

Oneida Business Committee



Executive Session
8:30 AM Tuesday, February 25, 2025
BC Conference Room, 2nd floor, Norbert Hill Center

Regular Meeting
8:30 AM Wednesday, February 26, 2025
BC Conference Room, 2nd floor, Norbert Hill Center

Agenda

Meeting agenda is available here: oneida-nsn.gov/government/business-committee/agendas-packets/. Materials for the "General Tribal Council" section of the agenda, if any, are available to enrolled members of the Oneida Nation; to obtain a copy, visit the Government Administrative Office, 1st floor, Norbert Hill Center and present a valid Tribal I.D. or go to <https://goo.gl/uLp2jE>. Scheduled times are subject to change.

I. CALL TO ORDER

II. OPENING

III. ADOPT THE AGENDA

IV. MINUTES

- A. Approve the February 12, 2025, regular Business Committee meeting minutes**
Sponsor: Lisa Liggins, Secretary

V. RESOLUTIONS

- A. Adopt resolution entitled Midwest Energy Resources Association Home Electrification and Appliance Rebate Program**
Sponsor: Mark W. Powless, General Manager
- B. Adopt resolution entitled Authorizing the Use of Self-Governance Funds for the Purchase of Fire Protection Equipment for the Town of Oneida Volunteer Fire Department**
Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director
- C. Adopt resolution entitled Authorizing the Use of Carry Over Funds for the Town of Oneida Fire Department Equipment**
Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

VI. APPOINTMENTS

- A. Determine next steps regarding one (1) vacancy - Oneida Nation Veteran Affairs Committee**

Sponsor: Lisa Liggins, Secretary

VII. STANDING COMMITTEES**A. LEGISLATIVE OPERATING COMMITTEE**

- 1. Accept the February 5, 2025, regular Legislative Operating Committee meeting minutes**

Sponsor: Jameson Wilson, Councilman

- 2. Adopt Real Property Law rule #3 - Easements**

Sponsor: Jameson Wilson, Councilman

VIII. TRAVEL REQUESTS

- A. Approve the travel request - Councilwoman Jennifer Webster - 27th HHS Annual Tribal Budget Consultation - Washington, D.C. - April 21-24, 2025**

Sponsor: Jennifer Webster, Councilwoman

- B. Enter the e-poll results into the record regarding the approved travel request for Chairman Tehassi Hill to attend the Interior and Environmental Committee Testimony in Washington D.C. on February 26-27, 2025**

Sponsor: Lisa Liggins, Secretary

IX. NEW BUSINESS

- A. Accept the fiscal impact statement of BC Resolution # 02-28-24-B Interpretation of General Tribal Council August 7, 2023, Action on Petition Removing all Employee Wage Caps**

Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

- B. Approve the Memorandum of Understanding - University of Green Bay regarding the National Estuarine Research Reserve (NERR) - file # 2024-0889**

Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director

- C. Approve Letter of Commitment - Governor Evers Office - Great Lakes Intertribal Food Coalition & Tribal Elder Food Box Program**

Sponsor: Marlon Skenandore, Councilman

- D. Review the tribal members request regarding the Language Program Audit and determine next steps**

Sponsor: Nancy Barton, Tribal Member

- E. Enter the e-poll results into the record regarding the accepted Craps Rules of Play**

Sponsor: Lisa Liggins, Secretary

- F. **Enter the e-poll results into the record regarding the accepted Four Card Poker Rules of Play**
Sponsor: Lisa Liggins, Secretary
- G. **Enter the e-poll results into the record regarding the accepted Mississippi Stud Rules of Play**
Sponsor: Lisa Liggins, Secretary
- H. **Enter the e-poll results into the record regarding the accepted Poker Rules of Play**
Sponsor: Lisa Liggins, Secretary
- I. **Enter the e-poll results into the record regarding the accepted Three Card Poker of Play**
Sponsor: Lisa Liggins, Secretary

X. REPORTS

A. TRIBALLY CHARTERED ENTITIES (9:30 a.m.)

- 1. **Accept the Bay Bancorporation Inc. FY-2025 1st quarter report**
Sponsor: Jeff Bowman, President/Bay Bank
- 2. **Accept the Oneida ESC Group, LLC FY-2025 1st quarter report**
Sponsor: John Breuninger, Chair/Oneida ESC Group Board of Managers
- 3. **Accept the Oneida Golf Enterprise FY-2025 1st quarter report**
Sponsor: Justin Nishimoto, Agent/Oneida Golf Enterprise

XI. GENERAL TRIBAL COUNCIL

A. PETITIONER SHERROLE BENTON - petition # 2024-03

- 1. **Accept the fiscal impact statement regarding petition # 2024-03**
Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

XII. EXECUTIVE SESSION

A. REPORTS

- 1. **Accept the Intergovernmental Affairs and Self-Governance February report (8:30 a.m.)**
Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director
- 2. **Accept the General Manager report (9:30 a.m.)**
Sponsor: Mark W. Powless, General Manager

3. **Accept the Bay Bancorporation Inc. FY-2025 1st quarter executive report (10:00 a.m.)**
Sponsor: Jeff Bowman, President/Bay Bank
4. **Accept the Oneida ESC Group, LLC FY-2025 1st quarter executive report (10:30 a.m.)**
Sponsor: John Breuninger, Chair/Oneida ESC Group Board of Managers
5. **Accept the Oneida Golf Enterprise FY-2025 1st quarter executive report (11:00a.m.)**
Sponsor: Justin Nishimoto, Agent/Oneida Golf Enterprise
6. **Accept the Treasurer's January 2025 report (11:30 a.m.)**
Sponsor: Lawrence Barton, Treasurer
7. **Accept the Economic Strategy Coordinator Tribally Chartered Entities FY-2025 1st quarter report (1:30 p.m.)**
Sponsor: Justin Nishimoto, Economic Strategy Coordinator
8. **Accept the Chief Financial Officer February 2025 report**
Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

B. AUDIT COMMITTEE

1. **Accept the January 14, 2025, regular Audit Committee meeting minutes**
Sponsor: Lisa Liggins, Secretary
2. **Accept the Gaming Promotions and Player Tracking Systems compliance audit and lift the confidentiality requirement**
Sponsor: Lisa Liggins, Secretary

C. NEW BUSINESS

1. **Approve 82 new enrollments**
Sponsor: Jermaine Delgado, Chair/Oneida Trust Enrollment Committee
2. **Review applications for one (1) vacancy - Oneida Nation Veteran Affairs Committee**
Sponsor: Lisa Liggins, Secretary
3. **Review request regarding resolution # BC-12-11-24-C and determine next steps**
Sponsor: Lisa Liggins, Secretary
4. **Approve a limited waiver of sovereign immunity - NFL Draft Update (1:30 p.m.)**
Sponsor: Justin Nishimoto, Economic Strategy Coordinator
5. **Review draft Director of Commerce Development job description and determine next steps (1:30 p.m.)**
Sponsor: Justin Nishimoto, Economic Strategy Coordinator

XIII. ADJOURN

Posted on the Oneida Nation's official website, www.oneida-nsn.gov pursuant to the Open Records and Open Meetings law (§ 107.14.)

The meeting packet of the open session materials for this meeting is available by going to the Oneida Nation's official website at: oneida-nsn.gov/government/business-committee/agendas-packets/

For information about this meeting, please call the Government Administrative Office at (920) 869-4364 or (800) 236-2214

Approve the February 12, 2025, regular Business Committee meeting minutes

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input checked="" type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

4. Budget Information:

- | | | |
|---|--|--|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input checked="" type="checkbox"/> Unbudgeted |
| <input type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

DRAFT**Oneida Business Committee****Executive Session**

8:30 AM Tuesday, February 11, 2025
BC Conference Room, 2nd floor, Norbert Hill Center

Regular Meeting

8:30 AM Wednesday, February 12, 2025
BC Conference Room, 2nd floor, Norbert Hill Center

Minutes**EXECUTIVE SESSION**

Present: Chairman Tehassi Hill, Vice-Chairman Brandon Yellowbird-Stevens, Treasurer Lawrence Barton, Secretary Lisa Liggins, Council members: Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson;

Not Present: n/a

Arrived at: n/a

Others present: Jo A. House, Mark W. Powless (via Microsoft Teams¹), Ralinda Ninham-Lamberies (via Microsoft Teams), Lisa Summers (via Microsoft Teams), Justin Nishimoto (via Microsoft Teams), Louise Cornelius (via Microsoft Teams), Eric McLester (via Microsoft Teams), Laura Laitinen-Warren (via Microsoft Teams), Kaylynn Gresham (via Microsoft Teams), Katsitsiyo Danforth (via Microsoft Teams), Bobbi J King (via Microsoft Teams), Danielle White (via Microsoft Teams), Melissa Alvarado (via Microsoft Teams), Mercie Danforth (via Microsoft Teams), Michell (via Microsoft Teams), Jason W Doxtator (via Microsoft Teams), Maureen Perkins (via Microsoft Teams), Tavia James-Charles (via Microsoft Teams), James Sommerfeldt (via Microsoft Teams), Clorissa Leeman (via Microsoft Teams), Lori Hill (via Microsoft Teams), Kristine Hill (via Microsoft Teams), Dana McLester (via Microsoft Teams), Melinda J Danforth (via Microsoft Teams), Eric Bristol (via Microsoft Teams), Fawn Billie (via Microsoft Teams), James Petitjean (via Microsoft Teams), Shannon Stone (via Microsoft Teams), Todd VanDen Heuvel (via Microsoft Teams), Kristal Hill (via Microsoft Teams), David Jordan (via Microsoft Teams), Chad Fuss (via Microsoft Teams), Mari Kriescher (via Microsoft Teams), Sidney White (via Microsoft Teams), Samuel Vandenheuvel (via Microsoft Teams), Paul Witek (via Microsoft Teams), Danelle Wilson (via Microsoft Teams);

REGULAR MEETING

Present: Chairman Tehassi Hill, Vice-Chairman Brandon Yellowbird-Stevens, Treasurer Lawrence Barton, Secretary Lisa Liggins, Council members: Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson;

Not Present: n/a

Arrived at: n/a

Others present: Jo A. House, RaLinda Ninham-Lamberies, Melinda J. Danforth (via Microsoft Teams), Mark W. Powless, Todd Vanden Heuvel (via Microsoft Teams), Lisa Summers (via Microsoft Teams), Laura Laitinen-Warren (via Microsoft Teams), Ashley M. Blaker (via Microsoft Teams), Katsitsiyo Danforth (via Microsoft Teams), Kaylynn Gresham (via Microsoft Teams), Justin Nishimoto (via Microsoft Teams), Loucinda Conway (via Microsoft Teams), Shannon Stone (via Microsoft Teams), Danelle Wilson (via Microsoft Teams), Rhiannon Metoxen (via Microsoft Teams), Janice Deborah (via Microsoft Teams), David P. Jordan (via Microsoft Teams), Fawn Billie (via Microsoft Teams), Fawn Cottrell (via Microsoft Teams), Maureen Perkins (via Microsoft Teams), Kristal Hill (via Microsoft Teams), Clorissa Leeman (via Microsoft Teams), Loucinda Conway (via Microsoft Teams), Rae Skenandore (via Microsoft Teams), Melissa Alvarado (via Microsoft Teams), Cheryl Aliskwet Ellis (via Microsoft Teams), Melanie Burkhart (via Microsoft Teams), Tavia James-Charles (via Microsoft Teams), Grace Elliot (via Microsoft Teams), Sarah Capelle (via Microsoft Teams), Kristine Hill (via Microsoft Teams), Carolyn Salutz (via Microsoft

¹ Microsoft Teams is software which provides a communication and collaboration platform for workplace chat, file sharing, and video meetings.

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Teams), Debbie Melchert (via Microsoft Teams), Patricia King (via Microsoft Teams), Nicolas Reynolds (via Microsoft Teams), Stacie Cutbank, Brooke Doxtator (via Microsoft Teams), Carol Silva (via Microsoft Teams), Amber Martinez (via Microsoft Teams), Patricia Moore (via Microsoft Teams), Kathleen Metoxen (via Microsoft Teams), Mary Graves (via Microsoft Teams), Reynold T Danforth (via Microsoft Teams), Lorna G Skenandore (via Microsoft Teams), Jeremy King (via Microsoft Teams), Sidney White (via Microsoft Teams), Michelle Braaten (via Microsoft Teams), Nicole Rommel (via Microsoft Teams), Eric Boulanger (via Microsoft Teams), Dana McLester (via Microsoft Teams), Tina Jorgenson (via Microsoft Teams), Lloyd Ninham (via Microsoft Teams), Kala Kimberly Cornelius (via Microsoft Teams), Paul Witek (via Microsoft Teams), Stephanie J Metoxen, Derrick Denny (via Microsoft Teams), Mary Wyman (via Microsoft Teams), Sara Punshon (via Microsoft Teams), Chad Fuss (via Microsoft Teams), Tana Aguirre (via Microsoft Teams), Michelle Danforth-Anderson (via Microsoft Teams), Brandon Wisneski (via Microsoft Teams), Alexandria Levinson, Mark Powless, Michelle Danforth, Jerry Cornelius, John Breuninger, Garth Webster, Dan Skenandore, Ray Skenandore, Connor Kestell, Christine Klimmek, Jermaine Delgado, Nancy Powless, Greg Powless, Barb Dickenson, Jean Williquette, Stacy Ginsberg, Cleo Ginsberg, Sandra Brehmer, Pamela Danby, Laura Manthe, Robin John, Dottie Krull, Henry Martin, Norbert Hill Jr, Mike Hoeft, Patty Hoeft, Jill Martus-Ninham, Paul Ninham, Debbie Thundercloud, Kathy Hughes, Tim Hughes, Rachel Hughes, Bobbie Doxtator, Margaret Doxtator, Linn Cornelius, Gerald Doxtator, Joe Valentino, Sandy Skenadore, Olivia Hoeft, Kimberly Ninham, Barb Ninham, Richard E Hill, Carole Liggins, Steve Ninham, Jeanne Calhoun, Louise King, Bonnie Pigman (via Microsoft Teams);

I. CALL TO ORDER (00:01:23)

Meeting called to order by Chairman Tehassi Hill at 8:30 a.m.

Item II. was addressed next.

A. Special recognition - Lifetime achievement - Kathleen Hughes
Sponsor: Jennifer Webster, Councilwoman

Special recognition of Kathleen Hughes by the Oneida Business Committee.

B. Special recognition - Lifetime achievement - Sandra Brehmer
Sponsor: Jennifer Webster, Councilwoman

Special recognition of Sandra Brehmer by the Oneida Business Committee.

Item XIII. was addressed next.

II. OPENING (00:01:37)

Opening provided by Councilman Kirby Metoxen.

III. ADOPT THE AGENDA (00:02:02)

Motion by Lawrence Barton to adopt the agenda with one (1) addition [under the Travel Requests section, add item entitled Approve travel request - Councilman Kirby Metoxen - State of the Tribes Address - Madison, WI - March 16-19, 2025], seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

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Item X.B. was addressed next.

IV. MINUTES

A. Approve the January 17, 2025, emergency Business Committee meeting minutes (00:26:39)

Sponsor: Lisa Liggins, Secretary

Motion by Brandon Yellowbird-Stevens to approve the January 17, 2025, emergency Business Committee meeting minutes, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

B. Approve the January 22, 2025, regular Business Committee meeting minutes (00:26:58))

Sponsor: Lisa Liggins, Secretary

Motion by Jonas Hill to approve the January 22, 2025, regular Business Committee meeting minutes, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

V. RESOLUTIONS

A. Adopt resolution entitled Recognizing Kathleen Hughes for Lifetime Achievements and Contribution to the Oneida Nation (00:27:17)

Sponsor: Jennifer Webster, Councilwoman

Motion by Lisa Liggins to adopt resolution # 02-12-25-A Recognizing Kathleen Hughes for Lifetime Achievements and Contribution to the Oneida Nation with one (1) correction [in Line 44, change "is currently serving" to "recently served"], seconded by Lawrence Barton. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

B. Adopt resolution entitled Recognizing Sandra Brehmer for Lifetime Achievements and Contributions to the Oneida Nation (00:28:43)

Sponsor: Jennifer Webster, Councilwoman

Motion by Jonas Hill to adopt resolution # 02-12-25-B Recognizing Sandra Brehmer for Lifetime Achievements and Contributions to the Oneida Nation with one (1) correction [in Line 43, change "Bongo" to "Bingo"], seconded by Lawrence Barton. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT

- C. Adopt resolution entitled Improving Access to Dementia Care for Native American Veteran and Non-Veteran Elders (00:29:27)**
Sponsor: Mark W. Powless, General Manager

Motion by Lisa Liggins to adopt resolution # 02-12-25-C Improving Access to Dementia Care for Native American Veteran and Non-Veteran Elders, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

- D. Consider resolution entitled Approval of Use of Economic Development, Diversification and Community Development Funds for a Donation of \$18,069.23 for the Rites of Passage Program (00:29:50)**

Sponsor: Justin Nishimoto, Economic Strategy Coordinator

Motion by Jennifer Webster to adopt resolution # 02-12-25-D Approval of Use of Economic Development, Diversification and Community Development Funds for a Donation of \$18,069.23 for the Rites of Passage Program, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

- E. Adopt resolution entitled Ratifying approval of the Oneida Youth Leadership Institute Charter and By-Laws (00:37:39)**

Sponsor: Jo Anne House, Chief Counsel

Motion by Lisa Liggins to adopt resolution # 02-12-25-E Ratifying approval of the Oneida Youth Leadership Institute Charter and By-Laws, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

VI. STANDING COMMITTEES**A. FINANCE COMMITTEE**

- 1. Accept the Finance Committee January 9, 2025, regular meeting minutes (00:38:05)**

Sponsor: Lawrence Barton, Treasurer

Motion by Jennifer Webster to accept the Finance Committee January 9, 2025, regular meeting minutes, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

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- 2. Accept the Finance Committee January 23, 2025, regular meeting minutes (00:38:27)**
Sponsor: Lawrence Barton, Treasurer

Motion by Jonas Hill to accept the Finance Committee January 23, 2025, regular meeting minutes, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

B. LEGISLATIVE OPERATING COMMITTEE

- 1. Accept the January 15, 2025, regular Legislative Operating Committee meeting minutes (j00:38:49)**
Sponsor: Jameson Wilson, Councilman

Motion by Jonas Hill to accept the January 15, 2025, regular Legislative Operating Committee meeting minutes, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

- 2. Adopt Real Property Law rule # 1 - Land Assessments for the Nation's Decisionmakers to Build an Autonomous Community (LANDBAC) (00:39:07)**
Sponsor: Jameson Wilson, Councilman

Motion by Lisa Liggins to adopt Real Property Law rule # 1 - Land Assessments for the Nation's Decisionmakers to Build an Autonomous Community (LANDBAC), seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

- 3. Adopt Real Property Law rule # 2 - Land Use Licenses (00:41:42)**
Sponsor: Jameson Wilson, Councilman

Motion by Lisa Liggins to adopt Real Property Law rule # 2 - Land Use Licenses, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT**VII. TRAVEL REPORTS****A. Approve the travel report - Councilman Jonas Hill - 2025 Presidential Inauguration - Washington, D.C. - January 17-21, 2025 (00:42:08)**

Sponsor: Jonas Hill, Councilman

Motion by Lisa Liggins to approve the travel report from Councilman Jonas Hill for the 2025 Presidential Inauguration in Washington, D.C. on January 17-21, 2025, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
 Abstained: Jonas Hill

VIII. TRAVEL REQUESTS**A. Approve the travel request - Councilman Kirby Metoxen - 2025 Wisconsin Governor's Conference on Tourism - La Crosse, WI - March 9-12, 2025 (00:47:08)**

Sponsor: Kirby Metoxen, Councilman

Motion by Jameson Wilson to approve the travel request for Councilman Kirby Metoxen to attend the 2025 Wisconsin Governor's Conference on Tourism in La Crosse, WI on March 9-12, 2025, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
 Abstained: Kirby Metoxen

B. Approve the travel request - Councilman Marlon Skenandore - Feeding America Leadership and Oneida Nation Representative - Washington, D.C. - March 4-7, 2025 (00:47:50)

Sponsor: Marlon Skenandore, Councilman

Motion by Lawrence Barton to approve the travel request for Councilman Marlon Skenandore to attend the Feeding America Leadership and Oneida Nation Representative in Washington, D.C. on March 4-7, 2025, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
 Abstained: Marlon Skenandore

C. Approve the travel request - Councilwoman Jennifer Webster - 2025 Tribal Self-Governance Tribal Advisory Committee SGAC/TSGAC - Arlington, VA - March 17-21, 2025 (00:50:34)

Sponsor: Jennifer Webster, Councilwoman

Motion by Jonas Hill to approve the travel request for Councilwoman Jennifer Webster to attend the 2025 Tribal Self-Governance Tribal Advisory Committee SGAC/TSGAC in Arlington, VA on March 17-21, 2025, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT**D. Approve the travel request in accordance with § 219.16-1. - nine (9) Oneida Nation Commission on Aging members - 2025 Great Lakes Native American Elders Association quarterly meetings (00:51:17)**

Sponsor: Winnifred Thomas, Chair/Oneida Nation Commission on Aging

Motion by Lawrence Barton to approve the travel request in accordance with § 219.16-1 for nine (9) Oneida Nation Commission on Aging members to attend the 2025 Great Lakes Native American Elders Association quarterly meetings, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

E. Enter the e-poll results into the record regarding the approved travel request for Councilman Jonas Hill to attend the National Republican Congressional Committee Winter Meeting in Key Biscayne, FL on February 27-March 2, 2025 (00:52:00)

Sponsor: Lisa Liggins, Secretary

Motion by Kirby Metoxen to enter the e-poll results into the record regarding the approved travel request for Councilman Jonas Hill to attend the National Republican Congressional Committee Winter Meeting in Key Biscayne, FL on February 27-March 2, 2025, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

F.. Approve the travel request - Councilman Kirby Metoxen - State of the Tribes Address - Madison, WI - March 16-19, 2025 (00:53:23)

Sponsor: Kirby Metoxen, Councilman

Motion by Jennifer Webster to approve the travel request for Councilman Kirby Metoxen and three (3) additional Business Committee members to attend the State of the Tribes Address in Madison, WI on March 16-19, 2025, seconded by Lawrence Barton. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

IX. NEW BUSINESS**A. Approve the Comprehensive Housing Division, Environmental, Land & Agricultural Division, Oneida Land Commission & Oneida Business Committee Memorandum of Agreement - file # 2025-0009 (00:55:52)**

Sponsor: Lawrence Barton, Treasurer

Motion by Lisa Liggins to approve the Comprehensive Housing Division, Environmental, Land & Agricultural Division, Oneida Land Commission & Oneida Business Committee Memorandum of Agreement - file # 2025-0009, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

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- B. Accept the Special Committee on State-Tribal Relations final report as information (00:57:08)**
Sponsor: Lisa Liggins, Secretary

Motion by Jonas Hill to accept the Special Committee on State-Tribal Relations final report as information, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

- C. Approve two (2) requested actions - CIP # 19-004 Amelia Cornelius Culture Park Site Amenities (01:00:31)**
Sponsor: Mark W. Powless, General Manager

Motion by Lisa Liggins to remove project #22-109 Groundskeeping Garage from the Amelia Cornelius Culture Park project # 19-004 and make the Groundskeeping Garage an independent project and to forward the discussion regarding the additional funding for project # 19-004 Amelia Cornelius Culture Park Site Amenities for the Visitor Center to the March 6, 2025, Business Committee Work Session, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Secretary Lisa Liggins left at 9:41 a.m.

- D. Approve contract # 2025-0107 Memorandum of Understanding (MOU) with The Board of Regents of the University of Wisconsin System d.b.a. UW-Green Bay and Oneida Nation (01:14:13)**
Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director

Motion by Brandon Yellowbird-Stevens to approve contract # 2025-0107 Memorandum of Understanding (MOU) with The Board of Regents of the University of Wisconsin System d.b.a. UW-Green Bay and Oneida Nation, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

- E. Review the funding source recommendation from the Treasurer regarding the Town of Oneida request (01:14:45)**
Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

Motion by Lawrence Barton to use BIA Self-Governance Fire Protection for \$59,326 of the Town of Oneida request; to bring back a resolution to use Prior Year Carry Over for the remaining balance; and to execute a timely and a simple agreement, with the guidance from Finance, Intergovernmental Affairs and the Law Office, to ensure funds are utilized for the intended purpose, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

DRAFT

F. Enter the e-poll into the record regarding the approved research request - Cutbank - Reconnecting with Duck Creek Inspiring a Sense of Place and Stewardship (01:25:10)

Sponsor: Lisa Liggins, Secretary

Motion by Jonas Hill to enter the e-poll results into the record regarding the approved research request - Cutbank - Reconnecting with Duck Creek Inspiring a Sense of Place and Stewardship, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

Item X.D. was addressed next.

X. REPORTS

A. OPERATIONAL

1. Accept the Emergency Management FY-2025 1st quarter report (00:25:12)

Sponsor: Kaylynn Gresham, Emergency Management Director

Motion by Jonas Hill to accept the Emergency Management FY-2025 1st quarter report, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Item IV.A. was addressed next.

B. APPOINTED BOARDS, COMMITTEES, COMMISSIONS

1. Accept Anna John Resident Centered Care Community Board FY-2025 1st quarter report (00:03:28)

Sponsor: Lorna Skenandore, Chair/Anna John Resident Centered Care Community Board

Motion by Jennifer Webster to accept Anna John Resident Centered Care Community Board FY-2025 1st quarter report, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

2. Accept Oneida Community Library Board FY-2025 1st quarter report (00:03:59)

Sponsor: Stephanie Metoxen, Chair/Oneida Community Library Board

Motion by Brandon Yellowbird-Stevens to accept Oneida Community Library Board FY-2025 1st quarter report, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT**3. Accept Oneida Environmental Resource Board FY-2025 1st quarter memorandum (00:04:36)**

Sponsor: Lisa Liggins, Secretary

Motion by Marlon Skenandore to accept Oneida Environmental Resource Board FY-2025 1st quarter memorandum, seconded by Kirby Metoxen. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

4. Accept Oneida Nation Arts Board FY-2025 1st quarter report (00:04:59)

Sponsor: Christine Klimmek, Vice-Chair/Oneida Nation Arts Board

Motion by Kirby Metoxen to accept Oneida Nation Arts Board FY-2025 1st quarter report, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

5. Accept the Oneida Nation Veteran Affairs Committee FY-2025 1st quarter report (00:05:19)

Sponsor: John Breuninger, Secretary/Oneida Nation Veteran Affairs Committee

Motion by Jennifer Webster to accept the Oneida Nation Veteran Affairs Committee FY-2025 1st quarter report, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

6. Accept Oneida Personnel Committee FY-2025 1st quarter memorandum (00:15:56)

Sponsor: Lisa Liggins, Secretary

Motion by Jennifer Webster to accept Oneida Personnel Committee FY-2025 1st quarter memorandum, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

7. Accept Oneida Police Commission FY-2025 1st quarter report (00:16:18)

Sponsor: Richard VanBoxtel, Chair/Oneida Police Commission

Motion by Jonas Hill to accept Oneida Police Commission FY-2025 1st quarter report, seconded by Lawrence Barton. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT**8. Accept the Pardon and Forgiveness Screening Committee FY-2025 1st quarter report (00:17:07)**

Sponsor: Eric Boulanger, Chair/Pardon and Forgiveness Screening Committee

Motion by Jonas Hill to accept the Pardon and Forgiveness Screening Committee FY-2025 1st quarter report, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

9. Accept the Southeastern Wisconsin Oneida Tribal Services Advisory Board FY-2025 1st quarter report (00:17:36)

Sponsor: Diane Hill, Chair/Southeastern Wisconsin Oneida Tribal Services Advisory Board

Motion by Jonas Hill to accept the Southeastern Wisconsin Oneida Tribal Services Advisory Board FY-2025 1st quarter report, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

C. ELECTED BOARDS, COMMITTEES, COMMISSIONS**1. Accept the Oneida Election Board FY-2025 1st quarter report (00:18:05)**

Sponsor: Candace House, Chair/Oneida Election Board

Motion by Jennifer Webster to accept the Oneida Election Board FY-2025 1st quarter report, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

2. Accept the Oneida Gaming Commission FY-2025 1st quarter report (00:18:47)

Sponsor: Mark Powless Sr., Chair/Oneida Gaming Commission

Motion by Jennifer Webster to accept the Oneida Gaming Commission FY-2025 1st quarter report, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

3. Accept the Oneida Land Claims Commission FY-2025 1st quarter report (00:19:19)

Sponsor: Chris Cornelius, Chair/Oneida Land Claims Commission

Motion by Marlon Skenandore to accept the Oneida Land Claims Commission FY-2025 1st quarter report, seconded by Kirby Metoxen. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

DRAFT**4. Accept the Oneida Land Commission FY-2025 1st quarter report (00:20:19)**

Sponsor: Sidney White, Chair/Oneida Land Commission

Motion by Lisa Liggins to accept the Oneida Land Commission FY-2025 1st quarter report, seconded by Jonas Hill. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

5. Accept the Oneida Nation Commission on Aging FY-2025 1st quarter report (00:23:08)

Sponsor: Winnifred Thomas, Chair/Oneida Nation Commission on Aging

Motion by Jennifer Webster to accept the Oneida Nation Commission on Aging FY-2025 1st quarter report, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

6. Accept the Oneida Nation School Board FY-2025 1st quarter report (00:23:59)

Sponsor: Sacheen Lawrence, Chair/Oneida Nation School Board

Motion by Brandon Yellowbird-Stevens to accept the Oneida Nation School Board FY-2025 1st quarter report, seconded by Lisa Liggins. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

7. Accept Oneida Trust Enrollment Committee FY-2025 1st quarter report (00:24:37)

Sponsor: Jermaine Delgado, Chair/Oneida Trust Enrollment Committee

Motion by Jennifer Webster to accept Oneida Trust Enrollment Committee FY-2025 1st quarter report, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Item X.A. was addressed next.

D. STANDING COMMITTEES**1. Accept the Finance Committee FY-2025 1st quarter report (01:25:36)**

Sponsor: Lawrence Barton, Treasurer

Motion by Jennifer Webster to accept the Finance Committee FY-2025 1st quarter report, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

DRAFT**2. Accept the Legislative Operating Committee FY-2025 1st quarter report (01:25:57)**

Sponsor: Jameson Wilson, Councilman

Motion by Jonas Hill to accept the Legislative Operating Committee FY-2025 1st quarter report, seconded by Kirby Metoxen. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

3. Accept the On?yote?a?ká ni? i Standing Committee FY-2025 1st quarter report (01:26:18)

Sponsor: Taryn Webster, Chair/On?yote?a?ká ni? i Standing Committee

Motion by Jonas Hill to accept the On?yote?a?ká ni? i Standing Committee FY-2025 1st quarter report, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

XI. GENERAL TRIBAL COUNCIL**A. PETITIONER SHERROLE BENTON - petition # 2024-03****1. Accept the legal review regarding petition # 2024-03 (01:26:54)**

Sponsor: Jo Anne House, Chief Counsel

Motion by Jennifer Webster to accept the legal review regarding petition # 2024-03, with the correction of one (1) typo, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

2. Accept the fiscal impact statement status update regarding petition # 2024-03 (01:28:47)

Sponsor: Lisa Liggins, Secretary

Motion by Jennifer Webster to accept the fiscal impact statement status update regarding petition # 2024-03, seconded by Kirby Metoxen. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

Councilman Jonas Hill left at 10:02 a.m.

DRAFT**3. Schedule a special General Tribal Council meeting to address petition # 2024-03 (01:29:11)**

Sponsor: Lisa Liggins, Secretary

Motion by Jennifer Webster to schedule a special General Tribal Council meeting to address petition # 2024-03 on Tuesday, May 20, 2025, at 6:00 p.m., seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Jonas Hill, Lisa Liggins

Councilman Jonas Hill returned at 10:05 a.m.

B. Approve the notice and mailer for the March 16, 2025, tentatively scheduled annual General Tribal Council meeting (01:36:53)

Sponsor: Lisa Liggins, Secretary

Motion by Jennifer Webster to approve the notice and mailer for the March 16, 2025, tentatively scheduled annual General Tribal Council meeting, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

XII. EXECUTIVE SESSION**A. REPORTS****1. Accept the Chief Counsel report (01:38:34)**

Sponsor: Jo Anne House, Chief Counsel

Motion by Jonas Hill to accept the Chief Counsel report, seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

2. Accept the General Manager report (801:38:47)

Sponsor: Mark W. Powless, General Manager

Motion by Jonas Hill to accept the General Manager update on the residential detox facility, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

Motion by Jonas Hill to accept the General Manager report, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

DRAFT**3. Accept the Treasurer's December 2024 report (01:39:13)**

Sponsor: Lawrence Barton, Treasurer

Motion by Jonas Hill to accept the Treasurer's December 2024 report, seconded by Jameson Wilson.
Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

4. Accept the Gaming General Manager FY-2025 1st quarter report (01:39:26)

Sponsor: Louise Cornelius, Gaming General Manager

Motion by Jameson Wilson to accept the Gaming General Manager FY-2025 1st quarter report,
seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

5. Accept the Retail General Manager FY-2025 1st quarter report (01:39:39)

Sponsor: Debra Powless, Retail General Manager

Motion by Lawrence Barton to accept the Retail General Manager FY-2025 1st quarter report,
seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

6. Accept the Executive HR Director FY-2025 1st quarter report (01:39:53)

Sponsor: Laura Laitinen-Warren, Executive HR Director

Motion by Jennifer Webster to accept the Executive HR Director FY-2025 1st quarter report, seconded
by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

7. Accept the Security Director FY-2025 1st quarter report (01:40:07)

Sponsor: Katsitsiyo Danforth, Security Director

Motion by Jennifer Webster to accept the Security Director FY-2025 1st quarter report, seconded by
Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens
Not Present: Lisa Liggins

DRAFT**B. AUDIT COMMITTEE****1. Accept the Audit Committee FY-2025 1st quarter report (01:40:22)**

Sponsor: Lisa Liggins, Secretary

Motion by Jennifer Webster to accept the Audit Committee FY-2025 1st quarter report, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

C. NEW BUSINESS**1. Adopt resolution entitled Business Committee 401(k) Savings Plan Notice of Employer Matching Contribution (01:40:39)**

Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

Motion by Jennifer Webster to adopt resolution # 02-12-25-F Business Committee 401(k) Savings Plan Notice of Employer Matching Contribution and move the resolution to open session, seconded by Brandon Yellowbird-Stevens. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

2. Accept the January 3, 2025, Business Committee Officer session notes (01:41:03)

Sponsor: Lisa Liggins, Secretary

Motion by Kirby Metoxen to accept the January 3, 2025, Business Committee Officer session notes, seconded by Jennifer Webster. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

DRAFT**3. Deliberations regarding pardon application - Enrique R. Caravantes (01:14:18)**

Sponsor: Eric Boulanger, Chair/Pardon and Forgiveness Screening Committee

Motion by Jennifer Webster to accept the recommendation of the Pardon and Forgiveness Committee, seconded by Kirby Metoxen. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

Motion by Brandon Yellowbird-Stevens to adopt resolution # 02-12-25-F Regarding Pardon of Enrique R. Caravantes and move the resolution to open session, seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

Motion by Jennifer Webster to recess at 10:11 a.m. and to reconvene at 11:15 a.m., seconded by Jameson Wilson. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Kirby Metoxen, Marlon Skenandore,
Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Not Present: Lisa Liggins

Meeting called to order by Chairman Tehassi Hill at 11:15 a.m.

Roll call for the record:

Present: Treasurer Lawrence Barton Councilman Jonas Hill; Chairman Tehassi Hill; Secretary Lisa Liggins; Councilman Kirby Metoxen; Councilman Marlon Skenandore; Councilwoman Jennifer Webster; Councilman Jameson Wilson; Vice-Chairman Brandon Yellowbird-Stevens;

Item I.A. was addressed next.

XIII. ADJOURN

Motion by Jennifer Webster to adjourn at 11:51 a.m., seconded by Marlon Skenandore. Motion carried:

Ayes: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Minutes prepared by Bonnie Pigman, Information Management Specialist.
Minutes approved as presented on _____.

Lisa Liggins, Secretary
ONEIDA BUSINESS COMMITTEE

Adopt resolution entitled Midwest Energy Resources Association Home Electrification and Appliance...

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Adopt resolution to join the Midwest Tribal Energy Resources Association consortium.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

Mark W. Powless

Digitally signed by Mark W. Powless
Date: 2025.02.18 13:40:40 -06'00'

5. Additional attendees needed for this request:

Mark W. Powless, General Manager

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input checked="" type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input checked="" type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input checked="" type="checkbox"/> Unbudgeted | <input type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark W. Powless, General Manager

Primary Requestor: Michael Troge, Energy Projects Manager

February 17, 2025

To: Oneida Nation Business Committee

From: Michael Troge

Re: resolution to support the Midwest Tribal Energy Resources Association (MTERA) Home Electrification and Appliance Rebates Program (HEARP)

MTERA background

In 2014, Oneida Nation co-founded the Midwest Tribal Energy Resources Association (MTERA). MTERA's mission is to ***empower Tribes to manage Tribal energy resources through collective action***. They are a collaborator to support Tribal interests in energy sovereignty planning and deployment. The MTERA currently has thirty-one member-Tribes from Wisconsin, Minnesota, and Michigan.

MTERA has been very effective providing technical assistance to member-Tribes. They have also been very successful procuring funding from various agencies and foundations. Most notably is the Solar for All program managed by the Environmental Protection Agency (EPA). This \$65 million award is intended to be used for capacity building, job training, skills development, site analysis, and residential solar deployment. To effectively build projects and avoid burdensome administration and reporting, MTERA has been elected by member-Tribes to administer HEARP and Solar for All for its member-Tribes.

Tribal Residential Energy Program

The Oneida Nation Tribal Residential Energy Program (TREP) has been evolving since 2022. An allocation of funding for Tribes through a set-aside was available from the Wisconsin Focus on Energy Program. That funding is due to end in 2025. HEARP and Solar for All are intended to be the next funding sources to support TREP. The HEARP deadline is 2033. Solar for All deadline is 2028.

Home Electrification and Appliance Rebates Program

The Department of Energy (DOE) State and Community Energy Programs Office (SCEP) has allocated \$1,090,000 to Oneida Nation through HEARP. These funds provide rebates to low- and-moderate income Tribal community members for certain home energy efficiency projects. Products and services include heat pumps, electric stoves, electric load service and wiring upgrades, insulation, and air sealing. HEARP projects are intended to increase home energy efficiency as the first step. This will prepare homes for the next step: residential solar.

MTERA is working with Bad River Band of Lake Superior Chippewa (Lead Tribe) and Slipstream (Non-profit support) to administer HEARP for a Consortium of Tribes. Currently there are about 15 member-Tribes represented by the Consortium. Each Tribe has an allocation. Each allocation contains a portion of funds that can be used to administer HEARP. These allocated funds will be used by MTERA, Bad River, and Slipstream staff to administer and deploy the Program for the Consortium.

Federal Funding Status

Executive Orders have created a lot of confusion regarding available federal funding. Productive communication with federal agencies has been non-existent since January. However, MTERA staff remain confident that the federal government will keep its commitment. Timing has been a key driver. Most of the application materials were submitted in 2024, and many of the awards were received by January 2025. However, delayed funding will likely delay program implementation. Other funding sources are being investigated to support Consortium activities.

Resolution

SCEP requires that each Tribe pass a resolution to participate in HEARP. The attached resolution expresses Oneida Nation's recognition and support for Bad River, MTERA, and Slipstream to administer HEARP on behalf of the Oneida Community and the Consortium. This Consortium will also administer Solar for All.

Oneida Nation

Post Office Box 365

Phone: (920)869-2214

Oneida, WI 54155



BC Resolution # 02-26-25-X

Midwest Tribal Energy Resources Association Home Electrification and Appliance Rebate Program

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WHEREAS, the Oneida Nation is a federally recognized Indian government and a treaty tribe recognized by the laws of the United States of America; and

WHEREAS, the Oneida General Tribal Council is the governing body of the Oneida Nation; and

WHEREAS, the Oneida Business Committee has been delegated the authority of Article IV, Section 1, of the Oneida Tribal Constitution by the Oneida General Tribal Council; and

WHEREAS, the Oneida Nation Business Committee is responsible for the health, safety, education, and welfare of all community members; and

WHEREAS, the Oneida Nation Business Committee has determined that participation in programs that promote energy efficiency, sustainability, and cost savings for Tribal members is a priority; and

WHEREAS, the Oneida Nation has identified the opportunity to join a consortium to apply for funding under the Home Electrification and Appliance Rebate Program administered by the Department of Energy (DOE) Office of State and Community Energy Programs (SCEP), pursuant to Section 50122 of the Inflation Reduction Act of 2022; and

WHEREAS, the Oneida Nation Business Committee has agreed that Bad River Band of Lake Superior Chippewa will act as the lead Indian Tribe of the Tribal Consortium and is responsible for receiving the total allocations on behalf of the Oneida Nation and other participating consortia Tribes; and

WHEREAS, the Midwest Tribal Energy Resources Association (MTERA) has been identified and agreed upon by all participating consortium Tribes to serve as the lead entity to apply for and administer the grant on behalf of the consortium Tribes; and

WHEREAS, the Oneida Nation Business Committee recognizes that Bad River Band of Lake Superior Chippewa, as the lead Indian Tribe, is the sole entity within the Tribal consortium eligible to receive the total allocations and is ultimately responsible for satisfying all grant requirements, with MTERA acting as the third-party administrative lead for application and grant management; and

BC Resolution # 02-26-25-X
Midwest Tribal Energy Resources Association Home Electrification and Appliance Rebate Program
Page 2 of 2

39 **NOW THEREFORE BE IT RESOLVED**, the Oneida Nation hereby approves joining the consortium, with
40 Bad River Band of Lake Superior Chippewa as the lead Indian Tribe responsible for receiving the total
41 allocation,
42

43 **BE IT FURTHER RESOLVED**, the Oneida Nation recognizes that MTERA is the entity responsible for
44 applying for and administering the Home Electrification and Appliance Rebate Program grant on behalf of
45 the Oneida Nation and other participating consortium Tribes; and,
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47 **BE IT FURTHER RESOLVED**, the Oneida Nation authorizes Bad River Band of Lake Superior Chippewa
48 to act on its behalf in all matters related to the receipt of the allocations, while MTERA will manage the
49 application, administrating the grant, and will be responsible for satisfying all grant requirements.
50
51

Adopt resolution entitled Authorizing the Use of Self-Governance Funds for the Purchase of Fire...

