



Oregon Association of Indian Gaming Commissions



Native Americans have a long history of gambling – originally a hiding and guessing game with marked sticks

Mission

To provide for the general welfare and promotion of the gaming industry of Oregon Tribes by ensuring the fairness, honesty and integrity through communication and sharing of information.





In the interest of Indian Gaming as a business enterprise common to Oregon Tribes, it is the intention of the Tribal Gaming Commissions to form a mutually beneficial association that will provide for the general welfare and promotion of the industry by ensuring the fairness, honesty and integrity of the gaming enterprise.

In recognition of the inherent sovereignty of Oregon tribes, and pursuant to the protection afforded by sovereignty, the Association's goal is to promote, support, protect, and provide for the Tribe's goal of autonomous self-regulation.

Whereas the Tribal Governments of each Nation are the governing bodies that speak on behalf of the participating Tribes, it is the intent of this association to maintain neutrality in such matters that pertain to tribal politics or any negotiations, or interactions between and within governments.

OAIGC Bylaws

Established 12/04/1996



**Rusty
Bossley**



**Larry
Simpson**



**Aaron
Barney**



**Tanner
Fish**



**Keith
Hescock**



**Shawna
Gray**



**Brad
Spencer**



Sandra Main

OAIGC Active Members

Active Members

- Active members shall include any Gaming Commission of the recognized Indian Tribes of Oregon. Active members shall be entitled to vote and voice their opinions on all matters requiring a decision. Each Tribal Gaming Commission shall have one vote. All decisions of the OAIGC shall, whenever possible, be reached by a consensus of the membership, after thorough discussion and ideas from all members of any Tribal Gaming Commission.

Qualifications to Represent an Active Member:

Any person currently employed or appointed as a Commissioner of Gaming by one of the recognized Indian Tribes of Oregon or -employed by a Tribal Gaming Commission. If a Commissioner or Commission employee is relieved of their position on their Gaming Commission, any office of this Association that they may hold, must be forfeited.

Associate Members

- Associate members may include any recognized Commission in Oregon or any state, National Indian Gaming Commission, Oregon State Police Tribal Gaming Section, and any law enforcement Agency. Associate members shall be entitled to participate in the OAIGC activities and meetings except that they are not eligible to vote or to hold an elective office. Associate members shall be required to pay any dues as required.



