

**RESOLUTION OF THE
WHITE MOUNTAIN APACHE TRIBE OF THE
FORT APACHE INDIAN RESERVATION**

WHEREAS, the White Mountain Apache Tribe has entered into a Compact with the State of Arizona for the conduct of Gaming on the Fort Apache Indian Reservation; and

WHEREAS, it is the intent of the Tribal Council that the operation of gaming activities on the reservation will reflect the highest standards of honesty and integrity and protect both the clientele as well as the gaming enterprise; and

WHEREAS, the Tribal/State Compact and the Gaming Ordinance of the White Mountain Apache Tribe require that the Tribe establish a Tribal Gaming Office which is empowered to perform the duties assigned by the Tribal Gaming Ordinance or the Tribal Council and to enforce the requirements of the Tribe/State Compact. Such duties include but are not limited to: adoption, amendment, and repeal of regulations to effectuate provision of the Compact, Tribal Gaming Ordinance and the Tribe's Gaming policies subject to final approval of the Tribal Council; approve, deny, revoke, limit, condition or suspend license applications; issue gaming employee identification cards; furnish reports to the State Gaming Agency, conduct patron dispute hearings; investigate alleged violations of the Compact, Gaming Ordinance or Tribal Policies; approve the internal control system of the Gaming Facilities; and provide on-site Gaming Office Agent at each gaming facility during hours of operation; and

WHEREAS, the Tribal Council desires to appoint Commissioners to the Tribal Gaming Office that can best regulate the conduct of gaming on the reservation in accordance with the Compact, Tribal Gaming Ordinance, and Tribal Policies and uphold honor and integrity of the White Mountain Apache Tribe.

BE IT RESOLVED that the Tribal Council hereby establishes the Tribal Gaming Office for the purposes described above and delineated in the Tribal/State Compact and the Tribal Gaming Ordinance and appoints the following persons to the position of Commissioner for the term of office indicated in accordance with the conditions established in the Tribal Gaming Ordinance:

Resolution No. 09-93-244

- | | | |
|----|-----------------|-------------|
| 1. | Mike Cooley | Three years |
| 2. | Ray Johnson | Three years |
| 3. | Serinda Goseyun | Two years |
| 4. | Larry Vicario | Two years |
| 5. | Adam Lupe | One year |

BE IT FURTHER RESOLVED that the Tribal Council hereby establishes compensation for the Gaming Office Commissioners at the rate of \$150.00 per day for required meetings and appropriates funding in the amount of \$195,000 to cover the costs estimated in the attached budget.

The foregoing resolution was on September 09, 1993, duly adopted by a vote of six for and five against by the Tribal Council of the White Mountain Apache Tribe, pursuant to authority vested in it by Article V, Section 1 (a) (i) (k) (s) (t) (u) of the Amended Constitution and Bylaws of the Tribe, ratified by the Tribe June 27, 1958, and approved by the Secretary of the Interior on May 29, 1958, pursuant to Section 16 of the Act of June 18, 1934 (48 Stat. 984).

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SEP 15 1993

FORT APACHE INDIAN AGENCY
WHITERIVER, ARIZONA



Chairman of the Tribal Council



Secretary of the Tribal Council

DRAFT

TRIBAL GAMING OFFICE ORGANIZATION, ROLES, RESPONSIBILITIES, BUDGET

I. Background: The responsibilities of and the requirements for the establishment of the Tribal Gaming Office/Agency are generally specified in the Gaming Ordinance of the White Mountain Apache Tribe (Chapter 2, Pages 16 through 19) and the White Mountain Apache Tribe and State of Arizona Gaming Compact (Section 6, Pages 36 through 41). The Tribe/State Compact states that the "Tribal Gaming Office has the responsibility for the regulation of all Gaming Activities pursuant to the Tribe's Gaming Ordinance and for the enforcement of this Compact on behalf of the Tribe (Compact pg. 36.). The Tribal Gaming Ordinance establishes the Tribal Gaming Office (Ordinance Sec. 2.010, pg. 16.)

