



Mille Lacs Band of Ojibwe Indians
Gaming Regulatory Authority
Detailed Gaming Regulations

DEFINITIONS

Document No. DGR – 1

Effective: April 28, 2016

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1. **Accountability** means all items of cash, chips, coins, tokens, plaques, receivables, and customer deposits constituting the total amount for which the bankroll custodian is responsible at a given time.
 2. **Band Lands** mean any land within the jurisdiction of the Band upon which gaming activities pursuant to IGRA may be conducted.
 3. **Bill-In Meter** means a meter included on a gaming machine accepting cash that tracks the number of bills put in the machine.
 4. **Bingo Equipment** means bingo selection equipment which includes but not limited to bingo blowers, hoppers, squirrel cages, manual or electronic display boards, electronic bingo card monitoring devices or any hardware, software, equipment, random number generators or items or services used to conduct, play, assist in play or regulate bingo.
 5. **Board** means the Board of Directors of the Gaming Regulatory Authority (GRA).
 6. **Bonus Award** means awards based on specific gaming device events or an external trigger that is not based on patron account activity. Bonuses are delivered to the gaming device via protocol commands as direct credits to the gaming device while the patron is playing and are in addition to pay tables described on the devices.
 7. **Bonus System** means a system that is comprised of gaming devices that are configured to participate in electronically communicated bonus award payments from the host system, and the host system controls the bonus award issuance parameters. The bonus host system provides designated gaming devices with additional features that entitle players to special bonus awards based on events triggered by the gaming devices (i.e. nth coin in , double or triple jackpots during specified times).
 8. **Cage** means a secure work area within the gaming operation for cashiers and a storage area for the gaming operation bankroll.
 9. **Card Game** means a game in which the gaming operation is not a party to wagers and from which the gaming operation receives compensation in the form of a rake, a time buy-in, or other fee or payment from a player for the privilege of playing.
 10. **Closely Associated Independent Contractor** means any contractor that shares common ownership, offices, or directors with any management principal or person related thereto.
 11. **Corporate Commissioner** means the Commissioner of Corporate Affairs for the Mille Lacs Band of Ojibwe and the Chief Operating Officer (COO) of Mille Lacs Corporate Ventures.



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12. **Court of Central Jurisdiction** means the Court of Central Jurisdiction of the Mille Lacs Band of Ojibwe Indians established by 5 MLBSA § Section 1 et seq.
 13. **Credit Slip** means a form used to record either:
 - A. The return of chips from a gaming table to the cage; or
 - B. The transfer of IOUs, markers, or negotiable checks from a gaming table to a cage or bankroll.
 14. **Flare** means the information sheet provided by the manufacturer that sets forth the rules of a particular pull tab game and that is associated with a specific deal of pull tabs. The flare shall contain the following information:
 - A. Name of the game;
 - B. Manufacturer name or manufacturer's logo;
 - C. Ticket count; and
 - D. Prize structure, which shall include the number of winning pull tabs by denomination, with their respective winning symbols, numbers, or both.
 15. **Game Software** means the operational program or programs that govern the play, display of results, and /or awarding of prizes for games.
 16. **Gaming** means 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 a bona fide business transaction.
 17. **Gaming Day** means the normal business day of a Gaming Enterprise. For a Gaming Enterprise that offers 24 hour gaming, the term means that 24 hour period by which the Gaming Enterprise keeps its books and records for business, accounting, and tax purposes.
 18. **Gaming Enterprise** means the Grand Casino Mille Lacs, the Grand Casino Hinckley and any other commercial facility or business owned by the Band through the Mille Lacs Corporate Ventures and operated, in whole or in part, for the conduct of Gaming or related to Gaming Activities within the jurisdiction of the Band.
 19. **Gaming Machine** means an electronic or electromechanical machine which contains a microprocessor with random number generator capability which allows a player to play games of chance, some of which may be affected by skill, which machine is activated by the insertion of a coin, token or cash, or by the use of a credit, and which awards game credits, cash, tokens, or replays, or a written statement of the player's accumulated credits, which written statements be redeemable for cash.
 - A. Game Play may be displayed by:
 - i. Video facsimile; or
 - ii. Mechanical rotating reels whereby the software of the device predetermines the stop positions and the presence, or lack thereof, of a winning combination and pay out, if any.



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- B. The term “Electronic Game of Chance” does not include the operation and play of devices which utilized mechanical or optical sensors to evaluate reel positions when they come to rest after being spun for game play. These devices are expressly prohibited.
20. The **Gaming Promotion** means any promotional activity or award that requires game play as a condition of eligibility.
21. **Gaming Regulatory Authority or GRA** means the independent agency established by the Band’s Gaming Regulatory Act and designated with responsibility for performing the Band’s regulatory responsibilities and duties under IGRA, the Band’s Gaming Regulatory Act, and any Compacts.
22. **Gross Gaming Revenue** means annual total amount of cash wagered on class II and class III games and admission fees (including table or card fees), less any amounts paid out as prizes or paid for prizes awarded.
23. **Hard Total** shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as 1 in value.
24. **Hearing Examiner** means an individual appointed by the GRA Board for the purpose of conducting a hearing. Such person shall: (1) be independent of any claimant, Mille Lacs Corporate Ventures, the Band, any Gaming Enterprise, the Gaming Regulatory Authority and any affiliates of the foregoing; (2) be an attorney in good standing licensed by the Mille Lacs Band and any State, and; (3) have relevant legal experience.
25. **Hold** means the relationship of win to coin-in for gaming machines and win to drop for table games.
26. **Immediate Family** or **Related to** means persons who are the subject individual’s spouse (including cohabitants), parents, siblings, and children (either adopted or biological).
27. **Key Employee** means any person as defined in 25 C.F.R. § 502.14 and any other persons identified as such in Section 7(A) of the “Background Investigations and Licensure – Applicants and Employees” section of these Detailed Gaming Regulations (see DGR-7).
28. **Key Personnel** means any person(s) of a business entity that will be responsible for on-site supervision or management.
29. **Kiosk** means a self-serve point of sale or other component capable of accepting or dispensing financial instruments and may also be capable of initiation cashless transactions of values to or from a patron deposit account or promotional account.