Shawn Chase
Regional Director



Mike Turner
Major



Rich Haller
Chair

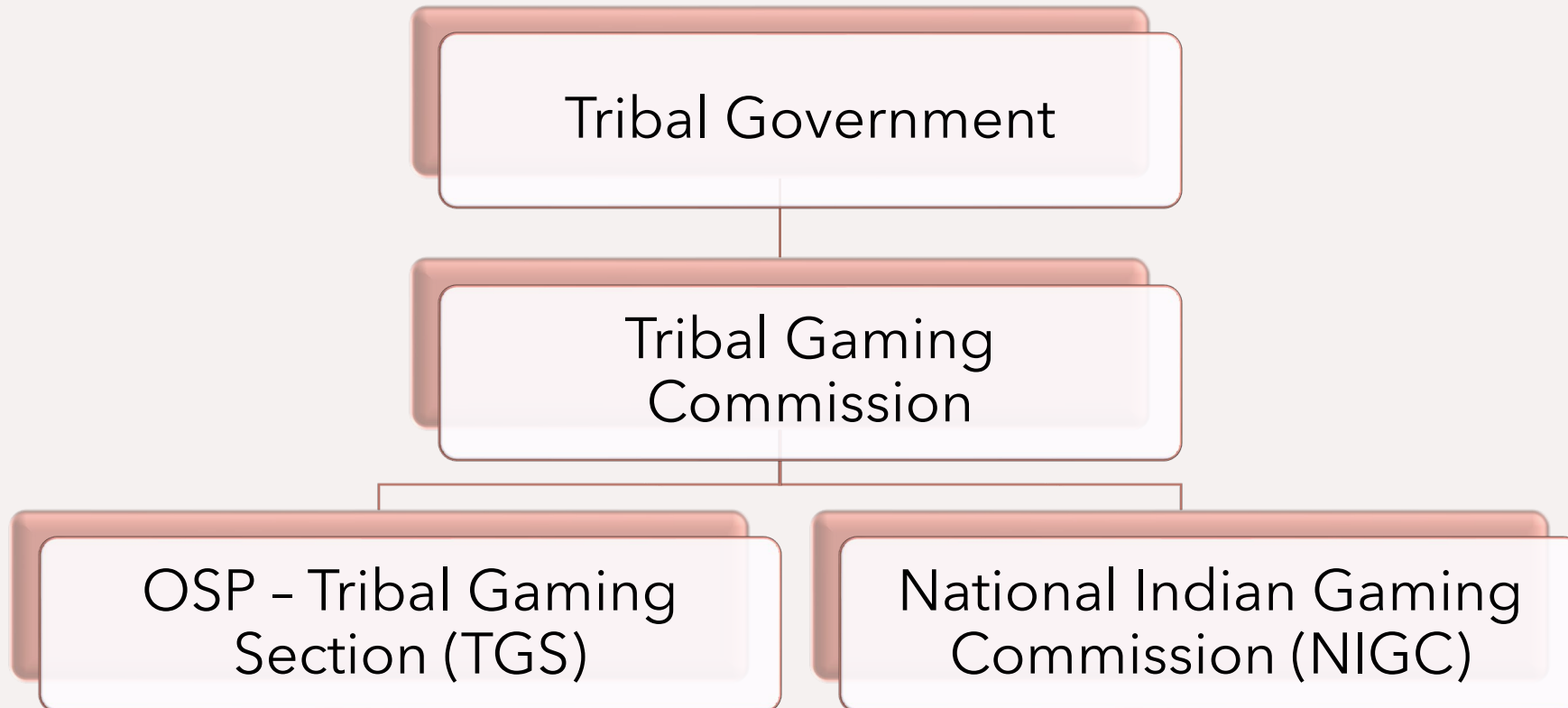
OAIGC Associate Members

- Enacted in 1988 as Public Law 100-497 and codified at 25 U.S.C. 2701, the Indian Gaming Regulatory Act established the jurisdictional framework that presently governs Indian gaming. The Act established three (3) classes of gaming with a different regulatory scheme for each. Only tribal gaming is regulated to such an extent; non-tribal gaming is only regulated by state authorities.
- **Class I gaming** is defined as traditional Indian gaming and social gaming for minimum prizes. Regulatory authority over Class I gaming is vested in tribal governments.
- **Class II gaming** is defined as the game of chance commonly known as bingo (which may include the use of electronic, computer, or other technological aids) and if played in the same location as the bingo, pull tabs, punch boards, tip jars, instant bingo, and other games like bingo. Class II gaming also includes non-banked card games, that is, games that are played exclusively against other players rather than the house or a player acting as a bank. The Act specifically excludes slot machines or electronic facsimiles of any game of chance from the definition of Class II games. The Tribes possess the authority to conduct, license, and regulate Class II gaming, so long as the state in which the tribe is located permits such gaming for any purpose and the tribal government adopts a gaming ordinance approved by the Commission. **Tribal governments are the primary regulator for Class II gaming.**
- **Class III gaming** is extremely broad. It includes all forms of gaming that are neither Class I nor Class II. Games commonly played in casinos, such as slot machines, blackjack, craps, baccarat, and chemin de fer fall in the Class III category, as well as electronic facsimiles of any game of chance. Before any tribe may lawfully conduct Class III gaming, the following conditions must be met. First, the form of Class III gaming the tribe wants to conduct must be permitted in the state in which the tribe is located. Second, the tribe and the state must have negotiated a compact that has been approved by the Secretary of the Interior, or the Secretary must have approved regulatory procedures; and third, the tribe must have adopted a tribal gaming ordinance that has been approved by the Chair of the NIGC.

