



MAY 5 2003

Jose Oropeza, Chairman
Manchester-Point Arena Band of Pomo Indians
P.O. Box 623
Point Arena, CA 95468

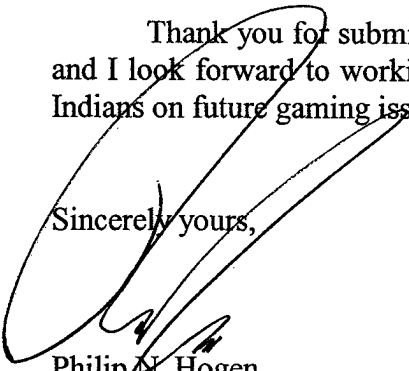
Dear Chairman Oropeza:

This letter is in response to your request for the National Indian Gaming Commission (NIGC) to review and approve the Manchester-Point Arena Band of Pomo Indians Ordinance No. 2000-527. This letter constitutes such approval under the Indian Gaming Regulatory Act (IGRA). It is important to note that the gaming ordinance is approved for gaming only on Indian lands, as defined in the IGRA, over which the Tribe has jurisdiction.

With approval of this gaming ordinance, the Tribal Gaming Commission is now required to conduct background investigations on its key employees and primary management officials. The NIGC expects to receive a completed application for each key employee and primary management official, pursuant to 25 C.F.R. § 556.5(a), and an investigative report on each background investigation, pursuant to 25 C.F.R. § 556.5(b), before the Tribal Gaming Commission issues a license to a key employee or primary management official.

Thank you for submitting the ordinance for review and approval. The NIGC staff and I look forward to working with you and the Manchester-Point Arena Band of Pomo Indians on future gaming issues.

Sincerely yours,



Philip N. Hogen
Chairman



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ORDINANCE NO. 2000-527

AN ORDINANCE OF THE MANCHESTER BAND OF POMO INDIANS OF THE MANCHESTER-POINT ARENA RANCHERIA, CALIFORNIA, AUTHORIZING AND REGULATING GAMING ON THE MANCHESTER POINT ARENA RANCHERIA

The Manchester Band of Pomo Indians of the Manchester Point Arena Rancheria, California ("Tribe"), a federally recognized Indian Tribe, as the beneficial owner of the Manchester Point Arena Rancheria ("Reservation"), and acting through its Community Council ("Tribal Council") in the exercise of its inherent sovereign power to enact ordinances and otherwise safeguard and provide for the health, safety and welfare of the Reservation and the members of the Tribe, hereby enacts this ordinance which shall hereinafter be cited as the Manchester Gaming Ordinance of 2000 ("Ordinance"). This Ordinance and any regulations promulgated thereunder shall constitute the entire gaming regulations for the Tribe.

1. Section Findings and Policy.

This Ordinance is adopted by the Tribal Council, pursuant to its authority granted under Article IV, Section (f) of the Tribe's Constitution, for the purpose of establishing the terms for gaming on the Reservation for tribal governmental and charitable purposes, and to develop, operate, and regulate such gaming consistent with the findings herein and in conformity with the federal Indian Gaming Regulatory Act (25 U.S.C. § 2701 *et seq.* ("IGRA")) and the regulations promulgated thereunder.

The Tribe finds that:

- a. Gaming on its Reservation is a valuable means of generating revenues that are needed for economic development, to promote tribal self-sufficiency, economic development, employment, job training, and a strong Tribal government, and to fund and ensure essential social programs and services;
- b. The Tribe desires to conduct certain forms of gaming to provide needed revenues to the Tribe, and to regulate and control such gaming in a manner that will protect the environment, the Reservation, the health, security and general welfare of the Tribe, the players, and the community; and
- c. The Tribe desires to own all gaming on tribal lands, and to manage and regulate such gaming in a manner that will adequately address such special interests and needs of the Tribe.

Section 2. Definitions.

Unless specified otherwise, the terms used herein shall have the same meaning as in the IGRA, including but not limited to references to "Net Revenues," "Class I," "Class II," and "Class III" gaming, and except for references to "Commissioners", "Commission", or "Gaming Commission" which shall mean the Manchester Gaming Commission or its Commissioners,

established and described herein.