Business Committee Agenda Request

1. **Meeting Date Requested:** 2/26/25

2. **Session:**

Open Executive – must qualify under §107.4-1.

Justification: Choose or type justification

3. **Requested Motion:**

Accept as information; OR

Adopt Resolution titled “Authorizing the Use of Self-Governance Funds for the f



4. **Areas potentially impacted or affected by this request:**

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other:

5. **Additional attendees needed for this request:**

Melinda J. Danforth, Intergovernmental Affairs Director

Enter (Name, Title/Entity) OR Choose from List

Enter (Name, Title/Entity) OR Choose from List

Enter (Name, Title/Entity) OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input checked="" type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input checked="" type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: Describe | | |

7. Budget Information:

- | | |
|---|---|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input checked="" type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: Describe | |

8. Submission:

Authorized Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director

Primary Requestor: Brandon Wisneski, Self-Governance Manager

Memorandum

To: Oneida Business Committee
From: Brandon Wisneski, Self-Governance Manager
Date: February 26, 2025
Re: Resolution Authorizing the Use of Self-Governance Funds for the Purchase of Fire Protection Equipment for the Town of Oneida Volunteer Fire Department

Background:

Oneida Nation is a Title IV Self-Governance tribe with a compact and funding agreement with the Department of Interior's Bureau of Indian Affairs (BIA) pursuant to Title IV of the Indian Self-Determination and Education Assistance Act (P.L. 93-638).

In accordance with the Nation's funding agreement, the Nation has assumed responsibility for Fire Protection program, which supports Tribal fire staff, trains volunteer firefighters, repairs existing firefighting equipment, and purchases additional equipment. The Fire Protection funds can also be used to purchase smoke detectors, fire extinguishers, and emergency lights to ensure the safety of Tribal buildings.

The Nation received a request for financial assistance from the Town of Oneida for the purchase of "air pack" breathing apparatuses and compressors for the Town of Oneida Volunteer Fire Department. The Fire Department provides fire protection services to the Oneida Nation and its members. The Nation identified \$59,326 in Self Governance Fire Protection funds which can be applied towards this purchase.

At the 2/12/2025 Regular Business Committee Meeting, the Business Committee adopted the following motion:

"Motion by Lawrence Barton to use BIA Self-Governance Fire Protection for \$59,326 of the Town of Oneida request; to bring back a resolution to use Prior Year Carry Over for the remaining balance; and to execute a timely and a simple agreement, with the guidance from Finance, Intergovernmental Affairs and the Law Office, to ensure funds are utilized for the intended purpose, seconded by Jennifer Webster. Motion carried."

In accordance with the Business Committee's directive, Self-Governance has prepared a resolution authorizing the use of \$59,326 in Self-Governance Fire Protection Funds for the purchase of fire protection equipment for the Town of Oneida Volunteer Fire Department.

Recommended Action:

Motion to the adopt Resolution titled “Authorizing the Use of Self-Governance Funds for the Purchase of Fire Protection Equipment for the Town of Oneida Volunteer Fire Department.”

Oneida Nation

Post Office Box 365

Phone: (920)869-2214

Oneida, WI 54155



BC Resolution # 02-26-25-X

Authorizing the Use of Self-Governance Funds for the Purchase of Fire Protection Equipment for the Town of Oneida Volunteer Fire Department

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WHEREAS, the Oneida Nation is a federally recognized Indian government and a treaty tribe recognized by the laws of the United States of America; and

WHEREAS, the Oneida General Tribal Council is the governing body of the Oneida Nation; and

WHEREAS, the Oneida Business Committee has been delegated the authority of Article IV, Section 1, of the Oneida Tribal Constitution by the Oneida General Tribal Council; and

WHEREAS, the Oneida Nation has a compact and funding agreement with the Department of Interior's Bureau of Indian Affairs (BIA) pursuant to Title IV of the Indian Self-Determination and Education Assistance Act (P.L. 93-638); and

WHEREAS, in accordance with the funding agreement, the Oneida Nation assumes responsibility for implementing the Community Fire Protection program; and

WHEREAS, the Fire Protection program supports Tribal fire staff, trains volunteer firefighters, repairs existing firefighting equipment, and purchases additional equipment. Funding is also used to purchase smoke detectors, fire extinguishers, and emergency lights to ensure the fire safety of Tribal buildings; and

WHEREAS, the Oneida Nation does not currently have its own fire department but relies on surrounding municipalities to provide fire protection services; and

WHEREAS, the Town of Oneida Volunteer Fire Department provides fire protection services to the Oneida Nation and its members; and

WHEREAS, the Town of Oneida has requested financial assistance for the purchase of "air-pack" breathing apparatuses and compressors for the Town of Oneida Volunteer Fire Department; and

WHEREAS, the Oneida Nation understands the importance of having proper fire protection equipment to ensure the Oneida Nation's people, land, and resources are protected; and

WHEREAS, the Oneida Business Committee determined that the members of the Oneida Nation will be better protected with the purchase of the fire protection equipment; and

BC Resolution # 02-26-25-X
Authorizing the Use of Self-Governance Funds for the Purchase of Fire Protection Equipment for the Town of Oneida
Volunteer Fire Department
Page 2 of 2

41 **NOW THEREFORE BE IT RESOLVED**, the Oneida Business Committee authorizes Self-Governance
42 funds designated for Community Fire Protection services in the amount of \$59,326, from Fiscal Years
43 2019-2024, be used for the purchase of fire protection equipment for the Town of Oneida Volunteer Fire
44 Department.
45

Adopt resolution entitled Authorizing the Use of Carry Over Funds for the Town of Oneida Fire Department

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Approved carryover use resolution

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input checked="" type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: RaLinda Ninham-Lamberies

Primary Requestor: RaLinda Ninham-Lamberies

P.O. Box 365 • Oneida, WI 54155



Phone: 920- 869-4325

FINANCE ADMINISTRATION OFFICE

To: Oneida Business Committee
From: Ralinda R. Ninham-Lamberies, CFO
Date: February 20, 2025
RE: BC Agenda Request Approve use of Carryover

In the February 6, 2025 BC work session, the Business Committee agreed that using Prior Year Profit/Carryover in the amount of \$78,874 is the approved source of funding to meet the request of the Town of Oneida for equipment for the Town of Oneida Fire Department.

Oneida Nation

Post Office Box 365

Phone: (920)869-2214

Oneida, WI 54155



BC Resolution # 02-26-25-X

Authorizing Use of Carry Over Funds for Town of Oneida Fire Department Equipment

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WHEREAS, the Oneida Nation is a federally recognized Indian government and a treaty tribe recognized by the laws of the United States of America; and

WHEREAS, the Oneida General Tribal Council is the governing body of the Oneida Nation; and

WHEREAS, the Oneida Business Committee has been delegated the authority of Article IV, Section 1, of the Oneida Tribal Constitution by the Oneida General Tribal Council; and

WHEREAS, the Oneida Nation adopts a budget for each fiscal year which identifies how anticipated funds will be utilized; and

WHEREAS, at the end of each fiscal year, the difference between actual expenditures and actual revenues results in carry over funds which are available for use after the funds have been subject to the Oneida Nation’s annual audit; and

WHEREAS, the General Tribal Council has identified that 25% of the audited carry over funds shall be allocated to land acquisition in accordance with the 2033 Land Acquisition Plan, *resolution # GTC-09-18-10-A, 2033 Land Acquisition Plan*; and

WHEREAS, the remaining audited carry over funds, 75% of the audited carry over, is managed and reported out in the Treasurer’s Report in the “Owner’s Report” (*report on investment restricted and unrestricted funds*) and has been allocated within the approved the budget and for projects; and

WHEREAS, the Oneida Business Committee adopted resolution # BC-10-21-22-A, *Process to Authorize Use of Carry Over Funds*, to track the amount of carry over funds and how those funds are being used to better monitor budget development, budget revenues and expenditures, and allocation for projects; and

WHEREAS, a request to use seventy-eight thousand eight hundred seventy four dollars to meet the total funding needs for the Town of Oneida Fire Department is supported as the funding source; and

WHEREAS, this request has been presented to the Oneida Business Committee, and the Finance Office has identified the current status of the carry over fund balance to determine availability of funds; and

NOW THEREFORE BE IT RESOLVED, the Oneida Business Committee approves the use of carry over funds as identified below.

- Project Owner: Melinda Danforth, Intergovernmental Affairs Director.
- Amount Requested: \$78,874.

BC Resolution # 02-26-25-X
Authorizing Use of Carry Over Funds for Town of Oneida Fire Department Equipment
Page 2 of 2

- 44 • Purpose of Funds: To meet the total funding need of the Town of Oneida Fire Department
- 45 • Current Balance of Carry Over Funds: \$2,929,047.
- 46 • Balance of Carry Over Funds after approved use: \$2,850,173.

Determine next steps regarding one (1) vacancy - Oneida Nation Veteran Affairs Committee

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- Bylaws
- Contract Document(s)
- Correspondence
- Draft GTC Notice
- Draft GTC Packet
- E-poll results/back-up
- Other: *Describe*
- Fiscal Impact Statement
- Law
- Legal Review
- Minutes
- MOU/MOA
- Petition
- Presentation
- Report
- Resolution
- Rule (adoption packet)
- Statement of Effect
- Travel Documents

4. Budget Information:

- Budgeted
- Not Applicable
- Budgeted – Grant Funded
- Unbudgeted
- Other: *Describe*

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: Amber Martinez, Recording Clerk

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: AMARTIN3



Memorandum

TO: Oneida Business Committee

FROM: Brooke Doxtator, BCC Supervisor *BD*

DATE: February 18, 2025

RE: Appointment(s) – Oneida Nation Veteran Affairs Committee

Background

One (1) vacancy was posted for the Oneida Nation Veterans Affairs Committee. The vacancy is to complete a term ending December 31, 2027.

The vacancy has been posted since December 11, 2024. The latest application deadline was February 7, 2025, and Two (2) application(s) were received for the following applicant(s):

- Myron Vieau
- Albert Manders

Select action(s) provided below:

- 1) accept the selected the applicant(s) and appoint to a term ending December 31, 2027,
OR
- 2) reject the selected applicant(s) and oppose the vote**; OR
- 3) request the Secretary to re-notice the vacancy(ies)

Accept the February 5, 2025, regular Legislative Operating Committee meeting minutes

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Accept the February 5, 2025 Legislative Operating Committee meeting minutes.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input checked="" type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Jameson Wilson, Councilman

Primary Requestor: Clorissa N. Leeman, LRO Senior Staff Attorney



LEGISLATIVE OPERATING COMMITTEE MEETING MINUTES
 Oneida Business Committee Conference Room-2nd Floor Norbert Hill Center
 February 5, 2025
 9:00 a.m.

Present: Jameson Wilson, Kirby Metoxen, Jonas Hill, Jennifer Webster, Marlon Skenandore

Others Present: Clorissa N. Leeman, Grace Elliott, Carolyn Salutz

Others Present on Microsoft Teams: Fawn Billie, Janice Decorah, Jessalyn Harvath, Kaylynn Gresham, Kristal Hill, Mark Powless, Maureen Perkins, Rae Skenandore, Nicole Rommel, Jay Martinez, Eric McLester, Diane Wilson, Chad Fuss, David P. Jordan, Eric Boulanger, Tavia James-Charles, Lisa Duff, Matthew Denny, Shannon Stone

I. Call to Order and Approval of the Agenda

Jameson Wilson called the February 5, 2025, Legislative Operating Committee meeting to order at 9:00 a.m.

Motion by Jonas Hill to approve the agenda; seconded by Kirby Metoxen. Motion carried unanimously.

II. Minutes to be Approved

1. January 15, 2025 LOC Meeting Minutes

Motion by Kirby Metoxen to approve the January 15, 2025 LOC meeting minutes and forward to the Oneida Business Committee; seconded by Jennifer Webster. Motion carried unanimously.

III. Current Business

1. Oneida Nation Law Enforcement Ordinance Amendments

Motion by Jonas Hill to approve the public meeting packet for the amendments to the Oneida Nation Law Enforcement Ordinance and forward to a public meeting to be held on March 14, 2025; seconded by Marlon Skenandore. Motion carried unanimously.

2. Landlord Tenant Law Amendments

Motion by Jonas Hill to accept the Landlord Tenant law Amendments Legislative Analysis and approve the public meeting packet for the amendments to the Landlord Tenant law and forward to a public meeting to be held on March 14, 2025; seconded by Jennifer Webster. Motion carried unanimously.

IV. New Submissions

1. Lavish and Extravagant Trip and Gratuities Law

Alga W. mind. A good heart. A strong fire.
 Legislative Operating Committee Meeting Minutes of February 5, 2025



Motion by Marlon Skenandore to add the Lavish and Extravagant Trip and Gratuities Law to the Active Files List with Jonas Hill as the sponsor; seconded by Kirby Metoxen. Motion carried unanimously.

2. Ten Day Notice Policy Amendments

Motion by Jennifer Webster to add the Ten Day Notice Policy Amendments to the Active Files List with Jennifer Webster as the sponsor; seconded by Marlon Skenandore. Motion carried unanimously.

V. Additions

VI. Administrative Updates

1. Legislative Operating Committee Fiscal Year 2025 First Quarter Report

Motion by Jonas Hill to approve the Legislative Operating Committee Fiscal Year 2025 First Quarter Report and forward to the Oneida Business Committee; seconded by Jennifer Webster. Motion carried unanimously.

2. Certification of Real Property Law Rule No. 1 - Land Assessments for the Nation's Decisionmakers to Build an Autonomous Community

Motion by Jennifer Webster to certify the Real Property Law Rule No. 1 – Land Assessments for the Nation's Decisionmakers to Build an Autonomous Community and forward to the Oneida Business Committee for consideration; seconded by Jonas Hill. Motion carried unanimously.

3. Certification of Real Property Law Rule No. 2 – Land Use Licenses

Motion by Jonas Hill to certify the Real Property Law Rule No. 2 – Land Use Licenses and forward to the Oneida Business Committee for consideration; seconded by Marlon Skenandore. Motion carried unanimously.

4. Spring LOC Community Meeting Notice

Motion by Jennifer Webster to approve the Spring LOC community meeting notice and schedule the community meeting to take place on March 5, 2025; seconded by Jonas Hill. Motion carried unanimously.

VII. Executive Session

VIII. Adjourn

Motion by Kirby Metoxen to adjourn at 9:34 a.m.; seconded by Marlon Skenandore. Motion carried unanimously.

Adopt Real Property Law rule #3 - Easements

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Consider the adoption of the Real Property Law Rule No. 3 - Easements

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: Land Management and Oneida

Land Commission

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|--|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input checked="" type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Jameson Wilson, Councilman

Primary Requestor: Clorissa N. Leeman, LRO Senior Staff Attorney



Oneida Nation
 Oneida Business Committee
 Legislative Operating Committee
 PO Box 365 • Oneida, WI 54155-0365
Oneida-nsn.gov



TO: Oneida Business Committee
 FROM: Jameson Wilson, Legislative Operating Committee Chairman
 DATE: February 19, 2025
 RE: Certification of the Real Property Law Rule No. 3 – Easements

The Legislative Operating Committee reviewed the certification packet provided for the Real Property Law Rule No. 3 – Easements (“Rule”). The Legislative Operating Committee is responsible for certifying a proposed rule after determining the authorized agency has complied with the requirements for certification stated in section 106.7-2 of the Administrative Rulemaking law, and forwarding the rule to the Oneida Business Committee for consideration of adoption. [1 O.C. 106.7-3].

Certification by the Legislative Operating Committee means:

- The certification packet provided by the Land Management Area of the Environmental, Land and Agricultural Division and Oneida Land Commission for the Rule contained all documentation required by the Administrative Rulemaking law for a complete administrative record;
- The promulgation of the Rule complied with the procedural requirements contained in the Administrative Rulemaking law; and
- The Rule did not exceed the rulemaking authority granted under the law for which the Rule is being promulgated. [1 O.C. 106.7-2].

The Legislative Operating Committee certified the Rule on February 19, 2025.

The purpose of the Rule is to provide procedures for granting easements over, under and across tribal lands in order to best protect the interests of the Oneida Nation, and also addresses how Land Management facilitates the processing of easements on individual trust land. [Rule 3.1-1]. The Rule addresses:

- Scope and application, including the general applicability of the rule and when the Rule does not apply to requests for easements [Rule 3.4];
- Applications for easements on tribal lands, including what information is included on the application form and how the application is processed [Rule 3.5];
- Oneida Land Commission’s preliminary review, including information on the Oneida Land Commissions easement decision, notice of the easement decision [Rule 3.6];
- Oneida Land Commission final review, including Land Management’s preparation for the Oneida Land Commission, the Oneida Land Commission review of trust land easements, Oneida Land Commission review of fee land easements, and the authority to sign easement documents [Rule 3.7];
- Easement administration, including land data sheet, easement corrections, affidavit of completion, and easement close-out [Rule 3.8];

- Requests for easements on individual trust land, including individual trust land easement requests, BIA easement application, environmental and cultural reviews, and BIA submittal [*Rule 3.9*]; and
- Recording easements [*Rule 3.10*].

The Rule was developed in accordance with the Real Property law which provides the regulations and procedures for the transfer, control and management of the territory within the Reservation and all Tribal land; to integrate these regulations and procedures with the real property laws and practices of other federal and state sovereigns which may hold jurisdiction within the Reservation; and to establish licensing and certification requirements for the Nation's employees dealing with real property transactions. [*6 O.C. 601.1-1*]. The Real Property law delegates joint administrative rulemaking authority to the Oneida Land Commission and Land Management to jointly develop rules regarding easements and land use licenses. [*6 O.C. 601.12-3(a)*]. The Real Property law provides that the Oneida Land Commission is responsible for approving or denying all easements or land use licenses. [*6 O.C. 601.12-2(b)*].

The Rule is now ready to be considered by the Oneida Business Committee for adoption. The Rule would become effective immediately upon adoption by the Oneida Business Committee in accordance with section 106.9-1 of the Administrative Rulemaking law.

Requested Action

Consider the adoption of the Real Property Law Rule No. 3 – Easements.

Environmental, Land, & Agricultural Division



A good mind. A good heart. A strong fire.

MEMORANDUM

TO: Legislative Operating Committee
FROM: Nicole Rommel, Deputy Director – Land Management Nicole Rommel / Digitally signed by Nicole Rommel
DATE: January 27, 2025 Date: 2025.01.25 13:39:36 -0600
SUBJECT: Request for Certification of Procedural Compliance
 Real Property Law Rule No. 3 – Easements

The Land Management Area of the Environmental, Land and Agricultural Division and the Land Commission, as defined in the Real Property Law, is exercising its rulemaking authority to further define sections of Title 6, Chapter 601, Real Property Law.

This rule is newly drafted; this rule is not amendment to an existing rule.

In accordance with the Administrative Rulemaking law, a public meeting was held for this rule on October 8, 2024, for which the comment period expired on October 16, 2024.

The following attachments are included for your review:

1. Rule No. 3 – Easements – Clean Version¹;
2. ELA Division Director Approval of Rule No. 3 – Easements;
3. Oneida Land Commission Rule Approval;
4. Public Meeting Packet;
5. Copy of Public Meeting Notice Published in the Kalihwisaks – Page 28 of the October 2024 issue (published September 24, 2024); and
6. Public Meeting transcription from the October 8, 2024, Public Meeting².

Following certification, this rule shall become effective immediately.

¹ The only revisions made to the rule since the public meeting were to update the name of the Environmental, Health, Safety, Land & Agricultural Division to Environmental, Land and Agricultural Division. Accordingly, for the Summary Report, please the Public Meeting Packet as no revisions were made to the Summary Report Documents.

² No public meeting sign in sheet is attached because no one attended the public meeting. Similarly, no public comment memorandum is provided because no public comments were received.



Title 6. Property and Land Real Property – Chapter 601 Rule #3 – Easements

- 3.1 Purpose and Authority
- 3.2 Adoption, Amendment and Repeal
- 3.3 Definitions
- 3.4 Scope and Application
- 3.5 Requests for Easements on Tribal Land
- 3.6 Oneida Land Commission Preliminary Review
- 3.7 Land Commission Final Review
- 3.8 Easement Administration
- 3.9 Requests for Easements on Individual Trust Land
- 3.10 Recording Easements in ONROD

3.1 Purpose and Authority

3.1-1. *Purpose.* To provide procedures for granting easements over, under and across tribal lands in order to best protect the interests of the Oneida Nation. In addition, because the Nation is a self-governance Nation, this rule also addresses how Land Management facilitates the processing of easements on individual trust land.

3.1-2. *Authority.* The Real Property Law delegates rulemaking authority to the Environmental, Health, Safety, Land and Agriculture Division¹ and Land Commission pursuant to the Administrative Rulemaking law.

3.2 Adoption, Amendment and Repeal

3.2-1. This rule was adopted by the Land Commission in accordance with the procedures of the Administrative Rulemaking law.

3.2-2. This rule may be amended or repealed by the Environment, Health, Safety, Land and Agriculture Division and Land Commission pursuant to the procedures set out in the Administrative Rulemaking law.

3.2-3. Should a provision of this rule or the application thereof to any person or circumstances be held as invalid, such invalidity shall not affect other provisions of this rule which are considered to have legal force without the invalid portions.

3.2-4. In the event of a conflict between a provision of this rule and a provision of another rule, internal policy, procedure, or other regulation; the provisions of this rule shall control.

3.2-5. This rule supersedes all prior rules, regulations, internal policies or other requirements relating to easements.

3.3 Definitions

3.3-1. This section shall govern the definitions of words and phrases used within this rule provided that the definition section of the Real Property law shall also apply hereto. All words not defined herein shall be used in their ordinary and everyday sense.

¹ The delegation of authority in the law was to Land Management and the Land Commission, however, since the law was adopted, Land Management has been rolled into a larger division, the Environmental, Health, Safety, Land and Agricultural Division, of which Land Management is now a department without separate management from the Division.

- (a) *Affidavit of Completion*. Means a legal document certifying as to the completion of construction as related to the easement that acknowledges any known deviations from stated plans, permits or other approvals.
- (b) *Applicant*. Means the third party requesting use of the Nation's land when requesting an easement on tribal land and means the individual trust land owner when an individual trust land owner is requesting BIA approval of an easement on their individual trust land.
- (c) *AVSO*. Means the Appraisal and Valuation Services Office which is the federal administration within the Department of Interior charged with approving and conducting appraisals on federal land to ensure federal land transactions meet applicable fair market value consideration requirements.
- (d) *Appraisal*. Means an expert assessment of the value of a requested easement based on the terms of a proposed easement.
- (e) *BIA*. Means the Bureau of Indian Affairs, which is the federal administration within the Department of Interior charged with overseeing the government's trust responsibilities to indigenous governments and their citizens.
- (f) *Easement Negotiation Summary Form*. Means the form used to aid the Land Commission in arriving at easement request decisions which, at a minimum, includes the appraised value of the easement, the legal description and map produced as a result of the survey, the offered consideration and the date Land Commission approved the easement use along with an excerpt of said meeting minutes.
- (g) *Engineer's Affidavit*. Means a legal document completed by a licensed engineer that certifies a legal description provided in a survey document is accurate.
- (h) *Grantee*. Means the recipient of an easement on tribal land in accordance with this Rule.
- (i) *Internal Entity*. Means an entity of the Nation operating under the direction of the Oneida Business Committee and within the management structure of the Nation.
- (j) *Organization*. Means an body of people with a particular purpose, especially a business, other local government or association.
- (k) *Servient Property*. Means the parcel of land that is subject to an easement that benefits another parcel of land.
- (l) *Survey*. Means a document that measures and records the boundaries, elevation levels and angles of a parcel of land.
- (m) *Surveyor's Affidavit*. Means a legal document completed by a licensed surveyor that certifies a legal description provided in a survey document is accurate.

3.4 Scope and Application

3.4-1. *General Applicability*. The requirements of this rule shall apply all requests for easements on tribal land and to all individual trust land owners' requests for BIA approval of easements on individual trust land located within the Oneida Nation reservation except that this rule shall not apply to:

- (a) *Service Line Agreements*. The requirements of this rule shall not apply to utility service line agreements to cross or access the Nation's property for the purpose of connecting a landowner's property to the main utility line. Service line agreement templates shall be reviewed and approved by the Oneida Law Office, for legal contract review, and the Oneida Land Commission, for content approval, on an annual basis. Land Management staff are authorized to execute service line agreements using approved

templates without seeking Oneida Law Office or Oneida Land Commission review and approval of individual service line agreements provided that no revisions are made to the template document; if any revisions are made to the template document, the Oneida Law Office and Oneida Land Commission must provide their respective reviews and approvals before Land Management may execute the agreement. Land Management shall submit all service line agreements affecting tribal trust land to the BIA for filing in the Land Title and Records Office.

(b) *Internal Entity Easement Requests.* Internal requests will not be granted official easement documents provided that, if any internal entity easement request is approved by Oneida Land Commission, the granted easement must be platted on a recorded survey and registered in the Geographic Land Information System (GLIS), to the extent capable.

3.5 Applications for Easements on Tribal Land

3.5-1. *Application Form.* Applicants shall submit requests for easements using the Tribal Land Easement Request Form available on Land Management's website, at a minimum the form shall:

- (a) Notice the requestor that there is a twenty dollar (\$20) application fee for all applications;
- (b) Notice the requestor that there is a one hundred dollar (\$100) processing fee for easement applications received from individuals and a five hundred (\$500) for organizations that receive preliminary approval from the Land Commission pursuant to section 3.6;
- (c) Ask what requested use is and which parcels it affects;
- (d) Ask the requested duration of the requested use;
- (e) Ask the requested method of communication with applicant noting a preference for email communication; and
- (f) Ask whether there is a preliminary offer of consideration for the easement or a request for waived consideration.

3.5-2. Upon receipt of an easement application, Land Management shall:

- (a) Send the request to the Land Assessment Team established in the LANDBAC Rule for feedback. The team members shall have five (5) business days to submit feedback.
- (b) Order a title report for the affected parcel.
- (c) Upon the close of the feedback period, prepare a recommendation explaining whether Land Management recommends Land Commission grant the easement for the requested use and duration for the consideration presented, or requested to be waived.
- (d) Submit Land Management's easement recommendation to the next available Oneida Land Commission agenda along with all feedback from the Land Assessment Team.
- (e) Provide the applicant with a copy of Land Management's recommendation and the date the recommendation will be the Land Commission agenda date with notice that Land Management will inform the applicant of the Oneida Land Commission's decision within five (5) business days of the meeting date.

3.6 Land Commission's Preliminary Review

3.6-1. *Land Commission Easement Decision.* When Land Management's easement recommendation is presented to Land Commission, the Land Commission shall:

- (a) Approve or deny the recommendation with regard to the requested use;
- (b) Approve or deny the recommendation with regard to the the requested use duration;

and

(c) Approve or deny the recommendation with regard to the requestor's proposed consideration. Specifically, if Land Commission wishes to waive the requirement for an appraisal and accept the offered consideration, Land Commission must inform Land Management at this meeting. If the use and duration are approved, then Land Management shall proceed with processing the application and collect the processing fee.

3.6-2. *Notice of Easement Decision.* Land Management shall notify the Applicant of the Land Commission's decisions concerning the easement request within five (5) business days of the Land Commission's meeting date.

(a) *Notice of Easement Decision Letter.* Land Management shall draft Notice of Easement Decision Letter for applicants that explains the decisions made by the OLC.

(1) If the land commission approved proceeding, the letter shall also include:

(A) Notice the applicant that the Applicant is responsible for all survey and appraisal costs and that survey and appraisal costs, regardless of whether an easement is ultimately granted or not;

(i) *Survey.* A survey is required to determine the correct legal description for the easement and that there are specific surveying requirements applicable to trust land. The legal description generated shall be confirmed in an Engineer's Affidavit or a Surveyor's Affidavit submitted to Land Management. Land Management shall advise whether a Land Use License is required to allow the applicant to complete the survey.

(ii) *Appraisal.* Land Management shall notice the applicant that Land Commission will not accept consideration offers for less than the full appraised value plus fifteen percent (15%) for any requested use that does not directly benefit the Oneida Nation and/or its citizens. For fee land, the Applicant may use any appraisal company to complete the appraisal, provided that, the Nation may elect to procure a competing appraisal for the purpose of price negotiation. The Nation orders appraisals on trust land. Land Management shall draft a scope of work to be submitted to the Department of Interior AVSO for approval. When the scope of work is approved, Land Management shall order an appraisal from an appraiser qualified to perform appraisals on federal land. When the appraisal is received, Land Management shall forward the appraisal to the applicant and the Department of Interior AVSO for approval and forwarding to BIA.

(B) Land Management shall notice the applicant that Land Commission will not accept consideration offers for less than the full appraised value plus 15% for any requested use that does not directly benefit the Oneida Nation and/or its citizens;

(C) Notice that a Land Use Permit will be required from the Oneida Zoning Department and contact information for said department;

(D) If trust land, the BIA easement application documents;

(E) If the applicant is an organization and not an individual, notice that the applicant must submit:

- (i) Organizational documents and by-laws;
 - (ii) Evidence of Authority of Officers to Execute Papers form;
- (F) Notice that an Affidavit of Completion is required to be submitted when the work is complete.

3.7 Land Commission Final Review

3.7-1. *Land Management Preparation for Land Commission.* When the required documents are returned to Land Management in accordance with the noticed requirements, then Land Management shall:

(a) *Draft Easement.* If the easement is on trust land, send the applicant the BIA template easement and inform the applicant that revisions may not be requested to the template. If the easement is on fee land, then Land Management shall prepare the draft easement using the Oneida Easement Template approved by the Oneida Land Commission.

(b) *Consideration Confirmation.* If Land Commission has not approved a waiver of consideration, then Land Management shall ask the applicant to confirm their offered consideration for the easement after having received the appraisal and shall remind applicants that Land Commission will not accept consideration offers for less than the full appraised value plus 15% for any requested use that does not directly benefit the Oneida Nation and/or its citizens.

(c) *Land Commission Submittal.* When the Applicant returns the required information, submit an Easement Negotiation Summary Form to Land Commission for their consideration, except for easements on trust land where Land Commission has already waived consideration. Easements on trust land where Land Commission has already waived consideration do not need to go back to Land Commission and can be routed to the BIA for their final review and approval with the minutes from the Oneida Land Commission meeting approving the easement use, duration and waiver of consideration.

3.7-2. *Land Commission Review of Trust Land Easements.* If the easement is for use of tribal trust land, then there are not revisions to consider to the easement document, so the only thing for Land Commission to consider is the offered consideration. Land Commission shall decide if it accepts the offered consideration or if it will counter with a different request for consideration.

(a) *Consideration Agreement Not Reached.* If the applicant and Land Commission do not eventually reach an agreement as to consideration, then no easement shall be granted.

(b) *Consideration Agreement Reached.* If the applicant and Land Commission do reach an agreement as to consideration, then Land Management shall forward the minutes from Land Commission's meetings approving the easement use, duration and consideration to the BIA for easement processing. When the BIA processing is complete, so long as there is nothing preventing approval, then consideration will have to be paid to the Nation with the Nation's confirmation of payment sent to the BIA before the BIA will return the approved and executed easement document to the parties.

3.7-3. *Land Commission Review of Fee Land Easements.* If the easement is for use of tribal fee land, then Land Management shall ensure that the easement document is in final draft form and consideration information from the applicant is presented to the Land Commission. Land Commission shall make decisions as to the minimum consideration the Land Commission will accept and whether Land Commission will require any revisions to the easement document.

(a) *Agreement Not Reached.* If the applicant and Land Commission do not eventually reach an agreement as to consideration and easement documents, then no easement shall

be granted.

(b) *Agreement Reached.* If the applicant and Land Commission do reach an agreement as to consideration and easement documents, then Land Management shall complete the easement documents pursuant to Land Commission's direction and circulate for signature. Land Management shall provide the applicant with the signed easement documents only after receiving payment of the agreed upon consideration.

3.7-4. *Authority to Sign Easement Documents.* The Environmental, Health, Safety, Land and Agricultural Division Director and/or his or her designee is hereby authorized to sign easement documents approved in accordance with this Rule on behalf of the Oneida Land Commission.

3.8. Easement Administration

3.8-1. *Land Data Sheet.* All executed easements shall be forwarded to the Land Management Deputy Director and/or his or her designee for the information to be entered into the affected parcel's Land Data Sheet. Any party with an agreement affecting the same parcel shall be noticed of the executed easement affecting the parcel by the Deputy Director, provided that where a parcel has both internal and external end users (i.e. a parcel assigned to Comprehensive Housing Division to be used for residential offerings by the Nation and thereafter assigned to an Oneida citizen in a residential lease) the Deputy Director shall notice the internal user and it will be the internal user's responsibility to notice their users.

3.8-2. *Easement Corrections.* In the event there is any error in an easement the erroneous easement must be extinguished and a new easement entered in accordance with the processes in this Rule, provided that the old easement may be extinguished within the new easement.

3.8-3. *Affidavit of Completion.* Upon receipt of the Affidavit of Completion, Land Management shall schedule an inspection of the affected parcel and shall document the parcel's condition at the time the work is complete.

(a) If there were bonding requirements and Land Management reports the parcel is in acceptable condition, Land Management shall return funds held as bond in accordance with the easement documents.

(b) If there were bonding requirements and Land Management reports the parcel is not in acceptable condition, Land Management shall afford the grantee an opportunity to make the necessary repairs to return the parcel to acceptable condition. If the grantee does not make the repairs within the timeframe allotted, Land Management may deduct the replacement cost of repairs from the funds held for bonding and shall return the remainder of the bonding deposit to the grantee. To the extent the repair cost of the damages exceeds the amount of bond held, the Nation may pursue the remainder of damages using any available means of debt collection wherein the grantee shall pay attorneys fees and other collection costs as incurred.

3.8-4. *Easement Close-Out.* When an easement term is complete, Land Management shall ensure the easement has been removed from title and shall inspect and record the condition of the property at easement expiration. If the property was not left in acceptable condition, Land Management shall consult the Oneida Law Office for potential enforcement of contractual terms that may have survived expiration of the easement.

3.9. Requests for Easements on Individual Trust Land

3.9-1. *Individual Trust Land Easement Requests.* If the Nation receives a request for an easement on individual trust land, the Nation shall provide the third party requestor with the names of the

individual trust land owners and inform the requestor that Land Management only accepts individual trust land easement requests from consenting individual trust land owners. Upon receipt of an individual trust land easement request from an individual trust land owner, Land Management shall provide the applicant with the first steps for seeking approval for an easement from the BIA to include:

(a) *Survey*. A survey is required to determine the correct legal description for the easement. The applicant shall collect consent to survey forms signed by the landowners of the servient property and shall contract to have a survey completed. The legal description generated shall be confirmed in an Engineer's Affidavit or a Surveyor's Affidavit and provided to Land Management.

(b) *Appraisal*. Upon receipt of the survey information, Land Management shall draft a scope of work to be submitted to the Department of Interior AVSO for approval to order the appraisal. When the scope of work is approved, Land Management shall order an appraisal from an appraiser qualified to perform appraisals on federal land. When the appraisal is received, Land Management shall forward the appraisal to the Department of Interior AVSO for approval and forwarding to the BIA. When an approved appraisal is received, Land Management will provide the approved appraisal to the applicant.

3.9-2. *BIA Easement Application*. When Land Management has all survey and appraisal documents, Land Management shall send the BIA Easement Application to the Applicant to be returned with any applicable Consent to Grant Easement forms, which shows the affected land owners have reached agreement as to the purpose of the easement, the amount of consideration, and any bonding requirements that will apply, signed by the property owners of the servient property.

3.9-3. *Environmental and Cultural Reviews*. When Land Management has received the completed application and any signed Consent to Grant Easement forms, Land Management shall route the application to the Nation's environmental and cultural reviewers for completion of the environmental and cultural reviews respectively.

3.9-4. *BIA Submittal*. Once the Nation's environmental and cultural reviewers have submitted their reports to Land Management, Land Management shall forward the complete easement package to the BIA to complete the processing of the easement request. Upon decision from the BIA, the signed easement or easement denial, will be returned to Land Management and the affected property owners by the BIA; Land Management is not responsible for easement processing after the complete easement package is submitted to the BIA.

3.10. Recording Easements

3.10-1. *Recordation*. Land Management shall ensure that all easements executed in accordance with this Rule are recorded in ONROD and, if for tribal trust, that the easement also appears on trust title.

End.

Original effective date: [add effective date established by authorized entity] (Certified by LOC on)

Environmental, Land, & Agricultural Division



A good mind. A good heart. A strong fire.

MEMORANDUM

TO: Eric McLester, Environmental, Land, and Agriculture Division
FROM: Nicole Rommel, Deputy Director – Land Management
DATE: January 06, 2025
SUBJECT: Director Approval of Rule No. 3 – Easements

The Land Management Area of the Environmental, Land and Agricultural Division and the Land Commission, as defined in the Real Property Law, is exercising its rulemaking authority to further define sections of Title 6, Chapter 601, Real Property Law.

This rule is newly drafted; this rule is not amendment to an existing rule.

Attached is the most recent DRAFT of the Rule. To send this to the LOC for certification, the Division Directors approval is needed.

Please review the document and sign below with your approval.

I approve Real Property Law Rule No. 3 – Easements

Handwritten signature of Eric McLester

Handwritten date: 1-7-25

Eric McLester, Director – Environmental, Land and Agriculture Division

Date



Oneida Land Commission

Regular Meeting
5:00 p.m. Monday, August 12, 2024
Little Bear Conference Room & Microsoft Teams

Minutes

Present: Vice Chair Sidney White, Secretary Sherrole Benton, Commissioners: Patricia Cornelius, Donald McLester, Frederick Muscavitch

Arrived at: N/A

Excused: Chair John Danforth

Others Present: Matthew Denny, Brooke Doxtator, Victoria Flowers, Lauren Hartman, Michelle Hill, Krystal John, Wes Johnson, Eric McLester, Frank Noble, Troy Parr, Mariah Rauschenbach, Nicole Rommel;

I. CALL TO ORDER AND ROLL CALL

Meeting called to order by Vice Chair Sidney White at 5:01 p.m.

II. ADOPT THE AGENDA

Motion by Frederick Muscavitch to adopt the agenda with two (2) additions [1] IX.B. Approve the Right for First Refusal for 4890 County Line Rd, 2) IX.C. Neighbor Letters, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Item VII.A. addressed next.

III. TASK LIST

- A. Right of First Refusal – Legal Opinion
- B. New York Land
 - 1. Hunting
 - 2. Imminent Domain
- C. Realtor Backup
- D. Building Naming
- E. Developer Agreement

IV. READING OF MINUTES

A. Approve the July 22, 2024, regular Oneida Land Commission meeting minutes

Sponsor: Sherrole Benton

Motion by Frederick Muscavitch to approve the July 22, 2024, regular Oneida Land Commission meeting minutes, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

V. TABLED BUSINESS**VI. OLD BUSINESS****A. Review and approve the revised Land Acquisition through Land Management for Residential Leasing (HIP) standard operating procedure**

Sponsor: Nicole Rommel

Motion by Sherrole Benton to approve the revised Land Acquisition through Land Management for Residential Leasing Homeownership by Independent Purchase (HIP) standard operating procedure with all the recommended changes, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester
Opposed: Frederick Muscavitch

Motion by Frederick Muscavitch to request a written legal opinion on section 5.2 on the accuracy, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

B. Review and approve the Land Use License Rule and forward through the Rule Making process

Sponsor: Nicole Rommel

Motion by Donald McLester to approve the draft Land Use License Rule, to forward through the Rule Making process that includes a public hearing and allow staff to use the rule during the rule making process and no fees will be charges until rule making is complete, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch
Abstained: Frederick Muscavitch

For the Record: Frederick Muscavitch abstained because he didn't have a chance to read.

C. Review Naming Standard Operating Procedure and determine next steps (no submission)

Sponsor: Nicole Rommel

EXCERPT FROM July 8, 2024: Motion by Frederick Muscavitch to defer to the August 12, 2024, meeting, seconded by Donald McLester. Motion carried:

Motion by Donald McLester to defer to the first meeting in September, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Item VII.B. addressed next.

