

**SEMINOLE NATION OF
OKLAHOMA**

Leonard Harjo
Principal Chief

Ella Colman
Assistant Chief



SEMINOLE NATION GAMING AGENCY

(AN INDEPENDENT REGULATORY AGENCY OF THE SEMINOLE NATION)

GAMING AGENCY

Glenn Sharpe
Commissioner

Willis Deatherage
Commissioner

Lester Billie
Interim Chief Gaming
Regulator

INTERIM GAMING REGULATION NO. 1

2012-01

**AN INTERIM GAMING REGULATION CREATING
CHAPTER 1 Licensing: Section 1-1-1; Section 1-1-2, Section 1-
1-3; and Section 1-1-4.**

**“LICENSING AND REGISTRATION OF GAMING AND
NON-GAMING VENDORS BY THE SEMINOLE NATION
GAMING AGENCY AND DECLARING AN EMERGENCY”**

**BE IT ORDAINED BY THE SEMINOLE NATION GAMING AGENCY AN INDEPENDENT
REGULATORY AGENCY OF THE SEMINOLE NATION OF OKLAHOMA AS FOLLOWS:**

Chapter 1 entitled “LICENSING”, as follows:

SECTION:

- 1-1-1 Interim Licensing Regulation Adopted;
- 1-1-2 Enforcement; Duties and Responsibilities
- 1-1-3 Non-Gaming Vendors;
- 1-1-4 Emergency.

1-1-1 INTERIM LICENSING REGULATION ADOPTED:

- A. **ADOPTION:** There is hereby adopted by reference Title 15 of the Seminole Nation Code of laws, Seminole Nation of Oklahoma Public Gaming Act of 2011; Title 15, Section 106(a); Section 107(B) (4); Section 5(o); Section 5(ff); Section 5(bb) and Seminole Nation of Oklahoma State Gaming Compact 10.B.1.
- B. **CONFLICT OF PROVISION:** If any provision of the interim licensing regulation of the Seminole Nation Gaming Agency is in conflict with the provisions of the Seminole Nation Code of Laws, except as provided in this Interim Gaming Licensing Regulation, the provisions of the licensing regulations shall prevail.
- C. **COPY ON FILE:** At least one copy of the licensing Regulation adopted herein shall be on file in the Office of the Seminole Nation Gaming Agency, Gaming Enterprise and Office of the Principal Chief of the Seminole Nation and available to the general public.

1-1-2 ENFORCEMENT: DUTIES AND RESPONSIBILITIES:

- A. **AUTHORITY:** The Seminole Nation Gaming Agency is authorized to license Gaming and Non-Gaming Vendors pursuant to the Seminole Nation Code of Laws, Seminole Nation of Oklahoma Public Gaming Act of 2011; Title 15, Section 106(a). The regulatory scope includes the ability to add categories or classifications of Gaming Vendors pursuant to Title 15, Section 107(B)(4). Registration of Vendors is governed by Title 15, Section 201(b). Employees who register with the SNGA may be required to submit to additional requests and licensing for security purposes of the Seminole Nation Gaming Agency.

In addition to the licensing requirements of Title 15, all vendors (Gaming and Non-Gaming Vendors) that provide goods or services directly or indirectly to the Seminole Nation Gaming Enterprise in excess of \$25,000.00 per annum, where the calendar year is rolling and begins at the date of initial contracting, shall be licensed by the SNGA. This licensing requirement is for the principals of the vendor where principals are defined by Title 15, Section 5(ff). Employees of the vendor who will be providing on-site goods or services shall register with the SNGA. Employees who have on-site or off-site access to hardware or software related to gaming activities, or who has any accounting or cash handling duties related to the gaming operation, wherever conducted shall be considered a “covered employee” as defined by Title 15, Section 5(h).

- B. **NON-GAMING VENDORS:** All non-gaming vendors that provide goods or services less than \$25,000.00 per annum where the calendar year is rolling and begins at the date of initial contracting, shall register with the SNGA as provided for by Title 15, Section 107 (B)(2). Employees of the vendor who will be providing on-site services shall register with the SNGA.

1-1-3 ENFORCEMENT:

The Licensing Division of the SNGA shall enforce the provisions of this Regulation and to create necessary licensing forms to carry out the provisions of this Regulation. In order to comply with Tribal/State Gaming Compact and to insure the integrity of the gaming operation of the Seminole Nation Gaming Agency will require vendors to obtain a Vendor's Gaming License or Non-Vendors License in order to do business with the Seminole Nation of Oklahoma.

1-1-4 EMERGENCY CLAUSE:

WHEREAS, it being immediately necessary for the preservation of the peace, health and safety and public good of the Seminole Nation of Oklahoma, and the inhabitants thereof, that the provisions of the Regulation be put into full force and effect instanter, and an emergency is hereby declared to exist of sufficient urgency by reason whereof this Ordinance shall take effect and be in full force and effect from and after its passage as an interim Final Regulation without prior notice as provided by Title 15, Section 107 (c) (2).

PASSED AND APPROVED by the Seminole Nation of Oklahoma Gaming Agency Commissioners in regular session this 26th day of April, 2012 at the Seminole Nation Gaming Agency, Seminole, Oklahoma by a vote of 2 FOR, (0) OPPOSED, (0) ABSTAINING , a quorum of two (2) Gaming Agency Commissioners being present..

Glenn J. Sharpe, SNGA Commissioner

Willis E. Deatherage, SNGA Commissioner