Indian Gaming Regulatory Act (IGRA)

from www.nigc.gov

Regulatory Structure



Regulatory Laws

[Indian Gaming Regulatory Act \(IGRA\)](#) (15 pages)

Tribal Gaming Ordinance (derived from IGRA) - by Tribe (10+ pages)

National Indian Gaming Commission (NIGC)

No Oregon Tribal Casino has had any significant sanctions by NIGC or OSP-TGS.

[NIGC Minimum Internal Controls Standards \(MICS\)](#) (48 pages)

[Bulletins to provide program-related guidance](#) (currently 100 bulletins)

[Tribal-State Compact for Regulations of Class II Gaming](#) (each Tribe has their own with variable language)

Tribal-State Minimum Internal Controls Standards (MICS) - By Tribe (Average of 100+ pages)

Tribal Gaming Commission (by Tribe)

Tribal Gaming Commission Regulations (Average 25+ chapters)

Tribal Internal Control Standards (TICS) (Average 250+ pages)

Tribal Casino Policies & Procedures (By Casino) (Average of 30+ chapters)

**600+ pages and
45+ chapters**



NIGC MISSION: Regulating Indian gaming to promote tribal economic the Indian gaming development, self-sufficiency and strong tribal governments; maintain the integrity of industry; and to ensure that the tribes are the primary beneficiaries of their gaming activities.



THE FOUR PRINCIPLES OF REGULATORY COMPLIANCE & GAMING INTEGRITY

PRINCIPLE: 1

• Act within appropriate agency authority to address and mitigate activity that jeopardizes the integrity of Indian gaming and, by extension, the valuable self-determination tool that it represents.

PRINCIPLE: 2

• Engage in sound regulation without unnecessarily stymieing the entrepreneurial spirit of tribes.

PRINCIPLE: 3

• Swiftly act on anything that jeopardizes the health and safety of the public at gaming establishments, including employees and patrons.

PRINCIPLE: 4

• Protect against anything that amounts to gamesmanship on the backs of tribes.

THE FIVE FOUNDATIONAL PRIORITIES



PRIORITY: 1

Active performance of regulatory duties.

PRIORITY: 2

Engaging in ongoing meaningful tribal consultations.

PRIORITY: 3

Staying ahead of the technology curve.

PRIORITY: 4

Supporting a strong workforce both in-house and among our regulatory partners.

PRIORITY: 5

Strengthening dialogue and relationships with all relevant stakeholders.

National Indian Gaming Commission (NIGC)



Fairness

Integrity

Safety/Security

Honesty



Provides a law enforcement element in addition to audits – detectives and auditors come on property regularly.

OSP-Tribal Gaming Section (TGS)

NIGC

- NIGC fee is determined by the tier level (A, B or C) of the gaming operation
- Together with tribes and states, the NIGC regulates more than 520 gaming operations operated by 240 tribes across 29 states.
- Provides online training - Nationally
- Provides online training - Regionally which was in person pre-COVID

OSP-TGS

- Fee determined on the number of Class III gaming machines at the Gaming Operation
- Oversight of eight (8) Tribal Casinos Oregon
- Partners with OSN for in-person training, offered at multiple locations that also includes invitations to other community partners (police, fire, hospital, etc.)

PAST TRAININGS

- FBI - Threat Assessment
- Secret Service - Counterfeit detection
- Human Trafficking

Audits & Reviews

Tribal governments are the primary regulator for gaming

Internal Audits by Tribe

- Perform 12 gaming audits annually for submission to NIGC
- Have an external audit by an Independent CPA for submission to NIGC and OSP-TGS.

OSP-TGS Audits

- The OSP-TGS Field Auditor conducts continual compact checks throughout the year.
- OSP-TGS conducts a bi-annual Compact Compliance Review (CCR) and is a joint review with discussion over any noted concerns.