VII. NEW BUSINESS**A. Approve request to install a six (6) foot fence at 1329 Onu U Sla Way**

Sponsor: Mariah Rauschenbach

Motion by Donald McLester to deny the request, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick
Muscavitch*For the Record: Sherrole Benton stated this is temporary denial as member will need to finish going through process before it can come back to the Land Commission for consideration.**Item IV.A. addressed next.***B. Approve letter to Treasure Larry Barton regarding training**

Sponsor: Frederick Muscavitch

Motion by Frederick Muscavitch to request Brooke to revise the letter with reference to the bylaws section regarding training, add to letterhead, get signed by John and forward to the Treasurer as soon as possible, seconded by Donald McLester. Motion carried:

Ayes: Patricia Cornelius, Donald McLester, Frederick Muscavitch
Abstained: Sherrole Benton*For the Record: Sherrole Benton abstained because she thinks the timing might be a problem.***C. Discuss inviting the Forester to a meeting**

Sponsor: Frederick Muscavitch

Motion by Frederick Muscavitch to invite the Forester to meet with the Land Commission at the first meeting in September, seconded by Patricia Cornelius. Motion carried:

Ayes: Patricia Cornelius, Donald McLester, Frederick Muscavitch
Opposed: Sherrole Benton*For the Record: Sherrole Benton is opposed because it is not in our authority to call individual staff members to question them about their work or the successes or failures of their work.***D. Discuss installing a fence at Parcel # 170222901**

Sponsor: Frederick Muscavitch

Motion by Frederick Muscavitch to request the EHSLA Director work with Zoning to put up an appropriate visual or physical barrier, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick
Muscavitch**E. Approve the FY-2025 Oneida Land Commission meeting schedule**

Sponsor: Brooke Doxtator

Motion by Frederick Muscavitch to approve the FY-2025 Oneida Land Commission meeting schedule, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick
Muscavitch

F. Approve the FY-2025 Oneida Land Commission hearing schedule

Sponsor: Brooke Doxtator

Motion by Frederick Muscavitch to approve the FY-2025 Oneida Land Commission hearing schedule, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

G. Approve the Building Demolition standard operating procedure

Sponsor: Nicole Rommel

Motion by Frederick Muscavitch to approve the Building Demolition standard operating procedure with recommended changes, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

H. Approve the Home Building Opportunities (HBO) Site Preparation standard operating procedure

Sponsor: Nicole Rommel

Motion by Sherrole Benton to approve the Home Building Opportunity (HBO) Site Preparation standard operating procedure with acronyms spelled out, and a definition added for Landbac, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

I. Approve the Landbac Rule and forward through the Rule Making process

Sponsor: Nicole Rommel

Motion by Frederick Muscavitch to approve the draft Landbac Rule, forward through the Rule Making process which includes a Public hearing and approve the staff to use the Rule while in the Rule making process, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

J. Approve the Easement Rule and forward through the Rule Making process

Sponsor: Nicole Rommel

Motion by Frederick Muscavitch to defer the draft Easement Rule for consideration of implementation until next month and approve for it to go to public hearing, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

VIII. REPORTS (FY-24 DEADLINES Q1-FEB 6, SEMI-ANNUAL-APR, Q2-APR 30, Q3-AUG 6, ANNUAL-OCT, Q4-NOV 5)**A. Enter the e-poll results into the record regarding the approval of the Oneida Land Commission FY-2024 3rd quarter report**

Sponsor: Sherrole Benton

Motion by Patricia Cornelius to enter the e-poll results into the record regarding the approval of the Oneida Land Commission FY-2024 3rd quarter report, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Motion by Patricia Cornelius to go into executive session at 6:11 p.m., seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Motion by Patricia Cornelius to come out of executive session at 6:55 p.m., seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

IX. EXECUTIVE SESSION**A. OLD/TABLED BUSINESS****1. Determine next steps regarding File # 06202402V (no submission)**

Sponsor: Lauren Hartman

EXCERPT FROM June 24, 2024: Motion by Sherrole Benton to defer File #06202402V to the July 8, 2024, meeting with information regarding the covenants, seconded by Donald McLester. Motion carried:

EXCERPT FROM July 8, 2024: Motion by Patricia Cornelius to table File # 06202402V, seconded by Donald McLester. Motion carried:

For the record: No action taken on this item.

2. Real Estate Tools – Rights of First Offer, Rights of First Refusal and Options to Purchase, Waving Contingencies; and other tools (no submission)

Motion by Donald McLester to approve developing training for rights of first offer, rights of first refusal, options of purchase, waiving contingencies, other tools along with reviewing the standard operating procedures for defects, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

3. Determine next steps regarding File # 07202402C

Sponsor: Sidney White

Motion by Sherrole Benton to allow the Oneida Nation Entities to view the facilities for File # 07202402C and Parcel # 6H-1083-1, seconded by Patricia Cornelius. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

B. Approve the Right for First Refusal for 4890 County Line Rd

Sponsor: Nicole Rommel

Motion by Patricia Cornelius to approve satisfying the mortgage for 4890 County Line Rd to avoid an assignment of lease for loan number xxx9253, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

C. Neighbor Letters

Sponsor: Frederick Muscavitch

Motion by Frederick Muscavitch to approve sending the letter to the three (3) landowners listed on the handout and authorizing offers up to [REDACTED] should she be contacted by them, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Motion by Patricia Cornelius to go into executive session at 7:01 p.m., seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Motion by Donald McLester to come out of executive session at 7:04 p.m., seconded Frederick Muscavitch. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Motion by Patricia Cornelius to add Old Seymour property to the agenda, seconded by Donald McLester. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

D. Old Seymour Property

Sponsor: Eric McLester

Motion by Patricia Cornelius to approve increasing the offer up to [REDACTED] per acre for the property on Old Seymour Road with no hunting privileges, seconded by Frederick Muscavitch. Motion carried:

Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

X. ADJOURNMENT

Motion by Donald McLester to adjourn at 7:05 p.m., seconded by Sherrole Benton. Motion carried:
Ayes: Sherrole Benton, Patricia Cornelius, Donald McLester, Frederick Muscavitch

Roll call for the record:

Present: Vice Chair Sidney White, Secretary Sherrole Benton, Commissioners: Patricia Cornelius, Donald McLester, Frederick Muscavitch

Minutes prepared by Brooke Doxtator, Boards, Committees, and Commissions Supervisor.
Minutes approved as presented August 26, 2024.

Sherrole Benton, Secretary
Oneida Land Commission

NOTICE OF
PUBLIC MEETING

To be held on
Tuesday, October 8, 2024
10:00 a.m.

In the
Little Bear Development Center Conference Room
N7332 Water Circle Place, Oneida, WI 54155

In accordance with the Administrative Rulemaking Law, the Environmental, Health, Safety, Land and Agricultural Division, the General Manager and Oneida Land Commission are hosting this Public Meeting to gather feedback regarding the following new proposed rules:

Real Property Rule #1— Land Assessments for the Nation’s Decisionmaker’s to Build an Autonomous Community (LANDBAC)

- ◆ Replaces the former Land Use Technical Unit (LUTU) process as the Nation’s process for assessing land uses to prioritize greatest and best use by the Nation to provide for the community;
- ◆ The process distinguishes between offerings to the Nation’s internal entities and requests from external parties to use the Nation’s land wherein all possible available uses are governed by separate rules (see various leasing rules, Land Use License Rule, and Easements Rule).

Real Property Rule #2— Land Use Licenses

- ◆ Formalizes a former general practice and SOP into an administrative rule while expanding the scope to apply to large gatherings (75 people or more) on land owned by tribal members.

Real property Rule #3—Easements

- ◆ Formalizes a former SOP into an administrative rule which applies to third party requests to use/access the Nation’s land and individual trust land owners requests for easement processing through the Bureau of Indian Affairs (BIA) on their land.

To obtain copies of the Public Meeting documents for this proposal, please visit www.oneida-nsn.gov/Register/PublicMeetings.

PUBLIC COMMENT PERIOD

OPEN UNTIL Wednesday, October
16, 2024

During the Public Comment Period, all interested persons may submit written comments and/or a transcript of any testimony/spoken comments made during the Public Meeting. These may be submitted to Land Management by U.S. mail, interoffice mail, e-mail or fax.

Land Management
PO Box 365, Oneida, WI 54155
Email: nrommel@oneidanation.org
Phone: 920-869-6505

Summary Report for:

Land Management

Original Effective Date: N/A
Amendment Effective Date: 08/12/2024
Name of Rule: Easements
Name Law being Interpreted: Real Property Law
Rule #: 3
Other Laws or Rules that may be affected: N/A

Brief Summary of the proposed rule:

- ◆ Formalizes a former SOP into an administrative rule which applies to third party requests to use/access the Nation's land and individual trust landowners requests for easement processing through the Bureau of Indian Affairs (BIA) on their land.

Statement of Effect:**Financial Analysis:**

Note: In addition- the agency must send a written request to each entity which may be affected by the rule- asking that they provide information about how the rule would financially affect them. The agency must include each entity's response in the financial analysis. If the agency does not receive a response within 10 business days after the request is made, the financial analysis can note which entities did not provide a response.

Financial Analysis for:

Easements

<u>Type of Cost</u>	<u>Description/Comment</u>	<u>Dollar Amount</u>
Start Up Costs	N/A	\$0.00
Personnel	N/A	\$0.00
Office	N/A	\$0.00
Documentation Costs	N/A	\$0.00
Estimate of time necessary for an individual or agency to comply with the rule after implementation		Immediate
Other, please explain	N/A	N/A
Total	Annual Net Revenue	\$0.00



Oneida Nation
 Oneida Business Committee
 Legislative Operating Committee
 PO Box 365 • Oneida, WI 54155-0365
Oneida-nsn.gov



Statement of Effect

Real Property Law Rule No. 3 – Easements

Summary

The Real Property Law Rule No. 3 – Easements provides procedures for granting easements over, under and across tribal lands in order to best protect the interests of the Oneida Nation, and also addresses how Land Management facilitates the processing of easements on individual trust land.

Submitted by: Clorissa N. Leeman, Senior Staff Attorney, Legislative Reference Office

Date: September 20, 2024

Analysis by the Legislative Reference Office

The Administrative Rulemaking law provides authorized agencies the opportunity to promulgate rules interpreting the provisions of any law enforced or administered by it; provided that, a rule may not exceed the rulemaking authority granted under the law for which the rule is being promulgated. [1 O.C. 106.4-1]. Rulemaking authority is defined as the delegation of authority to authorized agencies found in the Nation’s laws, other than the Administrative Rulemaking law, which allows authorized agencies to implement, interpret and/or enforce a law of the Nation. [1 O.C. 106.3-1(i)]. An authorized agency is defined as “any board, committee, commission, department, program or officer of the Nation that has been granted rulemaking authority.” [1 O.C. 106.3-1(a)].

The Real Property law provides regulations and procedures for the transfer, control and management of the territory within the Reservation and all Tribal land; to integrate these regulations and procedures with the real property laws and practices of other federal and state sovereigns which may hold jurisdiction within the Reservation; and to establish licensing and certification requirements for the Nation’s employees dealing with real property transactions. [6 O.C. 601.1-1]. It is the policy of the Nation to set out the responsibilities and expectations for persons purchasing and/or managing real property on behalf of the Nation and/or within the Reservation and to provide real property holder’s rights and responsibilities. [6 O.C. 601.1-1].

The Real Property law delegates joint administrative rulemaking authority to the Oneida Land Commission and Land Management to jointly develop rules regarding easements and land use licenses. [6 O.C. 601.12-3(a)]. The Real Property law provides that the Oneida Land Commission is responsible for approving or denying all easements or land use licenses. [6 O.C. 601.12-2(b)].

The purpose of the Real Property Law Rule No. 3 – Easements (“the Rule”) is to provide procedures for granting easements over, under and across tribal lands in order to best protect the interests of the Oneida Nation, and also addresses how Land Management facilitates the processing of easements on individual trust land. [Rule 3.1-1]. The Rule addresses:

- Scope and application, including the general applicability of the rule and when the Rule does not apply to requests for easements [Rule 3.4];
- Applications for easements on tribal lands, including what information is included on the application form and how the application is processed [Rule 3.5];
- Oneida Land Commission’s preliminary review, including information on the Oneida Land Commissions easement decision, notice of the easement decision [Rule 3.6];
- Oneida Land Commission final review, including Land Management’s preparation for the Oneida Land Commission, the Oneida Land Commission review of trust land easements, Oneida Land Commission review of fee land easements, and the authority to sign easement documents [Rule 3.7];
- Easement administration, including land data sheet, easement corrections, affidavit of completion, and easement close-out [Rule 3.8];
- Requests for easements on individual trust land, including individual trust land easement requests, BIA easement application, environmental and cultural reviews, and BIA submittal [Rule 3.9]; and
- Recording easements [Rule 3.10].

Conclusion

There are no legal bars to adopting the Real Property Law Rule No. 3 – Easements.

Setting Time and Notice to Interested Parties

The following estates are being prepared for probate by the Oneida Nation, Land Commission Hearing Body.

To attend a scheduled hearing virtually contact Cindy Lecker, Land, Title & Trust Specialist, Oneida Nation, Land Management, • 470 Airport Dr. PO Box 365, • Oneida, WI 54155, • 920-869-6610 CLecker@oneidanation.org

In the Matter of the Estate of Leo W Sundquist, Case No. 2024 LCP 0006

1. An application for probate was filed.
2. The decedent with a date of birth of 09/13/1951 and date of death 01/04/2024, was an Oneida Nation member, domiciled off the Oneida Reservation at 2449 West Point Rd., Green Bay, WI 54304
3. **The deadline to submit claims is 11/01/2024.**
4. All interested persons are hereby noticed.

ONEIDA JUDICIARY

Tsi nu téshakotiya?tolétha / Trial Court

Payment can be made either in person at the Oneida Trial Court located at 2630 West Mason Street, Green Bay, WI 54303; or by mailing said payment to Oneida Trial Court P.O. Box 19, Oneida, WI 54155

Oneida entities owed a debt: ONEIDA TRIAL COURT

NOTICE OF INTENT TO GARNISH

Debtor's Names:

- ◆ Terry Lee Cooper Blackowl
- ◆ Kimberly R. Batiste

First published notice 9/24



NOTICE OF PUBLIC MEETING

TO BE HELD

Tuesday, October 8, 2024 at 10:00am
Little Bear Development Center Conference Room
N7332 Water Circle Place, Oneida, WI 54155

In accordance with the Administrative Rule-making Law, the Comprehensive Housing Division and the Oneida Land Commission are hosting this Public Meeting to gather feedback from the community regarding pro-posed amendments to the following rule:

Real Property Rule #1— Land Assessments for the Nation's Decisionmaker's to Build an Autonomous Community (LANDBAC)

- ◆ Replaces the former Land Use Technical Unit (LUTU) process as the Nation's process for assessing land uses to prioritize greatest and best use by the Nation to provide for the community;
- ◆ The process distinguishes between offerings to the Nation's internal entities and requests from external parties to use the Nation's land wherein all possible available uses are governed by separate rules (see various leasing rules, Land Use License Rule, and Easements Rule).

Real Property Rule #2— Land Use Licenses

- ◆ Formalizes a former general practice and SOP into an administrative rule while expanding the scope to apply to large gatherings (75 people or more) on land owned by tribal members.

Real property Rule #3—Easements

- ◆ Formalizes a former SOP into an administrative rule which applies to third party requests to use/access the Nation's land and individual trust land owners requests for easement processing through the Bureau of Indian Affairs (BIA) on their land.

To obtain copies of the Public Meeting documents for this proposal, please visit www.oneida-nsn.gov/Register/PublicMeetings.

PUBLIC COMMENT PERIOD OPEN UNTIL Wednesday, October 16, 2024

During the Public Comment Period, all interested persons may submit written comments and/or a transcript of any testimony/spoken comments made during the Public Meeting. These may be submitted to The Comprehensive Housing Division by U.S. mail, interoffice mail, e-mail or fax.

Comprehensive Housing Division
2913 Commissioner Street, Oneida, WI 54155
nrommel@oneidanation.org
Phone: 920-869-6505

**Land Management
Public Meeting
Rule #1 – Land Assessment for the Nation’s Decisionmaker’s to Build an Autonomous
Community (LANDBAC)
Rule #2 – Land Use License
Rule #3 - Easements**

Little Bear Development Center Conference Room
N7332 Water Circle Place, Oneida, WI 54155
October 8, 2024 @ 10:00 a.m.

Present: Diane Wilson in person, Lauren Hartman on Teams, Krystal John on Teams, Mark Powless on Teams, Eric McLester in person, Nicole Rommel in person

Nicole Rommel: So we’re here to have the public meeting on Tuesday, October 8, 2024 at Little Bear on three rules that are going through the rule making process which is Real Property Rule #1, Land Assessment for the Nation’s Decisionmaker’s to Build an Autonomous Community which is LANDBAC, Real Property #2 which is Land Use Licenses, and Real Property Rule #3 which is Easements. At this time, which is 10:02 there isn’t anyone from the public here to make comments. Ummm.....

Krystal John: You can state that you’ll leave, umm that you’ll wait 15 minutes and then you’ll close the public meeting.

Nicole Rommel: OK and we’ll wait 15 minutes until 10:15, then we’ll close the meeting.

Krystal John: OK now stop your recording and then turn it back on at 10:15

Nicole Rommel: Thank you.

Nicole Rommel: Started the recording, we didn’t have any community come umm to give verbal comment, the public period is open until Wednesday, October 16, 2024, those written comments can be made to Land Management, PO Box 365, Oneida, WI 54155 or they can be emailed to nrommel@oneidanation.org or the phone number is 920-869-6505 for any questions. At this time I’m going to stop the public hearing, thank you.

Approve the travel request - Councilwoman Jennifer Webster - 27th HHS Annual Tribal Budget...

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: - 27th HHS Annual Tribal Budget Consultation
Washington, D.C April 21, 2025 – April 24, 2025

3. Requested Motion:

Accept as information; OR

Approve – Travel Jennifer Webster 27th HHS Annual Tribal Consultation Washington
D.C. 04/21/25 -04/24/25

4. Areas potentially impacted or affected by this request:

- Finance Programs/Services
- Law Office DTS
- Gaming/Retail Boards, Committees, or Commissions
- Other: Oneida Business Committee

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List

6. Supporting Documents:

- Bylaws
- Fiscal Impact Statement
- Presentation
- Contract Document(s)
- Law
- Report
- Correspondence
- Legal Review
- Resolution
- Draft GTC Notice
- Minutes
- Rule (adoption packet)
- Draft GTC Packet
- MOU/MOA
- Statement of Effect
- E-poll results/back-up
- Petition
- Travel Documents
- Other: Back up info.

7. Budget Information:

- Budgeted – Tribal Contribution
- Budgeted – Grant Funded
- Unbudgeted
- Not Applicable
- Other: *Describe*

8. Submission:

Authorized Sponsor: Jennifer Webster, Councilwoman

Primary Requestor: (Name, Title/Entity)

**ONEIDA NATION
TRAVEL AUTHORIZATION REQUEST**

General Travel Information

Name of Traveler	Jennifer Webster		
<i>Legal name as it appears on Travelers Driver's License or State ID, no nicknames</i>			
Employee Number	[REDACTED]		
Destination City	Washington DC		
Departure date	04/21/2025	Return date	04/24/2025
Purpose of travel	27th HHS Annual Tribal Budget Consultation		
Charged GL Account	[REDACTED]		

GSA (General Services Administration) Rates are linked on SharePoint under Employee Resources

Per Diem rate per day (meals)	\$ 69.00
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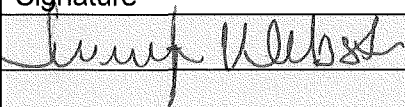
Cost Estimate Information

Personal Automobile Mileage Expenses

Total miles	[REDACTED]	Multiply by the Mileage rate	\$.625	\$ 0.00
Description	Rate	Factor	Days	Total
Per Diem for initial travel date	\$ 69.00	0.75	1	\$ 51.75
Per Diem full day at destination	\$ 69.00	1.00	2	\$ 138.00
Per Diem for return travel date	\$ 69.00	0.75	1	\$ 51.75
Included meals total				
Miscellaneous expenses: taxi, parking, fees, etc.				
Sub-Total = Travel Advance				\$ 241.50
Lodging including room, taxes, fees, and hotel parking	\$ 279.00		3	\$ 837.00
Airfare				\$ 1,000.00
Luggage Fees				
Car Rental				
Registration				\$ 0.00
Allowable price adjustment				\$ 500.00
Sub-Total = Virtual Card				\$ 2,337.00
Total Cost Estimate				\$ 2,578.50

I understand this advance will be deducted from my claim for reimbursement of actual travel expenses. I also understand that if this advance is not cleared within 10 calendar days after my travel return date, the Nation has the authority to withhold any advanced funds from future wages.

Signatures / Approvals

	Signature	Date
Traveler		2/11/2025
Supervisor	[REDACTED]	[REDACTED]

Send all travel related items to: CentralAccounting_Travel@oneidanation.org



DEPARTMENT OF HEALTH & HUMAN SERVICES

Office of the Secretary

Washington, D.C. 20201

January 17, 2025

Dear Tribal Leader:

I write to invite you to the 27th U.S. Department of Health and Human Services (HHS) Annual Tribal Budget Consultation (ATBC), which will take place in-person on April 22 - 23, 2025, at the Hubert H. Humphrey Building at 200 Independence Avenue, SW, Washington, DC. Tribes are once again invited to register for one-on-one consultations in conjunction with the ATBC.

The ATBC will provide a forum for tribes to collectively share their views and priorities with HHS officials on national health and human services funding priorities and make recommendations for the Department's FY 2027 budget request. We hope the consultation will provide a venue for a two-way conversation between tribal leaders and HHS officials on program issues and concerns that will lead to recommendations for action. The components of this year's consultation are as follows:

**Virtual ATBC Planning Sessions with Tribal Leaders
March 5 and 19, 2025**

As in previous years, HHS will continue to work with you to improve the consultation process. The Department understands the importance of hearing from tribes on national and regional issues, as well as tribal-specific concerns. HHS will host two planning sessions to prepare for the consultation. These will take place on:

- Wednesday, March 5 from 3:00 – 4:00pm ET *2-3pm*
- Wednesday, March 19 from 3:00 – 4:00pm ET *2-3pm*

Please register to attend one or both of the consultation planning calls at the following link: <https://hhs.gov.zoomgov.com/meeting/register/HcAOZncSE-vffQpNMhqMA>. More information about the agendas for these sessions is forthcoming.

**27th HHS Annual Tribal Budget Consultation in Washington, DC
April 22-23, 2025**

The Annual Tribal Budget Consultation provides a forum for HHS leadership and financial officers to consult with Tribal leaders on funding and policy priorities for the Department's budget. This year's consultation will focus on identifying Tribal funding and policy priorities for the FY 2027 budget. HHS will identify specific issues for consultation in collaboration with tribes during the planning calls scheduled for March. These issues will then be sent to tribal leaders prior to the ATBC so that you can prepare your thoughts, ideas, and recommendations.

online

Tribes

If you plan to attend the ATBC in-person one or both days at the Hubert H. Humphrey Building, please register here:

- https://hhs.gov.zoomgov.com/survey/NwBHVuDOW7eG79Aw_f-MSzFKJFApwwsTd-w1y0688mCsBzx3XA.s7r9D8axy-Ivvvwc/view?id=y7cTLruARA6VgFOiUNjUog#/sharePreview

The Annual Tribal Budget Consultation also includes the opportunity for interested tribes to *meet one-on-one with HHS Divisions* to discuss tribe-specific priorities. These 30-minute sessions will be held in private meeting spaces within the Hubert H. Humphrey Building. Various HHS agencies will be available to listen and contribute to the conversation. Please note that all one-on-one meetings are entirely in-person. To request a one-on-one meeting, please indicate the HHS agency or agencies you would like to meet with using the following link. Requests for one-on-one meetings must be received by **5:00pm ET on Friday, April 11:**

- https://hhs.gov.zoomgov.com/survey/fPOrZTXmJX_v41dg1TiV1EsGqnxppA_vjTtcyYfan4HWZhd54I.1kgqPsmIbpNsxED6/view?id=pzzUicnOOBWR3JuB3VWT8Q#/sharePreview

***ATBC Written Comment Period
Open January 17 – April 21, 2025***

To further the meaningful impact of tribal feedback on the development of FY 2027 HHS budget, we ask that tribes please submit written comments for the consultation record by **April 21, 2025, at 5:00pm ET** to consultation@hhs.gov. Please include the subject line "HHS Annual Tribal Budget Consultation" with your transmittal.

Thank you for your continued support of the HHS Annual Tribal Budget Consultation process. We look forward to your participation and ongoing partnership. In the interim, please contact the IEA Tribal Affairs team at consultation@hhs.gov with any questions.

Sincerely,

/s/ Bertha Alisia Guerrero
Bertha Alisia Guerrero, Director
Office of Intergovernmental and External Affairs

Enter the e-poll results into the record regarding the approved travel request for Chairman Tehassi Hill to.

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

4. Budget Information:

- Budgeted Budgeted – Grant Funded Unbudgeted
 Not Applicable Other: *Describe*

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [BC Agenda Requests](#)
Subject: E-POLL RESULTS: Approve the travel request - Chairman Tehassi Hill - Interior & Environment Committee Testimony - Washington D.C. - February, 26-27, 2025.
Date: Tuesday, February 18, 2025 3:27:44 PM
Attachments: [image001.png](#)
[BCAR Approve the travel request - Chairman Tehassi Hill - Interior & Environmental Committee Testimony - Washington D.C. - February 26-27, 2025.pdf](#)

E-POLL RESULTS

The e-poll to Approve the travel request - Chairman Tehassi Hill - Interior & Environment Committee Testimony - Washington D.C. - February, 26-27, 2025, **has carried**. Below are the results:

Support: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Yawa?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
 Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>
Sent: Monday, February 17, 2025 8:41 AM
To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <mskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>
Cc: Danelle A. Wilson <dwilson1@oneidanation.org>; Rhiannon R. Metoxen <rmetoxe2@oneidanation.org>; Kristal E. Hill <khill@oneidanation.org>; David P. Jordan

<djordan1@oneidanation.org>; Janice M. Decorah <jdecora2@oneidanation.org>; Fawn J. Billie <fbillie@oneidanation.org>; Fawn L. Cottrell <fcottrel@oneidanation.org>; Maureen S. Perkins <mperkin2@oneidanation.org>

Subject: E-POLL REQUEST: Approve the travel request - Chairman Tehassi Hill - Interior & Environment Committee Testimony - Washington D.C. - February, 26-27, 2025.

E-POLL REQUEST

Summary:

Chairman Hill requested to testify before the U.S. House of Representative on Appropriations Subcommittee on Interior, Environment, and Related Agencies. His request was accepted and scheduled for 3:20 p.m. on February 26. This hearing is being held in the Rayburn House Office Building, in Washington, DC.

-

Justification for E-Poll:

Travel arrangements and acceptance of the invite are time sensitive.

Requested Action:

Approve the travel request - Chairman Tehassi Hill - Interior & Environment Committee Testimony - Washington D.C. - February, 26-27, 2025.

-

Deadline for response:

Responses are due no later than **4:30 p.m., Tuesday, February 18, 2025.**

-

Voting:

1. Use the voting button above, if available; OR
2. Reply with "Support" or "Oppose".

Yawa?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



CONFIDENTIALITY NOTICE: This message and any included attachments are intended only for the addressee. This message may contain privileged, confidential, or proprietary information. Unauthorized forwarding, printing, copying, distribution, or use of such information is strictly prohibited and may be unlawful. If you have received this message in error, please inform us promptly by reply e-mail, then delete the e-mail and destroy any printed copy.

Oneida Business Committee Travel Request

1. OBC Meeting Date Requested: 02 / 26 / 25 e-poll requested

2. General Information:

Event Name: House Committee on Appropriations Subcommittee on Interior , Environment & Related Agencies Testimony

Event Location: Washington, DC Attendee(s): Tehassi Hill

Departure Date: 02/26/2025 Attendee(s): Tehassi Hill

Return Date: 02/27/2025 Attendee(s): Tehassi Hill

3. Budget Information:

- Funds available in individual travel budget(s)
 Unbudgeted
 Grant Funded or Reimbursed

Cost Estimate: \$1,738

4. Justification:

Describe the justification of this Travel Request:

Chairman Hill requested to testify before the U.S. House of Representative on Appropriations Subcommittee on Interior, Environment, and Related Agencies. His request was accepted and scheduled for 3:20 p.m. on February 26. This hearing is being held in the Rayburn House Office Building, in Washington, DC.

Requested Action:

Approve the travel request for Chairman Tehassi Hill to attend the Interior & Environment Committee Testimony in Washington DC - February, 26-27, 2025.

5. Submission

Sponsor: Tehassi Hill, Chairman

- 1) Save a copy of this form for your records.
- 2) Print this form as a *.pdf OR print and scan this form in as *.pdf.
- 3) E-mail this form and all supporting materials in a **SINGLE** *.pdf file to: BC_Agenda_Requests@oneidanation.org

ONEIDA NATION
TRAVEL AUTHORIZATION REQUEST

General Travel Information

Name of Traveler	Tehassi tasi Hill		
<i>Legal name as it appears on Travelers Driver's License or State ID, no nicknames</i>			
Employee Number			
Destination City	Washington, DC		
Departure date	02/26/2025	Return date	02/27/2025
Purpose of travel	Testimony		
Charged GL Account			

GSA (General Services Administration) Rates are linked on SharePoint under Employee Resources

Per Diem rate per day (meals)	\$ 92.00
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Cost Estimate Information

Personal Automobile Mileage Expenses

Total miles		Multiply by the Mileage rate	\$.625	\$ 0.00
Description	Rate	Factor	Days	Total
Per Diem for initial travel date	\$ 92.00	0.75	1	\$ 69.00
Per Diem full day at destination	\$ 92.00	1.00	0	\$ 0.00
Per Diem for return travel date	\$ 92.00	0.75	1	\$ 69.00
Included meals total				
Miscellaneous expenses: taxi, parking, fees, etc.				
Sub-Total = Travel Advance				\$ 138.00
Lodging including room, taxes, fees, and hotel parking	\$ 300.00		1	\$ 300.00
Airfare				\$ 800.00
Luggage Fees				\$ 0.00
Car Rental				\$ 0.00
Registration				\$ 0.00
Allowable price adjustment				\$ 500.00
Sub-Total = Virtual Card				\$ 1,600.00
Total Cost Estimate				\$ 1,738.00

I understand this advance will be deducted from my claim for reimbursement of actual travel expenses.
I also understand that if this advance is not cleared within 10 calendar days after my travel return date, the Nation has the authority to withhold any advanced funds from future wages.

Signatures / Approvals

	Signature	Date
Traveler	<i>Tehassi tasi Hill</i>	02/14/2025
Supervisor		

Send all travel related items to: CentralAccounting_Travel@oneidanation.org

Danelle A. Wilson

From: Melinda J. Danforth
Sent: Friday, February 7, 2025 11:49 AM
To: Tehassi Tasi Hill
Cc: Danelle A. Wilson; Brandon M. Wisneski; Melissa L. Nuthals
Subject: FW: Tribal Public Witness Hearing Request: Oneida Nation

Chairman,

You have been selected to provide testimony before the House Committee on Appropriations, Subcommittee on Interior, Environment, and Related Agencies on **Wednesday February 26th, 3:20PM in Room 2008 of the Rayburn House Office Building.**

Brandon & Melissa will take the responsibility to draft a testimony. I will RSVP for you before the deadline.

Melinda J. Danforth, Director
Intergovernmental Affairs

Oneida Nation
P.O. Box 365
Oneida, WI 54155

Phone: (920) 869-4022
Cell: (920) 562-0290
Fax: (920) 869-4040
Email: mdanforj@oneidanation.org



A good mind. A good heart. A strong fire.

From: Ash Arnett <rarnett@pacellp.com>
Sent: Friday, February 7, 2025 11:06 AM
To: Melinda J. Danforth <mdanforj@oneidanation.org>; Scott Dacey <sdacey@pacellp.com>; Devin Rhinerson <drhinerson@pacellp.com>
Subject: Fwd: Tribal Public Witness Hearing Request: Oneida Nation

Melinda,

See below for instructions and the date for Chairman's testimony to the appropriations committee. Scott I believe has spoken with you already about this, but let me know if you have any questions and how we can be helpful.

Ash Arnett
PACE Government Affairs
rarnett@pacellp.com

443-745-2902

Pronouns: he/they

----- Forwarded message -----

From: **Approp, IN** <IN.Approp@mail.house.gov>

Date: Fri, Feb 7, 2025, 11:36 AM

Subject: RE: Tribal Public Witness Hearing Request: Oneida Nation

To: Ash Arnett <rarnett@pacellp.com>

Cc: Approp, IN <IN.Approp@mail.house.gov>

Good Morning, Ash,

Thank you for your interest in testifying at the Committee on Appropriations, Subcommittee on Interior, Environment, and Related Agencies of the House of Representatives American Indian and Alaska Native Public Witness Days. This year we had a record number of applicants and extended these hearings to three days to accommodate as many as possible.

Time:

You have been selected to testify and your scheduled time is: **Wednesday February 26th, 3:20PM in Room 2008 of the Rayburn House Office Building.**

IMPORTANT: If you wish to accept this invitation to testify, please respond to this email adding “Accept” or “Decline” to the existing subject text. If you cannot respond via email, you may also confirm your attendance by calling 202-225-3081. Please accept or decline this invitation as soon as possible but no later than **COB, Wednesday, February 12, 2025.**

In advance of the hearing, **and no later than Tuesday, February 18, 2025,** witnesses should prepare and send the witness’s preferred title, a short CV/bio, written testimony, and a signed witness disclosure/Truth in Testimony form (if applicable), as attachments to IN.Approp@mail.house.gov with “Written requirements from [Your Organization]” as the subject line. Guidelines for written requirements are below. **All witness materials must be submitted by February 18th.**

The hearing will take place in Rayburn House Office Building, Room 2008 (the ground floor). The closest public Rayburn entrance is located on the north side of the building, on Independence Avenue SW between 1st St SW and S. Capitol St SW.

Guidelines for Hearing:

- Please arrive 30 minutes prior to your scheduled time. Please allow sufficient time to enter the building which can have significant wait times during the busy spring hearing season. There is some limited seating in the

Subcommittee hearing room if you arrive early or you may also wait in the Rayburn cafeteria which is on the same floor as the hearing room (ground floor). Please note that hearings may be interrupted at any time by votes. If this occurs, the hearing will be briefly suspended and will resume when Members return from voting. Please plan your travel schedules accordingly.

- **Each public witness will be allowed 5 minutes to speak** on the issue identified in the request to testify. Due to time and space constraints, we can only accommodate one seat at the witness table per organization. Supporting witnesses are welcome to sit in the front row of the audience seating.
- In addition to your spoken testimony, the written statements you submitted via email will be inserted into the public hearing record. **Witnesses must bring 50 stapled, double-sided copies of their written statement to the hearing.**

Guidelines for Written Statements: Due February 18th

- Do not exceed four pages. Testimony that exceeds four pages will be truncated.
- Type on standard 8.5 by 11-inch letter size paper.
- Single-space type in 12-point font with one-inch margins.
- Clearly indicate your name, title, and institutional affiliation (if any) at the top of the first page.
- Clearly state in the first paragraph the agency and program(s) that are the subject of your testimony.
- Do not include color and detailed photos since the official record will contain photographically reproduced copies of written testimony. However, use of charts and tables is acceptable, as long as they are within the four-page maximum length and use at least 12-point font.
- All document files will be accepted, PDF files are preferred.

If you no longer wish to participate in person, please notify the Subcommittee as soon as possible. Those unable to participate in the hearings may submit written testimony for the record: [Instructions here.](#)

Guidelines for CV/Bio and Witness Disclosure/ Truth in Testimony Form: Due February 18th

- According to Clause 2(g) of rule XI of the Rules of the House of Representatives, any witness appearing in a nongovernmental capacity before the Committee is required to submit a curriculum vitae (or short biography) and a signed disclosure of the amount and source (by agency and program) of any Federal grant (or subgrant thereof) or contract (or subcontract thereof), or contracts or payments originating from a foreign government, received during the current fiscal year or either of the two previous fiscal years by the witness or by an entity represented by the witness and related to the subject matter of the hearing. The witness disclosure form can be found here: <https://appropriations.house.gov/sites/evo-subsites/republicans-appropriations.house.gov/files/evo-media-document/119-truth-in-testimony-form.pdf>
- Your CV/bio, written statement, and witness disclosure form (if applicable) will be made publicly available on our website 24 hours prior to the hearing. Personal information on your CV and disclosure form – including your address, phone number, and signature – will be redacted before posting.

Questions:

Should you have additional questions, please contact subcommittee staff at IN.Approp@mail.house.gov or 202-225-3081.

From: Ash Arnett <rarnett@pacellp.com>
Sent: Monday, February 3, 2025 10:22 AM
To: Approp, IN <IN.Approp@mail.house.gov>
Subject: Tribal Public Witness Hearing Request: Oneida Nation

Good Morning,

I am reaching out on behalf of Chairman Tehassi Hill from the Oneida Nation. Chairman Hill is interested in testifying before the Subcommittee on either February 25 or 26. The topics will include self-governance funding and health care and contract support cost funding.

I will be the POC for this request. Please let me know if you have any questions or need any additional information.

Best,

Ash

--

Ash Arnett

PACE Government Affairs

rarnett@pacellp.com

443-745-2902

Pronouns: he/they

Accept the fiscal impact statement of BC Resolution # 02-28-24-B Interpretation of General Tribal Council

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Motion to accept the Fiscal Impact Statement of BC Resolution # 02-28-24-B Interpretation of General Tribal Council August 7, 2023, Action on Petition Removing All Employee Wage Caps

4. Areas potentially impacted or affected by this request:

- Finance Programs/Services
- Law Office DTS
- Gaming/Retail Boards, Committees, or Commissions
- Other: *Describe*

5. Additional attendees needed for this request:

- Name, Title/Entity OR Choose from List*
- Name, Title/Entity OR Choose from List*
- Name, Title/Entity OR Choose from List*
- Name, Title/Entity OR Choose from List*

6. Supporting Documents:

- | | | |
|---|---|---|
| <input type="checkbox"/> Bylaws | <input checked="" type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: RaLinda Ninham-Lamberies, Chief Financial Officer

Primary Requestor: RaLinda Ninham-Lamberies, Chief Financial Officer

FINANCE ADMINISTRATION

Fiscal Impact Statement



MEMORANDUM

TO: Oneida Business Committee

FROM: RaLinda Ninham-Lamberies, Chief Financial Officer

DATE: February 12, 2025

RE: **Fiscal Impact Statement of BC Resolution # 02-28-24-B Interpretation of General Tribal Council August 7, 2023, Action on Petition Removing All Employee Wage Caps**

I. Estimated Fiscal Impact Summary

Fiscal Impact Statement of BC Resolution # 02-28-24-B Interpretation of General Tribal Council August 7, 2023, Action on Petition Removing All Employee Wage Caps		
Implementing Agency	Oneida Human Resources Department	
Estimated time to comply	Not applicable	
Estimated Impact	Current Fiscal Year	10 Year Estimate
Total Estimated Fiscal Impact	Not applicable	\$124,147 – \$155,184

II. Background

At the General Tribal Council (GTC) meeting on August 7, 2023, GTC considered a petition to “direct that all workers’ wages be uncapped throughout the entire Oneida Nation of Wisconsin Organization Structure;” The Oneida Business Committee interprets the General Tribal Council action on August 7, 2023, to remove the limit on wage increases after an employee has reached the maximum wage for the pay grade applied to their position. This resolution was approved, and a further resolve added for the Finance Department to provide an updated Fiscal Impact Statement (FIS).

III. Methodology and Assumptions

A “Fiscal Impact Statement” means an estimate of the total identifiable fiscal year financial effects associated with the decision and includes startup costs, personnel, office, documentation costs, as well as an estimate of the amount of time necessary for an area to comply with the action. However, the decision on this matter has already been made and Finance is simply reporting out the fiscal impact.

Finance does NOT identify the source of funding for the estimated cost or allocate any funds to legislation or petition.

IV. Findings

The following table displays a snapshot in time of when the petition was submitted. There were 664 employees at or above the maximum allowable wage within their rate of pay and grade on the wage chart. The total wages for those positions were \$1,547,116. There is no fiscal impact the first year. A capped employee would receive any increase as a lump sum bonus. The impact of uncapping wages is a compounding increase in labor costs. Meaning that it is the difference between paying a capped employees wage with a lump sum bonus to compounding an annual percentage increase. Finance estimated an annual increase of 4-5% over 10 years which is a \$124,147 – \$155,184 impact.

Employees	Current Wages	4% Annual Increase over 10 Years	5% Annual Increase over 10 Years
664	\$1,547,116	\$124,147	\$155,184

V. Financial Impact

The fiscal impact of implementing this decision is \$124,147 – \$155,184 over the next 10 years.

VI. Recommendation

Finance does not make a recommendation about a course of action in this matter. Rather, the purpose of a fiscal impact statement is to disclose the potential fiscal impact of the action so that the Oneida Business Committee and General Tribal Council has the information with which to render a decision.

6. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input checked="" type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input checked="" type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: Justification Memorandum | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Melinda J. Danforth, Intergovernmental Affairs Director

Primary Requestor: (Name, Title/Entity)



MEMORANDUM

TO: Oneida Business Committee

FROM: Melinda J. Danforth, Director
Intergovernmental Affairs

Tana Aguirre, Lobbyist
Intergovernmental Affairs

DATE: February 18, 2025

SUBJECT: Memorandum of Understanding with University of Wisconsin Green Bay re:
NERR

The University of Wisconsin-Green Bay is the lead state agency for the designation process and will serve as the employer and administrator for Green Bay NERR personnel and activities. The Tribal Engagement Coordinator position will lie within the University of Wisconsin-Green Bay both before and following formal designation. Before formal designation, the position will report to the Director of Freshwater Strategy, University of Wisconsin-Green Bay.

This funding is to support a collaborative staff position within the Bay of Green Bay National Estuarine Research Reserve (NERR). The NERR Tribal Engagement Coordinator will build and administer programming strengthening connections around estuarine waters between the National Estuarine Research Reserves in Wisconsin (Green Bay and Lake Superior) and Great Lakes Tribal Nations.

The funding we will receive is \$110,125 yearly. The National Estuarine Research Reserve program is funded through a 70:30 Federal-State match. Once designated this program would count towards Wisconsin's state match of \$325,000/year. This is met with \$758,000/year from the federal government to provide base funding for the NERR.

Per the Wisconsin Joint Finance Committee, the funds would be transferred to Oneida Nation and then Oneida Nation would develop grant agreements to get funding to awarded program. The period for receiving the funds is July 01, 2023-June 30, 2025.

