

FY-2024 3rd (Apr - Jun) Quarter Report

ONEIDA GAMING COMMISSION

Approved by official entity action on: 08/05/2024

Submitted by: OGC Chairman Mark A. Powless, Sr.

OBC Liaison: Vice Chairman Brandon Yellowbird Stevens

PURPOSE

The Oneida Gaming Commission and its departments collectively promote and ensure the integrity, security, honesty and fairness of the regulation and administration of Gaming.

AUTHORITY

Summarily, the OGC's authority is to effectuate the gaming regulatory purposes of the Oneida Nation Gaming Ordinance (ONGO), Indian Gaming Regulatory Act, Oneida Gaming Minimum Internal Controls, and the Compact. [See the ONGO 501. 6-14. (a)-(w) for enumerated authority and responsibilities.]

BCC MEMBERS

Mark A. Powless, Sr.
Chairman
August 2028

Reynold (Tom) Danforth
Vice Chairman
August 2025

Michelle Braaten
Secretary
August 2027

Jeremy King
Appointed Commissioner
August 2024

MEETINGS

1st and 3rd Monday of each month.

9:00 AM

In person at OGC Office: 2669 W. Mason Street or request link for Microsoft Teams participation

Emergency Meetings: None this quarter

CONTACT INFORMATION

CONTACT: Mark A. Powless, Sr.
TITLE: Commission Chairman
PHONE NUMBER: (920) 497-5850
E-MAIL: mpowles5@oneidanation.org
MAIN WEBSITE: Coming soon!

ACCOMPLISHMENTS

ACCOMPLISHMENT #1

Summary:

Agent Monthly Refresh on Job Requirements & Testing. As part of the monthly testing, agents were provided information for Title 31 in advance. This is a job requirement and by allowing the employees time prior to educate themselves and review for the actual test, helped them achieve a passing score. The employee's knowledge and receiving the necessary tools and resources to do the job, in return are above average.

Impact:

The impact is positive and long-term. This is required annually of each agent to pass. Working on improving each year is what the employees should strive for and produce quality work.

ACCOMPLISHMENT #2

Summary:

OGC-Patron dispute process was drafted.

Impact:

The creation of the OGC-Patron dispute process facilitates improved communication ensuring the patron that their issue will be addressed and resolved. It further provides a transparent and fair dispute process, that leads to greater satisfaction, trust and integrity of the organization.

ACCOMPLISHMENT #3

Summary:

On short notice, we initiated and completed the badging process for all Oneida Hotel staff to include completion of gaming work permits in anticipation of the Hotel transition scheduled for October 1, 2024.

Impact:

Hotel staff will be classified as gaming employees and processed as such. This will now be an added On-going responsibility of our department.

GOALS

LONG-TERM GOAL #1 (ALIGNMENT)

review and ensure alignment of OGC strategies, organization structure, processes, rewards, and people.

Periodic evaluation of alignment creates opportunities to identify necessary and continuous improvement.

Update on Goal:

All departments continue diligently working on internal assessments, particularly relevant to organization structure and position titles to account for the specific regulatory needs of the OGC and improved preparedness of technological advancements of the gaming industry, as well as ever-evolving scams of cheats, fraud, and cybersecurity criminals.

LONG-TERM GOAL #2 (REMODEL)

remodel physical work areas/office spaces and virtual platforms continues to better accommodate improved cross-functional workflows and updated technology installations/usage.

To support the Nation's vision of a strong economy, it is important to evaluate and make necessary adjustments to how and where we work to be most effective with resources. Leveraging technology and making improvements to our physical and virtual workspaces are integral to the Nation's financial efficacy.

Update on Goal:

Some office equipment was updated to allow staff to work more efficiently and have access to current software and technology needed. Surveillance is working on getting updated quotes to order workstation items needed to replace dilapidated equipment for employee safety and protection.

QUARTERLY GOAL #1 (ALIGNMENT)

standard operating procedures and workflows to be updated and relocated to a shared platform for all OGC departments and employees to reference.

Updating SOPs and workflows ensure there are accurate, consistent, and repeatable processes in place to reference by which compliance and accountability can be measured and enforced.

Update on Goal:

SOPs are being reviewed and updated, particularly for annual regulatory requirements and

obligations. DTS was able to get Teams created for us in the Teams app. Still working on getting the SharePoint/website updated.

QUARTERLY GOAL #2 (REMODEL)

create OGC website page to house and share content that includes electronic forms/links for employee, vendor, and patron reference and usage.

Improving upon how and what we communicate, particularly in the virtual space by leveraging technology, is essential for the OGC and its departments to be proactive in the ever-evolving gaming regulatory industry.

Update on Goal:

Documents are being formatted for ideal content and link reference. DTS has updated that they are ready for us to start sending them the documents we would like readily accessible. Due to scheduling conflicts this is taking longer than expected.

STIPENDS

Per the Boards, Committees, and Commissions law, stipends are set via OBC resolution. BC resolution 04-13-22-B sets the stipend amounts.

	Total dollar amount paid	Stipends are only paid to Pro-tems for hearing conflicts of interest that may arise.		
		Regular Mtg	Emergency Mtg	Hearings/Other
April 2024	\$0	2	0	2
May 2024	\$300	2	0	1
June 2024	\$0	2	0	1

BUDGET

FY-2024 BUDGET: \$5,320,129

FY-2024 EXPENDITURES AS OF END OF REPORTING PERIOD: \$4,529,983

Expenses to date, are approximately 85% of the total annual budget, which were used to maintain services of the Surveillance, Compliance, Investigations & Licensing, and Administration departments of the OGC. Similar expenses will be incurred next quarter.

REQUESTS

OTHER

None