NIGC Audits

- Oversight for Class II activities in tribal gaming operations – BINGO & Poker
- NIGC audits gaming licensing annually
- Licensing review of any Tribal Gaming Operation employee, regardless of license class, with an annual income at or above \$50K

- Red Hand, originally known as OSN, was established in 1996 as an information sharing and networking website administered by the Oregon Surveillance Network/Oregon Association of Indian Gaming Commissions. Red Hand is a collaboration of nine Oregon based casinos dedicated to sharing information and assisting industry growth. Over the years, the goal has been shared with other dedicated leaders from multiple casino jurisdictions creating an information sharing movement that has spanned the globe.
- Members of Red Hand were tired of paying companies to supply the membership with information that originated within their own surveillance community. Members wanted expedited information regarding gaming issues as opposed to regurgitated information received months after the fact. Members wanted crisp pictures and fresh information transmitted between entities rather than faxed alerts that were impossible to comprehend and utilize.
- In 2002, Red Hand established a web-based form of high-level communication created to assist all casinos in the sharing of information vital toward successful asset protection. This amazing networking website and alert system is 100% by surveillance professionals for surveillance professionals.

Red Hand - Oregon Surveillance Network (OSN)

Tribal Gaming Surveillance

- Some are supervised by the Tribal Commission and others are under the Gaming Board.
- Observe cash counts/drops
- Observe cash movement on the property
- Safety observations
- Be on the look out for cheats and scams
- Maintain operations of camera coverage across property
- Work with Casino Security & OSP-TGS for investigations
- Lock/unlock secured areas remotely
- Patrons can request to be put on a self-exclusion list.



Common Gaming Crimes for Oregon Tribal Casinos

- Counterfeit checks & cash
- Theft of chips or pay tickets
- Patrons stealing promotional credits
- Marked cards/dice
- Changing bet after game in play
“Past Posting” (table games)



When an incident occurs at a Tribal Casino...

Be on the lookout: Potential/suspicious activity for counterfeit checks and/or cash.



The Contributions of Indian Gaming to Oregon Economy in 2018 & 2019

•Report by ECONorthwest - March 18, 2022

The overall share of Tribal gaming revenue in Oregon has declined from 35.5% of the total revenue in 2002 to 29.6% of the total revenue in 2019 – mainly due to Lottery expansion. (page 2)

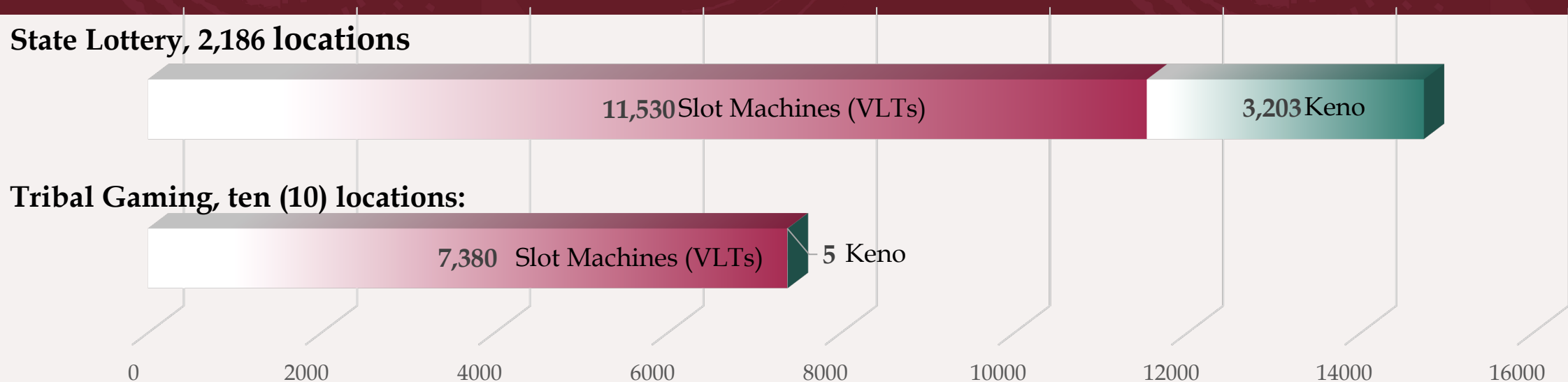
Oregon Tribes account for 52.24% (page 13) of all gaming regulatory expenditures in Oregon even though they only have 29.63% (page 31) of overall gaming revenue.