The legal opinion and MOU is attached.

Recommendation: Approve the Memorandum of Understanding with University of Wisconsin Green Bay regarding the NERR.



MEMORANDUM

TO: Melinda J. Danforth, Director
Intergovernmental Affairs

FROM: Tana Aguirre, Lobbyist
Intergovernmental Affairs

DATE: February 18, 2025

SUBJECT: Memorandum of Understanding with University of Wisconsin Green Bay re:
NERR

The University of Wisconsin-Green Bay is the lead state agency for the designation process and will serve as the employer and administrator for Green Bay NERR personnel and activities. The Tribal Engagement Coordinator position will lie within the University of Wisconsin-Green Bay both before and following formal designation. Before formal designation, the position will report to the Director of Freshwater Strategy, University of Wisconsin-Green Bay.

This funding is to support a collaborative staff position within the Bay of Green Bay National Estuarine Research Reserve (NERR). The NERR Tribal Engagement Coordinator will build and administer programming strengthening connections around estuarine waters between the National Estuarine Research Reserves in Wisconsin (Green Bay and Lake Superior) and Great Lakes Tribal Nations.

The funding we will receive is \$110,125 yearly. The National Estuarine Research Reserve program is funded through a 70:30 Federal-State match. Once designated this program would count towards Wisconsin's state match of \$325,000/year. This is met with \$758,000/year from the federal government to provide base funding for the NERR.

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The legal opinion and MOU is attached.

Recommendation: Approve the Memorandum of Understanding with University of Wisconsin Green Bay regarding the NERR.

ONEIDA LAW OFFICE

CONFIDENTIAL: ATTORNEY/CLIENT WORK PRODUCT

TO: Tana D. Aguirre
Intergovernmental Affairs Department

Use this number on future correspondence:

2024-0889

FROM: James R. Bittorf, Deputy Chief Counsel

James R. Bittorf	Digitally signed by James R. Bittorf Date: 2025.01.29 13:57:12 -06'00'
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<i>Law Office use only</i>	
<input type="checkbox"/> Purchasing review not required	
<input type="checkbox"/> HRD approval needed	

DATE: January 29, 2025

RE: Memorandum of Understanding with University of Wisconsin Green Bay re: NERR

If you have any questions or comments regarding this review, please call 869-4327.

The attached agreement, contract, policy and/or guaranty has been reviewed by the Oneida Law Office for legal content only. Please review for compliance with the current budget resolution prior to entering said contract. Please note the following:

- ✓ The document is in appropriate legal form. *(Execution is a management decision.)*
- ✓ Requires Business Committee approval prior to execution.

MEMORANDUM OF UNDERSTANDING**BETWEEN**

**The Board of Regents of the University of Wisconsin System d.b.a. UW-Green Bay
AND
Oneida Nation**

This MEMORANDUM OF UNDERSTANDING (“MOU”) is entered into by and between The Board of Regents of the University of Wisconsin System d.b.a. UW-Green Bay (“UWGB” or “UW-Green Bay”) and the Oneida Nation (the “Nation”), a federally recognized Indian tribe (each a “party” and collectively, the “parties”).

WHEREAS, under Wis. Stat. § 16.088(2) and pursuant to a Grant Agreement (the “Grant Agreement”) between the Nation and the Wisconsin Department of Administration (the “Department”), the Department may award grant funds (the “Grant Funds”) to the Oneida Nation up to \$110,100 annually (the “Grant Award Amount”) in each state fiscal year to pay direct and indirect costs necessary to support coordination with the Bay of Green Bay National Estuarine Research Reserve (NERR), including paying for costs of staffing, services, and goods incurred pursuant to contracts with UW-Green Bay for its work related to the NERR; and

WHEREAS, UW-Green Bay and the Nation seek to partner to support Tribal Engagement Activities and to allocate funding for a staff position for a NERR Tribal Engagement Coordinator, as described below; and

WHEREAS, under the Grant Agreement, the Nation is required to return or reimburse to the Department any funds in excess of the Grant Award Amount and any Grant Funds that are used by the Nation or UW-Green Bay for purposes not authorized under the Grant Agreement; and

WHEREAS, under the Grant Agreement, the Nation must maintain a financial management system which permits tracing of expenditures adequate to establish the Grant Funds have been used for eligible purposes; must ensure accounting records for the Grant Funds are sufficiently segregated from other agreements, programs, and projects; must maintain a uniform double-entry, full accounting system and financial management system in accordance with Generally Accepted Accounting Principles; and must ensure that UW-Green Bay has a financial management system that complies with all of the foregoing requirements; and

WHEREAS, under the Grant Agreement, on or before thirty (30) days after the end of each fiscal year of the Nation (October 1 through September 30), the Nation and UW-Green Bay must each submit to the Department copies of each entity’s general ledger showing all expenditures made with Grant Funds during the most recently completed fiscal year of the Nation; and

WHEREAS, under the Grant Agreement, the Nation must allow the Department and its authorized representatives to have access to and the right to examine, audit, excerpt, transcribe

and copy on the Nation's premises pertinent records and computer files of the Nation involving transactions related to the Grant Agreement; the Nation must retain all materials and files relating to expenditures made with Grant Funds for three years following the final payment of Grant Funds; and the Nation must ensure UW-Green Bay complies with the foregoing requirements and the Department's reasonable requests for documents and information; and

WHEREAS, failure to adhere to any of the requirements of the Grant Agreement may result in the Department withholding the Grant Funds or requiring the return of the Grant Funds, and the Department may terminate the Grant Agreement in whole or in part due to non-appropriation of necessary funds by the Wisconsin Legislature;

WHEREFORE, the parties agree as follows:

1) SCOPE AND PURPOSE OF THE MOU

- a) The UW-Green Bay and the Nation seek to partner together to support Tribal Engagement Activities as part of the NERR.
- b) Funding will support a collaborative staff position for a Tribal Engagement Coordinator within NERR, which is scheduled for designation in late 2025 or Spring 2026. The NERR Tribal Engagement Coordinator will build and administer programming strengthening connections around estuarine waters between the National Estuarine Research Reserves in Wisconsin (Green Bay and Lake Superior) and Great Lakes Tribal Nations. Funding will also support travel, supplies/services and programmatic costs associated with this position.
- c) One of the guiding principles of establishing NERR is the belief that the past, present and future of Northeast Wisconsin's economy has and will depend on water resources. This partnership seeks to 1) strengthen our water resources through enhanced training, stewardship, and granting opportunities and 2) most importantly, better connect Tribal K-12 educational opportunities with water resources and opportunities around water. To effectively accomplish these goals, this funding provides support to build relationships and create partnerships in the holistic manner required to make these programs impactful and lasting.
- d) In consideration of the services provided by UWGB as outlined in this MOU and in Appendix 1, which is attached hereto and incorporated herein by reference, the Nation agrees to: Pay to UWGB the amount of \$110,100 per 12-month period to go toward staffing and programmatic activity.

2) CONDITIONS

- a) **Term, Performance Evaluation, and Termination**
 - i) This MOU is effective as of July 1, 2023 and shall terminate on October 31, 2025, with the possibility to renew thereafter, pending availability and approval of state funding. Any unspent funds from one year will automatically carry forward into the following year.

- ii) The success of the program will be measured through engagement with each of the program objectives: 1) development of stewardship and training opportunities, 2) developing and promoting educational programming around water for K-12 learners, and 3) obtaining extramural support to further the research, education, stewardship and training goals of the Green Bay NERR. Programmatic success will be evaluated at the time of events based on materials produced, attendance, grants awarded, and by collecting metrics for each of the three program objectives.
- iii) Program performance and effectiveness will be measured by assessing the following outcomes related to the program objectives. For objective #1, we will track the number of stewardship and training events organized and held, and the attendance at each event, ensuring that opportunities are provided across the NE Wisconsin impact area of the Green Bay NERR. For objective #2 we will track the number of teachers and students that receive water and estuary-focused programming developed. Success will be determined by an assessment of educational programs for both tribal schools and learners and non-tribal schools and learners. For objective #3, we will track the number and monetary amount of collaborative proposals submitted and funded. A summary of accomplishments will be provided to both parties at the end of each fiscal year.
- iv) Either party may terminate this MOU by providing sixty (60) days advance written notice to the other party; provided, however, that unless otherwise agreed to in writing by the parties, this MOU shall immediately terminate in the event the Department requires the return of Grant Funds, withholds Grant Funds, or terminates the Grant Agreement, or the Wisconsin Legislature does not appropriate necessary funds.

b) Payment

- i) In consideration of the services to be provided by UWGB, the nation shall pay to UWGB the amount of \$110,100 in year 2 of this MOU. UWGB hereby acknowledges it received the amount of \$110,100 directly from the Department in April of 2024 which constituted payment for year 1 of this MOU.
- ii) Any employees hired pursuant to this contract are employees of UWGB, and are subject to the personnel rules, policies, and procedures for faculty or academic staff, as appropriate to the respective appointment at UWGB as established by Wisconsin statute, and, or administrative rules; and, or by policies or procedures adopted by the Board of Regents of the University of Wisconsin System, and, or UWGB.
- iii) UWGB is responsible for making the payments for all state and federal employment withholding taxes, including FICA, FUTA and any other employment taxes.

c) Financial Management System and Examination of Records

UWGB shall:

- i) maintain a financial management system that permits the tracing of funds to a level of expenditure adequate to establish that Grant Funds received from the Nation have been used for eligible purposes;

- ii) assure that accounting records of Grant Funds received from the Oneida Nation under this MOU are sufficiently segregated from other agreements, programs, and or projects;
- iii) maintain a uniform double entry, full accounting system and a financial management information system in accordance with Generally Accepted Accounting Principles;
- iv) retain accounting records and all other files relating to expenditures made with Grant Funds for at least three years following final payment of Grant Funds by the Department;
- v) allow the Department and authorized representatives of the Department to have access to and the right upon reasonable advance notice to examine, audit, excerpt, transcribe and copy on UWGB's premises any directly pertinent records and computer files involving transactions relating to the Grant Agreement or this MOU, and, if the material is held in an automated format, provide copies of the materials in the automated format or such other computer files as the Department may request.
- vi) submit to the Department copies of UWGB's general ledger entries showing all expenditures made with Grant Funds within 30 days of the close of the Nation's fiscal year (October 1 – September 30), and submit to the Department any other documents reasonably requested by the Department for purposes of determining whether Grant Funds have been used for eligible uses as set forth in the Grant Agreement. All submissions to the Department shall reference "Oneida Nation Habitat Restoration Program Grant Agreement – Wis. Stat. § 16.088(2)" and be addressed to:

Dawn Vick, Administrator
Division of Intergovernmental Relations
Department of Administration
101 E. Wilson Street
Madison, WI 53703
Email: dawn.vick@wisconsin.gov

With copies to the Nation's representative listed in Section 3 below.

d) Amendment; Waiver

- i) No amendment, modification, or waiver of any condition, provision, or term of this MOU shall be valid or of any effect unless made in writing specifying with particularity the nature and extent of the amendment, modification, or waiver and agreed to and signed by the parties hereto.

e) Additional Actions

- i) Each party agrees to do all acts and things and to make, sign, and deliver such written instruments as may from time to time be reasonably required to carry out the terms and provisions of this MOU.

f) **Insurance and Indemnity**

UWGB, as an agency of the State of Wisconsin, is self-insured for liability protection. Such protection applies to university and state officers and employees only. All other individuals and organizations must provide their own liability coverage.

- i) The Nation agrees to indemnify and hold UWGB harmless from any and all losses, costs, expenses, fees, claims, damages, liabilities and causes of action (including reasonable costs and expenses of defending against such claims to the extent permitted by law) which arises out of actions of the Nation's agents, employees or officers in connection with the performance of the same under this MOU or any amendments thereto.
- ii) In turn UWGB agrees to such extent permitted by law to indemnify and hold the Nation harmless from any and all losses, costs, expenses, fees, claims, damages, liabilities and causes of action (including reasonable costs and expenses of defending against such claims to the extent permitted by law) which arises out of actions of UWGB's agents, employees or officers in connection with the performance of the same under this MOU or any amendments thereto.

g) **Notice**

- i) Notices and communications hereunder shall be deemed made upon receipt if given by e-mail, or within three (3) days of mailing if placed in registered or certified, securely-wrapped envelope with postage fully prepaid, return receipt requested, and addressed to the party to receive such notice, invoice, or communication, and deposited with the United States Postal Service for delivery.

h) **Governing Law**

- i) This MOU shall be governed by the laws of the State of Wisconsin.

i) **Authority**

- i) Any individual signing below on behalf of a party to this MOU personally represents that he/ she has full authority to bind said party on whose behalf he/she is signing.

3) **CONTACTS**

a) **UWGB:**

- i) Programmatic:
Emily Tyner, Director of Freshwater Strategy
David A. Cofrin Library 823D
University of Wisconsin-Green Bay
2420 Nicolet Drive
Green Bay, WI 54311
tyner@uwgb.edu
734-864-2305

ii) Financial:

Taylor St. Onge, Grants Accountant
C/O Controller’s Office, David A. Cofrin Library, Room 730
University of Wisconsin-Green Bay
2420 Nicolet Drive
Green Bay, WI 54311
grantsaccounting@uwgb.edu

iii) Administrative:

Roger Wareham, Director, Office of Grants and Research
David A. Cofrin Library, Room 825C
University of Wisconsin-Green Bay
2420 Nicolet Drive
Green Bay, WI 54311
warehamr@uwgb.edu
920-465-2565

b) Oneida Nation:

James L. Snitgen
Environmental Quality Manager
Oneida Environmental, Land and Agriculture Division
P.O. Box 365
Oneida, WI 54155
jsnitgen@oneidanation.org
Office: (920) 869-4589

EXECUTED:

University of Wisconsin-Green Bay

Oneida Nation

By: _____

By: _____

Name: Roger Wareham
Title: Director, Grants & Research

Name: Tehassi tasi Hill
Title: Chairman

Dated: _____

Dated: _____

Appendix 1

Updated from the 2023-25 Biennial Budget Request

Program Information

1. Program title: A staff position (NERR Tribal Engagement Coordinator) within the Bay of Green Bay National Estuarine Research Reserve (NERR)

2. Program request:

New state program

Expansion of existing state-funded program

3. Please attach a description of the program including:

- **A general summary of the project or program**

Funding to support a collaborative staff position within the Bay of Green Bay National Estuarine Research Reserve (NERR), which is scheduled for official designation in late 2024. The NERR Tribal Engagement Coordinator will build and administer programming strengthening connections around estuarine waters between the National Estuarine Research Reserves in Wisconsin (Green Bay and Lake Superior) and Great Lakes Tribal Nations.

- **A description of the benefits & long term impacts on participants & the community**

One of the guiding principles of establishing NERR is the belief that the past, present and future of Northeast Wisconsin's economy has and will depend on water resources. This proposal seeks to 1) strengthen our water resources through enhanced training, stewardship, and granting opportunities and 2) most importantly, better connect Tribal K-12 educational opportunities with water resources and opportunities around water. To effectively accomplish these goals, this funding provides support to build relationships and create partnerships in the holistic manner required to make these programs impactful and lasting. Specific long-term benefits include enhanced collaboration between Great Lakes Tribes and the Reserves in Wisconsin around water research, K-12 outreach and teaching, the exploration of collaborative funding opportunities, and natural resource training and courses for tribal and non-tribal members.

- **A description of program leadership and staff organization**

The University of Wisconsin-Green Bay is the lead state agency for the designation process and will serve as the employer and administrator for Green Bay NERR personnel and activities. The Tribal Engagement Coordinator position will lie within the University of Wisconsin-Green Bay both before and following formal designation. Before formal designation, the position will report to the Director of Freshwater Strategy, University of Wisconsin-Green Bay.

• **The amount of *annual* state funding requested and any matching funds anticipated**

\$110,125 yearly. The National Estuarine Research Reserve program is funded through a 70:30 Federal-State match. Once designated this program would count towards Wisconsin's state match of \$325,000/year. This is met with \$758,000/year from the federal government to provide base funding for the NERR.

• **A budget proposal with description of program costs and funding allocation**

The proposed budget below includes funds for salary, fringe benefits, office supplies, travel for local site visits and a yearly national conference, and the initial costs for establishing an outreach program to work with K-12 schools. The outreach costs will support a pilot-scale series of programs while additional funds are being sought for long-term programming support. The proposed budget allows the coordinator to meet the three program goals outlined in the next section. The Year 1 budget is:

Activity	Funding: Oneida Nation	Additional Costs: UWGB
Personnel	\$ 52,499	\$ 10,001
Fringe Benefits: 39% academic staff	\$ 20,475	\$ 3,900
Supplies and Equipment (laptop, office, etc.)	\$ -	\$ 10,000
Travel (local travel for site visits; national conference travel)	\$ -	\$ 4,500
Outreach program costs for working with schools (transportation, lunches, classroom supplies)	\$ 100	\$ 8,625
Subtotal	\$ 73,074	\$ 37,026
Indirect Costs, 50.74% SWF	\$ 37,026	-
Total	\$110,100	\$ 37,026

• **A statement of program goals or objectives**

The Tribal Engagement Coordinator will lead the following initiatives, mirroring the four focal verticals of the NERR system: Research, Education, Stewardship, and Training. 1) Develop and actualize integrated stewardship and training programs among Great Lakes Tribal Nations, the Green Bay NERR, and the Lake Superior NERR. Programs will target organizations, professionals, and individuals with an interest in Great Lakes estuaries. 2) Work with tribal schools to a) develop, promote, and integrate K-12 educational programming around estuarine waters for tribal learners, and to b) develop, promote, and integrate K-12 educational programming around estuarine waters for learners at non-tribal schools that enhance understanding of tribal cultural perspectives as they pertain to estuarine waters. 3) Identify and lead extramural funding efforts focused on shared NERR and tribal interests around estuarine research, education, stewardship, and training. This position will expand collaborative funding

targeting estuarine waters among tribal entities, the NERR, WI education systems, non-governmental organizations, and local, state, and federal agencies.

- **A proposal on how the program will be evaluated and how success will be measured**

The success of the program will be measured through engagement with each of the program objectives: 1) development of stewardship and training opportunities, 2) developing and promoting educational programming around water for K-12 learners, and 3) obtaining extramural support to further the research, education, stewardship and training goals of the Green Bay NERR. Programmatic success will be evaluated at the time of events based on materials produced, attendance, grants awarded, and by collecting metrics for each of the three program objectives.

- **Please include how to measure the effectiveness and performance of the program requested.**

Program performance and effectiveness will be measured by assessing the following outcomes related to the program objectives. For objective #1, we will track the number of stewardship and training events organized and held, and the attendance at each event, ensuring that opportunities are provided across the NE Wisconsin impact area of the Green Bay NERR. For objective #2 we will track the number of teachers and students that receive water and estuary-focused programming developed. Success will be determined by an assessment of educational programs for both tribal schools and learners and non-tribal schools and learners. For objective #3, we will track the number and monetary amount of collaborative proposals submitted and funded.

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Approve Letter of Commitment – Governor Evers Office - Great Lakes Intertribal Food Coalition & Tribal Elder Food Box Program

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

MIS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input checked="" type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Letter of Commitment | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Marlon Skenandore, Councilman

Primary Requestor: *Name, Title/Entity*



Memorandum

To: Oneida Business Committee

From: Marlon Skenandore, Councilman

Date: February 19, 2025

Re: Letter of Commitment – Governor Evers Office - Great Lakes Intertribal Food Coalition & Tribal Elder Food Box Program

Shekoli,

As a representative of Great Lakes Intertribal Food Coalition and the voting delegate for this region, our team is requesting approval of the enclosed letter of commitment from each of the 11 Nations of WI that are involved. It will require the Oneida Nation Chairman's signature. The signed letter will be submitted by Feeding America Eastern Wisconsin to apply for funding to continue the Tribal Elder Community Box Program at \$1.5 million.

Enclosed is more information from Stephanie Dodge, Intertribal Food Systems Coordinator. The last document is the letter of commitment requesting Chairman Hill's signature due by March 11, 2025.

Recommendation

Approve the Letter of Commitment.

Yaw^ko

Fawn J. Billie

From: Marlon G. Skenandore
Sent: Wednesday, February 19, 2025 1:34 PM
To: Fawn J. Billie
Subject: FW: Letter of Commitment Requested - DATCP Governor Evers Grant Application - TEFBP FY25 Support
Attachments: Letter of Commitment.Evers TEB.docx

How do we approach this does this need BC approval? We could add as an add on? Be much more appropriate if the Chairman signed it.

Marlon

From: Stephanie L Dodge <sldodge@mitw.org>
Sent: Wednesday, February 19, 2025 12:47 PM
To: foodsov@badriver-nsn.gov; LFPD@badriver-nsn.gov; david.cronauer@fcp-nsn.gov; HinuSmith@ho-chunk.com; Mary Wolf <MWolf@glitc.org>; ESennett@ldftribe.com; Darryl Pyawasay <dapyawasay@mitw.org>; Marlon G. Skenandore <mksenan1@oneidanation.org>; Butch.Bresette@redcliff-nsn.gov; Allissa Stutte <allissa.stutte@redcliff-nsn.gov>; conrads@stcroixojibwe-nsn.gov; Tina VanZile <tina.vanzile@scc-nsn.gov>; james.polar.sr@scc-nsn.gov; joe.miller@mohican-nsn.gov; maria.duits@mohican-nsn.gov
Cc: Kara Black <kblack@feedingamericawi.org>
Subject: Letter of Commitment Requested - DATCP Governor Evers Grant Application - TEFBP FY25 Support

Hi all,

We are requesting a Letter of Commitment from each of the 11 Tribes involved in the Great Lakes Intertribal Food Coalition and Tribal Elder Food Box Program. This letter will commit support of Feeding America Eastern Wisconsin applying to the FY25 Tribal Elder Community Food Box Grant offered through DATCP & Governor Evers Office. Links below contain more information about the grant, including the RFP if you would like to read more.

Feeding America Eastern Wisconsin was a recipient of this funding in FY24 for a total of \$2.98 million. With that funding, Feeding America Eastern Wisconsin partnered with the Great Lakes Intertribal Food Coalition to purchase foods for the Tribal Elder Food Box Program from 22 Great Lakes Regional Tribal producers as well as 18 Wisconsin non-Tribal producers. Tribal Elder Food Boxes were distributed to 23 distribution sites across Wisconsin – to all 11 Federally Recognized Tribal Nations in Wisconsin and 3 Intertribally serving and operated sites in Milwaukee. Feeding America Eastern Wisconsin has been a strong and dedicated partner in the administration, management, and distribution of the Tribal Elder Food Boxes since the program started in 2021. Since this award must be designated to a nonprofit organization, the Great Lakes Intertribal Food Coalition strongly supports the funding being awarded to Feeding America Eastern Wisconsin to serve as the fiscal sponsor of the 2025 Tribal Elder Food Box Program.

The budget of the grant will include:

Total = \$1.5 million

Personnel = Salary allocation for Great Lakes Intertribal Food Coalition Intertribal Food Systems Coordinator (in the case the current administration cancels current MITW Intertribal LFPA contract covering her staff time)

Supplies = \$500 (to support bagging supplies for producers)

Contractual = \$80,000 (to pay Wisconsin Food Hub Cooperative for distribution of boxes x15 weeks)

Food Procurement = \$1,350,000 for fresh and minimally processed foods (prioritization to Tribal producers from Great Lakes Region)

Please sign and return the attached letter to Stephanie at sldodge@mitw.org AND Kara kblack@feedingamericawi.org with your Tribal letterhead by March 11th to have it included in the application submission.

Thank you!

<https://datcp.wi.gov/Pages/TribalElderCommunityFoodBoxGrants2024Impacts.aspx#:~:text=The%20Tribal%20Elder%20Community%20Food,Iowa%20as%20well%20as%20all>

<https://datcp.wi.gov/Pages/AgDevelopment/TribalElderCommunityFoodBoxProgram.aspx>

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Oneida Nation
Oneida Business Committee
PO Box 365 • Oneida, WI 54155-0365
oneida-nsn.gov



February 26, 2025

Dear Wisconsin Department of Agriculture, Trade & Consumer Protection,

As a proud member of the Great Lakes Intertribal Food Coalition (GLIFC), Oneida Nation hereby confirms our commitment to the Tribal Elder Food Box Program (TEFBP) coordinated through and with our partner Feeding America Eastern Wisconsin (FAEW). We are excited to be part of this groundbreaking collaborative effort to address the nutritional needs of our Tribal Elders and promote Indigenous food sovereignty.

Since its inception, TEFBP has demonstrated remarkable success in providing culturally appropriate, locally sourced, and traditional foods to Tribal Elders across Wisconsin. We recognize the importance of this program in revitalizing Indigenous food-ways, promoting access to traditional foods, growing local, sustainable economies and addressing the unique dietary needs of Tribal communities.

As a committed partner, Oneida Nation pledges to actively support TEFBP by advocating and providing a resource center for GLIFC and the Tribal Elder Food Box Program for our indigenous communities, these programs significantly support and make a positive impact on the need in our community. Our membership in GLIFC includes a system developed wherein each respective tribal nation in Wisconsin appoints a tribal delegate to our GLIFC Coordinating Committee created to decide, by consensus, how GLIFC operates. FAEW, importantly, has served since TEFBP inception as a valued partner and consultant on our core GLIFC team to help the GLIFC Coordinating Committee vet decisions that impact our food system development. We are committed to promoting Indigenous food sovereignty, strengthening intertribal partnerships, and building a resilient and interconnected food system that serves the needs of Tribal Nations across the region.

Finally, Oneida Nation acknowledges the vital role played by FAEW in facilitating collaboration among partners, mentoring Tribal nations and producers in inventory software and safe food procurement strategies, coordinating operational activities, and ensuring the efficient distribution of food boxes to Tribal communities. We commend their dedication and commitment to fostering food security and community well-being. FAEW has shown, by words and actions, that they share our goal of food equity, food sovereignty, and resiliency.

We look forward to continuing our partnership with FAEW and members of GLIFC to further the objectives of TEFBP and advance the collective well-being of Tribal Elders and communities.

Sincerely,

Tehassi Tasi Hill

Oneida Nation Chairman

Oneida Nation

Thill7@oneidanation.org

FEB 17 2025

Review the tribal members request regarding the Language Program Audit and determine next steps

GOVERNMENT
ADMINISTRATIVE
OFFICE

Business Committee Agenda Request

1. Meeting Date Requested:

Click or tap to enter a date. 2/26/25

2. Session:

- Open
- Executive – must qualify under §107.4-1.

Justification: Choose or type justification.

3. Requested Motion:

- Accept as information; OR - see pg. 2 of 2

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

- Finance
- Law Office
- Gaming/Retail
- Other: Describe Audit
- Programs/Services
- DTS
- Boards, Committees, or Commissions

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- Bylaws
- Fiscal Impact Statement
- Presentation
- Contract Document(s)
- Law
- Report
- Correspondence
- Legal Review
- Resolution
- Draft GTC Notice
- Minutes
- Rule (adoption packet)
- Draft GTC Packet
- MOU/MOA
- Statement of Effect
- E-poll results/back-up
- Petition
- Travel Documents
- Other: *Describe*

7. Budget Information:

- Budgeted – Tribal Contribution
- Budgeted – Grant Funded
- Unbudgeted
- Not Applicable
- Other: *Describe Covid TCS*

8. Submission:

Authorized Sponsor: Name, Title/Entity OR Choose from List *Nancy Barton*

Primary Requestor: (Name, Title/Entity)

5. Cover Memo:

Describe the purpose, background/history and action requested:

Review and Report update on Lang. Program Audit

- 1.) provide status update ~~of~~ on Audit requested for language program, (next)
- 2.) provide AN update on S.O.P. regarding communication and status of Audit request from Audit director to myself
- 3.) request clarification and status update on previous and current funding for language program
- 4.) what is plan for future of the language program.

- 1) Save a copy of this form for your records.
- 2) Print this form as a *.pdf OR print and scan this form in as *.pdf.
- 3) E-mail this form and all supporting materials in a *.pdf file(s) to: Boards@oneidation.org
- 4) Please contact (920) 869-4372 with any questions for the Commission.

*If you are submitting a resolution for adoption, please send the Word version of the resolution along with the Agenda Request file.

Memo: To: B.C.

From: Nancy Barton 2/17/85 N.B.

I am requesting that the CBC review and report ~~Long Program~~ Audit update status of Prog. Program Audit, and provide to me in writing status of audit update. S.O.P.

1) S.O.P. standard communication for audit director self.

3) Classification status of date funding -
Previous current funding

4) Plans for future

Jo Anne House, PhD | Chief Counsel
James R. Bittorf | Deputy Chief Counsel
Kelly M. McAndrews | Deputy Chief Counsel

Carl J. Artman
Krystal L. John
Peggy A. Van Gheem
Andrea L. Gage

Law Office



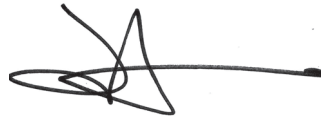
MEMORANDUM

TO: Lisa Liggins, Secretary

FROM: Jo Anne House, Chief Counsel

DATE: February 20, 2025

SUBJECT: Opinion - Request for Status on Audit on Agenda

 Digitally signed by Jo Anne House
Date: 2025.02.20 15:16:32 -06'00'

You have asked whether a request for the status of an audit should be placed in the open or executive agenda of the Oneida Business Committee. I have reviewed the agenda item submitted by Nancy Barton requesting information regarding an audit being conducted by Internal Audit at the direction of the Audit Committee.

The Audit Committee is delegated the responsibility to “oversee the internal audit process including but not limited to any and all investigation into complaints received alleging or suspecting improprieties and/or violations of the Nation’s policies, laws, rules and directives.” *Sec. 108.4-1*. The Internal Audit Department carries out the auditing functions of the Nation. In that responsibility, the department is directed to “strictly maintain the utmost confidentiality in all aspects of the audit process, including but not limited to confidentiality of information obtained during an audit and audit results and recommendations.” *Sec. 108.5-2(c)*.

A completed audit is presented to the Audit Committee who are responsible for approving the final audit report. This is sent to the Oneida Business Committee which accepts the audit and identifies that “the audit report is released for Tribal member viewing in whole following redaction as determined to be necessary by the Oneida Law Office. *Sec. 108.6-7*.”

The Oneida Business Committee is not the appropriate agenda for this request. The Internal Audit law directs that the Audit Committee determines if an audit fits within the committee’s delegated authority and that the audit shall be maintained confidential until it is completed. Further, even after completed, access to a final audit report is limited to Tribal members. Requests to see those reports are made to the Internal Audit Department.

There is no information in the request available at the Oneida Business Committee level. Further, discussion of the subject of the audit is likely to be limited in the open portion of the Oneida Business Committee meeting as that discussion is likely to include allegations against individuals or offices. This is more appropriately included in executive session. However, as identified above, this is more appropriately brought before the Audit Committee.

If you have further questions, please contact me.

Enter the e-poll results into the record regarding the accepted Craps Rules of Play

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Craps Rules of Play | | |

4. Budget Information:

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input type="checkbox"/> Unbudgeted |
| <input checked="" type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [BC Agenda Requests](#); [Jodi M. Skenandore](#); [Mark A. Powless SR](#); [Michelle M. Braaten](#); [Reynold T. Danforth](#); [Jeremy R. King](#)
Subject: E-POLL RESULTS #1: Accept the Craps Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).
Date: Thursday, February 13, 2025 4:31:54 PM
Attachments: [image001.png](#)
[BCAR Accept the Craps Rules of Play approved by the OGC and to direct notice to the OGC there are no requested revisions under 501.6-14\(d\).pdf](#)

E-POLL RESULTS

The e-poll to Accept the Craps Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d), **has carried**. Below are the results:

Support: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Yawλ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>

Sent: Thursday, February 13, 2025 6:56 AM

To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <mskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>

Cc: Danelle A. Wilson <dwilson1@oneidanation.org>; Rhiannon R. Metoxen

<rmetoxe2@oneidanation.org>; Kristal E. Hill <khill@oneidanation.org>; David P. Jordan <djordan1@oneidanation.org>; Janice M. Decorah <jdecora2@oneidanation.org>; Fawn J. Billie <fbillie@oneidanation.org>; Fawn L. Cottrell <fcottrel@oneidanation.org>; Maureen S. Perkins <mperkin2@oneidanation.org>

Subject: E-POLL REQUEST #1: Accept the Craps Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

E-POLL REQUEST #1

Summary:

The Oneida Gaming Commission is requesting this e-poll for the Craps Rules of Play revisions approved by the Oneida Gaming Commission on September 11, 2024.

-

Justification for E-Poll:

This request cannot wait to be presented at the next available Oneida Business Committee; there was a processing error that led to this delay and due to the urgency of the current internal audit it needs approval as soon as possible.

Requested Action:

Accept the Craps Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

-

Deadline for response:

Responses are due no later than **4:30 p.m., Thursday, February 13, 2025.**

Voting:

Use the voting button above, if available; OR
Reply with "Support" or "Oppose".

YawΛ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Craps OGC Approved | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark A Powless Sr, OGC - Chairman

Primary Requestor: Jodi M. Skenandore, Interim Compliance Manager

CRAPS**A. Definitions**

1. “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out Roll.
2. “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected.
3. “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
4. “Off Marker” is an object used to designate a shooter that has not placed a Pass or Don't Pass Bet and is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
5. “On Marker” is an object used to designate an active Place Bet to Win, Come Bet, or Hardway.
6. “Shooter” shall mean the player throwing the dice.

B. Equipment

1. A table with an upright rail running around the table's outside edges, forming a rectangular enclosure. The rail serves as a backboard, and also helps to prevent the rolling dice from falling off the table.
 - a. Gaming Management may authorize a single dealer table, also called a “tub,” to be offered if said single dealer procedures are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.
2. The cloth covering a Craps table (the layout) shall have two identical sides for placing bets and a center area for additional Propositional or Next Roll Bets, which are bets that either win or lose on the next roll of the dice. Propositional bets include Field Bets, Any Seven, and Any Craps.
3. Dice. Unless the dice are being inspected for integrity purposes, the stickperson, or single dealer, has at least five dice in front, from which the shooter selects two dice to roll.

4. Dice cup. When no players are wagering at the table, all dice shall be kept in a dice cup placed immediately in front of the stickperson, or single dealer.
5. Stick. When collecting the dice and passing them to the shooter, the stickperson, or single dealer, shall use a stick designed for that purpose. The stick should reach across the length of the table and have a hook at the end for collecting the dice.

C. Craps Personnel and Their Duties

1. Boxperson. A boxperson is the first-level observer who is responsible for supervising the operation and conduct of a craps game.
2. Stickperson. A stickperson is responsible for the collection of the dice and announcement of their total. The Craps dice shall be the responsibility of the stickperson, or single dealer, and shall never be left unattended while at the table.
3. Single Dealer. Dealer who performs dealer, boxperson, and stickperson responsibilities on a craps table, also known as a “tub.”

D. Permissible Wagers

1. “Pass Bet” is a wager placed on the Pass Line of the layout
 - a. The Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Pass Bet shall lose if, on the Come Out Roll:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
2. “Don’t Pass Bet” is a wager placed on the Don’t Pass Line of the layout
 - a. The Don’t Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 2 or 3 is thrown, or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don’t Pass Bet shall lose if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or

- (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - c. The Don't Pass Bet shall be void if, on the Come Out Roll, a total of 12 is thrown.
- 3. "Come Bet" is a wager placed on the Come Line of the layout at any time after the Come Out Roll.
 - a. The Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 7 or 11 is thrown; or
 - (ii) Or a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Come Bet shall lose if, on the roll immediately following placement of such bet a total of:
 - (i) 2, 3, or 12 is thrown; or
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- 4. "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the Come Out Roll.
 - a. The Don't Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet if a total of:
 - (i) 7 or 11 is thrown;
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- 5. "Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
 - a. Win if the number on which the wager was placed is thrown before a 7; and
 - b. Lose if a 7 is thrown before such number.

- c. All place bets shall be inactive on any Come Out Roll unless called “On” by the player and confirmed by the boxperson through placement of an “On” Marker on top of such player's wager.
6. “Four the Hardway” is a wager that may be made at any time which shall win if a total of 4 is thrown the hardway (that is with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
 7. “Six the Hardway” is a wager that may be made at any time which shall win if a total of 6 is thrown the hardway (that is with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
 8. “Eight the Hardway” is a wager that may be made at any time which shall win if a total of 8 is thrown the hardway (that is with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
 9. “Ten the Hardway” is a wager that may be made at any time which shall win if a total of 10 is thrown the hardway (that is with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
 10. “Field Bet” is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
 11. “Any Seven” is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 12. “Any Craps” is a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 13. “Craps Two” is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 14. “Craps Three” is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 15. “Craps Twelve” is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

16. “11 in One Roll” is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
17. “Craps-Eleven” or “C and E” is a one roll wager that may be made at any time which shall win, as provided in Subsection F (Payout Odds), if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
18. “Horn Bet” is a four-unit, one roll wager that may be made at any time which shall
 - a. Win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet: and
 - b. Lose if any other total is thrown.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
19. Horn High Bet is a five-unit, one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 - a. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12.
 - b. If a table does not have a designated area for the acceptance of a Horn High Bet, the wager can be broken down into two separate wagers on the Horn and one of the totals 2, 3, 11 or 12.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
20. World Bet or “Whirl Bet” is a one roll wager that may be made at any time consisting of a Horn Bet and the Any Seven wager.
 - a. A World (Whirl) Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager.
 - b. The casino can break down a World (Whirl) wager into two separate wagers on the Horn Bet and the Any Seven wager.

21. “Hop Bet” is a wager that may be made at anytime which shall
 - a. Win if the exact combination of the two dice, specified by the player, is thrown on the roll immediately following placement of such bet.
 - b. “Hardway Hop Bets” (a wager on a combination of two dice of the same number) are paid 30 to 1, and other hop bets are paid 15 to 1.
 - c. The wager will lose if any other combination is thrown.
22. Gaming Management may authorize additional optional wagers to be offered if said wagers are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.

E. Making and Removal of Wagers

1. Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by a Table Games employee.
2. All wagers shall be made by placing gaming chips or match play coupons (only for Pass or Don't Pass wagers) on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the boxperson and that such cash is expeditiously converted into gaming chips in accordance with applicable procedures.
3. A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.
4. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
5. All Buy Bets, Place Bets to Win, Come Bet odd, and Hardways shall be inactive on any Come Out Roll unless called “On” by the player and through placement of an On Marker on the top of each player's wager. All other wagers shall be considered “On.”

F. Payout Odds.

1. A casino shall not pay off winning wagers at the game of craps at less than the odds listed below. A casino may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet – 3, 4, 9, 10, 11	1 to 1
Field Bet – 2	2 to 1
Field Bet – 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hardway Hops	30 to 1
All other Hops	15 to 1

2. A Horn Bet shall be paid as if each of the four wagers on 2, 3, 11 and 12 were made separately.
3. A Horn High Bet shall be paid as if each of the five wagers on 2, 3, 11 and 12 were made separately.
4. A Craps-Eleven or C and E bet shall be paid as if one half of the wagered amount had been placed on Any Craps and one half on Eleven, and shall be paid as if two separate wagers were made for the one roll.
5. The casino shall not accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2), (3) or (4) above.

G. True Odds on Place Bets (Buy and Lay Bets)

1. **Buy Bets:** In addition to the payout odds set forth in Subsection F (Payout Odds) for placing bets to win on 4, 5, 6, 8, 9 and 10, a casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Buy Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

2. **Lay Bets:** In addition to or in lieu of the payout odds set forth in Subsection F (Payout Odds) for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Lay Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

H. Supplemental Wagers Made After the Come Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets (Taking and Laying Odds)

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the casino to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins:
- a. The original Pass Bet shall be paid at odds of 1 to 1; and

- b. The Supplemental Wager shall be paid at odds of:
 - i. 2 to 1, if the Come Out Point was 4 or 10,
 - ii. 3 to 2 if the Come Out Point was 5 or 9, and
 - iii. 6 to 5 if the Come Out Point was 6 or 8.
2. Whenever a player makes a Don't Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player shall have the right to make a supplemental wager in support of the Don't Pass Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Pass Bet. If, in such circumstances, the Don't Pass Bet wins,
 - a. The original Don't Pass Bet shall be paid at odds of 1 to 1; and
 - b. The Supplemental Wager shall be paid at odds of:
 - i. 1 to 2 if the Come Out Point was 4 or 10;
 - ii. 2 to 3 if the Come Out Point was 5 or 9; and
 - iii. 5 to 6 if the Come Out Point was 6 or 8.
3. Whenever a player makes a Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Come Bet which may be limited by the casino to an amount that is equal to the amount of the original Come Bet. If, in such circumstances, the Come Bet wins,
 - a. The original Come Bet shall be paid at odds of 1 to 1; and
 - b. The supplemental wager shall be paid at odds of:
 - i. 2 to 1 if the Come Point was 4 or 10,
 - ii. 3 to 2 if the Come Point was 5 or 9; and
 - iii. 6 to 5 if the Come Point was 6 or 8.
4. Whenever a player makes a Don't Come Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the roll immediately following placement of such bet, the player shall have the right to make a supplemental wager in support of the Don't Come Bet which may be limited by the casino to an amount so calculated as to provide winnings not in excess of the amount originally wagered on the Don't Come Bet. If, in such circumstances, the Don't Come Bet wins,
 - a. The original Don't Come Bet shall be paid at odds of 1 to 1; and
 - b. The supplemental wager shall be paid at odds of:
 - i. 1 to 2 if the Come Point was a 4 or 10,

- ii. 2 to 3 if the Come Point was 5 or 9; and
 - iii. 5 to 6 if the Come Point was 6 or 8.
5. A casino may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this Subsection shall be paid at the same odds as the original and supplemental wagers are paid under (1) through (4) above.
6. Notwithstanding (5) above, a casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this Subsection or posted as the maximum wager provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this Subsection.