II. Organization:

A. Commissioners Appointment: Five (5) Commissioners appointed by the Tribal Council. Commissioners must be tribal members or persons with "adequate experience in gaming operations, the practice of gaming law, gaming control or regulation, law enforcement or accounting".

B. Restrictions: Commissioners cannot engage in any business which is subject to the provisions of the Gaming Ordinance.

C. Regulations: The Tribal Gaming Office is empowered to adopt, amend and repeal regulations to effectuate provisions of the Compact, Gaming Ordinance and the Tribe's Gaming policy subject to final approval of the Tribal Council in accordance with procedures established in the Gaming Ordinance (Ordinance Sec. 2.090, pg. 17 & 18).

III. Responsibilities of the Gaming Agency:

A. Approve, Deny, Revoke, Condition License Applications of Key Employees, Manufacturers and Suppliers

1. Develop or Adopt Application Forms.
2. Conduct or Coordinate Investigation.
3. Summon Applicants
4. Conduct Hearing on Applications
5. Collect License Fees

B. Issue Identification Cards

C. Furnish Reports to State Gaming Agency

D. Conduct Patron Dispute Hearings

E. Review Gaming Facility Audits

F. Approve Tokens, Chips, Etc.

G. Require Verification of Gaming Devices by Manufacturers and Distributors

H. May Require Testing of Gaming Devices

I. Investigate Alleged Violations of Compact, Gaming Ordinance, Tribal Policies

J. Conduct Inspections of Gaming Facilities

K. Provide an On-Site Tribal Gaming Office Agent at Each Gaming Facility

L. Schedule and Conduct Periodic Meetings with Commissioners and State Gaming Agency

M. Approve the Internal Control System of the Gaming Facilities

IV. Staffing Plan for Initial Operation

A. Executive Director

~~**B. Office Manager/Administrative Assistant**~~

C. Six (6) Tribal Gaming Office Agents

D. Clerk Typist

V. Proposed Tribal Gaming Office Budget

A. Salaries ----- \$144,860

1. Executive Director @ \$45,000

2. Tribal Gaming Office Agents (6) @ \$7.00 per hr. = \$7.00 x 40 hr. x 52 weeks x 6 = \$87,360

3. Clerk Typist @ 12,500

IV. Proposed Budget (cont.)

B. Fringe Benefits @ 21% of \$144,860 = \$30,421

C. Travel ----- \$7,400

1. Local Travel @ .25 x 4,000 mi. = \$1,000
2. In-State Travel 6 trips x \$150. = \$900.
3. Out of State Travel 4 trips x 750 = \$3000
4. Commissioners travel estimated at \$2,500

D. Equipment ----- \$15,500

1. Computers (20) @ \$2,000 = \$4,000
2. Printer @ \$700 = \$700.
3. Desks (3) @ \$300 = \$900
4. Vehicle @ \$12,000
4. Other Equipment = \$1500

E. Supplies ----- \$4,000

Initial supply of forms and materials estimated at \$1,000
Office Supplies estimated at \$250. per month = \$3,000

F. Contractual ----- \$29,000

1. Accounting Consultation estimated at \$10,000.
2. Security Systems Consultation estimated at \$5,000
3. Gaming Consultation estimated at \$5,000
4. Commissioners Meeting Expense estimated @ \$150. x 5 Commissioners
x 12 meetings annually = \$9,000.

G. Construction ----- -0-

H. Other----- \$3,600

Rental of Office space estimated at \$300 per month x 12 = \$3,600

TOTAL TRIBAL GAMING OFFICE BUDGET = \$224,781.00

ESTIMATED LICENSURE FEES = \$30,000

(estimated at \$150 per employee x 70 employees
+ \$1500 x 1 Manager + \$1500 x 6 Key Emp.
+ \$1500 x 6 Man., Dist. etc.)

TOTAL TRIBAL APPROPRIATION REQUIRED = \$254,781.00

\$254,781.