



# National Tribal Gaming Commissioners & Regulators

## Virtual Academy

**February 13-15, 2024**

The National Tribal Gaming Commissioners & Regulators Board, Conference Committee and staff worked diligently to develop and implement our Regulatory Academy based on the needs of Gaming Commissioners and staff.

Please join us in our virtual NTGCR Regulatory Academy. We will be offering 18 sessions, lasting approximately 1 hour each of comprehensive regulatory training in a three day academy. Our speakers are selected from experts in the Indian Gaming industry and experienced Commissioners from throughout the country.

Due to the scope and nature of this academy **you must attend all 18 sessions** in order to get your certificate and award. Participants who wish to attend must submit their registration form as soon as possible. You will receive a confirmation email based on availability.

Upon completion of this academy, you will receive a Certificate certifying your successful completion of the Regulatory Academy and an award authorized by the National Tribal Gaming Commissioners & Regulators Association. These items will be mailed to you directly.

### **February 13, 2024 – Tuesday**

- 9 a.m. – 9:45 a.m. - Session 1  
History of Indian Gaming & the Indian Gaming Regulatory Act
- 9:45 a.m. – 10:45a.m. - Session 2  
Gaming Law
- 11 a.m. – 12 p.m. - Session 3  
Tribal Gaming Ordinance and Commission Regulations
- 1 p.m. – 2 p.m. - Session 4  
Tribal/State Compacts
- 2 p.m. – 3 p.m. - Session 5  
National Indian Gaming Commission (NIGC)
- 3:15 p.m. – 4:30 p.m. - Session 6  
Tribal Gaming Regulatory Authority Operations vs. Casino Responsibility

### **February 14, 2024 - Wednesday**

- 9 a.m. – 9:45 a.m. - Session 7  
Gaming System Review & Certification
- 9:45 a.m. – 10:45a.m. - Session 8  
Sports Wagering & Mobile Gaming
- 11 a.m. – 12:15 p.m. - Session 9  
License and Background Investigations
- 1:15 p.m. – 2:30 p.m. - Session 10  
Criminal History Record Information
- 2:30 p.m. – 3:30 p.m. - Session 11  
TGRA Internal Audit – Completing an Internal Audit
- 3:45 p.m. – 5 p.m. - Session 12  
Environmental Public Health & Safety (EPH&S)

## **February 15, 2024 - Thursday**

9 a.m. – 10 a.m. - Session 13  
TGRA Authority Surveillance Operations

1 p.m. – 2:30 p.m. - Session 16  
Investigations and Record Retention

10 a.m. – 11 a.m. - Session 14  
Active Shooter Preparedness

2:30 p.m. – 3:30 p.m. - Session 17  
Enforcement & License Actions

11 a.m. – 12:00 a.m. - Session 15  
Patron Dispute v. Tort Claim

3:45 p.m. – 5 p.m. - Session 18  
Future of Indian Gaming & Closing Remarks

## **Regulatory Academy – Course Descriptions**

### **Session 1 – History of Indian Gaming**

In this session, participants will learn how Indian gaming evolved from small, founding gaming facilities to the world-class entertainment destinations of today. From the early days of tribal gaming, to the passage of the Indian Gaming Regulatory Act and formation of the National Indian Gaming Commission, to the explosion of Class II gaming, participants will hear of the legal battles and visionary leadership that laid the foundations of the modern Indian gaming industry.

### **Session 2 – Gaming Law**

The bedrock of Indian gaming may be found by examining the many laws and ground-breaking court cases that have contributed to the success of tribal gaming. Participants will learn tribal gaming's legal history and how, having helped shape the legal landscape over the past 40 years, tribes will continue to have an impact on future legal and legislative developments in the gaming industry on the state and national levels.

### **Session 3 – Tribal Gaming Ordinance and Commission Regulations**

State, federal, and tribal gaming statutes provide the framework on which a tribal gaming regulatory authority is to design its regulatory systems. Through the adoption of regulations and tribal internal control standards, TGRAs set compliance goals, prescribe expectations for gaming operations to meet, and establish reporting requirements for compliance and financial accountability. The process for creating these documents and what must be contained within them will be the subject of this training.