I. Dice Retention and Selection.

1. At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
2. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

J. Throw of the Dice.

1. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from the shooter.
2. Invalid roll of the dice.
 - a. A roll of the dice shall be invalid whenever either or both dice go off the table or whenever one die comes to rest on top of the other.
 - b. In addition to the circumstances listed in (a) above, the boxperson or the stickperson (as designated by the casino) shall have the

authority to invalidate a roll of the dice by calling “No Roll” for any of the following reasons:

- i. The dice do not leave the shooter's hand simultaneously;
 - ii. Either or both of the dice fail to strike an end of the table;
 - iii. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 - iv. Either or both of the dice come to rest in the dice cup in front of the stickperson, or on one of the rails surrounding the table;
 - v. Cheating or use of a crooked or fixed device or technique in the roll of the dice; or
 - vi. For any other reason the boxperson or stickperson considers the throw to be improper.
- c. The call of “No Roll” under either (b)(i), (ii), or (vi) above shall, whenever possible, be made before both dice come to rest.
- d. A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the boxperson, shall not be a cause for a call of “No Roll.”

3. Point Throw and Settlement of Wagers

- a. When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.
- b. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
- c. In the event of a dispute as to which face is uppermost, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
- d. After calling the throw, the stickperson shall either with the stick or by hand collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the

dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

K. Continuation of Shooter as Such and Selection of New Shooter

1. It shall be the option of the shooter after any roll either to pass the dice or remain the shooter except that:
 - a. The shooter shall pass the dice upon throwing a losing 7; and
 - b. The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or otherwise violates casino regulations.
2. If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below.
 - a. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers.
 - b. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
 - c. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with Subsection J (Throw of the Dice).
3. Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if not accepted, to each of the other players in turn clockwise around the table.
4. The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining

dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

CRAPS**A. Definitions**

1. “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out Roll.
2. “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected.
3. “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
4. “Off Marker” is an object used to designate a shooter that has not placed a Pass or Don't Pass Bet and is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
5. “On Marker” is an object used to designate an active Place Bet to Win, Come Bet, or Hardway.
6. “Shooter” shall mean the player throwing the dice.

B. Equipment

1. A table with an upright rail running around the table's outside edges, forming a rectangular enclosure. The rail serves as a backboard, and also helps to prevent the rolling dice from falling off the table.
 - a. Gaming Management may authorize a single dealer table, also called a “tub,” to be offered if said single dealer procedures are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.
2. The cloth covering a Craps table (the layout) shall have two identical sides for placing bets and a center area for additional Propositional or Next Roll Bets, which are bets that either win or lose on the next roll of the dice. Propositional bets include Field Bets, Any Seven, and Any Craps.
3. Dice. Unless the dice are being inspected for integrity purposes, the stickperson, or single dealer, has at least five dice in front, from which the shooter selects two dice to roll.

4. Dice cup. When no players are wagering at the table, all dice shall be kept in a dice cup placed immediately in front of the stickperson, or single dealer.
5. Stick. When collecting the dice and passing them to the shooter, the stickperson, or single dealer, shall use a stick designed for that purpose. The stick should reach across the length of the table and have a hook at the end for collecting the dice.

C. Craps Personnel and Their Duties

1. Boxperson. A boxperson is the first-level observer who is responsible for supervising the operation and conduct of a craps game.
2. Stickperson. A stickperson is responsible for the collection of the dice and announcement of their total. The Craps dice shall be the responsibility of the stickperson, or single dealer, and shall never be left unattended while at the table.
3. Single Dealer. Dealer who performs dealer, boxperson, and stickperson responsibilities on a craps table, also known as a “tub.”

D. Permissible Wagers

1. “Pass Bet” is a wager placed on the Pass Line of the layout
 - a. The Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Pass Bet shall lose if, on the Come Out Roll:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
2. “Don’t Pass Bet” is a wager placed on the Don’t Pass Line of the layout
 - a. The Don’t Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 2 or 3 is thrown, or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don’t Pass Bet shall lose if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or

- (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - c. The Don't Pass Bet shall be void if, on the Come Out Roll, a total of 12 is thrown.
- 3. "Come Bet" is a wager placed on the Come Line of the layout at any time after the Come Out Roll.
 - a. The Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 7 or 11 is thrown; or
 - (ii) Or a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Come Bet shall lose if, on the roll immediately following placement of such bet a total of:
 - (i) 2, 3, or 12 is thrown; or
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- 4. "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the Come Out Roll.
 - a. The Don't Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet if a total of:
 - (i) 7 or 11 is thrown;
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- 5. "Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
 - a. Win if the number on which the wager was placed is thrown before a 7; and
 - b. Lose if a 7 is thrown before such number.

- c. All place bets shall be inactive on any Come Out Roll unless called “On” by the player and confirmed by the boxperson through placement of an “On” Marker on top of such player's wager.
6. “Four the Hardway” is a wager that may be made at any time which shall win if a total of 4 is thrown the hardway (that is with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
 7. “Six the Hardway” is a wager that may be made at any time which shall win if a total of 6 is thrown the hardway (that is with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
 8. “Eight the Hardway” is a wager that may be made at any time which shall win if a total of 8 is thrown the hardway (that is with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
 9. “Ten the Hardway” is a wager that may be made at any time which shall win if a total of 10 is thrown the hardway (that is with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
 10. “Field Bet” is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
 11. “Any Seven” is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 12. “Any Craps” is a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 13. “Craps Two” is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 14. “Craps Three” is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 15. “Craps Twelve” is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

16. “11 in One Roll” is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
17. “Craps-Eleven” or “C and E” is a one roll wager that may be made at any time which shall win, as provided in Subsection F (Payout Odds), if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
18. “Horn Bet” is a four-unit, one roll wager that may be made at any time which shall
 - a. Win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet: and
 - b. Lose if any other total is thrown.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
19. Horn High Bet is a five-unit, one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 - a. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12.
 - b. If a table does not have a designated area for the acceptance of a Horn High Bet, the wager can be broken down into two separate wagers on the Horn and one of the totals 2, 3, 11 or 12.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
20. World Bet or “Whirl Bet” is a one roll wager that may be made at any time consisting of a Horn Bet and the Any Seven wager.
 - a. A World (Whirl) Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager.
 - b. The casino can break down a World (Whirl) wager into two separate wagers on the Horn Bet and the Any Seven wager.

21. “Hop Bet” is a wager that may be made at anytime which shall
 - a. Win if the exact combination of the two dice, specified by the player, is thrown on the roll immediately following placement of such bet.
 - b. “Hardway Hop Bets” (a wager on a combination of two dice of the same number) are paid 30 to 1, and other hop bets are paid 15 to 1.
 - c. The wager will lose if any other combination is thrown.
22. Gaming Management may authorize additional optional wagers to be offered if said wagers are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.

E. Making and Removal of Wagers

1. Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by a Table Games employee.
2. All wagers shall be made by placing gaming chips or match play coupons (only for Pass or Don't Pass wagers) on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the boxperson and that such cash is expeditiously converted into gaming chips in accordance with applicable procedures.
3. A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.
4. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
5. All Buy Bets, Place Bets to Win, Come Bet odd, and Hardways shall be inactive on any Come Out Roll unless called “On” by the player and through placement of an On Marker on the top of each player's wager. All other wagers shall be considered “On.”

F. Payout Odds.

1. A casino shall not pay off winning wagers at the game of craps at less than the odds listed below. A casino may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet – 3, 4, 9, 10, 11	1 to 1
Field Bet – 2	2 to 1
Field Bet – 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hardway Hops	30 to 1
All other Hops	15 to 1

2. A Horn Bet shall be paid as if each of the four wagers on 2, 3, 11 and 12 were made separately.
3. A Horn High Bet shall be paid as if each of the five wagers on 2, 3, 11 and 12 were made separately.
4. A Craps-Eleven or C and E bet shall be paid as if one half of the wagered amount had been placed on Any Craps and one half on Eleven, and shall be paid as if two separate wagers were made for the one roll.
5. The casino shall not accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2), (3) or (4) above.

G. True Odds on Place Bets (Buy and Lay Bets)

1. **Buy Bets:** In addition to the payout odds set forth in Subsection F (Payout Odds) for placing bets to win on 4, 5, 6, 8, 9 and 10, a casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Buy Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

2. **Lay Bets:** In addition to or in lieu of the payout odds set forth in Subsection F (Payout Odds) for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Lay Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

H. Supplemental Wagers Made After the Come Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets (Taking and Laying Odds)

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the casino to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins:
 - a. The original Pass Bet shall be paid at odds of 1 to 1; and

- ii. 2 to 3 if the Come Point was 5 or 9; and
 - iii. 5 to 6 if the Come Point was 6 or 8.
5. A casino may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this Subsection shall be paid at the same odds as the original and supplemental wagers are paid under (1) through (4) above.
6. Notwithstanding (5) above, a casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this Subsection or posted as the maximum wager provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this Subsection.

I. Dice Retention and Selection.

1. At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
2. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

J. Throw of the Dice.

1. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from the shooter.
2. Invalid roll of the dice.
 - a. A roll of the dice shall be invalid whenever either or both dice go off the table or whenever one die comes to rest on top of the other.
 - b. In addition to the circumstances listed in (a) above, the boxperson or the stickperson (as designated by the casino) shall have the

authority to invalidate a roll of the dice by calling “No Roll” for any of the following reasons:

- i. The dice do not leave the shooter's hand simultaneously;
 - ii. Either or both of the dice fail to strike an end of the table;
 - iii. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 - iv. Either or both of the dice come to rest in the dice cup in front of the stickperson, or on one of the rails surrounding the table;
 - v. Cheating or use of a crooked or fixed device or technique in the roll of the dice; or
 - vi. For any other reason the boxperson or stickperson considers the throw to be improper.
- c. The call of “No Roll” under either (b)(i), (ii), or (vi) above shall, whenever possible, be made before both dice come to rest.
 - d. A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the boxperson, shall not be a cause for a call of “No Roll.”

3. Point Throw and Settlement of Wagers

- a. When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.
- b. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
- c. In the event of a dispute as to which face is uppermost, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
- d. After calling the throw, the stickperson shall either with the stick or by hand collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the

dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

K. Continuation of Shooter as Such and Selection of New Shooter

1. It shall be the option of the shooter after any roll either to pass the dice or remain the shooter except that:
 - a. The shooter shall pass the dice upon throwing a losing 7; and
 - b. The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or otherwise violates casino regulations.
2. If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below.
 - a. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers.
 - b. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
 - c. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with Subsection J (Throw of the Dice).
3. Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if not accepted, to each of the other players in turn clockwise around the table.
4. The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining

dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

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CRAPS**A. Definitions**

1. “Come Out Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the Come Out Roll.
2. “Come Out Roll” shall mean the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a Pass Bet and Don't Pass Bet has been effected.
3. “Come Point” shall mean a total of 4, 5, 6, 8, 9 or 10 thrown by the shooter on the next roll following placement of a Come Bet or Don't Come Bet.
4. “Off Marker” is an object used to designate a shooter that has not placed a Pass or Don't Pass Bet and is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
5. “On Marker” is an object used to designate an active Place Bet to Win, Come Bet, or Hardway.
6. “Shooter” shall mean the player throwing the dice.

B. Equipment

1. A table with an upright rail running around the table's outside edges, forming a rectangular enclosure. The rail serves as a backboard, and also helps to prevent the rolling dice from falling off the table.
 - a. Gaming Management may authorize a single dealer table, also called a “tub,” to be offered if said single dealer procedures are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.
2. The cloth covering a Craps table (the layout) shall have two identical sides for placing bets and a center area for additional Propositional or Next Roll Bets, which are bets that either win or lose on the next roll of the dice. Propositional bets include Field Bets, Any Seven, and Any Craps.
3. Dice. Unless the dice are being inspected for integrity purposes, the stickperson, or single dealer, has at least five dice in front, from which the shooter selects two dice to roll.

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4. Dice cup. When no players are wagering at the table, all dice shall be kept in a dice cup placed immediately in front of the stickperson, or single dealer.
5. Stick. When collecting the dice and passing them to the shooter, the stickperson, or single dealer, shall use a stick designed for that purpose. The stick should reach across the length of the table and have a hook at the end for collecting the dice.

C. Craps Personnel and Their Duties

1. Boxperson. A boxperson is the first-level observer who is responsible for supervising the operation and conduct of a craps game.
2. Stickperson. A stickperson is responsible for the collection of the dice and announcement of their total. The Craps dice shall be the responsibility of the stickperson, or single dealer, and shall never be left unattended while at the table.
3. Single Dealer. Dealer who performs dealer, boxperson, and stickperson responsibilities on a craps table, also known as a “tub.”

D. Permissible Wagers

1. “Pass Bet” is a wager placed on the Pass Line of the layout
 - a. The Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Pass Bet shall lose if, on the Come Out Roll:
 - (i) A total of 2, 3, or 12 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
2. “Don’t Pass Bet” is a wager placed on the Don’t Pass Line of the layout
 - a. The Don’t Pass Bet shall win if, on the Come Out Roll a total of:
 - (i) 2 or 3 is thrown, or
 - (ii) 4, 5, 6, 8, 9, or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don’t Pass Bet shall lose if, on the Come Out Roll a total of:
 - (i) 7 or 11 is thrown; or

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- (ii) 4, 5, 6, 8, 9, or 10 is thrown and that total is again thrown before a 7 appears.
 - c. The Don't Pass Bet shall be void if, on the Come Out Roll, a total of 12 is thrown.
- 3. "Come Bet" is a wager placed on the Come Line of the layout at any time after the Come Out Roll.
 - a. The Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 7 or 11 is thrown; or
 - (ii) Or a total of 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears.
 - b. The Come Bet shall lose if, on the roll immediately following placement of such bet a total of:
 - (i) 2, 3, or 12 is thrown; or
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
- 4. "Don't Come Bet" is a wager placed on the Don't Come area of the layout at any time after the Come Out Roll.
 - a. The Don't Come Bet shall win if:
 - (i) On the roll immediately following placement of such bet a total of 2 or 3 is thrown; or
 - (ii) A total of 4, 5, 6, 8, 9 or 10 is thrown and a 7 subsequently appears before that total is again thrown.
 - b. The Don't Come Bet shall lose if, on the roll immediately following placement of such bet if a total of:
 - (i) 7 or 11 is thrown;
 - (ii) 4, 5, 6, 8, 9 or 10 is thrown and that total is again thrown before a 7 appears. The Don't Come Bet shall be void if, on the roll immediately following placement of such bet, a total of 12 is thrown.
- 5. "Place Bet to Win" is a wager that may be made at any time on any of the numbers 4, 5, 6, 8, 9 or 10 which shall:
 - a. Win if the number on which the wager was placed is thrown before a 7; and
 - b. Lose if a 7 is thrown before such number.

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- c. All place bets shall be inactive on any Come Out Roll unless called “On” by the player and confirmed by the boxperson through placement of an “On” Marker on top of such player's wager.
6. “Four the Hardway” is a wager that may be made at any time which shall win if a total of 4 is thrown the hardway (that is with 2 appearing on each die) before 4 is thrown in any other way and before a 7 is thrown.
 7. “Six the Hardway” is a wager that may be made at any time which shall win if a total of 6 is thrown the hardway (that is with 3 appearing on each die) before 6 is thrown in any other way and before a 7 is thrown.
 8. “Eight the Hardway” is a wager that may be made at any time which shall win if a total of 8 is thrown the hardway (that is with 4 appearing on each die) before 8 is thrown in any other way and before a 7 is thrown.
 9. “Ten the Hardway” is a wager that may be made at any time which shall win if a total of 10 is thrown the hardway (that is with 5 appearing on each die) before 10 is thrown in any other way and before a 7 is thrown.
 10. “Field Bet” is a one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 4, 9, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of 5, 6, 7 or 8 is thrown on such roll.
 11. “Any Seven” is a one roll wager that may be made at any time which shall win if a total of 7 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 12. “Any Craps” is a one roll wager that may be made at any time which shall win if a total of 2, 3, or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 13. “Craps Two” is a one roll wager that may be made at any time which shall win if a total of 2 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 14. “Craps Three” is a one roll wager that may be made at any time which shall win if a total of 3 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 15. “Craps Twelve” is a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

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16. "11 in One Roll" is a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.
17. "Craps-Eleven" or "C and E" is a one roll wager that may be made at any time which shall win, as provided in Subsection F (Payout Odds), if either a craps (2, 3 or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.
18. "Horn Bet" is a four-unit, one roll wager that may be made at any time which shall
 - a. Win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet: and
 - b. Lose if any other total is thrown.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
19. Horn High Bet is a five-unit, one roll wager that may be made at any time which shall win if any one of the totals 2, 3, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.
 - a. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wagered on one of the totals 2, 3, 11 or 12.
 - b. If a table does not have a designated area for the acceptance of a Horn High Bet, the wager can be broken down into two separate wagers on the Horn and one of the totals 2, 3, 11 or 12.
 - c. A unit shall mean a gaming chip or other wagering method accepted by the casino pursuant to Subsection (E)(2).
20. World Bet or "Whirl Bet" is a one roll wager that may be made at any time consisting of a Horn Bet and the Any Seven wager.
 - a. A World (Whirl) Bet shall be placed in units of five, with four units wagered on 2, 3, 11 and 12 and the fifth unit wagered as an Any Seven wager.
 - b. The casino can break down a World (Whirl) wager into two separate wagers on the Horn Bet and the Any Seven wager.

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21. "Hop Bet" is a wager that may be made at anytime which shall
 - a. Win if the exact combination of the two dice, specified by the player, is thrown on the roll immediately following placement of such bet.
 - b. "Hardway Hop Bets" (a wager on a combination of two dice of the same number) are paid 30 to 1, and other hop bets are paid 15 to 1.
 - c. The wager will lose if any other combination is thrown.
22. Gaming Management may authorize additional optional wagers to be offered if said wagers are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.

E. Making and Removal of Wagers

1. Wagers should be made before the dice are thrown. However, they may be made between the time the dice leave the shooter's hand and the time the dice come to rest provided that they are confirmed verbally by a Table Games employee.
2. All wagers shall be made by placing gaming chips or match play coupons (only for Pass or Don't Pass wagers) on the appropriate areas of the layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the boxperson and that such cash is expeditiously converted into gaming chips in accordance with applicable procedures.
3. A wager may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that a Pass Bet and a Come Bet shall not be removed or reduced after a Come Out Point or Come Point is established with respect to such bet.
4. A Don't Come Bet and a Don't Pass Bet may be removed or reduced at any time but may not be replaced or increased after such removal or reduction.
5. All Buy Bets, Place Bets to Win, Come Bet odd, and Hardways shall be inactive on any Come Out Roll unless called "On" by the player and through placement of an On Marker on the top of each player's wager. All other wagers shall be considered "On."

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F. Payout Odds.

1. A casino shall not pay off winning wagers at the game of craps at less than the odds listed below. A casino may pay off winning wagers at higher odds than those listed below, provided that such odds are uniform within the casino.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet 4 to Win	9 to 5
Place Bet 5 to Win	7 to 5
Place Bet 6 to Win	7 to 6
Place Bet 8 to Win	7 to 6
Place Bet 9 to Win	7 to 5
Place Bet 10 to Win	9 to 5
Four the Hardway	7 to 1
Six the Hardway	9 to 1
Eight the Hardway	9 to 1
Ten the Hardway	7 to 1
Field Bet – 3, 4, 9, 10, 11	1 to 1
Field Bet – 2	2 to 1
Field Bet – 12	2 to 1
Any Seven	4 to 1
Any Craps	7 to 1
Craps 2	30 to 1
Craps 3	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1
Hardway Hops	30 to 1
All other Hops	15 to 1

2. A Horn Bet shall be paid as if each of the four wagers on 2, 3, 11 and 12 were made separately.
3. A Horn High Bet shall be paid as if each of the five wagers on 2, 3, 11 and 12 were made separately.
4. A Craps-Eleven or C and E bet shall be paid as if one half of the wagered amount had been placed on Any Craps and one half on Eleven, and shall be paid as if two separate wagers were made for the one roll.
5. The casino shall not accept any wager that because of the amount thereof cannot be paid at the odds permitted by (1), (2), (3) or (4) above.

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G. True Odds on Place Bets (Buy and Lay Bets)

1. **Buy Bets:** In addition to the payout odds set forth in Subsection F (Payout Odds) for placing bets to win on 4, 5, 6, 8, 9 and 10, a casino may offer a player the option of receiving true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Buy Bet	Odds
4 to Win	2 to 1
5 to Win	3 to 2
6 to Win	6 to 5
8 to Win	6 to 5
9 to Win	3 to 2
10 to Win	2 to 1

2. **Lay Bets:** In addition to or in lieu of the payout odds set forth in Subsection F (Payout Odds) for place bets to lose on 4, 5, 6, 8, 9 and 10, a casino may offer a player true odds on these bets in return for the player paying to the casino, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed 5 percent of such wager. Under such circumstances, a casino shall conform to the odds listed below in paying off winning wagers on these bets:

Lay Bet	Odds
4 to Lose	1 to 2
5 to Lose	2 to 3
6 to Lose	5 to 6
8 to Lose	5 to 6
9 to Lose	2 to 3
10 to Lose	1 to 2

H. Supplemental Wagers Made After the Come Out Roll in Support of Pass, Don't Pass, Come and Don't Come Bets (Taking and Laying Odds)

1. Whenever a player makes a Pass Bet and a total of 4, 5, 6, 8, 9 or 10 is thrown on the Come Out Roll, the player shall have the right to make a supplemental wager in support of the Pass Bet which may be limited by the casino to an amount that is equal to the amount of the original Pass Bet. If, in such circumstances, the Pass Bet wins:
- a. The original Pass Bet shall be paid at odds of 1 to 1; and

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- ii. 2 to 3 if the Come Point was 5 or 9; and
 - iii. 5 to 6 if the Come Point was 6 or 8.
5. A casino may allow a supplemental wager in support of a Pass or Come Bet in an amount up to 100 times the amount of the original Pass or Come Bet. A casino may allow a supplemental wager in support of a Don't Pass or Don't Come Bet in an amount so calculated as to provide a winning player with winnings not in excess of up to 100 times the amount originally wagered on the Don't Pass or Don't Come Bet. The original Pass, Don't Pass, Come or Don't Come Bet and any supplemental wager allowed pursuant to this Subsection shall be paid at the same odds as the original and supplemental wagers are paid under (1) through (4) above.
6. Notwithstanding (5) above, a casino may accept a supplemental wager that exceeds an amount that is otherwise authorized by this Subsection or posted as the maximum wager provided that the excess amount of the supplemental wager is necessary to facilitate the payouts permitted by this Subsection.

I. Dice Retention and Selection.

1. At the commencement of play, the stickperson shall offer the set of dice to the player immediately to the left of the boxperson at the table. If such a player rejects the dice, the stickperson shall offer the dice to each of the other players in turn clockwise around the table until one of the players accepts the dice.
2. The first player to accept the dice when offered shall become the shooter who shall select and retain two of the dice offered. The remaining dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

J. Throw of the Dice.

1. Upon selection of the dice, the shooter shall make a Pass Bet or Don't Pass Bet after which the shooter shall throw the two selected dice so that they leave the shooter's hand simultaneously and in a manner calculated to cause them to strike the end of the table farthest from the shooter.
2. Invalid roll of the dice.
 - a. A roll of the dice shall be invalid whenever either or both dice go off the table or whenever one die comes to rest on top of the other.
 - b. In addition to the circumstances listed in (a) above, the boxperson or the stickperson (as designated by the casino) shall have the

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authority to invalidate a roll of the dice by calling “No Roll” for any of the following reasons:

- i. The dice do not leave the shooter's hand simultaneously;
 - ii. Either or both of the dice fail to strike an end of the table;
 - iii. Either or both of the dice come to rest on the chips constituting the craps bank of chips located in front of the boxperson.
 - iv. Either or both of the dice come to rest in the dice cup in front of the stickperson, or on one of the rails surrounding the table;
 - v. Cheating or use of a crooked or fixed device or technique in the roll of the dice; or
 - vi. For any other reason the boxperson or stickperson considers the throw to be improper.
- c. The call of “No Roll” under either (b)(i), (ii), or (vi) above shall, whenever possible, be made before both dice come to rest.
 - d. A throw of the dice which results in the dice coming into contact with any match play coupons or chips on the table, other than the craps bank of chips located in front of the boxperson, shall not be a cause for a call of “No Roll.”
3. Point Throw and Settlement of Wagers
- a. When the dice come to rest from a valid throw, the stickperson shall at once call out the sum of the numbers on the high or uppermost sides of the two dice. Only one face on each die shall be considered skyward.
 - b. In the event either or both of the dice do not land flat on the table (for example, one edge of the die is resting cocked on a stack of chips), the side directly opposite the side that is resting on the chips or other object shall be considered uppermost and skyward. If more than one side of a die is resting on a stack of chips or other object, the roll shall be void and the dice shall be re-thrown.
 - c. In the event of a dispute as to which face is uppermost, the boxperson shall have discretion to determine which face is uppermost or to order the throw be void and the dice be re-thrown.
 - d. After calling the throw, the stickperson shall either with the stick or by hand collect the dice and bring them to the center of the table between himself and the boxperson. All wagers decided by that throw shall then be settled, following which the stickperson shall pass the dice to the shooter for the next throw. When collecting the

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dice and passing them to the shooter, the stickperson shall use a stick designed for that purpose.

K. Continuation of Shooter as Such and Selection of New Shooter

1. It shall be the option of the shooter after any roll either to pass the dice or remain the shooter except that:
 - a. The shooter shall pass the dice upon throwing a losing 7; and
 - b. The boxperson may order the shooter to pass the dice if the shooter unreasonably delays the game, repeatedly makes invalid rolls or otherwise violates casino regulations.
2. If a shooter, after making the Come Out Point, elects not to place a Pass or Don't Pass Bet, and other wagers remain on the table with respect to Come and/or Don't Come numbers, the stickperson shall offer the dice to the player immediately to the left of the previous shooter, as provided for in (3) below.
 - a. If there are no other players at the table, or if no other players at the table elect to make a Pass or Don't Pass Bet in order to shoot the dice and continue the game, the previous shooter shall be allowed to shoot the dice without a Pass or Don't Pass Bet only for the purpose of effecting a decision on the remaining Come and/or Don't Come Wagers.
 - b. The On/Off marker shall be placed on the Don't Pass Line in the Off position in front of the shooter in order to indicate that the shooter is rolling the dice only to effectuate a decision for those wagers remaining on the layout.
 - c. Once the remaining Come and/or Don't Come Wagers have been decided or a player wishes to place a Pass or Don't Pass Bet the game shall proceed in accordance with Subsection J (Throw of the Dice).
3. Whenever a voluntary or compulsory relinquishment of the dice occurs by the shooter, the stickperson shall offer the complete set of five or more dice to the player immediately to the left of the previous shooter and, if not accepted, to each of the other players in turn clockwise around the table.
4. The first player to accept the dice when offered shall become the new shooter who shall select and retain two of the dice offered. The remaining

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dice of the set shall be returned to the dice cup which shall be placed immediately in front of the stickperson.

Enter the e-poll results into the record regarding the accepted Four Card Poker Rules of Play

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Four Card Poker Rules of Play | | |

4. Budget Information:

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input type="checkbox"/> Unbudgeted |
| <input checked="" type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [BC Agenda Requests](#); [Jodi M. Skenandore](#); [Mark A. Powless SR](#); [Michelle M. Braaten](#); [Reynold T. Danforth](#); [Jeremy R. King](#)
Subject: E-POLL RESULTS #3: Accept the Four Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).
Date: Thursday, February 13, 2025 4:34:55 PM
Attachments: [image001.png](#)
[BCAR Accept the Four Card Poker Rules of Play approved by the OGC and to direct notice to the OGC there are no requested revisions under 501.6-14\(d\).pdf](#)

E-POLL RESULTS

The e-poll to Accept the Four Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d), **has carried**. Below are the results:

Support: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Yawλʔkó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>

Sent: Thursday, February 13, 2025 6:58 AM

To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <msskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>

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Subject: E-POLL REQUEST #3: Accept the Four Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

E-POLL REQUEST #3

Summary:

The Oneida Gaming Commission is requesting this e-poll for approval of the Four Card Poker Rules of Play revisions approved by the Oneida Gaming Commission on September 11, 2024.

-

Justification for E-Poll:

This request cannot wait to be presented at the next available Oneida Business Committee; there was a processing error that led to this delay and due to the urgency of the current internal audit it needs approval as soon as possible.

Requested Action:

Accept the Four Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

Deadline for response:

Responses are due no later than **4:30 p.m., Thursday, February 13, 2025.**

Voting:

Use the voting button above, if available; OR
Reply with "Support" or "Oppose".

YawΛ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Four Card Poker OGC Approved | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark A Powless Sr, OGC - Chairman

Primary Requestor: Jodi M. Skenandore, Interim Compliance Manager

FOUR CARD POKER.**A. Definitions**

1. "Aces Up Wager" means the initial wager placed prior to any cards being dealt in order to qualify for payouts regardless of the dealer's hand.
2. "Ante Wager" means the initial wager placed prior to any cards being dealt in order to place a Play Wager.
3. "Fold" means the withdrawal of a player from a round of play by discarding hand of cards after all cards have been dealt and prior to placing a Play Wager.
4. "Hand" means the four-card hand formed from the five cards dealt to each player or the four-card hand formed from the six cards dealt to the dealer.
5. "Play Wager" means an additional wager made by a player, in an amount one to three times the player's Ante Wager, after all cards for the round of play have been dealt but before the dealer's cards are exposed.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection E (Four Card Poker Rankings).
7. "Round of Play" or "Round" means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand cards, and all wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Four Card Poker shall be played on a table having up to seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering the Four Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place for an Ante Wager, a place for an Aces Up Wager, and a place for the Play Wager.

3. Each Four Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Four Card Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection E(Shuffle and Cut of the Cards).
5. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game provided that:
 - a. Each deck of cards complies with (4) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from only one deck shall be placed in the discard rack at any given time.
 - f. No cover card is to be used with an automated shuffling device/dealing shoe.

C. Four Card Poker Rankings

1. The rank of the cards used in Four Card Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a straight flush with a two, three, and four or a straight formed with a two, three, and four
2. The permissible poker hands at the game of Four Card Poker, in order of highest to lowest rank, shall be:
 - a. "Four-of-a-kind "is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

- b. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen, and jack being the highest-ranking straight flush and ace, two, three, and four being the lowest ranking straight flush;
 - c. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - d. "Flush" is a hand consisting of four cards of the same suit;
 - e. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen, and jack being the highest ranking straight and an ace, two, three, and four being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two);
 - f. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair;
 - g. "One pair" is a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two twos being the lowest ranking pair; and
 - h. "High card" is the hand that contains none of the hands authorized in this Subsection but contains the highest-ranking card as provided in (1) above.
3. When comparing a player's hand to the dealer's hand which are of identical poker hand rank pursuant to the provisions of this Subsection, the hand which contains the highest-ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the player shall win.

D. Opening the Table for Gaming

- 1. After receiving a deck or decks of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unsuitable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.

2. The dealer must spread the cards, face up on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
3. Following the inspection of the cards by the dealer and the verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
4. Electronic verification may satisfy the floor-person verification requirement.
5. All cards opened for use at the Four Card Poker table shall be changed at least once every eight hours. All cards opened for use on a table and dealt by hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), or (I); or
 - i. If game is dealt by hand the dealer will first place the cover card on the bottom of the stack without exposing any cards.
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required (when manually shuffled):
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant

to (3)(a)(ii) above;

- iv. Removing the cover card and placing it in the discard rack;
and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino floor may require the cards to be recut if determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
 5. Whenever there is no gaming activity at a Four Card Poker table which is open for gaming,
 6. The cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers

1. The following wagers may be placed in the game of Four Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager between one and three times the dollar amount of the player's Ante Wager;
 - b. A player may compete solely against a posted payout ledger by placing an Aces Up Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
2. All wagers at Four Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

3. All initial wagers shall be placed prior to the dealer indicating "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I).
 - a. Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets."
 - b. All Play Wagers shall be placed in accordance with Subsection (J) (The Play).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.
 - a. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.
5. Notwithstanding (1) above, a casino may offer a version of the game of Four Card Poker requiring:
 - a. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to the Aces Up Wager;
 - b. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to one-half the Aces Up Wager; or
 - c. The compulsory placement of an Ante Wager and Aces Up Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedure for Dealing from a Manual Shoe.

1. If the casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the applicable control standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

3. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
4. After five (5) cards have been dealt to each player and six (6) to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in five (5) below; place the stub in the discard rack without exposing the cards.
5. Except as provided in (7) below, the dealer shall be required to count the stub at least once every five (5) rounds of play in order to determine the correct number of cards are still present in the deck.
6. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.
 - i. If the cards have been misdealt (a player or the dealer has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities).
 - ii. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed
7. Notwithstanding the provisions of five (5) above, the counting of the stub shall not be required if an automated card shuffling device is used to count the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If an automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

- a. The casino dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. When the dealer has chosen the hand in which the cards will be held, the dealer shall use that same hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards.
 - d. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
2. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
 3. After all cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
 4. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

I. Procedures for Dealing from an Automated Shuffling Device/Dealing Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Four Card Poker dealt from an automated shuffling device/dealing shoe which dispenses cards in stacks of five cards.
2. If a casino chooses to have the cards dealt from an automated shuffling device / dealing shoe, the following requirements shall be observed:

- a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then indicate "No More Bets" prior to the dealer dealing.
3. The dealer shall deliver the first stack of cards dispensed by the automated shuffling device/dealing shoe facedown to the player farthest to the left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated shuffling device/dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
 - a. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand.
 - b. The automated dealing shoe shall dispense one more stack, of which the dealer shall place the top card face up on hand.
 - c. The dealer will place all cards remaining in that stack in the discard rack.
4. After each stack of five (5) cards has been dispensed and delivered in accordance with (3) above, the dealer shall remove the stub from the automated shuffling device/dealing shoe and place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

J. The Play

1. Prior to the procedures required by Subsection (G), (H), or (I), each player shall make one or both of the following wagers:
 - a. Ante Wager means player elects to play against the dealer.
 - b. Aces Up means the player elects to play the hand value against the pay table.
2. After the dealing procedures required by Subsections (G), (H), or (I) have been completed, each player shall determine the best Four Card Poker hand out of their five cards.

3. Each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the five cards in full view of the dealer at all times. After examination:
 - a. If the player has placed an Ante Wager, the player may elect to either make a Play Wager in the amount between one and three times the player's Ante Wager, or fold.
 - b. If the player only has placed an Aces Up Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
4. The player will place the five cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards, upon request from the player.
5. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
6. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
 - a. The dealer will turn over the player's hand with an Aces Up Wager, arrange the hand from the highest card value to the lowest card value, and determine if the wager is won.
 - b. Winning Aces Up Wager will be reconciled in accordance with Subsection K and cards shall be placed in the discard rack upon payment.
 - c. Losing Aces Up Wagers will be placed in the table inventory container and cards shall be placed in the discard rack.
7. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the dealer hand from the highest card value to the lowest card value. The dealer shall then indicate the best four card hand. The two cards the dealer does not use should be positioned to the right of the hand.
8. After the dealer has announced the dealer's best hand, the dealer shall, starting with the player farthest to the right, reveal the player's cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers:

- a. Play Wager;
 - b. Ante Wager;
 - c. Automatic Bonus, if the player has an Ante and Play Wager; and
 - d. Aces Up Wager.
9. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance with J. 11 below.
 10. If the hand of the player ties with that of the dealer's hand, the Ante and Play Wagers of the player shall win.
 11. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

K. Payout Odds

1. There are three payout types as follows:
 - a. A player, in competition against the dealer, shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than or equal to the dealer's hand.
 - b. A player placing an Aces Up Wager shall be paid in accordance with the following payout table:

Hand		Odds
Four-of-a-Kind	pays	50 to 1
Straight Flush	pays	30 to 1
Three-of-a-Kind	pays	7 to 1
Flush	pays	6 to 1
Straight	pays	5 to 1
Two Pair	pays	2 to 1
Pair of Aces	pays	1 to 1

- c. A player placing an Ante Wager and a Play Wager shall be paid an automatic bonus if the player's hand consists of the following:

Hand		Odds
Four-of-a-Kind	pays	25 to 1
Straight Flush	pays	20 to 1
Three-of-a-Kind	pays	2 to 1

L. Irregularities

1. A card that is found face up in the shoe of the deck while the cards are being dealt shall cause a misdeal and all hands shall be void and the cards shall be reshuffled.
2. If manually dealt, a card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing the dealer's cards all hands shall be voided and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards)
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

FOUR CARD POKER.**A. Definitions**

1. "Aces Up Wager" means the initial wager placed prior to any cards being dealt in order to qualify for payouts regardless of the dealer's hand.
2. "Ante Wager" means the initial wager placed prior to any cards being dealt in order to place a Play Wager.
3. "Fold" means the withdrawal of a player from a round of play by discarding hand of cards after all cards have been dealt and prior to placing a Play Wager.
4. "Hand" means the four-card hand formed from the five cards dealt to each player or the four-card hand formed from the six cards dealt to the dealer.
5. "Play Wager" means an additional wager made by a player, in an amount one to three times the player's Ante Wager, after all cards for the round of play have been dealt but before the dealer's cards are exposed.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection E (Four Card Poker Rankings).
7. "Round of Play" or "Round" means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand cards, and all wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Four Card Poker shall be played on a table having up to seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering the Four Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place for an Ante Wager, a place for an Aces Up Wager, and a place for the Play Wager.

- 3. Each Four Card Poker table shall have a table inventory container on or attached to the table.
- 4. Except as provided in (5) below, Four Card Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection E(Shuffle and Cut of the Cards).
- 5. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game provided that:
 - a. Each deck of cards complies with (4) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from only one deck shall be placed in the discard rack at any given time.

f. No cover card is to be used with an automated shuffling device/dealing shoe.

C. Four Card Poker Rankings

- 1. The rank of the cards used in Four Card Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a straight flush with a two, three, and four or a straight formed with a two, three, and four
- 2. The permissible poker hands at the game of Four Card Poker, in order of highest to lowest rank, shall be:
 - a. "Four-of-a-kind "is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

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- b. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen, and jack being the highest-ranking straight flush and ace, two, three, and four being the lowest ranking straight flush;
 - c. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - d. "Flush" is a hand consisting of four cards of the same suit;
 - e. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen, and jack being the highest ranking straight and an ace, two, three, and four being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two);
 - f. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair;
 - g. "One pair" is a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two twos being the lowest ranking pair; and
 - h. "High card" is the hand that contains none of the hands authorized in this Subsection but contains the highest-ranking card as provided in (1) above.
3. When comparing a player's hand to the dealer's hand which are of identical poker hand rank pursuant to the provisions of this Subsection, the hand which contains the highest-ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the player shall win.

D. Opening the Table for Gaming

1. After receiving a deck or decks of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unsuitable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.

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~~2. The dealer must spread the cards, face up on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.~~

~~3. Following the inspection of the cards by the dealer and the verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).~~

~~4. Electronic verification may satisfy the floor-person verification requirement.~~

5. All cards opened for use at the Four Card Poker table shall be changed at least once every eight hours. All cards opened for use on a table and dealt by hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.

2. After the cards have been shuffled and stacked, the dealer shall:

- a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), or (I); or
 - i. If game is dealt by hand the dealer will first place the cover card on the bottom of the stack without exposing any cards.

b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.

3. If a cut of the cards is required (when manually shuffled):

- a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant

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Deleted: <#>the inspection of the cards by the dealer and the verification, the cards shall be spread out faceup on the table for visual inspection by the first player to arrive at the table. The cards shall be sorted according to suit and in sequence.¶

After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they shall be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).¶

If a casino uses an automated shuffling device to play the game and two decks of cards are received at the table, each deck of cards shall be handled separately and in accordance with the provisions of (1) through (3) above.¶

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to (3)(a)(ii) above;

- iv. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino floor may require the cards to be recut if determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

5. Whenever there is no gaming activity at a Four Card Poker table which is open for gaming,

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6. The cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

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F. Wagers

- 1. The following wagers may be placed in the game of Four Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager between one and three times the dollar amount of the player's Ante Wager;
 - b. A player may compete solely against a posted payout ledger by placing an Aces Up Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
- 2. All wagers at Four Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

Deleted: the cards shall be spread out on the table either face up or face down. ¶
If the cards are spread face down, they shall be turned face up once a player arrives at the table. ¶
After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (D)(3) shall be completed. ¶
Play will then commence in conformance with the procedures outlined in Subsection (E).¶

3. All initial wagers shall be placed prior to the dealer indicating "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I).
 - a. Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets."
 - b. All Play Wagers shall be placed in accordance with Subsection (J) (The Play).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.
 - a. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.
5. Notwithstanding (1) above, a casino may offer a version of the game of Four Card Poker requiring:
 - a. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to the Aces Up Wager;
 - b. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to one-half the Aces Up Wager; or
 - c. The compulsory placement of an Ante Wager and Aces Up Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedure for Dealing from a Manual Shoe.