The amount of tribal regulatory expenses at the tribal, state and federal levels, especially given the Tribes percentage of statewide gaming, is dramatic.



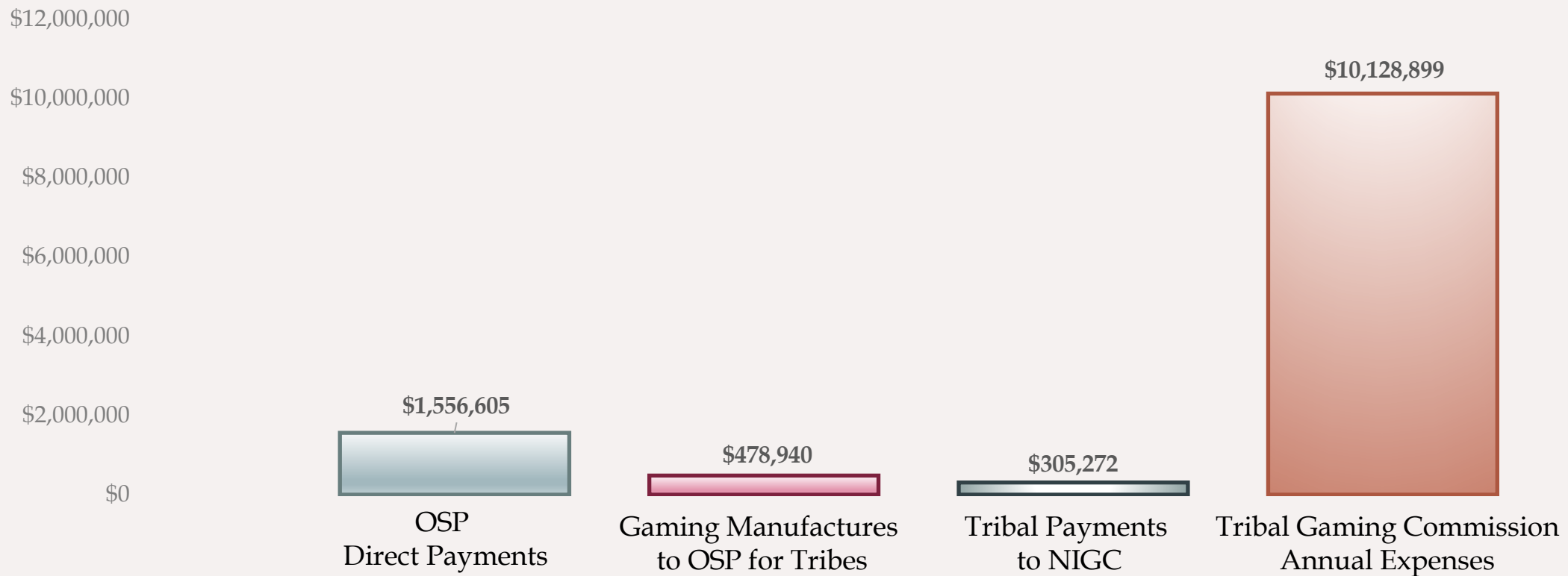
Gaming Machines & Keno in 2019

(page 5)



