner; Yes, Robin Isom; Yes

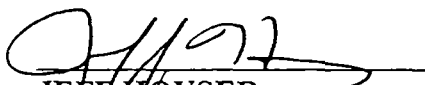

JEFF HOUSER
Chairman


LELAND MICHAEL DARROW
Secretary

EXECUTED AND DELIVERED the day and the year first above written.


FORT SILL APACHE TRIBE OF OKLAHOMA

By and through its delegated representatives:



JEFF HOUSER
Chairman


BENNY KAWAYKLA
Committee Member

INMAN C. GOODAY, SR.
Vice-Chairman


ROBIN ISOM
Committee Member


LELAND MICHAEL DARROW
Secretary-Treasurer


LORETTA BUCKNER
Committee Member

Approved by the Tribal Attorney on this 5 day of JUNE 2003.

Robert E. Prince
ROBERT E. PRINCE
Tribal Attorney