### **Session 4 – Tribal State Compacts**

The agreements between tribes and states governing Class III gaming activities are dynamic documents with wide-ranging impacts. By looking at the roles, responsibilities, and expectations outlined in these agreements, this class will examine how tribes and states interact over today's gaming issues and how this relationship may look in the future.

### **Session 5 - National Indian Gaming Commission**

Representatives from the National Indian Gaming Commission will walk participants through the federal agency's roles and responsibilities as well as the services they provide to gaming tribes.

### **Session 6 – Tribal Gaming Regulatory Authority vs. Casino Responsibility**

The success of Indian gaming is dependent upon tribal gaming regulatory authorities and casino operations each performing their respective roles. How tribes design these functions will determine the roles, responsibilities, and expectations of each of them. This training will explore and compare the various ways in which a tribe may establish these vital functions and dive into the duties and expectations for both groups.

### **Session 7 – Gaming System Review & Certification**

Technology is pervasive throughout the modern tribal gaming operation and gaming regulatory body. It is crucial for tribal gaming regulatory authorities to understand the nature of the equipment and computer systems used in connection with gaming activities, financial accountability, and information security. Participants will learn practices for reviewing the various types of equipment and computer systems to ensure a fair and equitable gaming experience while enhancing security and accountability. A primary responsibility of a tribal gaming regulatory authority is the review and approval of gaming equipment, gaming systems, and other tools used in support of these and other gaming activities integral to casino operations. Participants will be guided through examples of procedures used in making technologically sound, compliance-based decisions.

### **Session 8 – Sports Wagering & Mobile Gaming**

With the repeal of the Professional and Amateur Sports Protection Act (PASPA), wagering on sporting events has become the latest gaming opportunity for states and tribes. A number of options are available in drafting sports wagering statutes and Tribes must be prepared to address the myriad of regulatory questions that follow. This session will discuss the latest information on sports betting and what TGRA's must do to ensure this newest addition to the Indian gaming landscape is protected.

### **Session 9 – License & Background Investigations**

The proper review and vetting of gaming facility employees and vendors is the first line of defense in the protection of every tribal gaming operation. Who is to be licensed? What is required to obtain a gaming license? What process must they go through? These and other vital questions and the ways in which they may be answered will be covered in this session.

### **Session 10 – Criminal History Record Information**

In 2019, the Federal Bureau of Investigation (FBI) and the National Indian Gaming Commission (NIGC) notified tribes of changes that would be made in the processing of fingerprints through the federal agencies and putting in place strict requirements on how Criminal History Record Information (CHRI) was to be maintained and who was able to access it. This session will cover the policies & procedures, training & reporting requirements, and information technology & cyber security issues surrounding CHRI.

### **Session 11 – TGRA Internal Audit – Completing an Internal Audit**

By performing regular assessments of a gaming facility's operations, a tribal gaming regulatory authority may determine a casino's level of compliance with applicable laws and regulations. In doing so, TGRAs help ensure the integrity of the gaming operation. But what goes into conducting these assessments and how is this information to be used? This course will provide guidance on establishing audit programs, conducting reviews, and how to use audit reports to improve regulatory compliance.

### **Session 12 - Environmental Public Health & Safety (EPH&S)**

An integral part of every tribal gaming regulatory authority's responsibility is to ensure a gaming facility complies with all applicable state, federal, and tribal environmental and safety laws. With state and federal agencies taking an increasing interest in these areas, and with the responsibility of certifying a gaming facility is safe resting with the TGRA, it is important for TGRAs to be prepared to demonstrate that tribal casinos are "constructed, operated, and maintained in a manner that adequately protects the environment and the public health and safety." In this session, we will address how the TGRA may perform this function and fulfill its EPH&S obligations.

### **Session 13 – TGRA Regulatory Surveillance**

Surveillance is a critical function in the Indian gaming industry. However, there is much debate as to who should be responsible for performing this function – gaming management or the tribal gaming regulatory authority? This class will examine the roles and responsibilities of this department, discuss the pros and cons with its placement with either group, and provide ideas on how to ensure independent reporting of compliance concerns.