1. If the casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the applicable control standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

3. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
4. After five (5) cards have been dealt to each player and six (6) to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in five (5) below; place the stub in the discard rack without exposing the cards.
5. Except as provided in (7) below, the dealer shall be required to count the stub at least once every five (5) rounds of play in order to determine the correct number of cards are still present in the deck.
6. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.
 - i. If the cards have been misdealt (a player or the dealer has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities).
 - ii. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed
7. Notwithstanding the provisions of five (5) above, the counting of the stub shall not be required if an automated card shuffling device is used to count the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If an automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

- a. The casino dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. When the dealer has chosen the hand in which the cards will be held, the dealer shall use that same hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards.
 - d. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
2. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
 3. After all cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
 4. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

I. Procedures for Dealing from an Automated Shuffling Device/Dealing Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Four Card Poker dealt from an automated shuffling device/dealing shoe which dispenses cards in stacks of five cards.
2. If a casino chooses to have the cards dealt from an automated shuffling device/dealing shoe, the following requirements shall be observed:

- a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then indicate "No More Bets" prior to the dealer dealing.
3. The dealer shall deliver the first stack of cards dispensed by the automated ~~shuffling device~~/dealing shoe facedown to the player farthest to the left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated ~~shuffling device~~/dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
 - a. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand.
 - b. The automated dealing shoe shall dispense one more stack, of which the dealer shall place the top card face up on hand.
 - c. The dealer will place all cards remaining in that stack in the discard rack.
4. After each stack of five (5) cards has been dispensed and delivered in accordance with (3) above, the dealer shall remove the stub from the automated ~~shuffling device~~/dealing shoe and place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

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J. The Play

1. Prior to the procedures required by Subsection (G), (H), or (I), each player shall make one or both of the following wagers:
 - a. Ante Wager means player elects to play against the dealer.
 - b. Aces Up means the player elects to play the hand value against the pay table.
2. After the dealing procedures required by Subsections (G), (H), or (I) have been completed, each player shall determine the best Four Card Poker hand out of their five cards.

3. Each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the five cards in full view of the dealer at all times. After examination:
 - a. If the player has placed an Ante Wager, the player may elect to either make a Play Wager in the amount between one and three times the player's Ante Wager, or fold.
 - b. If the player only has placed an Aces Up Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
4. The player will place the five cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards, upon request from the player.
5. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
6. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
 - a. The dealer will turn over the player's hand with an Aces Up Wager, arrange the hand from the highest card value to the lowest card value, and determine if the wager is won.
 - b. Winning Aces Up Wager will be reconciled in accordance with Subsection K and cards shall be placed in the discard rack upon payment.
 - c. Losing Aces Up Wagers will be placed in the table inventory container and cards shall be placed in the discard rack.
7. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the dealer hand from the highest card value to the lowest card value. The dealer shall then indicate the best four card hand. The two cards the dealer does not use should be positioned to the right of the hand.
8. After the dealer has announced the dealer's best hand, the dealer shall, starting with the player farthest to the right, reveal the player's cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers:

- a. Play Wager;
 - b. Ante Wager;
 - c. Automatic Bonus, if the player has an Ante and Play Wager; and
 - d. Aces Up Wager.
9. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance with J. 11 below.
10. If the hand of the player ties with that of the dealer's hand, the Ante and Play Wagers of the player shall win.
11. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

K. Payout Odds

1. There are three payout types as follows:
- a. A player, in competition against the dealer, shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than or equal to the dealer's hand.
 - b. A player placing an Aces Up Wager shall be paid in accordance with the following payout table:

Hand		Odds
Four-of-a-Kind	pays	50 to 1
Straight Flush	pays	30 to 1
Three-of-a-Kind	pays	7 to 1
Flush	pays	6 to 1
Straight	pays	5 to 1
Two Pair	pays	2 to 1
Pair of Aces	pays	1 to 1

- c. A player placing an Ante Wager and a Play Wager shall be paid an automatic bonus if the player's hand consists of the following:

Hand		Odds
Four-of-a-Kind	pays	25 to 1
Straight Flush	pays	20 to 1
Three-of-a-Kind	pays	2 to 1

L. Irregularities

1. A card that is found face up in the shoe of the deck while the cards are being dealt shall cause a misdeal and all hands shall be void and the cards shall be reshuffled.
2. If manually dealt, a card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing the dealer's cards all hands shall be voided and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards)
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

FOUR CARD POKER.**A. Definitions**

1. "Aces Up Wager" means the initial wager placed prior to any cards being dealt in order to qualify for payouts regardless of the dealer's hand.
2. "Ante Wager" means the initial wager placed prior to any cards being dealt in order to place a Play Wager.
3. "Fold" means the withdrawal of a player from a round of play by discarding hand of cards after all cards have been dealt and prior to placing a Play Wager.
4. "Hand" means the four-card hand formed from the five cards dealt to each player or the four-card hand formed from the six cards dealt to the dealer.
5. "Play Wager" means an additional wager made by a player, in an amount one to three times the player's Ante Wager, after all cards for the round of play have been dealt but before the dealer's cards are exposed.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection E (Four Card Poker Rankings).
7. "Round of Play" or "Round" means one complete cycle of play during which all wagers have been placed, all players then playing at the table have been dealt a hand cards, and all wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Four Card Poker shall be played on a table having up to seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering the Four Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place for an Ante Wager, a place for an Aces Up Wager, and a place for the Play Wager.

3. Each Four Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Four Card Poker shall be played with one deck of cards with backs of the same color and design, one additional cutting card and one additional cover card to be used in accordance with the procedures set forth in Subsection E(Shuffle and Cut of the Cards).
5. If an automated card shuffling device is used, the casino shall be permitted to use a second deck of cards to play the game provided that:
 - a. Each deck of cards complies with (4) above;
 - b. The backs of the cards in the two decks are of different color;
 - c. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - d. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - e. The cards from only one deck shall be placed in the discard rack at any given time.
 - f. No cover card is to be used with an automated shuffling device/dealing shoe.

C. Four Card Poker Rankings

1. The rank of the cards used in Four Card Poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a straight flush with a two, three, and four or a straight formed with a two, three, and four
2. The permissible poker hands at the game of Four Card Poker, in order of highest to lowest rank, shall be:
 - a. "Four-of-a-kind "is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

- b. "Straight flush" is a hand consisting of four cards of the same suit in consecutive ranking, with ace, king, queen, and jack being the highest-ranking straight flush and ace, two, three, and four being the lowest ranking straight flush;
 - c. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - d. "Flush" is a hand consisting of four cards of the same suit;
 - e. "Straight" is a hand consisting of four cards of consecutive rank, regardless of suit, with an ace, king, queen, and jack being the highest ranking straight and an ace, two, three, and four being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two);
 - f. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair;
 - g. "One pair" is a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two twos being the lowest ranking pair; and
 - h. "High card" is the hand that contains none of the hands authorized in this Subsection but contains the highest-ranking card as provided in (1) above.
3. When comparing a player's hand to the dealer's hand which are of identical poker hand rank pursuant to the provisions of this Subsection, the hand which contains the highest-ranking card as provided in (1) above which is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the player shall win.

D. Opening the Table for Gaming

- 1. After receiving a deck or decks of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unsuitable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.

2. The dealer must spread the cards, face up on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
3. Following the inspection of the cards by the dealer and the verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
4. Electronic verification may satisfy the floor-person verification requirement.
5. All cards opened for use at the Four Card Poker table shall be changed at least once every eight hours. All cards opened for use on a table and dealt by hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, deal or deliver the cards in accordance with the procedures set forth in Subsections (G), (H), or (I); or
 - i. If game is dealt by hand the dealer will first place the cover card on the bottom of the stack without exposing any cards.
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required (when manually shuffled):
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant

to (3)(a)(ii) above;

- iv. Removing the cover card and placing it in the discard rack;
and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a casino floor may require the cards to be recut if determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
 5. Whenever there is no gaming activity at a Four Card Poker table which is open for gaming,
 6. The cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers

1. The following wagers may be placed in the game of Four Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager between one and three times the dollar amount of the player's Ante Wager;
 - b. A player may compete solely against a posted payout ledger by placing an Aces Up Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
2. All wagers at Four Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

3. All initial wagers shall be placed prior to the dealer indicating "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I).
 - a. Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets."
 - b. All Play Wagers shall be placed in accordance with Subsection (J) (The Play).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other.
 - a. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.
5. Notwithstanding (1) above, a casino may offer a version of the game of Four Card Poker requiring:
 - a. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to the Aces Up Wager;
 - b. As a precondition to the placement of an Aces Up Wager, the placement of an Ante Wager in an amount at least equal to one-half the Aces Up Wager; or
 - c. The compulsory placement of an Ante Wager and Aces Up Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedure for Dealing from a Manual Shoe.

1. If the casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the applicable control standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe by the dealer.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.

3. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
4. After five (5) cards have been dealt to each player and six (6) to the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in five (5) below; place the stub in the discard rack without exposing the cards.
5. Except as provided in (7) below, the dealer shall be required to count the stub at least once every five (5) rounds of play in order to determine the correct number of cards are still present in the deck.
6. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.
 - i. If the cards have been misdealt (a player or the dealer has more or less than five cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities).
 - ii. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed
7. Notwithstanding the provisions of five (5) above, the counting of the stub shall not be required if an automated card shuffling device is used to count the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If an automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:

- a. The casino dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. When the dealer has chosen the hand in which the cards will be held, the dealer shall use that same hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards.
 - d. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.
2. The dealer shall, starting with the player farthest to the left and continuing around the table in a clockwise manner, deal one card, face down, at a time in order to each player who has placed an Ante Wager or Aces Up Wager and to the dealer until each player who placed a wager each has five (5) cards. The dealer shall then deal the dealer a sixth (6) card face up on the dealer's hand.
 3. After all cards have been dealt to each player and the area designated for the placement of the dealer's hand, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
 4. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

I. Procedures for Dealing from an Automated Shuffling Device/Dealing Shoe.

1. A casino may, in its discretion, choose to have the cards used to play Four Card Poker dealt from an automated shuffling device/dealing shoe which dispenses cards in stacks of five cards.
2. If a casino chooses to have the cards dealt from an automated shuffling device / dealing shoe, the following requirements shall be observed:

- a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. The dealer shall then indicate "No More Bets" prior to the dealer dealing.
3. The dealer shall deliver the first stack of cards dispensed by the automated shuffling device/dealing shoe facedown to the player farthest to the left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated shuffling device/dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
 - a. The dealer shall then deliver a stack of five cards face down to the area designated for the dealer's hand.
 - b. The automated dealing shoe shall dispense one more stack, of which the dealer shall place the top card face up on hand.
 - c. The dealer will place all cards remaining in that stack in the discard rack.
4. After each stack of five (5) cards has been dispensed and delivered in accordance with (3) above, the dealer shall remove the stub from the automated shuffling device/dealing shoe and place the cards in the discard rack without exposing the cards.
5. The dealer shall count the stub in accordance with the provisions of Subsection (G)(7).

J. The Play

1. Prior to the procedures required by Subsection (G), (H), or (I), each player shall make one or both of the following wagers:
 - a. Ante Wager means player elects to play against the dealer.
 - b. Aces Up means the player elects to play the hand value against the pay table.
2. After the dealing procedures required by Subsections (G), (H), or (I) have been completed, each player shall determine the best Four Card Poker hand out of their five cards.

3. Each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the five cards in full view of the dealer at all times. After examination:
 - a. If the player has placed an Ante Wager, the player may elect to either make a Play Wager in the amount between one and three times the player's Ante Wager, or fold.
 - b. If the player only has placed an Aces Up Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
4. The player will place the five cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards, upon request from the player.
5. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
6. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
 - a. The dealer will turn over the player's hand with an Aces Up Wager, arrange the hand from the highest card value to the lowest card value, and determine if the wager is won.
 - b. Winning Aces Up Wager will be reconciled in accordance with Subsection K and cards shall be placed in the discard rack upon payment.
 - c. Losing Aces Up Wagers will be placed in the table inventory container and cards shall be placed in the discard rack.
7. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the dealer hand from the highest card value to the lowest card value. The dealer shall then indicate the best four card hand. The two cards the dealer does not use should be positioned to the right of the hand.
8. After the dealer has announced the dealer's best hand, the dealer shall, starting with the player farthest to the right, reveal the player's cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers:

- a. Play Wager;
 - b. Ante Wager;
 - c. Automatic Bonus, if the player has an Ante and Play Wager; and
 - d. Aces Up Wager.
9. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance with J. 11 below.
 10. If the hand of the player ties with that of the dealer's hand, the Ante and Play Wagers of the player shall win.
 11. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

K. Payout Odds

1. There are three payout types as follows:
 - a. A player, in competition against the dealer, shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than or equal to the dealer's hand.
 - b. A player placing an Aces Up Wager shall be paid in accordance with the following payout table:

Hand		Odds
Four-of-a-Kind	pays	50 to 1
Straight Flush	pays	30 to 1
Three-of-a-Kind	pays	7 to 1
Flush	pays	6 to 1
Straight	pays	5 to 1
Two Pair	pays	2 to 1
Pair of Aces	pays	1 to 1

- c. A player placing an Ante Wager and a Play Wager shall be paid an automatic bonus if the player's hand consists of the following:

Hand		Odds
Four-of-a-Kind	pays	25 to 1
Straight Flush	pays	20 to 1
Three-of-a-Kind	pays	2 to 1

L. Irregularities

1. A card that is found face up in the shoe of the deck while the cards are being dealt shall cause a misdeal and all hands shall be void and the cards shall be reshuffled.
2. If manually dealt, a card dealt in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing the dealer's cards all hands shall be voided and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards)
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

Enter the e-poll results into the record regarding the accepted Mississippi Stud Rules of Play

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Mississippi Stud Rules of Play | | |

4. Budget Information:

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input type="checkbox"/> Unbudgeted |
| <input checked="" type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [Jodi M. Skenandore](#); [Mark A. Powless SR](#); [Michelle M. Braaten](#); [Reynold T. Danforth](#); [Jeremy R. King](#); [BC Agenda Requests](#)
Subject: E-POLL RESULTS #4: Accept the Mississippi Stud Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).
Date: Monday, February 17, 2025 8:33:49 AM
Attachments: [image001.png](#)
[BCAR Accept the Mississippi Stud Rules of Play approved by the OGC and to direct notice to the OGC there are no requested revisions under 501.6-14\(d\).pdf](#)

E-POLL RESULTS #4

The e-poll to Accept the Mississippi Stud Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d), **has carried**. Below are the results:

Support: Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson

Yawλʔkó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>

Sent: Thursday, February 13, 2025 10:57 AM

To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <mskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>

Cc: Danelle A. Wilson <dwilson1@oneidanation.org>; Rhiannon R. Metoxen

<rmetoxe2@oneidanation.org>; Kristal E. Hill <khill@oneidanation.org>; David P. Jordan <djordan1@oneidanation.org>; Janice M. Decorah <jdecora2@oneidanation.org>; Fawn J. Billie <fbillie@oneidanation.org>; Fawn L. Cottrell <fcottrel@oneidanation.org>; Maureen S. Perkins <mperkin2@oneidanation.org>

Subject: E-POLL REQUEST #4: Accept the Mississippi Stud Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

E-POLL REQUEST #4

Summary:

The Oneida Gaming Commission is requesting this e-poll for the Mississippi Stud Rules of Play revisions approved by the Oneida Gaming Commission on September 11, 2024.

-

Justification for E-Poll:

This request cannot wait to be presented at the next available Oneida Business Committee; there was a processing error that led to this delay and due to the urgency of the current internal audit it needs approval as soon as possible.

Requested Action:

Accept the Mississippi Stud Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

Deadline for response:

Responses are due no later than **4:30 p.m., Friday, February 14, 2025.**

Voting:

Use the voting button above, if available; OR
Reply with "Support" or "Oppose".

YawΛ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

- Open Executive – must qualify under §107.4-1.
Justification: *Choose or type justification.*

3. Requested Motion:

- Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

- | | |
|---|---|
| <input type="checkbox"/> Finance | <input type="checkbox"/> Programs/Services |
| <input type="checkbox"/> Law Office | <input type="checkbox"/> DTS |
| <input checked="" type="checkbox"/> Gaming/Retail | <input type="checkbox"/> Boards, Committees, or Commissions |
| <input type="checkbox"/> Other: <i>Describe</i> | |

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Mississippi Stud | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark A Powless Sr, OGC - Chairman

Primary Requestor: Jodi M. Skenandore, Interim Compliance Manager

MISSISSIPPI STUD**A. Definitions**

1. "Ante Wager" - The initial wager placed prior to the first 2 cards being dealt in order to participate in a round of play.
2. "3rd Street Wager" – A wager, in the amount of one to three times the ante wager, made by the player after receiving their initial two cards.
3. "4th street wager" – A wager, in the amount of one to three times the ante wager, made by the player after the first community card is revealed.
4. "5th street wager" – A wager, in the amount of one to three times the ante wager, made by the player after the second community card is revealed.
5. "Community Card" - Any card which is initially dealt face down to the designated area to the dealer and which are used by all players to form a five card hand.
6. "Fold" - The withdrawal of a player from a round of play by discarding their hand and forfeiting their wager(s).
7. "Push" - A bet that is neither won nor lost.
8. "Rank" or "Ranking" - The relative position of a card or group of cards as set forth in Subsection F (Mississippi Stud Poker Rankings).
9. "Round of Play" - The complete cycle of play during which all cards have been dealt and all wagers have been reconciled.
10. "Stub" - The remaining portion of the deck after all cards in the round have been dealt or delivered.
11. "Suit" - One of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.
12. "Washing" or "Chemmy Shuffle" - Mixing cards face down on the table with a circular motion of the hand.

B. Equipment

1. Mississippi Stud shall be played on a table having up to seven places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Mississippi Stud table (the layout) shall have a separate space for the placement of an Ante Wager and three separate betting spaces for the street wagers. There shall also be a separate area located directly in front of the chip tray

designated for the placement of the Community Cards.

- 3. Each Mississippi Stud table shall have a table inventory container on or attached to the table.
- 4. If the casino chooses to have an aggregate win per round or hand, it is the casino's responsibility to post a sign at each Mississippi Stud table displaying this aggregate win limit.
- 5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are of different color;
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.
 - e. If an automated dealing shoe is used, a cover and cut card are not required.

C. Object of the Game

- 1. Each player wagers that their five-card poker hand will equal or exceed a pair of Jacks or better.

D. Opening the Table for Gaming

- 1. After receiving a deck of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unsuitable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.
- 2. The dealer must spread the cards, face up on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
- 3. Following the inspection of the cards by the dealer and the verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and

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Deleted: inspect the cards, and the floor-person assigned to the table shall verify that inspection. Electronic verification may satisfy the floor person verification requirement.

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Cut of the Cards).

4. Electronic verification may satisfy the floor person verification requirement.

E. Shuffle and Cut of the Cards

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.
2. After the cards have been shuffled the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, a cut is not required and the dealer shall deal or deliver the cards in accordance with the procedures set forth in Subsections (I), (J), and (K).
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (3)(a)(ii) above;
 - iv. Removing the cover card and placing it in the discard rack.
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a Floor Person may require the cards to be recut if it is determined that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
5. Whenever there is no gaming activity at a Mississippi Stud Poker table which is open for gaming, the cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

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After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked. Once the cards have been stacked, they should be shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).¶

Deleted: If an automated card shuffling device is used to play the game and two decks of cards are received at the table follow D.1. through D.3. for each deck.¶

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Deleted: shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Mississippi Stud Poker Rankings

1. The hands ranked in order of highest to lowest rank shall be:
 - a. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - b. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest-ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest-ranking full house and three twos and two threes being the lowest ranking full house;
 - e. "Flush" is a hand consisting of five cards of the same suit;
 - f. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);
 - g. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - h. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - i. "One pair" is a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
2. The rank of the cards used in Mississippi Stud, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a two, three, four, and five.

G. Wagers

1. All bets at Mississippi Stud shall be made by placing gaming chips or tokens, and, if applicable, a promotional coupon on the appropriate betting areas of the table layout.

A verbal wager accompanied by cash shall not be accepted.

2. All wagers at Mississippi Stud Poker shall be placed prior to the dealer indicating "No More Bets" in accordance with the dealing procedures set forth in Subsections (I), (J), or (K).
3. No wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets." in accordance with the dealing procedures set forth in Subsections (I), (J), or (K).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

H. Optional Bonus Wagers

1. Gaming Management may authorize additional optional wagers to be offered if said wagers are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.

I. Procedures for Dealing from a Manual Shoe

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall indicate "No More Bets" prior to dealing any cards.
3. In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to their left and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. Two cards face down to each player who has placed an ante wager in accordance with Subsection G (Wagers);
 - b. Three cards face down to the area designated for the placement of the Community Cards.
4. After two cards have been dealt to each player and three cards to the area designated

for the placement of the Community Cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below, place the stub in the discard rack without exposing the cards.

5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.
 - i. If the cards have been misdealt (a player or the area designated for the placement of the Community Cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection N (Irregularities).
 - ii. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

J. Procedures for Dealing the Cards from the Hand

1. The casino may, in its discretion, permit a dealer to deal the cards used to play Mississippi Stud from the dealer's hand.
2. If the casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.
 - a. The dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. Once the dealer has chosen the hand in which to hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards.
3. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the

appropriate area of the layout. The dealer shall, starting with the player farthest to dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

- a. Two cards face down to each player who has placed an ante wager in accordance with Subsection G (Wagers);
 - b. Three cards face down to the area designated for the placement of the Community Cards;
4. After two cards have been dealt to each player and three to the area designated for the placement of the Community Cards, the dealer shall, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
 5. The dealer shall count the stub in accordance with Subsection (I)(5).

K. Procedures for Dealing from an Automated Shoe

1. The casino may, in its discretion, choose to have the cards used to play Mississippi Stud dealt from an automated dealing shoe if the following requirements are observed.
 - a. When the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. Prior to the shoe dispensing any stacks of cards, the dealer shall then indicate "No More Bets."
2. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the appropriate area of the layout. The dealer shall, beginning with the community cards and continuing with the player furthest to their left, moving clockwise around the table, deal the cards as follows:
 - a. Three cards face down to the area designated for the placement of the Community Cards;
 - b. Two cards face down to each player who has placed an ante wager in accordance with Sub Section G (Wagers);
3. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

L. The Play

1. A player shall be required to make an ante wager to participate in the game.
2. After each player has received their two cards, they have the option to either fold their hand or buy the first Community Card by making a 3rd Street Wager of one, two or three times the ante wager.
3. After seeing the 3rd street community card, the patron will have the option to fold their hand or buy the second Community Card by making a 4th Street Wager of one, two or three times the ante wager.
4. After seeing the 4th street community card, the patron will have the option to fold their hand or buy the third and final Community Card by making a 5th Street Wager of one, two or three times the ante wager.
5. Immediately following a fold, all wagers shall be collected and placed in the table inventory container. The folded hand shall be collected and placed in the discard rack starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner, the dealer shall turn over the player's cards and determine the best possible five-card poker hand using the two player cards and the three community cards. The wagers of each player shall be settled in accordance with Subsection M, with the player's hand immediately collected by the dealer and placed in the discard rack.
6. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
7. Each player shall be responsible for their own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

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M. Payout Odds

1. Subject to the payout limitation in (2) below, the casino shall pay off each winning wager at the game of Mississippi Stud at no less than the following odds:

Wager	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to Pair of 10s	Push

2. Notwithstanding the minimum payout odds required in (1) above, a casino may establish a maximum amount that is payable to a player on a single hand, which amount shall be at least \$10,000. This limit must be posted at the table. If the established payout limit is not included on the layout, each casino shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino shall apply only to payouts of Mississippi Stud wagers placed pursuant to Subsection G (Wagers).

N. Irregularities

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall qualify as a misdeal and all hands shall be void and the cards shall be reshuffled.
2. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the area designated for the placement of the Community Cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.
5. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt.

MISSISSIPPI STUD**A. Definitions**

1. "Ante Wager" - The initial wager placed prior to the first 2 cards being dealt in order to participate in a round of play.
2. "3rd Street Wager" – A wager, in the amount of one to three times the ante wager, made by the player after receiving their initial two cards.
3. "4th street wager" – A wager, in the amount of one to three times the ante wager, made by the player after the first community card is revealed.
4. "5th street wager" – A wager, in the amount of one to three times the ante wager, made by the player after the second community card is revealed.
5. "Community Card" - Any card which is initially dealt face down to the designated area to the dealer and which are used by all players to form a five card hand.
6. "Fold" - The withdrawal of a player from a round of play by discarding their hand and forfeiting their wager(s).
7. "Push" - A bet that is neither won nor lost.
8. "Rank" or "Ranking" - The relative position of a card or group of cards as set forth in Subsection F (Mississippi Stud Poker Rankings).
9. "Round of Play" - The complete cycle of play during which all cards have been dealt and all wagers have been reconciled.
10. "Stub" - The remaining portion of the deck after all cards in the round have been dealt or delivered.
11. "Suit" - One of the four categories of cards (clubs, diamonds, hearts or spades), with no suit being higher in rank than another.
12. "Washing" or "Chemmy Shuffle" - Mixing cards face down on the table with a circular motion of the hand.

B. Equipment

1. Mississippi Stud shall be played on a table having up to seven places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Mississippi Stud table (the layout) shall have a separate space for the placement of an Ante Wager and three separate betting spaces for the street wagers. There shall also be a separate area located directly in front of the chip tray

designated for the placement of the Community Cards.

3. Each Mississippi Stud table shall have a table inventory container on or attached to the table.
4. If the casino chooses to have an aggregate win per round or hand, it is the casino's responsibility to post a sign at each Mississippi Stud table displaying this aggregate win limit.
5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are of different color;
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.
 - e. If an automated dealing shoe is used, a cover and cut card are not required.

C. Object of the Game

1. Each player wagers that their five-card poker hand will equal or exceed a pair of Jacks or better.

D. Opening the Table for Gaming

1. After receiving a deck of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unsuitable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.
2. The dealer must spread the cards, face up on the table, by deck, according to suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
3. Following the inspection of the cards by the dealer and the verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and

Cut of the Cards).

4. Electronic verification may satisfy the floor person verification requirement.

E. Shuffle and Cut of the Cards

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed.
2. After the cards have been shuffled the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, a cut is not required and the dealer shall deal or deliver the cards in accordance with the procedures set forth in Subsections (I), (J), and (K).
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Taking a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on top of the cover card pursuant to (3)(a)(ii) above;
 - iv. Removing the cover card and placing it in the discard rack.
4. Notwithstanding (3) above, after the cards have been cut and before any cards have been dealt, a Floor Person may require the cards to be recut if it is determined that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
5. Whenever there is no gaming activity at a Mississippi Stud Poker table which is open for gaming, the cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Mississippi Stud Poker Rankings

1. The hands ranked in order of highest to lowest rank shall be:
 - a. "Royal flush" is a hand consisting of an ace, king, queen, jack and 10 of the same suit;
 - b. "Straight flush" is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest-ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. "Four-of-a-kind" is a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. "Full house" is a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest-ranking full house and three twos and two threes being the lowest ranking full house;
 - e. "Flush" is a hand consisting of five cards of the same suit;
 - f. "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);
 - g. "Three-of-a-kind" is a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - h. "Two pairs" is a hand containing two "pairs," with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - i. "One pair" is a hand containing two cards of the same rank, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
2. The rank of the cards used in Mississippi Stud, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with a two, three, four, and five.

G. Wagers

1. All bets at Mississippi Stud shall be made by placing gaming chips or tokens, and, if applicable, a promotional coupon on the appropriate betting areas of the table layout.

A verbal wager accompanied by cash shall not be accepted.

2. All wagers at Mississippi Stud Poker shall be placed prior to the dealer indicating "No More Bets" in accordance with the dealing procedures set forth in Subsections (I), (J), or (K).
3. No wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets." in accordance with the dealing procedures set forth in Subsections (I), (J), or (K).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

H. Optional Bonus Wagers

1. Gaming Management may authorize additional optional wagers to be offered if said wagers are documented and approved in a standard operating procedure approved by the Oneida Gaming Commission.

I. Procedures for Dealing from a Manual Shoe

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall indicate "No More Bets" prior to dealing any cards.
3. In dealing the cards, each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand. The dealer shall, starting with the player farthest to their left and continuing around the table in a clockwise manner, deal the cards as follows:
 - a. Two cards face down to each player who has placed an ante wager in accordance with Subsection G (Wagers);
 - b. Three cards face down to the area designated for the placement of the Community Cards.
4. After two cards have been dealt to each player and three cards to the area designated

for the placement of the Community Cards, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below, place the stub in the discard rack without exposing the cards.

5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct number of cards are still present in the deck. The dealer shall determine the number of cards in the stub by counting the cards face down on the layout.
 - a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt.
 - i. If the cards have been misdealt (a player or the area designated for the placement of the Community Cards has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection N (Irregularities).
 - ii. If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.

J. Procedures for Dealing the Cards from the Hand

1. The casino may, in its discretion, permit a dealer to deal the cards used to play Mississippi Stud from the dealer's hand.
2. If the casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed.
 - a. The dealer shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 - i. Once the dealer has chosen the hand in which to hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 - ii. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards.
3. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the

appropriate area of the layout. The dealer shall, starting with the player farthest to dealer's left and continuing around the table in a clockwise manner, deal the cards as follows:

- a. Two cards face down to each player who has placed an ante wager in accordance with Subsection G (Wagers);
 - b. Three cards face down to the area designated for the placement of the Community Cards;
4. After two cards have been dealt to each player and three to the area designated for the placement of the Community Cards, the dealer shall, except as provided in (5) below, place the stub in the discard rack without exposing the cards.
 5. The dealer shall count the stub in accordance with Subsection (I)(5).

K. Procedures for Dealing from an Automated Shoe

1. The casino may, in its discretion, choose to have the cards used to play Mississippi Stud dealt from an automated dealing shoe if the following requirements are observed.
 - a. When the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated dealing shoe.
 - b. Prior to the shoe dispensing any stacks of cards, the dealer shall then indicate "No More Bets."
2. The dealer shall deliver the first stack of cards dispensed by the automated dealing shoe face down to the appropriate area of the layout. The dealer shall, beginning with the community cards and continuing with the player furthest to their left, moving clockwise around the table, deal the cards as follows:
 - a. Three cards face down to the area designated for the placement of the Community Cards;
 - b. Two cards face down to each player who has placed and ante wager in accordance with Sub Section G (Wagers);
3. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table.

L. The Play

1. A player shall be required to make an ante wager to participate in the game.
2. After each player has received their two cards, they have the option to either fold their hand or buy the first Community Card by making a 3rd Street Wager of one, two or three times the ante wager.
3. After seeing the 3rd street community card, the patron will have the option to fold their hand or buy the second Community Card by making a 4th Street Wager of one, two or three times the ante wager.
4. After seeing the 4th street community card, the patron will have the option to fold their hand or buy the third and final Community Card by making a 5th Street Wager of one, two or three times the ante wager.
5. Immediately following a fold, all wagers shall be collected and placed in the table inventory container. The folded hand shall be collected and placed in the discard rack starting with the player farthest to the dealer's right and proceeding in a counterclockwise manner, the dealer shall turn over the player's cards and determine the best possible five-card poker hand using the two player cards and the three community cards. The wagers of each player shall be settled in accordance with Subsection M, with the player's hand immediately collected by the dealer and placed in the discard rack.
6. All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.
7. Each player shall be responsible for their own hand and no other person other than the dealer may touch the cards of that player. Each player shall be required to keep the two cards in full view of the dealer at all times.

M. Payout Odds

1. Subject to the payout limitation in (2) below, the casino shall pay off each winning wager at the game of Mississippi Stud at no less than the following odds:

Wager	Payout Odds
Royal Flush	500 to 1
Straight Flush	100 to 1
Four-of-a-kind	40 to 1
Full House	10 to 1
Flush	6 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
Pair of Jacks or better	1 to 1
Pair of 6s to Pair of 10s	Push

2. Notwithstanding the minimum payout odds required in (1) above, a casino may establish a maximum amount that is payable to a player on a single hand, which amount shall be at least \$10,000. This limit must be posted at the table. If the established payout limit is not included on the layout, each casino shall provide notice of any decrease in the payout limit. Any maximum payout limit established by a casino shall apply only to payouts of Mississippi Stud wagers placed pursuant to Subsection G (Wagers).

N. Irregularities

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall qualify as a misdeal and all hands shall be void and the cards shall be reshuffled.
2. A card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the area designated for the placement of the Community Cards is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled.
5. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void and the cards shall be removed from the device and reshuffled with any cards already dealt.

Enter the e-poll results into the record regarding the accepted Poker Rules of Play

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Poker | | |

4. Budget Information:

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input type="checkbox"/> Unbudgeted |
| <input checked="" type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [Jodi M. Skenandore](#); [Mark A. Powless SR](#); [Michelle M. Braaten](#); [Reynold T. Danforth](#); [Jeremy R. King](#); [BC Agenda Requests](#)
Subject: E-POLL RESULTS #5: Accept the Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).
Date: Monday, February 17, 2025 8:32:57 AM
Attachments: [image001.png](#)
[BCAR Accept the Poker Rules of Play approved by the OGC, and to direct notice to the OGC there are no requested revisions under 501.6-14\(d\).pdf](#)

E-POLL RESULTS #5

The e-poll to Accept the Poker Rules of Play approved by the Oneida Gaming Commission on March 28, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d), **has carried**. Below are the results:

Support: Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson

Yawλ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>

Sent: Thursday, February 13, 2025 1:35 PM

To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <msskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>

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Subject: E-POLL REQUEST #5: Accept the Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

E-POLL REQUEST #5

Summary:

The Oneida Gaming Commission is requesting this e-poll for approval of the Poker Rules of Play revisions approved by the Oneida Gaming Commission on March 28, 2024.

-

Justification for E-Poll:

This request cannot wait to be presented at the next available Oneida Business Committee; there was a processing error that led to this delay and due to the urgency of the current internal audit it needs approval as soon as possible.

Requested Action:

Accept the Poker Rules of Play approved by the Oneida Gaming Commission on March 28, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-14(d).

Deadline for response:

Responses are due no later than **4:30 p.m., Friday, February 14, 2025.**

Voting:

Use the voting button above, if available; OR
Reply with "Support" or "Oppose".

Yawλ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Poker | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark A Powless Sr, OGC - Chairman

Primary Requestor: Jodi M. Skenandore, Interim Compliance Manager

XI. POKER.

A. Definitions

1. All-in means an action by which a player who has no funds remaining on the poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.
2. Ante means a predetermined bet which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.
3. Bet means an action by which a player places gaming chips into the pot on any betting round.
4. Betting round means a complete betting cycle in a hand of poker after all players have called, folded or gone all-in.
5. Blind bet means a mandatory bet in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.
6. Burning means taking a card from the top of a deck and discarding it face down, so that the card is not in play and the identity of the card remains unknown.
7. Button means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.
8. Call means a bet made in an amount equal to the immediately preceding bet.
9. Check means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.
10. Common card means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.
11. Community card means any card which is dealt face upward and which can be used by all players to form their best hand.
12. Cover card means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.

13. Draw means, in any game of draw poker, an exchange by a player of cards held in his or her hand, after the initial round of betting, for an equal number of new cards from the deck.
14. Fold means the withdrawal of a player from a round of play by discarding his or her hand of cards during a betting round and refusing to equal a bet, which results in the player's forfeit of any previous bets in the betting round.
15. Forced bet means a bet which is required to start the betting on the first betting round.
16. Fouled hand means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.
17. Half-Kill: In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.
18. High means a form of poker in which the highest-ranking hand in accordance with Section C (Poker Rankings) wins the pot.
19. High-low split means a form of poker in which the highest and lowest ranking hands in accordance with Section C (Poker Rankings) split the pot.
20. Hole card means any card dealt to a player face down.
21. Kill: In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.
22. Low means a form of poker in which the highest ranking low hand in accordance with Section C (Poker Rankings) wins the pot.
23. Muck: The discarded pile of cards. May be used as a verb meaning to put a hand into the discard pile thereby killing it.
24. Opening bet means the first bet in a round of play.
25. Pot means the amount which is awarded to the winning player or split between the winning players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of play, less any rake extracted pursuant to Section N (Poker Revenue) and less any Jackpot Fund

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extracted pursuant to Section O (Jackpot Fund).

26. Protected hand means a hand of cards which the player is physically holding or has placed under one or more gaming chips.
27. Raise means a bet in an amount greater than the immediately preceding bet in that betting round.
28. Rake means the amount collected by the dealer as poker revenue in accordance with Section N (Poker Revenue).
29. Round of play means, for any game of poker, the process by which cards are dealt, bets are placed, and the winner(s) of the pot is determined and paid in accordance with these rules.

- 30. Showdown means the action of revealing the hands of each player in order to determine who shall win the pot.
- 31. Side pot means a separate pot formed when one or more players are All-in, and there are players who continue to bet after the All-in players have finished betting.
- 32. Stub means the remaining portion of the deck after all cards in a round of play have been dealt.
- 33. Up-card means, in a game of stud poker, any card dealt to a player face up.
- 34. Washing or Chemmy Shuffle means mixing cards face down on the table with a circular motion of the hands.

B. Equipment, Cards, and Number of Decks.

- 1. Poker shall be played with one deck of cards with backs of the same color and design and one cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.
- 2. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck.
 - a. While one deck is in use, the other deck shall be shuffled by the automated card-shuffling device. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.
 - b. All decks opened for use on a poker table shall be rotated at lease every six hours.
- 3. The Gaming Operation may shuffle the cards manually, not using an automated card shuffling device, pursuant to Gaming Operations procedures, as approved by the Gaming Commission.
- 4. The layout for a poker table shall contain, at a minimum:
 - a. The name or trade name of the casino licensee offering the game; and
 - b. A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the drop box.
- 5. Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the table inventory container.

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Deleted: <#>Each deck of cards maintained at the poker table may be rotated in and out of play. All decks opened for use on a poker table shall be rotated at least every six hours.¶

6. Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer. If applicable, the jackpot box is to be located on the side with the tip box.

C. Poker Rankings.

1. The rank of cards used for determining winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two; except in low poker, the ace is ranked lowest. All suits shall be considered equal in rank.
2. The permissible high poker hands in poker games that result in a five-card hand, in order of highest to lowest rank, shall be:
 - a. Royal flush is a hand consisting of an ace, king, queen, jack and ten of the same suit;
 - b. Straight flush is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. Four-of-a-kind is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. Full house is a hand consisting of three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - e. Flush is a hand consisting of five cards of the same suit;
 - f. Straight is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three). Notwithstanding the foregoing, an ace may be used to complete a straight flush or a straight formed with, as applicable, a two and three (in a three-card poker hand) or a two, three, four and five (in a five-card poker hand);
 - g. Three-of-a-kind is a hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

Deleted: <#>If an automated card shuffling device is being used, a casino shall use both decks of cards, and:
¶
The backs of the cards in the two decks shall be of different colors;¶
One deck shall be shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game; and¶
¶
Both decks shall be continuously alternated in and out of play, with each deck being used for every other round of play.¶

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- h. Two pairs is a hand containing two pairs, with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
- i. One pair is a hand containing two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
3. The permissible high poker hands in poker games that result in a three-card hand, in order of highest to lowest rank, shall be:
- a. Royal flush is a hand consisting of an ace, king and queen of the same suit;
- b. Straight flush is a hand consisting of three cards of the same suit in consecutive ranking, with king, queen and jack being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush;
- c. Three-of-a-kind is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
- d. Straight is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight; provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;
- e. Flush is a hand consisting of three cards of the same suit; and
- f. One pair is a hand containing two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two (2) twos being the lowest ranking pair.
4. The ranking of a low poker hand in poker games that result in a five-card hand shall be the inverse of the rankings for a high poker hand as set forth in (2) above. The ranking of a low poker hand in poker games that result in a three-card hand shall be the inverse of the rankings for a high poker hand as set forth in (3) above.
5. The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, 10, jack, queen and king. All suits shall be considered equal in rank unless stated in the individual game showdown rules.

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6. When comparing two hands which are of identical poker hand rank pursuant to the provisions of this section, as applicable, or which contain none of the poker hands authorized for that game, the hand which contains the highest-ranking card, which is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.
7. In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

D. Opening the Table for Gaming

1. Each gaming day, decks of cards shall be distributed among all open poker tables in a manner determined by the poker shift supervisor or supervisor thereof.
2. After receiving the decks of cards at the table, the dealer shall sort and inspect the cards and the floor person or supervisor thereof shall verify the inspection.
3. Following the inspection of the cards by the dealer and the verification by the floor person or supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.
4. Immediately prior to the commencement of play and not before a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked. Each deck of cards shall be shuffled in accordance with Section E (Shuffle and Cut of the Cards).
5. One of the decks shall be shuffled and used for play and the other deck shall be placed in the automated shuffler for the next round of play.
 - a. If an automated shuffling device is not being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be stored in a designated area.
 - b. If an automated shuffling device is being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be placed or left in the automated shuffler for the next round of play.

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E. Shuffle and Cut of the Cards

1. Immediately prior to commencement of play and after the completion of each round of play, the dealer shall shuffle the entire deck of cards, either manually or

by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.

2. After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by:
 - a. Placing the cover card on the table in front of the deck of cards;
 - b. Taking a stack of at least 10 cards from either end of the deck and placing them on top of the cover card; and
 - c. Then placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (2)(b) above.
3. After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
4. When there is no gaming activity at a poker table, each deck of cards at the table shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once at least two players have arrived at the table. The first two players shall be afforded an opportunity to visually inspect both of the decks. After the first two players are afforded an opportunity to visually inspect the decks of cards, the procedures outlined in Subsection (D)(3) shall be followed.

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F. Poker Overview and General Dealing Procedures for All Types of Poker

1. Poker shall be conducted in a separate and distinct area of the casino floor.
2. Poker shall be played by a minimum of two players and a maximum of 11 players. Poker shall be dealt by a dealer at a poker table. For all types of poker set forth in Section H (Types of Permissible Poker Games), the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in these rules.
3. A player shall bet on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by checking, calling or raising the bet of the other players.

- 4. The object of the game shall be for a player to win the pot either by making a bet that no other player elects to call, or by having the hand of highest rank at the showdown in accordance with the provisions of Section C (Poker Rankings). If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low poker hand or both the highest ranking high and low poker hands.
- 5. The following procedures shall be utilized by the dealer when dealing the game of poker:
 - a. The dealer shall choose the hand in which he or she will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible and over the poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on top of the deck until the transaction has been completed.
 - b. The dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.
 - c. All burn cards shall be kept separate from the pile of discarded cards.

d. At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players.

e. All side pots shall be awarded before the dealer awards the main pot.

f. Unless an automatic card shuffler is used, the stub or deck must be counted at least once every hour in order to determine that the correct number of cards are present. If this count reveals an incorrect number of cards, the deck shall be removed from the table.

g. The dealer shall collect the rake in accordance with Section N (Poker Revenue).