- a. "Applicant" means an individual or entity that applies for a tribal gaming license or state certification.
- b. "Closely Associated Independent Contractor" shall mean any contractor that shares common ownership, officers or directors with any management principal or person related thereto.
- c. "Gaming" shall mean an activity in which a person stakes or risks something of value on the outcome of a contest of chance or a future contingent event, not under his or her control or influence, upon an agreement or understanding that the person, or someone else, will receive something of value in the event of a certain outcome, but shall not include bona fide business transactions.
- d. "Gaming Activities" shall mean any Class I, Class II, or Class III gaming activity conducted by or under the jurisdiction of the Tribe.
- e. "Gaming Commission" or "Tribal Gaming Agency" shall mean the Manchester Gaming Commission, as established herein under tribal law that has the primary responsibility for carrying out the Tribe's regulatory responsibilities under IGRA, this Gaming Ordinance, and any Gaming Compact adopted by the Tribe including, but not limited to, monitoring the Gaming Activities, investigate wrongdoing, conduct background investigations, issue licenses, adopt minimum internal control, auditing, and technical standards for conducting gaming and perform other duties as required for the regulation of Gaming on the Reservation.
- f. "Gaming Compact" or "Compact" shall mean a tribal-state gaming compact adopted by the Tribe or compact alternatives as provided under IGRA for the Tribe.
- g. "Gaming Contractor" shall mean any person or entity that supplies gaming devices or other gaming equipment, personnel, or services (including gaming management or consulting services) to any gaming activity or enterprise.
- h. "Gaming Employee" shall mean any person who operates, maintains, repairs, assists in, or is in any way responsible for supervising gaming activities or persons who conduct, operate, account for, or supervise any gaming activity, is in a category under federal or tribal gaming law, or an applicable tribal-state gaming compact, requiring licensing, or is a person whose employment duties require or authorize access to areas of the gaming facility which are not open to the public. In defining those categories of persons who are required to be licensed under tribal gaming law, the Tribe shall consider the inclusion of persons who are required to be licensed pursuant to state gaming law.
- i. "Gaming Facility" shall mean any building or room in which Class II or III gaming activities or gaming operations occur, or in which the business records, receipts or other funds of the gaming operation are maintained (but excluding offsite facilities primarily dedicated to storage of such records, and financial institutions), and all rooms, buildings and areas, including parking lots, walkways and means of ingress and egress associated therewith, provided nothing herein shall prevent the conduct of Class II gaming (as defined under IGRA) therein.
- j. "Gaming Operation" shall mean the business enterprise which offers and operates gaming activities.

k. "Gaming Resources" shall mean any goods or services used in connection with gaming activities, including, but not limited to, equipment, furniture, gambling devices and ancillary equipment, implements of gaming activities such as playing cards and dice, furniture designed primarily for gaming activities, maintenance or security equipment and services, gaming consulting services, and the like; the term shall not include professional accounting or legal services.

l. "Gaming Resource Supplier" shall mean any manufacturer, distributor, supplier, vendor, lessor or other purveyor of gaming resources to the gaming operation or gaming facility, provided the Gaming Commission may exclude any such purveyor if the subject equipment or furniture is not specifically designed for, and is distributed generally for use other than, in connection with gaming activities.

m. "Key Employee" shall mean a person who performs one or more of the following functions: bingo caller, counting room supervisor, chief of security, custodian of gaming supplies or cash, floor manager, pit boss, dealer, croupier, approver of credit, or custodian of gaming devices including those persons with access to cash and accounting records within such devices. If not otherwise included, any other person whose total cash compensation is in excess of \$50,000 per year, and the four (4) most highly compensated persons in the Gaming Enterprise are included in the definition of key employees. At the discretion of the Gaming Commission, other positions or persons may be included under and be subject to the requirements for key employees.

n. "National Indian Gaming Commission" ("NIGC") shall mean the commission established under the IGRA.

o. "Person" shall mean any natural person or entity, including but not limited to corporations, partnerships and trusts.

p. "Primary Management Official" shall mean the person who has management responsibility for a management contract; any person who has authority to hire and fire employees or to set up working policy for the Gaming Enterprise; or the chief financial officer or other person who has financial management responsibility. At the discretion of the Gaming Commission, other positions or persons may be included under and subject to the requirements for primary management officials.

q. "Related to" shall refer to persons who are related as a father, mother, sister or brother.

r. "Reservation" shall mean all lands within the exterior boundaries of the Manchester Point Arena Rancheria and any lands, the title to which is held by the United States of America in trust for the Tribe.

s. "State" shall mean the State of California.

t. "State Gaming Agency" shall mean the person, agency, board, or commission, or official which the State duly authorizes to fulfill the functions assigned to it under an applicable Gaming Compact. If the State fails, under a Gaming Compact provision, to designate an agency authorized to investigate, approve, and regulate gaming licenses, any function assigned to the State Gaming Agency shall be assumed by the Tribal Gaming Commission until the State so

designates such an agency.

u. "Tribal Chairperson" shall mean the chief executive officer for the Tribe duly elected under the Tribe's Constitution to serve as the primary spokesperson for the Tribe.

v. "Tribal Council" shall mean the governing body of the Tribe, as set forth in the Tribe's Constitution.

w. "Tribal Court" shall mean any court established by the Tribe to hear disputes or, if there is none that can exercise jurisdiction, then the Tribal Council.

x. "Tribal Member" shall mean any duly enrolled member of the Tribe.

Section 3. Ownership of Gaming.

The Tribe shall have the sole proprietary interest in and responsibility for the conduct of any gaming operation facilities and/or enterprise(s) authorized by this Ordinance, except to the extent the Tribe may contract with and license a person or entity to operate or manage the enterprise pursuant to the provisions of the IGRA and the regulations promulgated thereunder, or as otherwise permitted by law.