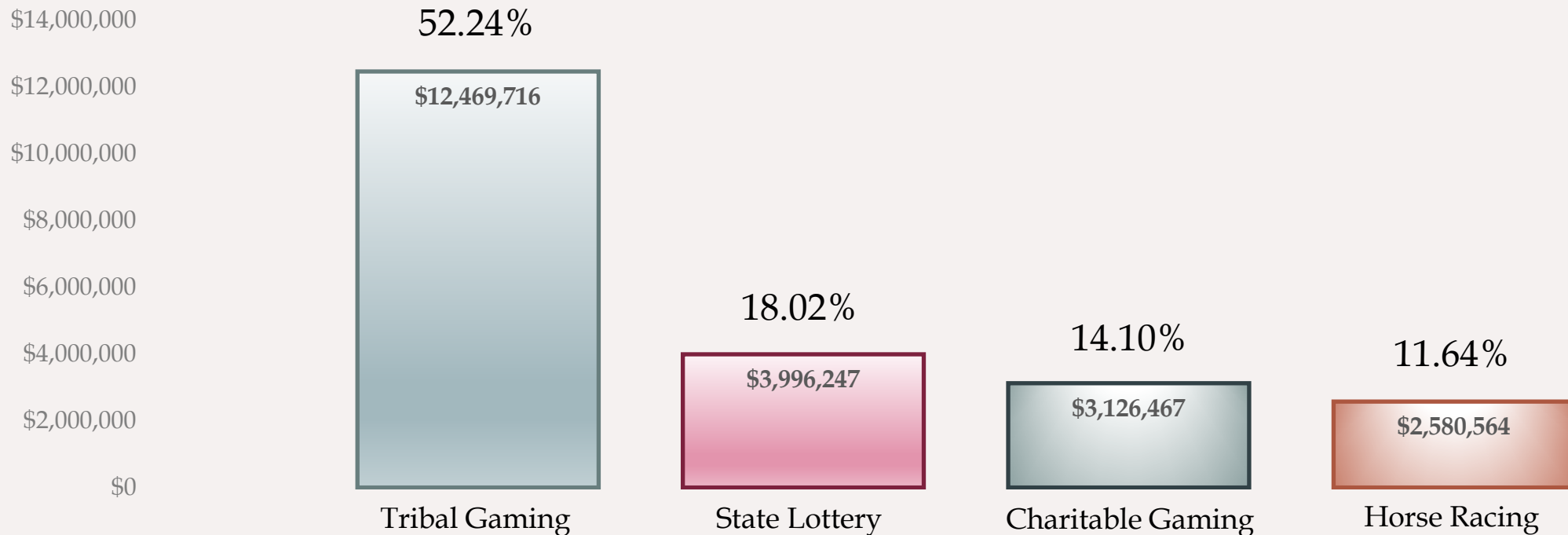
NOTE: In May 2022 and June 2022, there were 6,880 slot machines operated by the eight Tribes at a monthly regulatory cost of \$171,353 payable to the Oregon State Police-Tribal Gaming Section. If there is no change in the number of machines for each Tribe that is \$2,056,242 paid annually to OSP-TGS. This is an average \$299 per machine annually.

Tribal Gaming Regulatory Expenses in 2019 was \$12,469,716 (page 13)