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G. Bets

- 1. Each gaming enterprise shall provide notice of the minimum and maximum wagers

Revised: 10/1/2021

Approved By OGC: 10/12/2021

in effect at each poker table.

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2. Depending upon the particular type of poker game being dealt, a player may be required to:
 - a. Place an ante prior to receiving any cards;
 - b. Place a predetermined blind bet prior to receiving any cards; or
 - c. Place a forced bet to initiate a betting round based on that player's up-card.
3. A player may only participate in the betting during a round of play with the gaming chips, or currency which were already on the poker table in front of the player when the round of play commenced.
 - a. A player may only add to his or her gaming chips or currency between rounds of play and may not remove any of his or her gaming chips or currency from the poker table at any time during ongoing play.
 - b. Currency which is available for use by a player pursuant to the requirements of this Section may be utilized to initiate, call or raise a bet if such currency is expeditiously converted into gaming chips by the dealer.
 - c. In order to participate in a round of play, a player shall be required to have an amount of gaming chips or currency available on the poker table prior to the start of the round of play which is sufficient to make any bet required by Subsection (3) above and at least one bet at the posted table minimum.
 - d. A player who satisfies the requirements of Subsection (3)(c) above but who depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be all-in.
 - i. An all-in player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed; and
 - ii. An all-in player shall continue to receive any cards to which he or she would normally be entitled; and
 - iii. Betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win (side pot).
4. A verbal statement of fold, check, call, raise, or an announcement of a specific size bet by a player, assuming it is within the rules of the poker game being played and the posted table betting limits, shall be binding on the player if it is that player's turn to act.

5. A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.
6. A player shall be considered to have placed a bet if the player:
 - a. Pushes gaming chips or currency forward to indicate the intent of placing a bet; or
 - b. Releases gaming chips or currency into the pot; or
 - c. Releases gaming chips or currency at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.
7. A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet, subject to the following:
 - a. If the player wishes to add an additional amount to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.
 - b. A player who puts the proper amount of gaming chips into the pot to call a bet, without indicating his or her intention to raise, may not thereafter raise the previous bet.
 - c. Subject to the posted table betting limits, a player who announces raise may continue to bet until both of his or her hands come to rest in front of the pot.
8. It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips once placed into the pot.
9. Unless a raise has been verbally announced by that player, a player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet and to be awaiting change from the dealer.
10. Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.
11. The casino may limit the number of raises permitted in a betting round depending on the number of players participating in the game.

H. Types of Permissible Poker Games. A casino may offer the following types of poker games:

1. The Gaming Operation may offer the following types of poker games:
 - a. Seven-card stud (high, high-low split, and high-low split eight or better);
 - b. Hold 'Em (high);

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- c. Omaha (high, high-low split eight or better)
- d. Five card draw (high and low) and;
- e. Five-card stud (high).

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 Hold 'Em (high);¶
 Omaha (high, high-low split eight or better);¶
 ¶
 Five-card draw (high and low); and¶
 ¶
 Five-card stud (high).

I. Seven-Card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of seven-card stud high, seven-card stud high-low split or seven-card stud high-low split eight or better poker offered in its casino room or casino simulcasting facility.
2. Each seven-card stud poker table shall be restricted to a maximum of eight players as determined by the casino. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of a forced bet and the amount of the forced bet, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.
4. Once each player has received three cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest-ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by:
 - a. For high poker, the player with the lowest ranked up-card;
 - b. For high-low split poker, the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two; and
 - c. For high-low split eight or better poker, the player with the lowest ranked up-card. For this purpose, an ace shall be considered the highest-ranking card.
5. Following the placement of the forced bet required by (4) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who has not folded. The next betting round shall commence as follows:
 - a. The player with the highest-ranking poker hand showing shall be required to bet or check; or
 - b. If the highest-ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.
7. Following the initial bet or check required by (6) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.
8. The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) and (7) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. If insufficient cards remain in the deck to give each remaining player a seventh and final card, the dealer will count the number of participants remaining and add two to that number. This is the number of cards needed in the stub to finish dealing the hand. The dealer will then count the stub, taking care not to expose any cards to the participants. If there is a sufficient number of cards, the dealer will complete the hand. If there are not enough cards, the dealer will determine if adding the three burn cards will allow for a sufficient number of cards:
 - a. If the answer is yes, then the dealer will scramble the stub and the three burn cards together and finish the hand.
 - b. If the answer is no and there are more than two cards in the stub, the dealer will burn and deal a community card.
 - c. If the answer is no and there are two or less cards in the stub, the dealer will scramble the stub and the burn cards together, burn a card, and deal a community card.
9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card poker hand from the seven cards which he or she was dealt. This five-card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:

- a. In high poker, the player with the highest ranking five card high hand;
- b. In high-low split poker or high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high hand and the player with the highest ranking five card low poker hand, subject to the provisions below.
 - i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand.
 - ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this Subsections (ii) and (iii) above, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs.
10. In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as eight or better. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
11. In seven-card stud high-low split poker and seven card stud high-low split eight or better poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to make a high poker hand and a low poker hand. For example:
 - a. A hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low hand; or

- b. A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.
12. In seven-card stud high-low split poker and seven-card stud high-low split eight or better poker, an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

J. Hold'em Poker

1. Each Gaming Operation shall be required to observe the procedures set forth in this section for each game of Hold'em high poker. Hold'em poker shall be played to determine a winning high hand only.
2. Each Hold'em poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

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6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (7) above.
9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (7) above.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The player may also choose to fold their hand by discarding ~~the~~ hand of cards face-down without revealing them to the rest of the table. Each player remaining in the game shall form his or her highest ranking five card high poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand.
 - a. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.
11. In hold 'em poker, an optional kill or half- kill may be offered. The optional kill or half-kill goes into effect when one player wins the pot for two consecutive rounds of play.
 - a. In Half-kill, the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is won by another player.
 - b. In Kill, the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is won by another player.

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A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the two pots in a row, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. The kill or half-kill shall remain in effect until a pot is won by another player. Once a pot is won by another player, the dealer shall collect the kill button.

K. Omaha Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of Omaha high and Omaha high-low split eight or better poker.
2. Each Omaha poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, and the kill or half-kill option, if offered, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each round.
5. After each player is dealt four cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
6. Following the placement of the blind bet(s), each player shall in turn, in a

clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (7) above.
9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five-card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be:
 - a. In Omaha high poker, the player with the highest ranking five card high poker hand; or
 - b. In Omaha high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions below.
 - i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest ranking high hand.

- ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.
 - v. Straights and flushes shall not be considered for purposes of determining a winning hand at low poker.
11. In Omaha high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as eight or better. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
12. The following rules shall only apply in Omaha high-low split eight or better poker:
 - a. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot; provided, however, that the distribution of cards contained in each hand shall comply with (6) above.
 - b. A player may use the same five card grouping to make a high hand and a low hand.
 - c. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.
13. In Omaha high-low split eight or better poker, an optional kill or half-kill may be offered. The optional kill or half-kill goes into effect when one player wins an entire qualifying pot (both the winning high hand and the winning low hand) for a round of play.

- a. In Half-kill, the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.
- b. In Kill, the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.

A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another player winning the low hand, the kill button shall be moved in front of the player who wins the entire pot for that hand. The kill or half-kill shall remain in effect until a pot does not qualify in amount or a pot is split between a player winning the high hand and a player winning the low hand. Once a pot does not qualify in amount or is split between two players, the dealer shall collect the kill button.

L. Five-card Draw Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card draw high and five-card draw low poker offered in its casino room or casino simulcasting facility.
2. Each five-card draw poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play, the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
5. After each player has been dealt five cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:
 - a. Prior to the first player receiving any new cards, the dealer shall burn the top card of the deck; and
 - b. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.
8. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.
9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand; or
 - b. In low poker, the player with the highest ranking five card low hand.

M. Five-card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card stud high poker. Five-card stud shall be played to determine a winning high hand only.
2. Each five-card stud poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.
4. Once each player has received two cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest-ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by the player with the lowest ranked up-card.
5. Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who has not folded. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in (5) above.
7. The dealer shall then deal two additional rounds of cards face up to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.
8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five card high poker hand.

N. Poker Revenue.

1. The casino shall derive its poker revenue at all poker tables by extracting a commission known as the rake.
2. The casino shall use one or more of the following procedures in determining and extracting the rake:
 - a. A straight percentage rake, pursuant to which:
 - i. An amount, as not to exceed 25 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots,
 - ii. The amount to be raked shall be calculated and extracted from the pot and any side pots and placed into the designated rake area as play progresses; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop box.
 - b. A rake which shall be taken in incremental amounts, pursuant to which:
 - i. Estimates of predetermined amounts shall be extracted from the pot and any side pots as certain predetermined dollar levels have been achieved;
 - ii. Upon collection, the amount to be raked shall be placed into the designated rake area; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop box.
3. A sign describing the type and amount of rake to be collected pursuant to (2) above shall be posted at each poker table.
4. An uncalled final bet shall not be considered part of the pot; if pot is awarded pre flop no rake will be taken for purposes of calculating the amount of rake pursuant to methods Subsections(2)(a) and (b) above.
5. Once the dealer has extracted the rake and the pot and any side pots have been collected by the winning player or players, no additional rake shall be taken by the casino.
6. The casino may, in its discretion, reduce the amount of rake if there are 6 players or less at a table and a player makes a request to reduce the rake amount.

O. Jackpot Fund.

1. The casino may set aside a predetermined amount from the pot of each round of play in order to create a Jackpot Fund.
2. If the casino elects to create a Jackpot Fund at a poker table, the casino shall be required to:
 - a. Extract the jackpot fund amount in a set fee manner.
 - b. Post a sign describing the amount of Jackpot Fund to be collected during each round of play.
3. Upon collection of the Jackpot Fund amount for a round of play, the amount shall be placed in the designated Jackpot Fund area.
4. Upon completion of the round of play, the Jackpot Fund amount shall be immediately placed by the dealer into the Jackpot Fund container.
5. The casino shall establish a set of standards to determine which hands trigger the payment of a jackpot from the Jackpot Fund. All payments of jackpots shall be based on those standards.

P. General Operating Rules for All Types of Poker and Handling of Irregularities.

1. It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.
2. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the poker shift supervisor shall be final.
3. Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.
4. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final bet shall be the first player to show ~~their~~ hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player ~~holding a losing hand~~ may concede ~~the~~ rights to the pot and discard the hand; provided, however, that the casino may require the disclosure of any discarded hands.
5. If any player folds after making a forced bet or blind bet or on a round of checking, that player's position shall continue to receive a card until there is a subsequent bet at the table.
6. Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

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- a. Failure to shuffle and cut the cards in accordance with Section (E) (Shuffle and Cut of the Cards);
 - b. Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing bets into the pot;
 - c. If more than one card is found face-up in the deck; and
 - d. Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing bets into the pot.
7. If one or more cards are mistakenly dealt to an ineligible player, the round of play shall be called dead, and all gaming chips and currency in the pot shall be returned to the appropriate player.
8. If at any time during a round of play, missing cards are discovered, or additional cards are found, the round of play shall be called dead, all gaming chips in the pot shall be returned to the appropriate player and the deck shall be removed from the table.
9. A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.
10. A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand, or the dealer accidentally collects the hand.
- a. Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.
 - b. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.
 - c. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies that he or she put in the pot if the player has been a victim of and not a contributor to the error.
 - d. A player who leaves the vicinity of the table shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.
11. Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.
- a. A player shall be deemed to have folded if, when faced with making or calling a bet, he or she:
 - i. Discards his or her hand face-down towards the pile of discarded cards or the pot; or

- ii. Turns face-down his or her up-cards in a game of stud poker.
- b. If a player is obligated to place a bet by virtue of a verbal statement or forced betting situation, folding or attempting to fold does not relieve the player of that obligation.
- 12. If a player's first or second hole card in seven-card stud is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.
- 13. If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.
- 14. If any face-down cards in the games of Hold'em or Omaha are accidentally turned face-up in the dealing process:
 - a. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the cards, reshuffle, and re-cut the cards.
 - b. If any other hold card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hands, the dealer replaces the exposed card with the top card on the deck, and the expose card is then used for the burn card.
 - c. If more than one hold is exposed, a misdeal results.
- 15. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with these rules of play.
- 16. Nothing herein shall preclude a casino from clarifying and supplementing the above irregularities through its internal control procedures.

Q. Tabling Cards and Killing Winning Hand

1. Proper tabling is both 1) turning all cards face up on the table and 2) allowing the dealer and players to read clearly. "All cards" means both hole cards in hold'em, all 4 cards in Omaha, all 7 cards in 7-card stud, ext.
2. Dealers cannot kill a properly tabled hand that was obviously the winner.
3. Discarding non-tabled cards face down does not automatically kill them; players may change their minds and table cards if they remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck or otherwise rendered irretrievable and unidentifiable.

R. Conduct of Players.

Revised: 10/1/2021
Approved By OGC: 10/12/2021

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Foxwoods Poker Rules
Mohegan Sun Poker: Rules
PENN Code Poker Rules
New Jersey Poker Rules
WSOP-Rules
These additions are aligned with industry standards and further enhances the integrity of the Oneida Poker Room.

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1. Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.

2. The casino reserves the right to deny any person the opportunity to play poker at its facilities, for any reason, including reasonable cause to believe that a player has acted or is acting in violation of (1) above, and at its sole discretion. A casino which has reasonable cause to believe that a player has acted or is acting in violation of (1) above.

S. Waiting List.

1. A casino may maintain a list of players who have requested to be seated at a particular type of poker table. All vacant seats shall be filled on a first come first served basis. The casino shall be permitted to announce only those seating vacancies for which an individual has been placed on a waiting list.

XI. POKER.

A. Definitions

1. All-in means an action by which a player who has no funds remaining on the poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.
2. Ante means a predetermined bet which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.
3. Bet means an action by which a player places gaming chips into the pot on any betting round.
4. Betting round means a complete betting cycle in a hand of poker after all players have called, folded or gone all-in.
5. Blind bet means a mandatory bet in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.
6. Burning means taking a card from the top of a deck and discarding it face down, so that the card is not in play and the identity of the card remains unknown.
7. Button means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.
8. Call means a bet made in an amount equal to the immediately preceding bet.
9. Check means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.
10. Common card means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.
11. Community card means any card which is dealt face upward and which can be used by all players to form their best hand.
12. Cover card means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.

13. Draw means, in any game of draw poker, an exchange by a player of cards held in his or her hand, after the initial round of betting, for an equal number of new cards from the deck.
14. Fold means the withdrawal of a player from a round of play by discarding his or her hand of cards during a betting round and refusing to equal a bet, which results in the player's forfeit of any previous bets in the betting round.
15. Forced bet means a bet which is required to start the betting on the first betting round.
16. Fouled hand means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.
17. Half-Kill: In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are increased by one-half the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.
18. High means a form of poker in which the highest-ranking hand in accordance with Section C (Poker Rankings) wins the pot.
19. High-low split means a form of poker in which the highest and lowest ranking hands in accordance with Section C (Poker Rankings) split the pot.
20. Hole card means any card dealt to a player face down.
21. Kill: In the game of Omaha High/Low Split Eight or Better, when one Player wins an entire qualifying pot, the betting limits are twice the posted table wagering limits for the next hand and remain in effect until a pot is split between one Player winning the high hand and another Player winning the low hand or until a pot does not qualify in amount.
22. Low means a form of poker in which the highest ranking low hand in accordance with Section C (Poker Rankings) wins the pot.
23. Muck: The discarded pile of cards. May be used as a verb meaning to put a hand into the discard pile thereby killing it.
24. Opening bet means the first bet in a round of play.
25. Pot means the amount which is awarded to the winning player or split between the winning players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of play, less any rake extracted pursuant to Section N (Poker Revenue) and less any Jackpot Fund extracted pursuant to Section O (Jackpot Fund).

26. Protected hand means a hand of cards which the player is physically holding or has placed under one or more gaming chips.
27. Raise means a bet in an amount greater than the immediately preceding bet in that betting round.
28. Rake means the amount collected by the dealer as poker revenue in accordance with Section N (Poker Revenue).
29. Round of play means, for any game of poker, the process by which cards are dealt, bets are placed, and the winner(s) of the pot is determined and paid in accordance with these rules.
30. Showdown means the action of revealing the hands of each player in order to determine who shall win the pot.
31. Side pot means a separate pot formed when one or more players are All-in, and there are players who continue to bet after the All-in players have finished betting.
32. Stub means the remaining portion of the deck after all cards in a round of play have been dealt.
33. Up-card means, in a game of stud poker, any card dealt to a player face up.
34. Washing or Chemmy Shuffle means mixing cards face down on the table with a circular motion of the hands.

B. Equipment, Cards, and Number of Decks.

1. Poker shall be played with one deck of cards with backs of the same color and design and one cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards.
2. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck.
 - a. While one deck is in use, the other deck shall be shuffled by the automated card-shuffling device. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play.
 - b. All decks opened for use on a poker table shall be rotated at least every six hours.
3. The Gaming Operation may shuffle the cards manually, not using an automated card shuffling device, pursuant to Gaming Operations procedures, as approved by the Gaming Commission.

4. The layout for a poker table shall contain, at a minimum:
 - a. The name or trade name of the casino licensee offering the game;
and
 - b. A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the drop box.
5. Each poker table shall have a designated area for the placement of at least one deck of cards. This area may be part of the table inventory container.
6. Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer. If applicable, the jackpot box is to be located on the side with the tip box.

C. Poker Rankings.

1. The rank of cards used for determining winning hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, and two; except in low poker, the ace is ranked lowest. All suits shall be considered equal in rank.
2. The permissible high poker hands in poker games that result in a five-card hand, in order of highest to lowest rank, shall be:
 - a. Royal flush is a hand consisting of an ace, king, queen, jack and ten of the same suit;
 - b. Straight flush is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush;
 - c. Four-of-a-kind is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;
 - d. Full house is a hand consisting of three-of-a-kind and a pair, with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;
 - e. Flush is a hand consisting of five cards of the same suit;
 - f. Straight is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (e.g., queen, king, ace, two, three). Notwithstanding the foregoing, an ace may be used

- to complete a straight flush or a straight formed with, as applicable, a two and three (in a three-card poker hand) or a two, three, four and five (in a five-card poker hand);
- g. Three-of-a-kind is a hand containing three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - h. Two pairs is a hand containing two pairs, with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and
 - i. One pair is a hand containing two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
3. The permissible high poker hands in poker games that result in a three-card hand, in order of highest to lowest rank, shall be:
- a. Royal flush is a hand consisting of an ace, king and queen of the same suit;
 - b. Straight flush is a hand consisting of three cards of the same suit in consecutive ranking, with king, queen and jack being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush;
 - c. Three-of-a-kind is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;
 - d. Straight is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight; provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;
 - e. Flush is a hand consisting of three cards of the same suit; and
 - f. One pair is a hand containing two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two (2) twos being the lowest ranking pair.
4. The ranking of a low poker hand in poker games that result in a five-card hand shall be the inverse of the rankings for a high poker hand as set forth in (2) above. The ranking of a low poker hand in poker games that result in a three-card hand shall be the inverse of the rankings for a high poker hand as set forth in (3) above.
5. The rank of the cards used in all types of poker other than low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace,

king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. The rank of the cards used in low poker, for the determination of winning hands, in order of highest to lowest rank, shall be: ace, two, three, four, five, six, seven, eight, nine, 10, jack, queen and king. All suits shall be considered equal in rank unless stated in the individual game showdown rules.

6. When comparing two hands which are of identical poker hand rank pursuant to the provisions of this section, as applicable, or which contain none of the poker hands authorized for that game, the hand which contains the highest-ranking card, which is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.
7. In all games of poker, a hand shall be ranked according to the cards actually contained therein and not by the player's opinion or statement of its value.

D. Opening the Table for Gaming

1. Each gaming day, decks of cards shall be distributed among all open poker tables in a manner determined by the poker shift supervisor or supervisor thereof.
2. After receiving the decks of cards at the table, the dealer shall sort and inspect the cards and the floor person or supervisor thereof shall verify the inspection.
3. Following the inspection of the cards by the dealer and the verification by the floor person or supervisor thereof, the cards shall be spread out face up on the table for visual inspection by the first two players to be seated at the table. The cards shall be spread out according to suit and in sequence.
4. Immediately prior to the commencement of play and not before a minimum of two players are afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked. Each deck of cards shall be shuffled in accordance with Section E (Shuffle and Cut of the Cards).
5. One of the decks shall be shuffled and used for play and the other deck shall be placed in the automated shuffler for the next round of play.
 - a. If an automated shuffling device is not being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be stored in a designated area.
 - b. If an automated shuffling device is being used, one of the decks shall be cut in accordance with Section E (Shuffle and Cut of the Cards) and the other deck shall be placed or left in the automated shuffler for the next round of play.

E. Shuffle and Cut of the Cards

1. Immediately prior to commencement of play and after the completion of each round of play, the dealer shall shuffle the entire deck of cards, either manually or by use of an automated card shuffling device, so that they are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
2. After the cards have been shuffled, stacked, and placed on the table in front of the dealer, the dealer shall, using one hand, cut the deck by:
 - a. Placing the cover card on the table in front of the deck of cards;
 - b. Taking a stack of at least 10 cards from either end of the deck and placing them on top of the cover card; and
 - c. Then placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (2)(b) above.
3. After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.
4. When there is no gaming activity at a poker table, each deck of cards at the table shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once at least two players have arrived at the table. The first two players shall be afforded an opportunity to visually inspect both of the decks. After the first two players are afforded an opportunity to visually inspect the decks of cards, the procedures outlined in Subsection (D)(3) shall be followed.

F. Poker Overview and General Dealing Procedures for All Types of Poker

1. Poker shall be conducted in a separate and distinct area of the casino floor.
2. Poker shall be played by a minimum of two players and a maximum of 11 players. Poker shall be dealt by a dealer at a poker table. For all types of poker set forth in Section H (Types of Permissible Poker Games), the dealer shall not participate in the playing or outcome of the game in any way except as otherwise authorized in these rules.
3. A player shall bet on the cards that the player holds in his or her hand. All bets by a player shall be placed by the dealer in the designated area of the table known as the pot. A player may be required to ante or place a blind bet prior to the receipt of any cards. After each round of cards is dealt, a betting round shall be conducted. Each player shall decide whether to continue contending for the pot by checking,

calling or raising the bet of the other players.

4. The object of the game shall be for a player to win the pot either by making a bet that no other player elects to call, or by having the hand of highest rank at the showdown in accordance with the provisions of Section C (Poker Rankings). If two or more players are still in contention for a pot after all cards have been dealt and the final betting round has been completed, there shall be a showdown among the players still in contention to determine which player has the hand of highest rank. Based on the type of poker being played, the winning player may be the player who holds the highest ranking high poker hand, the highest ranking low poker hand or both the highest ranking high and low poker hands.
5. The following procedures shall be utilized by the dealer when dealing the game of poker:
 - a. The dealer shall choose the hand in which he or she will hold the cards. Once the dealer has chosen a hand, the dealer must use that hand whenever holding the cards. The cards held by the dealer shall, at all times, be held in front of the dealer, as level as possible and over the poker table. If during a round of play, the deck must be set down to handle a transaction, the dealer shall place a marker button on top of the deck until the transaction has been completed.
 - b. The dealer shall verbalize or physically indicate the action which is occurring at the poker table with regard to the conduct of the game and instruct each player as to his or her various turns to act and options.
 - c. All burn cards shall be kept separate from the pile of discarded cards.
 - d. At the completion of a round of play, the dealer shall award the pot to the winning player or players after a showdown or to the last remaining player if all other players have folded. Prior to pushing the pot to the winner and collecting the winning hand, the dealer shall first collect the cards from all losing players.
 - e. All side pots shall be awarded before the dealer awards the main pot.
 - f. Unless an automatic card shuffler is used, the stub or deck must be counted at least once every hour in order to determine that the correct number of cards are present. If this count reveals an incorrect number of cards, the deck shall be removed from the table.
 - g. The dealer shall collect the rake in accordance with Section N (Poker Revenue).

G. Bets

1. Each gaming enterprise shall provide notice of the minimum and maximum wagers

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in effect at each poker table. Depending upon the particular type of poker game being dealt, a player may be required to:

- a. Place an ante prior to receiving any cards;
 - b. Place a predetermined blind bet prior to receiving any cards; or
 - c. Place a forced bet to initiate a betting round based on that player's up-card.
2. A player may only participate in the betting during a round of play with the gaming chips, or currency which were already on the poker table in front of the player when the round of play commenced.
- a. A player may only add to his or her gaming chips or currency between rounds of play and may not remove any of his or her gaming chips or currency from the poker table at any time during ongoing play.
 - b. Currency which is available for use by a player pursuant to the requirements of this Section may be utilized to initiate, call or raise a bet if such currency is expeditiously converted into gaming chips by the dealer.
 - c. In order to participate in a round of play, a player shall be required to have an amount of gaming chips or currency available on the poker table prior to the start of the round of play which is sufficient to make any bet required by Subsection (3) above and at least one bet at the posted table minimum.
 - d. A player who satisfies the requirements of Subsection (3)(c) above but who depletes his or her funds on the poker table prior to the completion of a round of play shall be deemed to be all-in.
 - i. An all-in player shall retain financial interest in the outcome of the round of play, but shall only be eligible to win the amount of the pot to which he or she contributed; and
 - ii. An all-in player shall continue to receive any cards to which he or she would normally be entitled; and
 - iii. Betting shall continue unimpeded among the other players by generating a separate secondary pot which only those players shall be eligible to win (side pot).
3. A verbal statement of fold, check, call, raise, or an announcement of a specific size bet by a player, assuming it is within the rules of the poker game being played and the posted table betting limits, shall be binding on the player if it is that player's turn to act.

4. A player who announces a bet or raise of a certain amount but places a different amount of gaming chips in the pot shall be required to correct his or her bet or raise to the announced amount in accordance with the instructions of the dealer.
 5. A player shall be considered to have placed a bet if the player:
 - a. Pushes gaming chips or currency forward to indicate the intent of placing a bet; or
 - b. Releases gaming chips or currency into the pot; or
 - c. Releases gaming chips or currency at a sufficient distance from the player and towards the pot to make it obvious that it is intended as a bet.
 6. A player shall not be permitted to make a bet and thereafter attempt to increase the amount of that bet, subject to the following:
 - a. If the player wishes to add an additional amount to the bet, the player must indicate at the time the bet is being made that the bet is not yet complete.
 - b. A player who puts the proper amount of gaming chips into the pot to call a bet, without indicating his or her intention to raise, may not thereafter raise the previous bet.
 - c. Subject to the posted table betting limits, a player who announces raise may continue to bet until both of his or her hands come to rest in front of the pot.
 7. It shall be the dealer's responsibility to ensure that no player touches any of the gaming chips once placed into the pot.
 8. Unless a raise has been verbally announced by that player, a player who puts into the pot a single gaming chip that is larger than required is assumed to have only called the preceding bet and to be awaiting change from the dealer.
 9. Unless specifically posted to the contrary, a player shall be permitted to raise after he or she has previously checked in a betting round.
 10. The casino may limit the number of raises permitted in a betting round depending on the number of players participating in the game.
- H. Types of Permissible Poker Games. A casino may offer the following types of poker games:
1. The Gaming Operation may offer the following types of poker games;
 - a. Seven-card stud (high, high-low split, and high-low split eight or better);

- b. Hold 'Em (high);
- c. Omaha (high, high-low split eight or better)
- d. Five card draw (high and low) and;
- e. Five-card stud (high).

I. Seven-Card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of seven-card stud high, seven-card stud high-low split or seven-card stud high-low split eight or better poker offered in its casino room or casino simulcasting facility.
2. Each seven-card stud poker table shall be restricted to a maximum of eight players as determined by the casino. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of a forced bet and the amount of the forced bet, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.
4. Once each player has received three cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest-ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by:
 - a. For high poker, the player with the lowest ranked up-card;
 - b. For high-low split poker, the player with the highest ranked up-card. For this purpose, an ace shall be considered ranked below a two; and
 - c. For high-low split eight or better poker, the player with the lowest ranked up-card. For this purpose, an ace shall be considered the highest-ranking card.
5. Following the placement of the forced bet required by (4) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.
6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who has not folded. The next betting round shall commence as follows:

- a. The player with the highest-ranking poker hand showing shall be required to bet or check; or
 - b. If the highest-ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.
7. Following the initial bet or check required by (6) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.
8. The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) and (7) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. If insufficient cards remain in the deck to give each remaining player a seventh and final card, the dealer will count the number of participants remaining and add two to that number. This is the number of cards needed in the stub to finish dealing the hand. The dealer will then count the stub, taking care not to expose any cards to the participants. If there is a sufficient number of cards, the dealer will complete the hand. If there are not enough cards, the dealer will determine if adding the three burn cards will allow for a sufficient number of cards:
 - a. If the answer is yes, then the dealer will scramble the stub and the three burn cards together and finish the hand.
 - b. If the answer is no and there are more than two cards in the stub, the dealer will burn and deal a community card.
 - c. If the answer is no and there are two or less cards in the stub, the dealer will scramble the stub and the burn cards together, burn a card, and deal a community card.
9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card poker hand from the seven cards which he or she was dealt. This five-card hand shall constitute the poker hand of that player at the showdown. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand;
 - b. In high-low split poker or high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high hand and the player with the highest ranking five card low poker

hand, subject to the provisions below.

- i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest-ranking high hand.
 - ii. If a tie exists between two or more players for the highest-ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this Subsections (ii) and (iii) above, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs.
10. In seven-card stud high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as eight or better. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
11. In seven-card stud high-low split poker and seven card stud high-low split eight or better poker, the player may form two different hands of five cards each out of the player's seven available cards, enabling that player to contend for both the high hand and low hand share of the pot. A player may use the same five card grouping to make a high poker hand and a low poker hand. For example:
 - a. A hand consisting of a two, three, four, five and six would qualify as a straight for purposes of the high hand and as a high ranking low hand;
or
 - b. A hand consisting of five cards of the same suit, none higher than an eight, would qualify as a flush for purposes of the high hand and as a high ranking low hand.
12. In seven-card stud high-low split poker and seven-card stud high-low split eight or better poker, an ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.

J. Hold'em Poker

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1. Each Gaming Operation shall be required to observe the procedures set forth in this section for each game of Hold'em high poker. Hold'em poker shall be played to determine a winning high hand only.
2. Each Hold'em poker table shall be restricted to a maximum of eleven players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
5. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (7) above.
9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (7) above.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The player may also choose to fold their hand by discarding the hand of cards face-down without revealing them to the rest of the table. Each player remaining in the game shall form his or her highest ranking five card high poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand.
 - a. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.
11. In hold 'em poker, an optional kill or half-kill may be offered. The optional kill or half-kill goes into effect when one player wins the pot for two consecutive rounds of play.
 - a. In Half-kill, the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is won by another player.
 - b. In Kill, the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is won by another player.
12. A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the two pots in a row, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. The kill or half-kill shall remain in effect until a pot is won by another player. Once a pot is won by another player, the dealer shall collect the kill button.

K. Omaha Poker.

1. Each casino shall be required to observe the procedures set forth in this section

Revised: 10/1/2021

Approved By OGC: 03-28-2024

for each game of Omaha high and Omaha high-low split eight or better poker.

2. Each Omaha poker table shall be restricted to a maximum of 10 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, and the kill or half-kill option, if offered, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal four rounds of cards face down to each player with the player with the button being the last player to receive a card each round.
5. After each player is dealt four cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
8. Upon completion of the betting round required by (7) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and

completed in accordance with the requirements of (7) above.

9. Upon completion of the betting round required by (8) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.
10. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five-card poker hand by using two of the four cards dealt to the player and three of the five community cards. This five-card hand shall constitute the poker hand of the player at the showdown. The winner of the pot shall be:
 - a. In Omaha high poker, the player with the highest ranking five card high poker hand; or
 - b. In Omaha high-low split eight or better poker, the pot will be divided equally between the player with the highest ranking five card high poker hand and the player with the highest ranking five card low poker hand, subject to the provisions below.
 - i. If a pot cannot be divided equally, the excess amount, which shall not exceed \$1.00, shall be given to the player with the highest-ranking high hand.
 - ii. If a tie exists between two or more players for the highest ranking high hand, the high hand share of the pot shall be divided equally among the tied players. If the high hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the highest ranking high poker card by suit.
 - iii. If a tie exists between two or more players for the highest ranking low hand, the low hand share of the pot shall be divided equally among the tied players. If the low hand share of the pot cannot be divided equally among the tied players, the excess, which shall not exceed \$1.00, shall be given to the player with the lowest ranking low poker card by suit.
 - iv. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest rank suit in order as follows: spades, hearts, diamonds and clubs.
 - v. Straights and flushes shall not be considered for purposes of determining a winning hand at low poker.

11. In Omaha high-low split eight or better poker, a winning low hand may not contain any pairs or a nine, 10, jack, queen or king. This defines the qualifying clause known as eight or better. In the event that none of the hands of the remaining players satisfies this requirement, the entire pot shall be awarded to the player with the highest ranking high hand.
12. The following rules shall only apply in Omaha high-low split eight or better poker:
 - a. A player may form two different hands of five cards each, enabling that player to contend for both the high hand and low hand share of the pot; provided, however, that the distribution of cards contained in each hand shall comply with (6) above.
 - b. A player may use the same five card grouping to make a high hand and a low hand.
 - c. An ace may be used concurrently as a low card to satisfy a low hand and as a high card to satisfy a high hand.
13. In Omaha high-low split eight or better poker, an optional kill or half-kill may be offered. The optional kill or half-kill goes into effect when one player wins an entire qualifying pot (both the winning high hand and the winning low hand) for a round of play.
 - a. In Half-kill, the betting limits are increased by one-half the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.
 - b. In Kill, the betting limits are twice the posted table betting limits for the next hand and remain in effect until a pot is split between one player winning the high hand and another player winning the low hand or until a pot does not qualify in amount.

A kill button, indicating the kill or half-kill is in effect, shall be placed in front of the player who wins the entire pot in the hand, provided that the amount of the pot is an established dollar amount or multiple of the minimum permissible bet for the hand, as determined by the casino. In the succeeding hand, the player shall be required to place no more than one blind bet in the amount of the increased permissible minimum bet for the hand, notwithstanding that the player may be required to place a blind bet to initiate the first round of betting. If, in the succeeding hand, a qualifying pot is not split between one player winning the high hand and another player winning the low hand, the kill button shall be moved in front of the player who wins the entire pot for that hand. The kill or half-kill shall remain in effect until a pot does not qualify in amount or a pot is split between a player winning the high hand and a player winning the low hand. Once a pot does not qualify in amount or is split between two players, the dealer shall collect the kill button.

L. Five-card Draw Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card draw high and five-card draw low poker offered in its casino room or casino simulcasting facility.
2. Each five-card draw poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:
 - a. A flat disk called the button shall be used to indicate an imaginary dealer;
 - b. At the commencement of play, the button shall be placed in front of the first player randomly determined by rank of a single card dealt;
 - c. Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.
4. Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal five rounds of cards face down to each player with the player with the button being the last player to receive a card each time.
5. After each player has been dealt five cards face down, the player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino shall be posted on a sign at each poker table.
6. Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.
7. After completion of the initial betting round, each player remaining in the round of play, starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, shall have an opportunity to draw new cards. This process shall be accomplished one player at a time. Each player may keep his or her original hand or discard as many cards as he or she chooses. Each discarded card shall be replaced by the dealer with a new card dealt from the deck as follows:
 - a. Prior to the first player receiving any new cards, the dealer shall burn

the top card of the deck; and

- b. If insufficient cards remain in the deck for each player remaining in the round of play to draw new cards, the discard pile shall be reshuffled and used for this purpose; provided, however, that the cards to be discarded by a player who has not yet requested new cards shall not be included as part of the reshuffled cards.
8. The final betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The final betting round shall be considered complete when the last player has responded to the most recent bet.
 9. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be:
 - a. In high poker, the player with the highest ranking five card high hand; or
 - b. In low poker, the player with the highest ranking five card low hand.

M. Five-card Stud Poker.

1. Each casino shall be required to observe the procedures set forth in this section for each game of five-card stud high poker. Five-card stud shall be played to determine a winning high hand only.
2. Each five-card stud poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.
3. Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal one round of cards face down and one round of cards face up to each player.
4. Once each player has received two cards in accordance with (3) above, the first betting round shall commence by comparing the up-card of each player. An ace shall be considered the highest-ranking card in determining the forced bet. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. A forced bet shall be placed by the player with the lowest ranked up-card.
5. Following the forced bet, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet. After the last player has responded to the most recent bet, the betting round shall be considered complete.

6. Upon completion of the first betting round, the dealer shall burn the top card of the deck and then deal another round of cards face up to each player who has not folded. The next betting round shall be commenced by the player with the highest ranking high poker hand showing. If two or more hands are of equal rank, the player closest to the left of the dealer shall be required to bet. The betting round shall be completed in accordance with the procedures in (5) above.
 7. The dealer shall then deal two additional rounds of cards face up to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (6) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck.
 8. If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. The winner of the pot shall be the player with the highest ranking five card high poker hand.
- N. Poker Revenue.
1. The casino shall derive its poker revenue at all poker tables by extracting a commission known as the rake.
 2. The casino shall use one or more of the following procedures in determining and extracting the rake:
 - a. A straight percentage rake, pursuant to which:
 - i. An amount, as not to exceed 25 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots,
 - ii. The amount to be raked shall be calculated and extracted from the pot and any side pots and placed into the designated rake area as play progresses; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop box.
 - b. A rake which shall be taken in incremental amounts, pursuant to which:
 - i. Estimates of predetermined amounts shall be extracted from the pot and any side pots as certain predetermined dollar levels have been achieved;
 - ii. Upon collection, the amount to be raked shall be placed into the designated rake area; and
 - iii. Upon completion of a round of play, the rake shall be immediately placed by the dealer into the drop

box.

3. A sign describing the type and amount of rake to be collected pursuant to (2) above shall be posted at each poker table.
4. An uncalled final bet shall not be considered part of the pot; if pot is awarded pre flop no rake will be taken for purposes of calculating the amount of rake pursuant to methods Subsections(2)(a) and (b) above.
5. Once the dealer has extracted the rake and the pot and any side pots have been collected by the winning player or players, no additional rake shall be taken by the casino.
6. The casino may, in its discretion, reduce the amount of rake if there are 6 players or less at a table and a player makes a request to reduce the rake amount.

O. Jackpot Fund.

1. The casino may set aside a predetermined amount from the pot of each round of play in order to create a Jackpot Fund.
2. If the casino elects to create a Jackpot Fund at a poker table, the casino shall be required to:
 - a. Extract the jackpot fund amount in a set fee manner.
 - b. Post a sign describing the amount of Jackpot Fund to be collected during each round of play.
3. Upon collection of the Jackpot Fund amount for a round of play, the amount shall be placed in the designated Jackpot Fund area.
4. Upon completion of the round of play, the Jackpot Fund amount shall be immediately placed by the dealer into the Jackpot Fund container.
5. The casino shall establish a set of standards to determine which hands trigger the payment of a jackpot from the Jackpot Fund. All payments of jackpots shall be based on those standards.

P. General Operating Rules for All Types of Poker and Handling of Irregularities.

1. It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.
2. In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the poker shift supervisor shall be final.
3. Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.

4. At the showdown, a winning hand must be clearly displayed in its entirety and properly identified. The player initiating the final bet shall be the first player to show their hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing-hand may concede the rights to the pot and discard the hand; provided, however, that the casino may require the disclosure of any discarded hands.
5. If any player folds after making a forced bet or blind bet or on a round of checking, that player's position shall continue to receive a card until there is a subsequent bet at the table.
6. Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:
 - a. Failure to shuffle and cut the cards in accordance with Section (E) (Shuffle and Cut of the Cards);
 - b. Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing bets into the pot;
 - c. If more than one card is found face-up in the deck; and
 - d. Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing bets into the pot.
7. If one or more cards are mistakenly dealt to an ineligible player, the round of play shall be called dead, and all gaming chips and currency in the pot shall be returned to the appropriate player.
8. If at any time during a round of play, missing cards are discovered, or additional cards are found, the round of play shall be called dead, all gaming chips in the pot shall be returned to the appropriate player and the deck shall be removed from the table.
9. A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.
10. A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand, or the dealer accidentally collects the hand.
 - a. Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.
 - b. If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.
 - c. A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all monies

- that he or she put in the pot if the player has been a victim of and not a contributor to the error.
- d. A player who leaves the vicinity of the table shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.
11. Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.
 - a. A player shall be deemed to have folded if, when faced with making or calling a bet, he or she:
 - i. Discards his or her hand face-down towards the pile of discarded cards or the pot; or
 - ii. Turns face-down his or her up-cards in a game of stud poker.
 - b. If a player is obligated to place a bet by virtue of a verbal statement or forced betting situation, folding or attempting to fold does not relieve the player of that obligation.
 12. If a player's first or second hole card in seven-card stud is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.
 13. If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.
 14. If any face-down cards in the games of Hold'em or Omaha are accidentally turned face-up in the dealing process:
 - a. If the first or second hole card dealt is exposed, a misdeal results. The dealer will retrieve the cards, reshuffle, and re-cut the cards.
 - b. If any other hold card is exposed due to a dealer error, the deal continues. The exposed card may not be kept. After completing the hands, the dealer replaces the exposed card with the top card on the deck, and the exposed card is then used for the burn card.
 - c. If more than one hold is exposed, a misdeal results.
 15. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with these rules of play.
 16. Nothing herein shall preclude a casino from clarifying and supplementing the

above irregularities through its internal control procedures.