Section 4. Gaming Commission.

a. Establishment of Gaming Commission. There is established by the Tribe a Commission, acting under delegated authority from the Tribal Council, to be known as the Manchester Gaming Commission. The Gaming Commission shall be composed of three (3) persons who would themselves qualify for licensing under this Ordinance, and any Gaming Compact and who are appointed by the Tribal Council.

b. Disqualifications for Office. The following persons may not serve as Commissioners:

- (1) Persons employed in or in connection with the management, supervision, or conduct of any gaming activity;
- (2) Persons related to any Gaming Contractor, or Gaming Resource Supplier, including any principal thereof or Closely Associated Independent Contractor);
- (3) Persons who would not be eligible to be officers of the Tribe pursuant to the Tribe's Constitution; and
- (4) Members of the Tribal Council.

c. Terms of Office. There shall be a Chairperson, Vice-Chairperson and Secretary of the Gaming Commission. The Chairperson shall be appointed for an initial term of two (2) years. The remaining members of the Commission shall be appointed for an initial term of three (3) years. Thereafter all terms of the Commissioners shall be three (3) years.

d. Removal from Office. Commissioners may only be removed from office before the expiration of their terms by the Tribal Council for neglect of duty, misconduct, malfeasance, or other acts that would render such persons unqualified for such duties or for licensure

hereunder. Commissioners may not be removed for exercising their discretion or judgment or for how they voted on a particular issue. An affirmative vote of at least four (4) members of the Tribal Council, taken in an open meeting after a duly noticed hearing at which the member charged with misconduct shall have the right to hear and present evidence concerning his/her removal, shall be required to remove a member of the Commission. At the request of the member whose removal is at issue, the hearing may be held in executive session. The Tribal Council also may elect to receive in executive session any evidence public disclosure of which might compromise any on-going law enforcement investigation, land acquisition for the Tribe or negotiations by the Tribe with a third party.

e. Quorum. Two (2) members of the Gaming Commission shall constitute a quorum.

f. Officers and Duties. The Gaming Commission shall select, by majority vote, a Chairman, Vice-Chairman and Secretary. The Chairman shall preside over meetings of the Gaming Commission and the Vice-Chairman shall preside in the absence of the Chairman. The Secretary shall record in writing the minutes of all Gaming Commission meetings and all official actions taken by the Gaming Commission.

g. Voting. All actions of the Gaming Commission shall be taken by majority vote. The Commission Chairperson may vote on any issue.

h. Meetings. Meetings shall be held at least once per month at the Tribe's Tribal Council Chambers or any other location on the Reservation designated from time-to-time by resolution of the Gaming Commission. Additional meetings shall be held as called by the Chairperson or by at least two (2) other Commissioners. Notice of meetings shall be given in writing to each Commissioner, served by first class mail or personal delivery at least five (5) business days prior to such meeting. Meetings may be called at any time, by any means, with unanimous consent of the Commissioners. Notice of all Gaming Commission meetings shall also be provided to the Secretary of the Tribal Council.

i. Compensation for Serving. The Tribal Council shall determine and authorize the compensation to be paid to Commissioners by adoption from time to time of a resolution based on a determination of time required to be expended upon Commission duties and the qualifications of the appointed Commissioners.

j. Powers and Duties.

The Gaming Commission shall have the primary responsibility for carrying out the Tribe's regulatory responsibilities under applicable law. In order to enforce the requirements of applicable law, to protect the integrity of the gaming activities, the reputation of the Tribe, and the gaming operation for honesty and fairness, and to develop the confidence of patrons, the Commission shall:

(1) Inspect, examine and monitor Gaming Activities, including the power to demand access to and inspect, examine, photocopy and audit all papers, books and subpena records respecting such Gaming Activities;

(2) Investigate any suspicion of wrongdoing and violations of applicable law and regulations in connection with any Gaming Activities and require correction of violations as the Gaming Commission deems necessary including establishing and imposing fines or other sanctions against licensees or other persons who interfere with or violate the Tribe's gaming regulatory requirements under applicable federal or tribal law or a Compact;

(3) Conduct, or cause to be conducted, such investigations as may be necessary to determine in connection with any Gaming Activities, compliance with law including this Ordinance and any Compact or any contracts, agreements, goods, services, events, incidents, or other matters related to Gaming Activities;

(4) Conduct, or cause to be conducted, background investigations regarding any person in any way connected with any Gaming Activities and issue licenses to, at minimum, all Key Employees and Primary Management Officials according to requirements at least as stringent as those in 25 C.F.R. parts 556 and 558 as well as any employees, investors, contractors, or gaming resource suppliers required to be licensed under the standards set forth in tribal law or a compact;

(5) Hold such hearings, sit and act at such times and places, summon persons on the Reservation to attend and testify at such hearings, take such testimony, and receive such evidence as the Gaming Commission deems relevant in fulfilling its duties;

(6) Administer oaths or affirmations to witnesses appearing before the Gaming Commission;