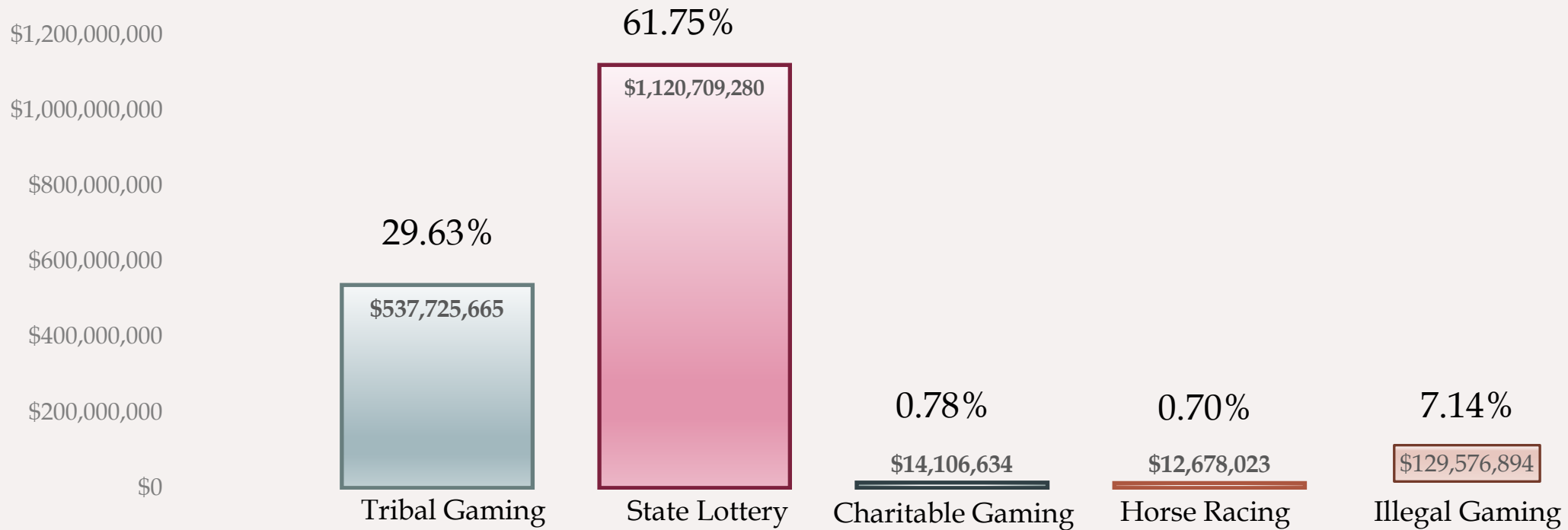
Statewide over \$22 million spent annually on gaming regulation in 2019

(page 13)



Gaming Revenue in Oregon in 2019

(page 31)





Presenter:

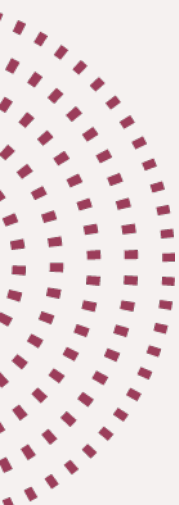
Sharwna Gray, OAIGC Chair
sgray@stgcommission.com



Tribal Gaming Class III License Process



Step	Description
1. Job Offer	Before applying for a Gaming License, a person must have a job offer from the Casino that the Commission oversees.
2. Submit Gaming License Application	Must submit a complete application (variable by Tribe in required information and length) but must include information to complete a extensive background check. The content for the Application requirements are listed in the Tribal-State Compact and NIGC Regulations.
3. Background	These are run by an internal background investigator for the Tribe or under contract with OSP-TGS. This includes fingerprinting, run through the Oregon Law Enforcement Data Systems (LEDS) and the National Crime Information Center (NCIC). Once the investigation is completed the required portions are reported to OSP-TGS and NIGC.
4. Application Review	The staff/team at the Commission that is responsible for issuing gaming licenses reviews all information provided – work history, credentials, criminal history, Equifax and personal references.



Gaming License Application

Average Application is 15-25 pages that the applicant must complete.

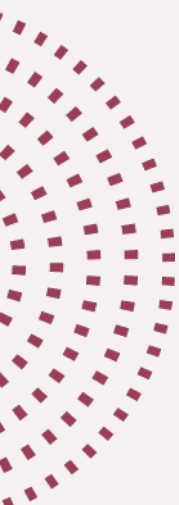
Different than the job application for the Gaming Operation.

- Full Name, including aliases
- Social Security Number
- Date and place of birth
- Residential address for the past five (5) years
- Employment History for the past five (5) years
- Driver's license number
- All licenses issued and disciplinary actions taken by any federal, State, local or Tribal gaming Agency.