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30. **Lammer** means a chip-like implement that represents a numerical value. The lammer is a chip marker that a chip runner (or other floor person) leaves in the tray of the game when taking cash out of the dealer's tray, for which the runner will return with chips.
 31. **Logical Control Components** means all types of program storage media used to maintain the executable program that causes the gaming device to operate. Such devices include, but are not limited to, hard disk drives, PCMIA (Personal Computer Memory Card International Association) cards, EPROMS, EEPROMS, CD-ROMs, and similar storage media.
 32. **Manager** means any person having overall supervisory responsibility for a Gaming Enterprise, whether an employee of the Band or the Mille Lacs Corporate Ventures or an independent contractor.
 33. **Mille Lacs Corporate Ventures or MLCV** means Mille Lacs Corporate Ventures of the Mille Band of Ojibwe Indians as established by 16 MLBSA § 101 et seq.
 34. **Net Revenues** means gross gaming revenues of an Indian gaming operation less: (1) amounts paid out as, or paid for, prizes; and (2) total gaming-related operating expenses, including management fees.
 35. **Par Percentage** means the percentage of each dollar wagered that the house wins (i.e., gaming operation advantage).
 36. **Par Sheet** means a specification sheet for a gaming machine that provides machine hold percentage, model number, hit frequency, reel combination, number of reels, number of coins that can be accepted, and reel strip listing.
 37. **Patron Identification Number** means any and all numbers by which a Gaming Enterprise identifies a customer.
 38. **Person** means an individual, partnership, corporation, association, Joint Stock Company, business trust, unincorporated association or society, any other business or non-business entity, or the legal representative of such entity.
 39. **Player Interface** means any component(s) of a gaming system, including an electronic or technological aid (not limited to terminals, player stations handhelds, fixed units, etc.) that directly enable(s) player interaction in a game.
 40. **Primary Management Official** means any person as identified in 25 C.F.R. § 502.19 and any other persons who, at the discretion of the Authority, may be included under the definition of "Primary Management Official" and become subject to such requirements.
 41. **Progressive Gaming Machine** means a gaming machine, with a payoff indicator, in which the payoff increases as it is played (i.e., deferred payout). The payoff amount is accumulated,



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- displayed on a machine, and will remain until a player lines up the jackpot symbols that result in the progressive amount being paid.
42. **Short Pay** means a payoff from a gaming machine that is less than the listed amount.
43. **Sufficient Clarity** means, for the purposes of surveillance, use of monitoring and recording at a minimum of twenty (20) frames per second. Multiplexer tape recordings are insufficient to satisfy the requirement of sufficient clarity.
44. **System of Internal Control Standards or SICS** means an overall operational framework for a gaming operation that incorporates principles of independence and segregation of function, and is comprised of written policies, procedures, and standard practices based on overarching regulatory standards specifically designed to create a system of checks and balances to safeguard the integrity of a gaming operation and protect its assets from unauthorized access, misappropriation, forgery, theft, or fraud.
45. **Theoretical Hold** means for gaming machines the intended hold percentage or win of the an individual gaming machine as computed by reference to its payout schedule and reel strip settings or EPROM and for table games means the average bet multiplied by the decisions per hour multiplied by the number of hours played multiplied by the house advantage.
46. **Trade Secret Information** means Authority Data, including formula, pattern, compilation, program, device, method, technique or process (1) that was supplied by the affected Person; (2) that is the subject of efforts by the affected Person to maintain its secrecy; and (3) that derives independent economic value, actual or potential, from not being generally known to, and not being readily ascertainable by proper means by, other Persons who can obtain economic benefit from its disclosure or use.
47. **Vault** means a secure area within the gaming operation where tokens, checks, cash, coins, and chips are stored.
48. **Video Games of Chance or VGC** means electronic or electromechanical video devices that simulate games commonly referred to as poker, blackjack, craps, hi-lo, roulette, line-up symbols and numbers, or other common gambling forms, which are activated by the insertion of a coin, token, or currency, and which award game credits, cash, tokens, or replays, and contain a meter or device to record un-played credits or replays.
49. **Weigh Scale Calibration Module** means the device used to adjust a coin weigh scale.
50. **Weigh Scale Interface** means a communication device between the weigh scale used to calculate the amount of funds included in drop buckets and the computer system used to record the weigh data.



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51. **Wide Area Progressive Gaming Machine** means a progressive gaming machine that is linked to machines in other operations and plays on the machines affect the progressive amount. As wagers are placed, the progressive meters on all of the linked machines increase.
 52. **Wrap** means the method of storing coins after the count process has been completed, including, but not limited to, wrapping, racking, or bagging. May also refer to the total amount or value of the counted and stored coins.

History.

Changes approved by the Gaming Regulatory Authority Board on April 28, 2016. Effective April 28, 2016

Changes approved by the Gaming Regulatory Authority Board June 18, 2015. Effective June 18, 2015.

Approved by Gaming Regulatory Authority Board October 1, 2010. Effective date October 1, 2010.