- (7) Implement and administer a system for investigating, licensing, reviewing, monitoring license renewal for the Gaming Facility, employees, contractors, Gaming Resource Suppliers, investors and others connected with Gaming Activities, as described herein, including the issuance of licenses or other certification of gaming facilities, individuals and entities as required under this Ordinance, any compact and the IGRA;
- (8) Hear complaints against the Gaming Operation, in accordance with the procedures established in this Ordinance, or any compact;
- (9) Subject to the approval of the Tribal Council and the appropriation of funds therefor, adopt a budget to finance the operations of the Gaming Commission including but not limited to the employment of such staff and support services as are reasonably required to fulfill its responsibilities under this Ordinance; compensation of such employees shall be limited to that which is comparable to compensation paid to persons performing similar duties in other governmental gaming regulatory agencies;
- (10) To the extent required, comply with any monitoring, regulatory and reporting requirements, and any dispute resolution procedures established under a tribal-state compact to which the Tribe is a party and other applicable law, including the IGRA;
- (11) Issue such regulations as it deems appropriate in order to implement the provisions of this Gaming Ordinance, the IGRA, or any applicable tribal-state gaming compact, and to promulgate rules and regulations for operation and management and ensure their effective enforcement in areas including: enforcement of relevant laws and rules; conduct of hearings and investigations; physical safety of patrons, employees and other persons in the gaming facility; physical safeguarding of assets; prevention of illegal activity within the facility or in respect to the gaming operation including employee procedures and surveillance systems; detention of persons who may be involved in illegal acts for notification of law enforcement authorities; recording of any and all occurrences within the gaming facility; detection of employee theft, cheating or fraud; listing of persons barred from the gaming facility; conduct of audits; submission, approval, and maintenance of Class III game rules; maintenance and approval of surveillance systems consistent with industry standards; cashier's cage maintenance consistent with industry standards; staffing and supervisory requirements; and technical standards for operation of gaming terminals and other games consistent with gaming testing laboratory standards.
- (12) Establish and impose license fees, sanctions, fines, and conditions, and renew licenses, deny, suspend or revoke licenses; and issue temporary or conditional licenses as appropriate under the provisions of this Gaming Ordinance, IGRA, or Gaming Compact.
- (13) Investigate and report violations and compliance failures as required under this Gaming Ordinance, IGRA, or Gaming Compact.
- (14) Investigate and assure compliance with any requirements for tribal ownership, management and control of gaming facility and gaming operation, as set forth in tribal or federal law or a Gaming Compact.
- (15) Investigate and assure compliance with age restrictions for patrons including provisions prohibiting minors in the facility and age limits on service of

alcoholic beverages as provided under applicable law including any Gaming Compact.

(16) Issue identification cards or badges to those persons required to be licensed and require such cards or badges to be worn at all times while in the gaming facility.

(17) Review and monitor gaming facilities on the Reservation, issue certifications, and assure gaming facility compliance with any inspection and licensing requirements under federal or tribal law, and any Gaming Compact.

(18) Carry out any requirements under tribal or federal law or Gaming Compact for the protection of the health and safety of gaming facility patrons, guests, and employees, including requirements that gaming facilities meet building and safety codes duly adopted by the Tribe.

(19) Monitor and direct inspections by qualified building and safety experts to review and determine compliance with such requirements for gaming facility licensing and certification.

(20) Carry out such other duties with respect to Gaming Activities on the Reservation as the Tribe, IGRA, or a Gaming Compact shall direct.

k. Annual Reports. On or before April 1st of each year, the Gaming Commission shall provide to the Tribal Council an Annual Report summarizing its activities during the prior twelve (12) month period ending on December 31st, and accounting for all receipts and disbursements. The Tribal Council shall cause copies of the Annual Report to be made available to Tribal Members at the Tribe's annual Community Council meeting.

l. Other Reporting Requirements. As required, the Gaming Commission shall comply with any reporting requirements established under a tribal-state compact to which the Tribe is a party, and other applicable law, including the IGRA and regulations promulgated thereunder.

Section 5. Permitted Gaming Activities.

a. Unauthorized Gaming Prohibited. All Gaming Activities on the Reservation (whether Class I, II or III) are prohibited except as expressly authorized under this Ordinance.

(1) Class I Gaming. Class I Gaming Activities are hereby permitted to the extent consistent with tribal custom and practice. The Gaming Commission may prohibit and prevent any conduct which is claimed to be Class I gaming if the Tribal Council finds that such conduct is not in accordance with tribal customs or practices or violates the IGRA or any other applicable law.

(2) Class II and Class III Gaming. Class II and Class III gaming on the Reservation is hereby authorized, provided the Tribe has the sole proprietary interest in and responsibility for the conduct of any Gaming Operation, or to the extent the Tribe may contract with and license a person or entity to own, operate or manage the operation pursuant to the provisions of the IGRA or as otherwise permitted by law. Nothing herein shall prohibit the Tribe from engaging the services of non-tribal persons as employees thereof or engaging any person or entity to provide consulting or other technical assistance or to assist the Tribe in the management of Gaming Activities pursuant to a

management agreement entered into under the provisions of the IGRA. Class III gaming shall be conducted in accordance with any applicable tribal-state compact between the Tribe and the State, or any alternative thereto as provided by the IGRA.

Section 6. Gaming Revenues.

a. Tribal Property. Except as provided for under the terms of an agreement pursuant to the provisions of the IGRA or as otherwise permitted by law, all revenues generated from any Class II or Class III Gaming Activities are the property of the Tribe. Any profits or Net Revenues from Gaming Activities shall be deposited into the Tribe's general treasury or such other tribal account as the Tribe shall determine. Once becoming part of the treasury such funds shall lose any identity as gaming revenues except to the extent necessary to identify them as such in order to comply with applicable law. No Tribal Member shall be deemed to have any interest in such profits or Net Revenues, provided that the Tribal Council may adopt rules for distributing gaming proceeds to Tribal Members on a per capita basis provided such plan meets the requirements of the IGRA, 25 U.S.C. § 2710 (b)(3). Payments from the general treasury funds to Tribal Members under other tribal programs, including those related to health, welfare, education, elderly care, and housing, shall not be deemed to be per capita payments.

b. Use of Net Revenues. Net Revenues from Gaming Activities shall not be used for purposes other than:

- (1) To fund tribal government operations or programs;
- (2) To provide for the general welfare of the Tribe and its members;
- (3) To promote economic development for the Tribe;
- (4) To donate to charitable organizations;
- (5) To help fund operations of local government agencies; or
- (6) To make per capita distributions to Tribal Members in accordance with Section 6(a) above.