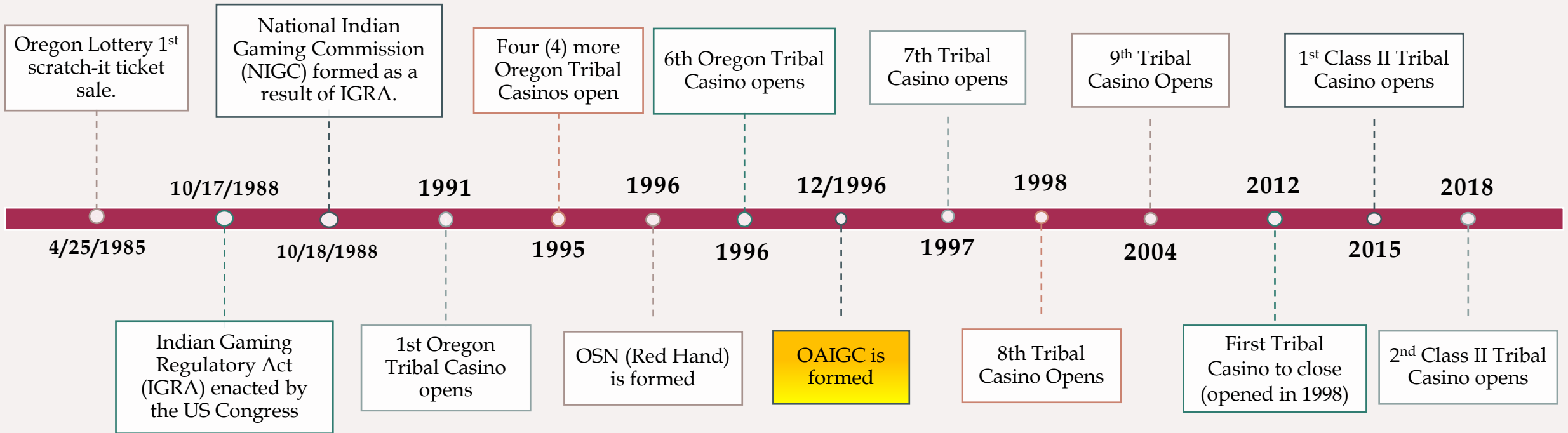
Gaming Licensing Restrictions



Issues	Description
Criminal History	Some Tribes have “committed” vs “convicted” regarding a felony for the ten-years prior to the application date.
Residential Address	Variable for the length of time, up to ten (10) years.
Personal References	Variable for the length of time, up to ten (10) years, including personal and business address and phone numbers.
Work History	Variable for the length of time, up to ten (10) years.
Background	Fingerprints and LEDS



Tribal Commissions must also issue a license to the overall Gaming Operation(s).



Oregon Gaming Timeline



Spirit Mountain Casino

Chinook Winds Casino Resort

Three Rivers
Casinos

The Mill
Casino

Portland

Salem

Eugene

Medford

Indian Head Casino

Plateau Travel Center

Bend

Seven Feathers Casino Resort

KLA-MO-YA Casino

Wildhorse
Resort & Casino

Old Camp Casino



- Opened in 1998
- Closed November 26, 2012
- Located in Burns
- Invited to OAIGC meetings but does not attend since they are not currently operating any gaming facility.





Three Rivers C Resort



- Florence location opened in 2004
- Coos Bay location opened 2015

The Mill Casino



- Opened on May 18, 1995
- Located in North Bend



Seven Feathers Casino Resort



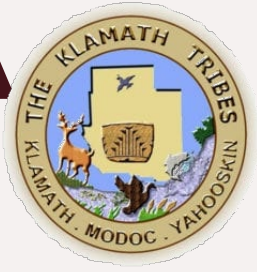
- Opened in 1991
- Located in Canyonville

Sprit Mountain Casino

- Opened on October 16, 1995
- Located in Grand Ronde



KLA-MO-YA Casino



- Opened June 29, 1997
- Located in Klamath



Chinook Winds Casino Resort



- Opened June 28, 1996
- Located in Lincoln City



Wildhorse Resort & Casino



- Opened in March 1995
- Located in Pendleton



Indian Head Casino & Plateau Travel Center



- IHC (Warm Springs) opened in 1995
- PTC (Madras) opened 4/06/2018