#### **Session 14 – Active Shooter Preparedness**

With an increase in active shooter incidents, we must prepare our Gaming Commission personnel, gaming operation staff, families, and communities. This session will focus on how to prepare and gain the skills needed to prevent, identify, and increase our ability to survive an active shooter incident. This session will provide insight on what behaviors to look for and how to respond to a potential and real active shooter incident, as well as recommendations on how to make life-saving decisions on what to do during an active shooter incident.

#### **Session 15 – Patron Dispute vs. Tort Claims**

When disagreements between the gaming public and the gaming operation arise, it is the responsibility of the tribal gaming regulatory authority to ensure each party is afforded fair and equitable resolution. Building on earlier sessions, this class will cover the procedures used in handling the various types of disputes that may be encountered as well as how tort claims are treated in accordance with tribal law and tribal-state compacts.

#### **Session 16 – Investigations & Record Retention**

Violations of gaming statutes and regulations will inevitably occur. Here, participants will learn the techniques and procedures used in conducting regulatory investigations into these violations, as well as evidence preservation and proper record retention. Case studies will illustrate these methods as they were applied in real-life situations.

#### **Session 17 – Enforcement & License Actions**

Gaming regulation violations and questionable findings in a gaming license background investigation. When these instances occur, it is the responsibility of the tribal gaming regulatory authority to address matters in a manner that is fair and consistent, and one in which compliance with tribal law and applicable tribal-state compact provisions is ensured. Participants will review the elements that make up an administrative hearing and discuss options for taking appropriate enforcement actions.

#### **Session 18 – Future of Indian Gaming & Closing Remarks**

The gaming environment is an ever-changing landscape. Advances in game technology, new or modified federal, state, and tribal legislation and regulations, new cybersecurity threats, and other outside influences continue to provide challenges to tribal gaming regulators. This section will address current issues affecting Indian gaming as will look at issues that may be on the horizon.

**Special thanks to our good friends at:**



**Heather Stivason**

Director, Program Management  
[www.certus-gaming.com](http://www.certus-gaming.com)

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or at [www.ntqcr.com](http://www.ntqcr.com)

MUST BE RECEIVED BY: **FEBRUARY 5, 2024**

**REGULATORY ACADEMY**

## Attendee Registration Form

(Please Print or Type Clearly. Information will be used for your name badge)

Tribe, Commission or Company: \_\_\_\_\_

Street: \_\_\_\_\_

City, State & Zip: \_\_\_\_\_

Phone: ( ) \_\_\_\_\_ Email to send receipt: \_\_\_\_\_

Name	Position	Email

### **Academy Pricing - All prices are per person**

Acceptance into the academy will be on a first come first serve basis. **You will receive an email confirmation or denial based on availability.** Please return your form to email listed below. If paying by check please note this on form and email form to hold your spot.

\_\_\_ **\$700** Member Registration – Your Gaming Commission or Vendor is a member of the NTGCR

\_\_\_ **\$800** Non-Member Tribe or Organization

Number of People Attending: \_\_\_\_\_ x \$ \_\_\_\_\_ per person = \$ \_\_\_\_\_

### **Method of Payment**

**If paying by Credit Card we are utilizing: Square. Please provide the following information:**

Please charge my credit card \$ \_\_\_\_\_ for \_\_\_\_\_ person/people.

VISA      MC      AE      Exp. Date: \_\_\_\_\_

CCV code (on back): \_\_\_\_\_

Card # \_\_\_\_\_

Zip Code: \_\_\_\_\_

Name as it appears on the card: \_\_\_\_\_ Signature: \_\_\_\_\_

Email address for receipt from Square: \_\_\_\_\_

**If paying by Check, please complete the following** (*please email or fax registration form to reserve your spot*):

Enclosed is a check for \$ \_\_\_\_\_ for \_\_\_\_\_ people.

Please make checks payable to: **National Tribal Gaming Commissioners & Regulators** and send to:

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