Section 7. Operation of Gaming Establishments.

a. Gaming Permitted as Licensed. Except to the extent authorized by an agreement pursuant to the provisions of the IGRA or as otherwise permitted by law, Gaming Activities shall only be conducted in tribally owned, operated and licensed facilities pursuant to the provisions of this Ordinance. Such activities shall be conducted in accordance with the terms and conditions of any license issued by the Tribe for such purposes as to each facility before any Gaming Activities may occur therein. Such licenses shall specify the hours of operation, type and scope of Gaming Activities allowed therein, permitted uses of the facility for other activities, rules of conduct for employees and patrons, regulation of alcoholic beverages, food handling and entertainment, whether the facility is safe for human occupation, and such other matters as the Gaming Commission or the Tribal Council may deem necessary to the conduct of Gaming Activities therein.

b. Protection of Environment and Public. Any construction or maintenance of any gaming facility, and the operation of gaming therein, shall be conducted in a manner which

adequately protects the environment and the public health and safety.

c. Dispute Resolution. Patrons who have complaints against the gaming establishment shall have as their sole remedy the right to file a petition for relief with the Gaming Commission in accordance with such rules or regulations as the Gaming Commission may prescribe from time to time. For such purposes, disputes with any management contractor or its employees shall be made to the Gaming Commission, and such shall be the exclusive remedy for patron complaints. Complaints shall be submitted in writing and, at the discretion of the Gaming Commission, the petitioner may be allowed to present evidence. The Gaming Commission will render a decision in a timely fashion and all such decisions will be final when issued. Any patron having a claim against the gaming establishment or a management contractor or its employees must submit such claim to the Gaming Commission within thirty (30) days of its occurrence. All claims by patrons shall be limited to a maximum recovery of \$10,000 per occurrence, and a cumulative limit of \$20,000 per patron in any twelve (12) month period.

Section 8. Audits.

Annual Audits. Annual outside auditing by a recognized independent accounting firm shall be conducted of each gaming activity and the results thereof reported to the Tribal Council, and, to the extent required by law, the Bureau of Indian Affairs and the NIGC or any other entity as required under any Compact.

Section 9. Contracts.

a. Bidding. Contracts, except attorney contracts, relating to gaming or any gaming facility over \$25,000 or for more than three (3) years shall be subject to a formal, sealed bidding process prior to submission to the Tribal Council for approval. All reasonable attempts shall be made to obtain and consider at least three (3) responsible bids; provided, the Gaming Commission may waive the requirement for three bids upon good cause shown.

b. Audit Requirements. All contracts for supplies, services, or concessions for a contract amount in excess of \$25,000 annually (except contracts for professional legal or accounting services) relating to Class II or Class III gaming on the Reservation shall be subject to independent audits, and such contracts shall so specify.

Section 10. Licenses.

a. Licensing Requirements. It is the declared policy of the Tribe that all Gaming Activities be licensed and controlled so as to protect the morals, good order and welfare of Tribal Members and other persons on the Reservation and to preserve the honesty, fairness and integrity of such Gaming Activities. Accordingly, no person shall engage in any Class II or Class III Gaming Activities on the Reservation without an appropriate and valid independent Class A or Class B license issued by the Gaming Commission which meets the standards set forth in this Ordinance, IGRA, and any applicable Compact. Any gaming license which is issued, or finding of suitability or approval by the Gaming Commission, shall be deemed a privilege subject to suspension or revocation. No license shall be issued that would place the Tribe in violation of the IGRA or the regulations promulgated thereunder or, as applicable, provisions of a tribal-state compact, or of any applicable law.

b. Burden on Applicant. The burden of proving an applicant's qualifications to receive any license hereunder is at all times on the applicant. Applicants must accept any risk of adverse public notice, or other action which may result from the application process and expressly waive any claim for damages as a result thereof.

c. Applicant Claim of Privilege. An applicant may claim any privilege afforded by law in connection with a gaming license application or investigation, but a claim of privilege with respect to any testimony or evidence pertaining thereto may constitute sufficient grounds for denial, suspension or revocation.

d. Release of Information. All persons applying for a license shall agree to release the information necessary in order for the Gaming Commission to achieve its goals under this Ordinance, and to furnish such information to the Bureau of Indian Affairs, the NIGC, or such other governmental agency as may be required by law or any applicable Compact.

e. Types of Licenses. Three classes of licenses (Class A, Class B, and Class C) shall be issued to persons and entities associated with Gaming Activities, and a facility license shall be

issued to any facility where Gaming Activities are conducted on the Reservation.

(1) Class A Licenses. Before permitting any person to become permanently associated with the Gaming Activities as an investor, management entity, or other person owning or controlling ten percent (10%) or more of any interest in any management entity, or any Primary Management Official, Key Employee, Closely Associated Independent Contractor, or other individual or entity with influence over the management or operation of the gaming, or a Class II or III gaming employee, supplier, manufacturer or distributor, such person shall obtain a Class A license. The Gaming Commission shall conduct or cause to be conducted a background investigation to determine if such person has:

(a) Any criminal record or any reputation, prior activities, habits or associations which might pose a threat to the public interest or to the effective regulation of gaming.

(b) Anything else in their background which might create or enhance the dangers of unsuitable, unfair, or illegal practices and methods and activities in the conduct of gaming.

Persons who do not meet the above qualifications shall be denied a Class A license.

(2) Class B Licenses. Persons who are not among those identified in subsection (1) above, but are to be employed at a gaming facility on the Reservation in some other capacity, such as in non-gaming related activities, shall be required to obtain a Class B license from the Gaming Commission. Such persons must establish that they have not been convicted of a crime, or engaged in any activity, which the Gaming Commission, in its sole discretion, deems would render such person a danger to the safety or integrity of the Gaming Activities or the safety or property of the Tribe, any Tribal Member, any gaming employee or patron, or the public.

Persons who do not meet the above minimum qualifications shall be denied a Class B license.

(3) Class C Licenses. Minors (persons under 18 years of age) employed at a gaming facility on the Reservation may be issued a Class C license, which will entitle them to work in any position for which a Class B license is required for adults and not otherwise prohibited by law, provided such minors are not deemed by the Gaming Commission to pose any threat to the safety or integrity of the Gaming Activities or the safety or property of the Tribe, any Tribal Member, any gaming employee or patron, or the public. The Class C license shall be valid for no more than six (6) months before renewal, and shall be revoked upon the minor's reaching the age of 18, at which time a Class A or B license, as may be appropriate, will be required. Minors shall not be employed as dealers or otherwise to operate or supervise the operation of games, or to serve liquor.

(4) Facility Licenses. Any tribal gaming facility shall be inspected, licensed, certified, and monitored as applicable under the requirements of this Ordinance, IGRA, and any applicable Compact.

f. License Renewal. Class A and Class B licenses shall be subject to renewal at least every two (2) years, and may be revoked or suspended upon the occurrence of any act which, if known during the application process, would have tended to disqualify such person for such a license.

g. Temporary Licenses. Pending completion of an investigation for a license, temporary licenses of ninety (90) days duration may be issued by the Gaming Commission if in its sole discretion it deems it appropriate to do so. Such licenses shall permit the licensee to engage in such activities and pursuant to such terms and conditions as may be specified by the Gaming Commission. Unless renewed for good cause, such temporary licenses shall expire ninety (90) days from date of issuance, upon issuance of a regular license, or until an earlier specified expiration date, whichever occurs first.

h. License Investigations. The Gaming Commission may employ all reasonable means, including the engagement of outside services and investigators and the holding of hearings, to acquire the information necessary to determine whether or not a license should be issued. Applicants shall also agree to release the information necessary in order for the Gaming Commission to achieve its goals under this section and to furnish such information to the Bureau of Indian Affairs, the NIGC, or such other agency as may be required by law.

i. License Fees. Unless specifically waived by the Gaming Commission, all license applicants shall be required to pay all applicable license fees and costs when due, including a reasonable deposit for costs incurred in obtaining information in connection with the license application. Estimates of licensing costs shall be provided to applicants upon reasonable request. Payment for all reasonable fees and costs must be received by the Gaming Commission prior to issuance of the license.

j. Standards. All persons engaged by or associated with any Gaming Activity on the Reservation shall conduct themselves with honesty, integrity, and with such decorum and manners as may be necessary to reflect positively on the Tribe, its members and the Gaming Activities involved. Any failure to abide by such standards, or any violation of any rule, ordinance, custom or tradition of the Tribe, the Reservation or the Gaming Activity, or the terms or conditions of the license, may be grounds for immediate suspension or revocation of any license issued hereunder.

k. Appeals. All decisions of the Gaming Commission regarding the issuance or revocation of licenses shall be effective when issued. An applicant or licensee whose license is denied, revoked or suspended may, within thirty (30) days after the date of receipt of a written decision of the Gaming Commission, file a petition with the Gaming Commission requesting a hearing to reconsider the decision, and shall have the right to appeal such decision to the Tribal Court in accordance with such rules and regulations as may be promulgated by the Tribal Court for that purpose. Any Tribal Member who is denied a license by the Gaming Commission may, within sixty (60) days of written notice of such denial, appeal the denial to the Gaming Commission, which shall have the power to reverse its prior decision and order that such license be issued, and shall have the right to appeal such decision to the Tribal Court, provided that no such license shall be issued for more than one (1) year, subject to the renewal procedures set forth herein, and provided further that no order of the Gaming Commission or Tribal Court that a license be issued shall be valid if such issuance would place the Tribe in violation of any tribal-state compact to which the Tribe is a party, or of any applicable law. The Tribal Court in reviewing decisions of the Gaming Commission shall not reverse a Gaming Commission decision unless the court finds that the decision is arbitrary or capricious or clearly contrary to

the law.

1. Background Investigations.

(1) The Gaming Commission shall request from each Primary Management Official Key Employee and other Class A license applicants all of the information specified in subsections (a) through (n) below. The Gaming Commission reserves the right, at any time, to request additional information either prior to, during, or subsequent to any background investigation.

(a) Full name, other names used (oral or written), social security number(s), date of birth, place of birth, citizenship, gender, all languages (spoken or written);

(b) Currently and for at least the previous ten (10) years: business and employment positions held, ownership interests in those businesses, business and residence addresses and drivers license number(s);

(c) Names and current addresses of at least three (3) personal references, including one personal reference who was acquainted with the applicant during each period of residence as listed under subsection (b) above;

(d) Current business and residence telephone numbers;

(e) Description of any existing and previous business relationships with the gaming industry generally, including ownership interests in those businesses;

(f) A description of any existing and previous business relationships with Indian tribes, including ownership interests in those businesses;

(g) Name and address of any licensing or regulatory agency with which the person has ever 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 on-going prosecution or a conviction: the charge, the name and address of the court involved, and the date and disposition, if any, of the case;

(i) For each misdemeanor conviction or on-going 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, if any, of the case;

(j) For each criminal charge (excluding minor traffic charges), whether or not there is or was a conviction, if such criminal charge is within ten (10) years of the date of the application and is not otherwise listed above pursuant to subsections (h) or (i) above: the criminal charge, the name and address of the court involved and the date and disposition, if any, of the case;

(k) Name and address of any licensing or regulatory agency (federal,

tribal, state, local or foreign) with which the person has filed an application for an occupational license or permit, whether or not such license or permit was granted;

- (l) Current photographs;
- (m) Any other information the Tribe or Gaming Commission deems relevant; and
- (n) Fingerprints consistent with procedures adopted by the Gaming Commission according to 25 C.F.R. § 522.2(h).

(2) The Tribe shall conduct or cause to be conducted an investigation, through the Gaming Commission, sufficient to make a determination of eligibility as required under this Ordinance. In conducting the background investigation, the Gaming Commission and its agents shall promise to keep confidential the identity of each person interviewed in the course of the investigation.

(3) The Gaming Commission shall arrange for a city or county law enforcement agency, located in Mendocino County, for the State of California, other appropriate law enforcement agency or properly authorized Gaming Commissioner to take the applicant's fingerprints and forward those fingerprints directly to the NIGC, to be forwarded to the Federal Bureau of Investigation, National Criminal Information Center, for review of the applicant's criminal history, and perform or arrange to have performed the necessary background investigation of the applicant required by this Ordinance. Such investigation shall include contacting each reference provided in the application and taking all appropriate steps necessary to verify the accuracy of the information contained in the application. There shall be a written investigation report of the findings and conclusions of each investigation. The investigative report shall include (1) the steps taken in conducting a background investigation; (2) the results obtained; (3) the conclusions reached; and (4) the basis for the conclusions. The Gaming Commission shall review the findings and conclusions of the report for the purpose of determining whether to grant or deny the license applied for.

k. Eligibility Determination. The Gaming 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 or any other applicant for a Class A or B license for employment in a gaming operation. If the Gaming 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, the Gaming Enterprise shall not employ that person in a Key Employee or Primary Management Official position or in any other position for which a Class A or B license is required, except as specifically established by the Gaming Commission.

l. Forwarding Licensing Applications and Reports to NIGC.

(1) On or before the date a Key Employee, Primary Management Official, or other applicant for a Class A license is employed by a Gaming Enterprise authorized under this Ordinance, the Gaming Commission, acting on behalf of the Tribe, shall forward to the NIGC the person's completed application for employment containing the information required above under Section 10(l) of this Ordinance.

(2) Prior to issuing a license to a Primary Management Official Key Employee, or other applicant for a Class A license the Gaming Commission, acting on behalf of the Tribe, shall forward to the NIGC, together with a copy of the eligibility determination made under subsection 10(k) above, an investigative report approved by the Commission on each background investigation. The investigative report on each background investigation shall be forwarded to the NIGC within sixty (60) days after the employee begins work, or within sixty (60) days of the approval of this Ordinance by the NIGC. The Gaming Operation shall not employ or continue to employ any person as a Key Employee, Primary Management Official or Class A licensee who does not have a license within ninety (90) days of beginning work.

The investigative report shall include the following information:

- (a) Steps taken in conducting a background investigation;
- (b) Results obtained;
- (c) Conclusions reached; and
- (d) The bases for those conclusions.

(3) The Gaming Commission, acting on behalf of the Tribe, shall provide to the NIGC or other agency, any other reports and information required by the IGRA and regulations promulgated thereunder. Further, with respect to Key Employees, Primary Management Officials, and other Class A licensees, the Gaming Commission shall retain applications for employment and reports (if any) of background investigations for inspection by the NIGC for no less than three (3) years from the date of termination of employment.

(4) If a license is not issued to an applicant, the Gaming Commission shall notify the NIGC and may forward copies of its eligibility determination and investigative report (if any) to the NIGC for inclusion in the Indian Gaming Individuals Records System.

m. Granting a Gaming License.

(1) If, within a thirty (30) day period after the NIGC receives a report as required under subsection 10(l) above, the NIGC notifies the Tribe that it has no objection to the issuance of a license pursuant to the license application filed for a Key Employee, Primary Management Official, and other Class A applicants for whom the Gaming Commission has provided an application and investigative report, the Gaming Commission may issue the license.

(2) The Gaming Commission shall provide any additional information requested by the NIGC concerning a Key Employee, Primary Management Official or other Class A applicant who is the subject of a report as required under this subsection. An NIGC request for additional information shall suspend the thirty (30) day period established under this subsection until the NIGC receives the additional information.

(3) If, within the thirty (30) day period established under this subsection, the

NIGC provides a statement itemizing objections to issuance of a license to a Key Employee, Primary Management Official or other Class A applicant, the Gaming Commission shall reconsider the application, taking into account such objections. The Gaming Commission retains the right to make the final determination whether to issue the license to such applicant.

n. License Suspension.

(1) If, after issuance of a gaming license, the Tribe receives reliable information from the NIGC or other reliable source indicating that a Key Employee, Primary Management Official or other Class A or B licensee is not eligible for employment under the eligibility criteria established in section 10(k) above, the Gaming Commission shall suspend the license and shall notify the licensee in writing of the license suspension and proposed revocation.

(2) The Gaming Commission shall notify the licensee of a time and place for a hearing on the proposed revocation of a license.

(3) After the revocation hearing, the Gaming Commission shall determine whether to revoke or to reinstate the gaming license. For actions taken in response to information provided by the NIGC, the Gaming Commission shall notify the NIGC of its decision.

o. Facilities Licenses. A separate license shall be required for each place, facility, or location on any land where Class II and/or Class III gaming is to be conducted on the Reservation. Before Gaming Activities can be conducted therein, the Gaming Commission shall inspect and license each such facility in accordance with this Ordinance, the IGRA or any applicable Compact.

p. Class III Licenses Subject to Gaming Compact Requirements. All licenses for employment in, providing goods or services to, or other involvement with Class III gaming activities on the Reservation shall be subject to and governed by the provisions and process established in any applicable Gaming Compact. In addition to the NIGC and Gaming Commission background investigation and licensing processes established herein, all such Class A and/or B licenses including Class III gaming facility licenses, shall be subject to all requirements agreed to by the Tribe and the State under any such Gaming Compact.

Section 11. Application Forms.

a. Each application form for a Key Employee or a Primary Management Official, as well as for all other Class A license applicants, unless otherwise specifically exempted by the Gaming Commission, shall contain the notices set forth in subsections (1) and (2) below:

(1) Privacy Act Notice:

In compliance with the Privacy Act of 1974, the following information is provided: Solicitation of the information on this form is authorized by 25 U.S.C. §2701 et seq. The purpose of the requested information is to determine the eligibility of individuals to be 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 the 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) Notice Regarding False Statements.

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, § 1001)

b. Any existing Key Employee or Primary Management Official, or any other Class A licensee unless otherwise specifically exempted by the Gaming Commission, that has not completed an application form containing the language set forth in Section 11.a(1) and (2) above, shall be notified that they must either:

(1) Complete a new application form that contains the Privacy Ordinance Notice and the Notice Regarding False Statements; or

(2) Sign a statement that contains the Privacy Ordinance Notice and consent to the routine uses described in that notice, and sign a statement that contains the Notice Regarding False Statements.

Section 12. Class III Gaming: Tribal-State Compacts.

In addition to the provisions set forth above, all Class III gaming engaged in on the Reservation shall be conducted in accordance with any applicable tribal-state compact obtained in accordance with the IGRA. All negotiations for such compacts shall be conducted through the Tribal Council, with the advice and suggestion of the Gaming Commission, and shall be finalized in accordance with tribal law. To the extent any provision of a tribal-state compact is inconsistent with the provisions of this Ordinance, such compact shall prevail and shall be deemed incorporated by reference herein.

Section 13. Interest in Management Contracts by Tribal Officials.

No elected official of the Tribe, including the Gaming Commission or any other committee or agency of the Tribe, shall have a financial interest in or management responsibility for, any management agreement entered into pursuant to the IGRA, nor shall such elected official serve on the board of directors or hold (directly or indirectly) ten percent (10%) or more of the issued and outstanding stock of any corporation, or ten percent (10%) or more of the beneficial interest in any partnership, trust, or other entity, in any such corporation, partnership, trust or other entity, having a financial interest in, or management responsibility for, such contract.

Section 14. Service of Process.

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

Section 15. Tribal Gaming Corporation.

Nothing in this Ordinance shall prevent the Tribe, through its Tribal Council, from delegating the authority to conduct Gaming to one or more tribal corporations, so long as the tribal Gaming Operation to which such authority is delegated agree to meet all criteria and requirements established under this Ordinance.

Section 16. Repeal of Prior Gaming Ordinance; Effective Date.

This Ordinance and the regulations promulgated thereunder shall constitute the entire gaming regulations of the Tribe. All prior gaming acts and ordinances of the Tribe are repealed, and this Ordinance shall become effective upon its approval by the NIGC.

Section 17. Severability.

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

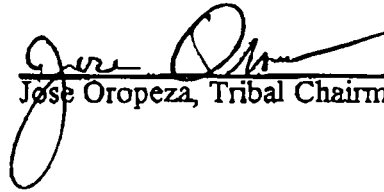
Section 18. Amendments.

All provisions of this Ordinance are subject to revision, repeal, or amendment by the Tribal Council at any time. Regulations promulgated by the Gaming Commission under this Ordinance are subject to revision, repeal or amendment by the Gaming Commission at any time.

CERTIFICATION

The foregoing Ordinance was adopted at a duly called meeting of the Tribal Council held on the 24th day of June , 2000, by the following vote:

AYES: 98
NOES: 4
ABSTAIN: 13
ABSENT: 0



Jose Oropeza, Tribal Chairman

ATTESTED:



Brenda Anderson, Secretary