Q. Tabling Cards and Killing Winning Hand

1. Proper tabling is both 1) turning all cards face up on the table and 2) allowing the dealer and players to read clearly. "All cards" means both hole cards in hold'em, all 4 cards in Omaha, all 7 cards in 7-card stud, ext.
2. Dealers cannot kill a properly tabled hand that was obviously the winner.
3. Discarding non-tabled cards face down does not automatically kill them; players may change their minds and table cards if they remain 100% identifiable and retrievable. Cards are killed by the dealer when pushed into the muck or otherwise rendered irretrievable and unidentifiable.

R. Conduct of Players.

1. Each player in a poker game shall play the game solely to improve his or her chance of winning and shall take no action to improve another player's chance of winning. No player may communicate any information to another player which could assist the other player in any manner respecting the outcome of a poker game.
2. The casino reserves the right to deny any person the opportunity to play poker at its facilities, for any reason, including reasonable cause to believe that a player has acted or is acting in violation of (1) above, and at its sole discretion. A casino which has reasonable cause to believe that a player has acted or is acting in violation of (1) above.

S. Waiting List.

1. A casino may maintain a list of players who have requested to be seated at a particular type of poker table. All vacant seats shall be filled on a first come first served basis. The casino shall be permitted to announce only those seating vacancies for which an individual has been placed on a waiting list.

Enter the e-poll results into the record regarding the accepted Three Card Poker of Play

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. General Information:

Session: Open Executive – must qualify under §107.4-1.
Justification: DRAFT materials/discussion

3. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Three Card Poker Rules of Play | | |

4. Budget Information:

- | | | |
|--|--|-------------------------------------|
| <input type="checkbox"/> Budgeted | <input type="checkbox"/> Budgeted – Grant Funded | <input type="checkbox"/> Unbudgeted |
| <input checked="" type="checkbox"/> Not Applicable | <input type="checkbox"/> Other: <i>Describe</i> | |

5. Submission:

Authorized Sponsor: Lisa Liggins, Secretary

Primary Requestor: _____

Additional Requestor: (Name, Title/Entity)

Additional Requestor: (Name, Title/Entity)

Submitted By: BPIGMAN

From: [Secretary](#)
To: [Secretary](#); [Tehassi Tasi Hill](#); [Brandon L. Yellowbird-Stevens](#); [Lawrence E. Barton](#); [Lisa A. Liggins](#); [Kirby W. Metoxen](#); [Jennifer A. Webster](#); [Jameson J. Wilson](#); [Marlon G. Skenandore](#); [Jonas G. Hill](#)
Cc: [Danelle A. Wilson](#); [Rhiannon R. Metoxen](#); [Kristal E. Hill](#); [David P. Jordan](#); [Janice M. Decorah](#); [Fawn J. Billie](#); [Fawn L. Cottrell](#); [Maureen S. Perkins](#); [BC Agenda Requests](#); [Jodi M. Skenandore](#); [Mark A. Powless SR](#); [Michelle M. Braaten](#); [Reynold T. Danforth](#); [Jeremy R. King](#)
Subject: E-POLL RESULTS #2: Accept the Three Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-149(d).
Date: Thursday, February 13, 2025 4:34:39 PM
Attachments: [image001.png](#)
[BCAR Accept the Three Card Poker Rules of Play approved by the OGC and to direct notice to the OGC there are no requested revisions under 501.6-14\(d\).pdf](#)

E-POLL RESULTS

The e-poll to Accept the Three Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-149(d), **has carried**. Below are the results:

Support: Lawrence Barton, Jonas Hill, Lisa Liggins, Kirby Metoxen, Marlon Skenandore, Jennifer Webster, Jameson Wilson, Brandon Yellowbird-Stevens

Yawλʔkó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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From: Secretary <TribalSecretary@oneidanation.org>

Sent: Thursday, February 13, 2025 6:58 AM

To: Secretary <TribalSecretary@oneidanation.org>; Tehassi Tasi Hill <thill7@oneidanation.org>; Brandon L. Yellowbird-Stevens <bstevens@oneidanation.org>; Lawrence E. Barton <lbarton2@oneidanation.org>; Lisa A. Liggins <lliggins@oneidanation.org>; Kirby W. Metoxen <KMETOX@oneidanation.org>; Jennifer A. Webster <JWEBSTE1@oneidanation.org>; Jameson J. Wilson <jwilson@oneidanation.org>; Marlon G. Skenandore <mskenan1@oneidanation.org>; Jonas G. Hill <jhill1@oneidanation.org>

Cc: Danelle A. Wilson <dwilson1@oneidanation.org>; Rhiannon R. Metoxen

<rmetoxe2@oneidanation.org>; Kristal E. Hill <khill@oneidanation.org>; David P. Jordan <djordan1@oneidanation.org>; Janice M. Decorah <jdecora2@oneidanation.org>; Fawn J. Billie <fbillie@oneidanation.org>; Fawn L. Cottrell <fcottrel@oneidanation.org>; Maureen S. Perkins <mperkin2@oneidanation.org>

Subject: E-POLL REQUEST #2: Accept the Three Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-149(d).

E-POLL REQUEST #2

Summary:

The Oneida Gaming Commission is requesting this e-poll for approval of the Three Card Poker Rules of Play revisions approved by the Oneida Gaming Commission on September 11, 2024.

-

Justification for E-Poll:

This request cannot wait to be presented at the next available Oneida Business Committee; there was a processing error that led to this delay and due to the urgency of the current internal audit it needs approval as soon as possible.

Requested Action:

Accept the Three Card Poker Rules of Play approved by the Oneida Gaming Commission on September 11, 2024, and to direct notice to the Oneida Gaming Commission there are no requested revisions under Section 501.6-149(d).

Deadline for response:

Responses are due no later than **4:30 p.m., Thursday, February 13, 2025.**

Voting:

Use the voting button above, if available; OR
Reply with "Support" or "Oppose".

YawΛ?kó

Brooke Doxtator

Boards, Committees, and Commissions Supervisor
Government Administrative Office (GAO)

office 920.869.4452



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Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|--|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input checked="" type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input checked="" type="checkbox"/> Other: Rules of Play for Three Card Poker OGC Approved | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Mark A Powless Sr, OGC - Chairman

Primary Requestor: Jodi M. Skenandore, Interim Compliance Manager

THREE CARD POKER**A. Definitions**

1. "Ante Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
2. "Hand" means the Three Card Poker hand that is held by each player and the dealer after the cards are dealt.
3. "Pair Plus Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
4. "Play Wager" means an additional wager, equal in value to his or her Ante Wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
5. "Push" means a tie as described in these rules of play.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection C (Three Card Poker Rankings).
7. "Round of Play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Three Card Poker shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Three Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place

for an Ante Wager, a Play Wager, and a Pair Plus Wager.

3. Each Three Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Three Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards).
 - a. If an automated dealing shoe is used, a cover and cut card are not required.
5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are of different color;
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

C. Three Card Poker Rankings

1. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete either a straight flush with a two and a three or a straight with a two and three.
2. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:
 - a. "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest straight flush and three, two and ace being the lowest ranking straight flush.
 - b. "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - c. "Straight" is a hand consisting of three cards of consecutive rank,

regardless of suit, with ace, king and queen being the highest ranking straight and three, two, and ace being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, two).

- d. "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
 - e. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
3. When comparing two hands that are of identical pokerhand rank pursuant to the provisions of (2) above, or that contain none of the hands authorized in (2) above, the hand that contains the highest-ranking card as provided in (1) above that is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push. In the event of a push, the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

D. Opening the Table for Gaming

- 1. After receiving a deck of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unusable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.
- 2. The dealer must spread the cards, face up on the table, by deck, according to the suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
- 3. Following the inspection of the cards by the dealer and verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chimney shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
- 4. Electronic verification may satisfy the floor person verification requirement. .
- 5. All cards opened for use on a table and dealt from a manual or automated

dealing shoe shall be changed at least once every eight hours. All cards opened for use on a table and dealt from the hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this Subsection shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, dealer deliver the cards in accordance with the procedures set forth in Subsections (G), (H) or (I); or
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 1. Placing the cover card on the table in front of the deck of cards;
 11. Placing a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 111. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (3)(a)(ii) above;
 - 1v. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding(3) above, after the cards have been cut and before any cards

have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

5. Whenever there is no gaming activity at a Three Card Poker table which is open for gaming, the cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack, until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers

1. The following wagers may be placed in the game of Three Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager in an equal amount;
 - b. A player may compete solely against a posted payout ledger by placing a Pair Plus Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
2. All wagers at Three Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate holes of the table layout. A verbal wager accompanied by cash shall not be accepted.
3. All Ante Wagers and Pair Plus Wagers shall be placed prior to the dealer indicate "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets." All Play Wagers shall be placed in accordance with Subsection (J)(2).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

5. Notwithstanding (I) above, a casino may offer a version of the game of Three Card Poker requiring:

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- a. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to the Pair Plus Wager;
- b. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to one-half the Pair Plus Wager; or
- c. The compulsory placement of an Ante Wager and a Pair Plus Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedures for Dealing from a Manual Shoe

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
3. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.
4. After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below; place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall determine the number of cards in the stub by

counting the cards face down on the layout.

- a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.
6. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand.

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - a. The casino shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 1. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 11. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

2. The dealer shall, starting with the player farthest to his or her left and continuing round the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each have three cards. All cards shall be dealt face down.
3. After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G)(5) and (6).

I. Procedures for Dealing from an Automated Shuffling Device/Dealing Shoe

1. If a casino chooses to have the cards dealt from an automated shuffling device/dealing shoe, the following requirements shall be observed:
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated shuffling device/dealing shoe.
 - b. The dealer shall then indicate "No More Bets" prior to the shoe dispensing any stacks of cards.
2. The dealer shall deliver the first stack of cards dispensed by the automated shuffling device/dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated shuffling device/dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
3. After each stack of three cards has been dispensed and delivered in accordance with this Subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (4) below, place the cards in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G) (5) and (6).

J. The Play

1. Prior to procedures required by Subsection (G), (H), (I), each player shall make

one or both of the following wagers:

- a. Ante Wager, means player elects to play against the dealer;
 - b. Pairs Plus Wager, means player elects to play the hand value against the payable.
2. After dealing procedures required by Subsection (G), (H), or (I) have been completed, each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the three cards in full view of the dealer at all times. After examination:
- a. If the player has placed an Ante Wager, the player may elect to make the Play Wager equal to the amount of the Ante Wager, or fold.
 - b. If the player has only placed a Pairs Plus Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
3. The player will place three cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards.
4. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
5. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
- a. The dealer will turn over the player's hand with a Pairs Plus Wager and determine if the wager is won.
 - b. Pairs Plus Wager will be reconciled in accordance with Subsection K.
 - c. Losing Pairs Plus Wager will be placed in the table inventory container and cards shall be placed in the discard rack.
6. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the cards to form the highest possible ranking hand.

7. After the dealer has announced the dealer’s best hand, the dealer shall, starting with the player farthest to the right, reveal the player’s cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers;
 - a. Play Wager;
 - b. Ante Wager;
 - c. Bonus Wager, if the player has an Ante and Play Wager; and
 - d. Pairs Plus Wager.
8. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance J.9 below.
9. If the hand of the player ties with that of the dealer’s hand, and Ante and Play Wagers of the player shall push.

K. Payout Odds

1. There are three payout types as follows:
 - a. A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.
 - b. A player placing a Pair Plus Wager shall be paid in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1
Straight	Pays	5 to 1
Three-of-a-kind	Pays	30 to 1
Straight flush	Pays	40 to 1

- c. In the alternative, a casino shall have the discretion to pay a Pair Plus Wager in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1

Straight	Pays	6 to 1
Three-of-a-kind	Pays	33 to 1
Straight flush	Pays	45 to 1

- d. A player placing an Ante Wager and a Play Wager shall be paid a bonus if the player's hand consists of the following:

Straight	Pays	1 to 1
Three-of-a-kind	Pays	4 to 1
Straight flush	Pays	5 to 1

L. Irregularities

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall cause a misdeal and all hands shall be void and the cards shall be reshuffled.
2. If dealt manually, a card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Subsection (J)(2) all hands shall be void and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

THREE CARD POKER**A. Definitions**

1. "Ante Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
2. "Hand" means the Three Card Poker hand that is held by each player and the dealer after the cards are dealt.
3. "Pair Plus Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
4. "Play Wager" means an additional wager, equal in value to his or her Ante Wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
5. "Push" means a tie as described in these rules of play.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection C (Three Card Poker Rankings).
7. "Round of Play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Three Card Poker shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Three Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place

for an Ante Wager, a Play Wager, and a Pair Plus Wager.

3. Each Three Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Three Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards).
 - a. If an automated dealing shoe is used, a cover and cut card are not required.
5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are of different color;
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

C. Three Card Poker Rankings

1. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete either a straight flush with a two and a three or a straight with a two and three.
2. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:
 - a. "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest straight flush and three, two and ace being the lowest ranking straight flush.
 - b. "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - c. "Straight" is a hand consisting of three cards of consecutive rank,

regardless of suit, with ace, king and queen being the highest ranking straight and three, two, and ace being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, two).

- d. "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
 - e. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.
3. When comparing two hands that are of identical pokerhand rank pursuant to the provisions of (2) above, or that contain none of the hands authorized in (2) above, the hand that contains the highest-ranking card as provided in (1) above that is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push. In the event of a push, the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

D. Opening the Table for Gaming

1. After receiving a deck of cards at the table, the dealer shall sort and inspect the cards. The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.
 - a. If, after the inspection of the cards, the dealer finds that a card is unusable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.
2. The dealer must spread the cards, face up on the table, by deck, according to the suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.
3. Following the inspection of the cards by the dealer and verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chimney shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
4. Electronic verification may satisfy the floor person verification requirement. .
5. All cards opened for use on a table and dealt from a manual or automated

dealing shoe shall be changed at least once every eight hours. All cards opened for use on a table and dealt from the hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this Subsection shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, dealer deliver the cards in accordance with the procedures set forth in Subsections (G), (H) or (I); or
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 1. Placing the cover card on the table in front of the deck of cards;
 11. Placing a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 111. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (3)(a)(ii) above;
 - 1v. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding(3) above, after the cards have been cut and before any cards

have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

5. Whenever there is no gaming activity at a Three Card Poker table which is open for gaming, the cards shall remain in the dealing shoe if a manual shoe is used or if an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack, until a player arrives at the table. Play will then commence in conformance with the procedures outlined in Subsection (E).

F. Wagers

1. The following wagers may be placed in the game of Three Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager in an equal amount;
 - b. A player may compete solely against a posted payout ledger by placing a Pair Plus Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
2. All wagers at Three Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate holes of the table layout. A verbal wager accompanied by cash shall not be accepted.
3. All Ante Wagers and Pair Plus Wagers shall be placed prior to the dealer indicate "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets." All Play Wagers shall be placed in accordance with Subsection (J)(2).
4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

5. Notwithstanding (I) above, a casino may offer a version of the game of Three Card Poker requiring:

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- a. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to the Pair Plus Wager;
- b. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to one-half the Pair Plus Wager; or
- c. The compulsory placement of an Ante Wager and a Pair Plus Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedures for Dealing from a Manual Shoe

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
3. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.
4. After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below; place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall determine the number of cards in the stub by

counting the cards face down on the layout.

- a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.
6. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand.

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - a. The casino shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 1. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 11. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

2. The dealer shall, starting with the player farthest to his or her left and continuing round the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each have three cards. All cards shall be dealt face down.
3. After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G)(5) and (6).

I. Procedures for Dealing from an Automated Shuffling Device/Dealing Shoe

1. If a casino chooses to have the cards dealt from an automated shuffling device/dealing shoe, the following requirements shall be observed:
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated shuffling device/dealing shoe.
 - b. The dealer shall then indicate "No More Bets" prior to the shoe dispensing any stacks of cards.
2. The dealer shall deliver the first stack of cards dispensed by the automated shuffling device/dealing shoe face down to the player farthest to his or her left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated shuffling device/dealing shoe, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
3. After each stack of three cards has been dispensed and delivered in accordance with this Subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (4) below, place the cards in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G) (5) and (6).

J. The Play

1. Prior to procedures required by Subsection (G), (H), (I), each player shall make

one or both of the following wagers:

- a. Ante Wager, means player elects to play against the dealer;
 - b. Pairs Plus Wager, means player elects to play the hand value against the payable.
2. After dealing procedures required by Subsection (G), (H), or (I) have been completed, each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the three cards in full view of the dealer at all times. After examination:
- a. If the player has placed an Ante Wager, the player may elect to make the Play Wager equal to the amount of the Ante Wager, or fold.
 - b. If the player has only placed a Pairs Plus Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
3. The player will place three cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards.
4. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
5. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
- a. The dealer will turn over the player's hand with a Pairs Plus Wager and determine if the wager is won.
 - b. Pairs Plus Wager will be reconciled in accordance with Subsection K.
 - c. Losing Pairs Plus Wager will be placed in the table inventory container and cards shall be placed in the discard rack.
6. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the cards to form the highest possible ranking hand.

7. After the dealer has announced the dealer’s best hand, the dealer shall, starting with the player farthest to the right, reveal the player’s cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers;
 - a. Play Wager;
 - b. Ante Wager;
 - c. Bonus Wager, if the player has an Ante and Play Wager; and
 - d. Pairs Plus Wager.
8. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance J.9 below.
9. If the hand of the player ties with that of the dealer’s hand, and Ante and Play Wagers of the player shall push.

K. Payout Odds

1. There are three payout types as follows:
 - a. A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.
 - b. A player placing a Pair Plus Wager shall be paid in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1
Straight	Pays	5 to 1
Three-of-a-kind	Pays	30 to 1
Straight flush	Pays	40 to 1

- c. In the alternative, a casino shall have the discretion to pay a Pair Plus Wager in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1

Straight	Pays	6 to 1
Three-of-a-kind	Pays	33 to 1
Straight flush	Pays	45 to 1

- d. A player placing an Ante Wager and a Play Wager shall be paid a bonus if the player's hand consists of the following:

Straight	Pays	1 to 1
Three-of-a-kind	Pays	4 to 1
Straight flush	Pays	5 to 1

L. Irregularities

1. A card that is found face up in the shoe or the deck while the cards are being dealt shall cause a misdeal and all hands shall be void and the cards shall be reshuffled.
2. If dealt manually, a card drawn in error without its face being exposed shall be used as though it was the next card from the shoe or the deck.
3. If any player or the dealer is dealt an incorrect number of cards, all hands shall be void and the cards shall be reshuffled.
4. If one or more of the dealer's cards is inadvertently exposed prior to the dealer revealing his or her cards as prescribed in Subsection (J)(2) all hands shall be void and the cards shall be reshuffled.
5. If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).
6. If an automated dealing shoe is being used and the device jams, stops dealing cards, or fails to deal all cards during a round of play, the round of play shall be void. The cards shall then be reshuffled in accordance with Subsection E (Shuffle and Cut of the Cards).

THREE CARD POKERA. Definitions

1. "Ante Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against the dealer's hand in a round of play.
2. "Hand" means the Three Card Poker hand that is held by each player and the dealer after the cards are dealt.
3. "Pair Plus Wager" means the wager that a player is required to make prior to any cards being dealt in order to compete against a posted scale of payouts, regardless of the outcome of the player's hand against the dealer.
4. "Play Wager" means an additional wager, equal in value to his or her Ante Wager, that a player must make if the player opts to remain in competition against the dealer after the player reviews his or her hand.
5. "Push" means a tie as described in these rules of play.
6. "Rank" or "Ranking" means the relative position of a card or group of cards as set forth in Subsection C (Three Card Poker Rankings).
7. "Round of Play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.
8. "Stub" means the remaining portion of the deck after all cards in the round of play have been dealt or delivered.
9. "Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.
10. "Washing" or "Chemmy Shuffle" means mixing cards face down on the table with a circular motion of the hands.

B. Equipment

1. Three Card Poker shall be played on a table having seven (7) places on one side for the players, and a place for the dealer on the opposite side.
2. The cloth covering a Three Card Poker table (the layout) shall have betting areas for up to seven players. Within each betting area there shall be a place

for an Ante Wager, a Play Wager, and a Pair Plus Wager.

3. Each Three Card Poker table shall have a table inventory container on or attached to the table.
4. Except as provided in (5) below, Three Card Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card to be used in accordance with the procedures set forth in Subsection E (Shuffle and Cut of the Cards).
 - a. If an automated dealing shoe is used, a cover and cut card are not required.
5. If an automated card shuffling device is used, a casino shall be permitted to use a second deck of cards to play the game, provided that:
 - a. The backs of the cards in the two decks are of different color;
 - b. One deck is being shuffled by the automated card shuffling device while the other deck is being dealt or used to play the game;
 - c. Both decks are continuously alternated in and out of play, with each deck being used for every other round of play; and
 - d. The cards from only one deck shall be placed in the discard rack at any given time.

C. Three Card Poker Rankings

1. The rank of the cards used in Three Card Poker, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete either a straight flush with a two and a three or a straight with a two and three.
2. The permissible poker hands in the game of Three Card Poker, in order of highest to lowest rank, shall be:
 - a. "Straight flush" is a hand consisting of three cards of the same suit in consecutive ranking, with ace, king and queen being the highest straight flush and three, two and ace being the lowest ranking straight flush.
 - b. "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind.
 - c. "Straight" is a hand consisting of three cards of consecutive rank,

regardless of suit, with ace, king and queen being the highest ranking straight and three, two, and ace being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, king, ace, two).

- d. "Flush" is a hand consisting of three cards of the same suit, regardless of rank.
- e. "Pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest-ranking pair and two twos being the lowest ranking pair.

3. When comparing two hands that are of identical pokerhand rank pursuant to the provisions of (2) above, or that contain none of the hands authorized in (2) above, the hand that contains the highest-ranking card as provided in (1) above that is not contained in the other hand shall be considered the higher-ranking hand. If the hands are of identical rank after the application of this Subsection, the hands shall be considered a push. In the event of a push, the dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

D. Opening the Table for Gaming

1. After receiving a deck of cards at the table, the dealer shall sort and inspect the cards. ~~The dealer shall ensure the decks are complete, and that no cards are flawed, scratched, or marked in any way. A floor person shall verify the inspection.~~
 - a. ~~If, after the inspection of the cards, the dealer finds that a card is unusable for use, a floor person or above shall bring a replacement card from the replacement deck or replace the entire deck.~~
2. ~~The dealer must spread the cards, face up on the table, by deck, according to the suit, and in sequence, in such a manner that each individual card can be identified. The casino surveillance system shall video record this process.~~
3. ~~Following the inspection of the cards by the dealer and verification, the cards shall be turned face down on the table, mixed thoroughly by a washing or chemmy shuffle of the cards and stacked and shuffled in accordance with Subsection E (Shuffle and Cut of the Cards).~~
4. ~~Electronic verification may satisfy the floor person verification requirement.~~
5. All cards opened for use on a table and dealt from a manual or automated

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Deleted: If a casino uses an automated card shuffling device to play the game and two decks of cards are received at the table, each deck of cards shall be separately sorted, inspected, verified, spread, inspected, mixed, stacked and shuffled in accordance with the provisions of (1) through (3) above...

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dealing shoe shall be changed at least once every eight hours. All cards opened for use on a table and dealt from the hand shall be changed at least every four hours.

E. Shuffle and Cut of the Cards.

1. Immediately prior to the commencement of play and after each round of play has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack; provided, however, that nothing in this Subsection shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe.
2. After the cards have been shuffled and stacked, the dealer shall:
 - a. If the cards were shuffled using an automated card shuffling device, dealer deliver the cards in accordance with the procedures set forth in Subsections (G), (H) or (I); or
 - b. If the cards were shuffled manually, cut the cards in accordance with the procedures set forth in (3) below.
3. If a cut of the cards is required, the dealer shall:
 - a. Cut the deck, using one hand, by:
 - i. Placing the cover card on the table in front of the deck of cards;
 - ii. Placing a stack of at least 10 cards from the top of the deck and placing them on top of the cover card;
 - iii. Placing the cards remaining in the deck on top of the stack of cards that were cut and placed on the cover card pursuant to (3)(a)(ii) above;
 - iv. Removing the cover card and placing it in the discard rack; and
 - b. Deal the cards in accordance with the procedures set forth in Subsections (G), (H), or (I).
4. Notwithstanding(3) above, after the cards have been cut and before any cards

have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game.

- 5. Whenever there is no gaming activity at a Three Card Poker table which is open for gaming, the cards shall ~~remain in the dealing shoe if a manual shoes is used or if, an automated shuffling device/dealing shoe is used, one deck is to remain in the automated shoe while the remaining stub is placed in the discard rack, until a player arrives at the table. Play will then commence in,~~ conformance with the procedures outlined in Subsection (E).

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Deleted: be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in Subsection (D)(3) shall be completed. Play will then

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F. Wagers

- 1. The following wagers may be placed in the game of Three Card Poker:
 - a. A player may compete solely against the dealer by placing an Ante Wager in an amount within the posted minimum and maximum wagers and then placing a Play Wager in an equal amount;
 - b. A player may compete solely against a posted payout ledger by placing a Pair Plus Wager, which wager may be in any amount within the posted minimum and maximum wagers; or
 - c. A player may compete against both the dealer and the posted payout ledger by placing wagers in accordance with the requirements of (1)(a) and (b) above.
- 2. All wagers at Three Card Poker shall be made by placing gaming chips or tokens and, if applicable, a match play coupon on the appropriate holes of the table layout. A verbal wager accompanied by cash shall not be accepted.
- 3. All Ante Wagers and Pair Plus Wagers shall be placed prior to the dealer indicate "No More Bets" in accordance with the dealing procedures in Subsections (G), (H), or (I). Except as otherwise provided in these Rules, no wager shall be made, increased, or withdrawn after the dealer has indicated "No More Bets." All Play Wagers shall be placed in accordance with Subsection (J)(2).
- 4. A casino may, in its discretion, permit a player to place wagers at two betting positions during a round of play provided that the two betting positions are adjacent to each other. In the event that the casino permits a player to place wagers at two betting positions, all procedures outlined in these Rules of Play shall be utilized for a position at which such a wager has been placed in the same manner as if the position were occupied by a player.

5. Notwithstanding (I) above, a casino may offer a version of the game of Three Card Poker requiring:
- Three Card Poker 08/26/10*
- a. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to the Pair Plus Wager;
 - b. As a precondition to the placement of a Pair Plus Wager, the placement of an Ante Wager in an amount at least equal to one-half the Pair Plus Wager; or
 - c. The compulsory placement of an Ante Wager and a Pair Plus Wager, provided that one wager may be placed in an amount up to a maximum of five times the amount of the other wager without regard to which wager is the greater of the two.

G. Procedures for Dealing from a Manual Shoe

1. If a casino chooses to have the cards dealt from a manual dealing shoe, the dealing shoe shall meet the requirements of applicable standards for dealing shoes and shall be located on the table. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the stacked deck of cards shall be placed in the dealing shoe either by the dealer or by an automated card shuffling device.
2. The dealer shall indicate "No More Bets" prior to dealing any cards. Each card shall be removed from the dealing shoe with the hand of the dealer that is closest to the dealing shoe and placed on the appropriate area of the layout with the opposite hand.
3. The dealer shall, starting with the player farthest to his or her left and continuing around the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each has three cards. All cards shall be dealt face down.
4. After three cards have been dealt to each player and the dealer, the dealer shall remove the stub from the manual dealing shoe and, except as provided in (5) below; place the stub in the discard rack without exposing the cards.
5. The dealer shall be required to count the stub at least once every five rounds of play in order to determine that the correct numbers of cards are still present in the deck. The dealer shall determine the number of cards in the stub by

counting the cards face down on the layout.

- a. If the count of the stub indicates that 52 cards are in the deck, the dealer shall place the stub in the discard rack without exposing the cards.
 - b. If the count of the stub indicates that the number of cards in the deck is incorrect, the dealer shall determine if the cards were misdealt. If the cards have been misdealt (a player or the dealer has more or less than three cards) but 52 cards remain in the deck, all hands shall be void pursuant to Subsection L (Irregularities). If the cards have not been misdealt, all hands shall be considered void and the entire deck of cards shall be removed from the table.
6. Notwithstanding the provisions of (5) above, the counting of the stub shall not be required if an automated card shuffling device is used that counts the number of cards in the deck after the completion of each shuffle and indicates whether 52 cards are still present. If the automated card shuffling device reveals that an incorrect number of cards are present, the deck shall be removed from the table in accordance with applicable minimum internal control procedures for the receipt and removal of cards.

H. Procedures for Dealing from the Hand.

1. If a casino chooses to have the cards dealt from the dealer's hand, the following requirements shall be observed:
 - a. The casino shall use an automated shuffling device to shuffle the cards.
 - b. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the dealer shall place the stacked deck of cards in either hand.
 1. Once the dealer has chosen the hand in which he or she will hold the cards, the dealer shall use that hand whenever holding the cards during that round of play.
 11. The cards held by the dealer shall at all times be kept in front of the dealer and over the table inventory container.
 - c. The dealer shall then indicate "No More Bets" prior to dealing any cards. The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it face down on the appropriate area of the layout.

2. The dealer shall, starting with the player farthest to his or her left and continuing round the table in a clockwise manner, deal one card at a time in order to each player who has placed an Ante Wager or Pair Plus Wager and to the dealer until each player who placed a wager and the dealer each have three cards. All cards shall be dealt face down.
3. After three cards have been dealt to each player and the dealer, the dealer shall, except as provided in (4) below, place the stub in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G)(5) and (6).

I. Procedures for Dealing from an Automated ~~Shuffling Device/Dealing Shoe~~

1. If a casino chooses to have the cards dealt from an automated ~~shuffling device/dealing shoe~~, the following requirements shall be observed:
 - a. Once the procedures required by Subsection E (Shuffle and Cut of the Cards) have been completed, the cards shall be placed in the automated ~~shuffling device/dealing shoe~~.
 - b. The dealer shall then indicate "No More Bets" prior to the shoe dispensing any stacks of cards.
2. The dealer shall deliver the first stack of cards dispensed by the automated ~~shuffling device/dealing shoe~~ face down to the player farthest to his or her left who has placed a wager in accordance with Subsection F (Wagers). As the remaining stacks are dispensed to the dealer by the automated ~~shuffling device/dealing shoe~~, the dealer shall, moving clockwise around the table, deliver a stack face down to each of the other players who has placed a wager in accordance with Subsection F (Wagers).
3. After each stack of three cards has been dispensed and delivered in accordance with this Subsection, the dealer shall remove the stub from the automated dealing shoe and, except as provided in (4) below, place the cards in the discard rack without exposing the cards.
4. The dealer shall count the stub in accordance with the provisions of Subsections (G) (5) and (6).

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J. The Play

1. Prior to procedures required by Subsection (G), (H), (I), each player shall make

one or both of the following wagers:

- a. Ante Wager, means player elects to play against the dealer;
 - b. Pairs Plus Wager, means player elects to play the hand value against the payable.
2. After dealing procedures required by Subsection (G), (H), or (I) have been completed, each player shall be responsible for their own hand. No other person other than the dealer may touch the cards of said player. Each player shall be required to keep the three cards in full view of the dealer at all times. After examination:
- a. If the player has placed an Ante Wager, the player may elect to make the Play Wager equal to the amount of the Ante Wager, or fold.
 - b. If the player has only placed a Pairs Plus Wager, the player will place the hand face down on the appropriate area on the layout, or fold.
3. The player will place three cards face down on the appropriate area of the layout. The player shall not touch the cards again. If a player is unsure of the hand once placed on the layout, the dealer may check the player's cards.
4. If a player folds, the wager(s) shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be collected by the dealer and placed in the discard rack.
5. If no players have placed a Play Wager, the dealer will not turn over the cards to show the dealer's hand.
- a. The dealer will turn over the player's hand with a Pairs Plus Wager and determine if the wager is won.
 - b. Pairs Plus Wager will be reconciled in accordance with Subsection K.
 - c. Losing Pairs Plus Wager will be placed in the table inventory container and cards shall be placed in the discard rack.
6. If at least one player has placed a Play Wager, the dealer shall turn over the dealer's cards and arrange the cards to form the highest possible ranking hand.

- 7. After the dealer has announced the dealer’s best hand, the dealer shall, starting with the player farthest to the right, reveal the player’s cards. The dealer will reconcile each hand individually working counterclockwise in accordance with Subsection K (Payout Odds) for the following wagers;
 - a. Play Wager;
 - b. Ante Wager;
 - c. Bonus Wager, if the player has an Ante and Play Wager; and
 - d. Pairs Plus Wager.
- 8. After each wager is settled, the dealer will collect the cards of each player and place them in the discard rack in accordance J.9 below.
- 9. If the hand of the player ties with that of the dealer’s hand, and Ante and Play Wagers of the player shall push.

K. Payout Odds

- 1. There are three payout types as follows:
 - a. A player in competition against the dealer shall be paid 1 to 1 on both the Ante Wager and the Play Wager if the player's hand is ranked higher than the dealer's hand. Notwithstanding the foregoing, if the dealer does not hold a hand with a "queen high or better" rank, the Ante Wager shall automatically be paid 1 to 1 and the Play Wager shall be returned to the player.
 - b. A player placing a Pair Plus Wager shall be paid in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1
Straight	Pays	5 to 1
Three-of-a-kind	Pays	30 to 1
Straight flush	Pays	40 to 1

- c. In the alternative, a casino shall have the discretion to pay a Pair Plus Wager in accordance with the following payout ledger:

Pair	Pays	1 to 1
Flush	Pays	4 to 1

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Accept the Bay Bancorporation Inc. FY-2025 1st quarter report

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: Proprietary - trade secrets/commercial/financial

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

- Finance
- Law Office
- Gaming/Retail
- Other: *Describe*
- Programs/Services
- DTS
- Boards, Committees, or Commissions

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List

6. Supporting Documents:


- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input checked="" type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Larry Barton, Treasurer

Primary Requestor: Jeff Bowman, President, Bay Bank 

Bay Bank
QUARTERLY REPORT

Quarter ended December 31, 2024

A. **BAY BANK**

Submitted by: Jeff Bowman, Board Member
Directors: Fern Orié, Sam McMahon, Jeff Bowman, Joshua Cottrell
Todd Van Den Heuvel, Elaine Skenandore-Cornelius

Oneida Business Committee Contact: Larry Barton

B. **MINUTES**

None Submitted

ACTION TAKEN

No Tribal Policy changes.

D. **FINANCIAL**

Note that various financial reports

December 31, 2024 is Bay Bank's fiscal year end.

E. **SPECIAL EVENTS AND TRAVEL**

None

F. **PERSONAL COMMENTS**

Bay Bank account numbers as of December 31, 2024:

2,061 Checking Accounts
559 Business Checking Accounts

184	Money Market Accounts
1,566	Savings Accounts
237	Certificates of Deposit
95	Commercial Real Estate Loans
1,241	Residential Real Estate Loans
342	Business Loans
1,089	Consumer Loans
45	Oneida Small Business 2000 Loan Program Loans
663	Oneida HRIP Loans
285	Other Tribal Loans

The Oneida Small Business Loan Program 2000 that is administered by Bay Bank started on May 1, 2002. As of this date over \$ 17.9 million in new loans have been made to over 10 new or growing Oneida tribal member owned businesses.

The Oneida HRIP loans total \$10.8 million as of December 31, 2024, and have been made to 663 customers.

The Section 184 mortgage loans serviced under FHLB MPF program totaled \$92.2 million on December 31, 2024. There are 739 loans in the program currently.

G. GOALS AND OBJECTIVES

2024 GOALS:

GOAL A: Bay Bank will strive to attain a minimum 0.85% Return on Assets for the year ending December 31, 2024. Return on Assets (ROA) is a common measurement of a bank's profitability. This ratio informs you how well the bank is managing and investing the bank's assets.

2024 ROA Goal	2024 YTD ROA Actual	2024 Peer Group Average
0.85 %	1.42%	1.04%

GOAL B: Bay Bank will strive to attain a minimum 8.50 % Return on Equity for the year ending December 31, 2024. Return on Equity (ROE) is the measurement of how well the bank is performing for its stockholder.

2024 ROE Goal	2024 YTD ROE Actual	2024 Peer Group Average
8.50 %	18.60 %	10.33 %

Bay Bank had budgeted total loans for the quarter ended December 31, 2024, in the amount of \$ 109.7 million. Total loans on December 31, 2024, were \$ 113.4 million, an increase of \$ 3.7 million from budget. Loans increased \$ 10.8 million over the 12-month period ended December 31, 2024.

Bay Bank had budgeted total deposits for the quarter ended December 31, 2024, in the amount of \$ 220.1 million. Total deposits on December 31, 2024, were \$ 244.3 million, an increase of \$ 24.2 million over budget. Deposits increased \$ 19.0 million for the past twelve months, the result of increase in transaction accounts, savings deposits, and time deposits.

H.

MEETINGS

Monthly meeting on the fourth Thursday of each month.

Accept the Oneida ESC Group, LLC FY-2025 1st quarter report

Business Committee Agenda Request

1. Meeting Date Requested: 02/26/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: Proprietary - trade secrets/commercial/financial

3. Requested Motion:

Accept as information; OR

Enter the requested motion related to this item.

4. Areas potentially impacted or affected by this request:

- | | |
|---|---|
| <input type="checkbox"/> Finance | <input type="checkbox"/> Programs/Services |
| <input type="checkbox"/> Law Office | <input type="checkbox"/> DTS |
| <input type="checkbox"/> Gaming/Retail | <input type="checkbox"/> Boards, Committees, or Commissions |
| <input checked="" type="checkbox"/> Other: Oneida ESC Group | |

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List
Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input checked="" type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input checked="" type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Tehassi Hill, Chairman

Primary Requestor: John Breuninger / Jeff House



Oneida ESC Group, LLC

1st Quarter Report – FY25

February 2025

OESC Board of Managers:

John L. Breuninger, Chairman

Jacquelyn Zalim

Leslie Wheelock

Oneida ESC Group, LLC

Oneida ESC Group, LLC (OESC), was formed in 2012 as a holding company to house subsidiaries to conduct business with the federal government, state and municipal governments and commercial and industrial customers throughout the world. OESC has nine (10) subsidiaries, Oneida Total Integrated Enterprises (OTIE), Mission Support Services (MS2), Oneida General Mechanical Corp (GMC), Sustainment and Restoration Services (SRS), Oneida Engineering Solutions (OES), Oneida Construction Services (OCS), Oneida Environmental (OE), Oneida LG2 Environmental (LG2), Oneida Professional Services (OPS), and 1822 Land and Development Company of Oneida (1822).

OESC's subsidiaries are supported by OESC with general management and administrative functions, including accounting and contracting management, human resource management, IT support, overall management, and marketing, bid and proposal. Below is a summary of OESC and its subsidiary's activities.

Narrative Report

a. Explanation of the core of the Corporation's business practices and market overview.

OESC's subsidiary limited liability companies focus on contracts issued by the government agencies, (federal, state, and local) and commercial customers for engineering, science (environmental) construction, professional services, and real estate development work. OESC's revenue is derived from the subsidiaries that operate in the full and open market as well as the Small Business Administration Business Development Markets primarily as 8(a), Small Business, and Disadvantage Business Enterprise designated companies when and where appropriate.

OESC and its subsidiaries are a highly technical organization providing research/Investigation, design, construction services, engineering, and project management. Oneida ESC Group operates in four core services:

- Environmental services – Assessment, investigation, design, testing, NEPA, biological, action planning, project management, and more.
- Construction– Repair, service, abatement, renovation, demolition, mechanical systems, electrical services, and new construction.
- Engineering Services – Design and project management for site and site design, mechanical, electrical, plumbing, civil, structural, transportation, survey, water / wastewater systems and storm water management.
- Professional Services - Provides diversified professional resources for training and education; research and engineering; and IT solutions.
- Real Estate Development – Commercial and light industrial tenants, Low Income Housing Tax Credit (LIHTC) multi-family housing.

Oneida Total Integrated Enterprises (OTIE) – Competes in the full and open marketplace as a small business (less than 1000 employees). Core competencies include environmental services, environmental remediation, engineering services and project management.

Mission Support Services (MS2) –Graduated from the US Small Business Administration

Oneida ESC Group, LLC

on March 15, 2023. MS2 is focused on construction management. Core competencies include construction management services, new and renovated structures, HVAC systems and controls Utility systems - water, sewer, gas, electrical, electrical power generators, transformers, and distribution, Communication and security systems, interior remodeling, MS2 sells to the federal market, commercial and tribal markets.

Oneida Construction Services (OCS) - OCS is focused on construction management. Core competencies include construction management services, new and renovated structures. OCS has a small team of carpenters that are skilled in a variety of trades such as concrete, framing, roofing, siding, and finished carpentry. OCS sells to the federal market, commercial and tribal markets.

General Mechanical Corporation (GMC) – Operates mainly as an HVAC Contractor but has performed both General Contracting and Electrical Contracting in Eastern FL. GMC has been accepted into the SBA 8(a) Business development Program on November 2, 2022.

Sustainment & Restoration Services (SRS) – 8a Graduation date is February 18, 2024. SRS core competencies include facility investigations, corrective measures design/implementation, remedial designs/remedial actions, a assessment, and environmental cleanup, wetland’s assessment and wetlands restoration design, brownfields, phase I & II ESAs, asset inventory, evaluation, environmental engineering and design, and wastewater treatment and sewerage systems.

LG2 Environmental Services (LG2) - is a full-service environmental services company that provides a wide range of quality, responsive environmental services in southeastern US. LG2 experience and capabilities include archaeological and cultural resource assessments; natural resource assessment and management (wetlands, biological assessments, aquatic, and other biology), site contamination assessment and remediation, environmental compliance, NEPA documentation, for Federal, State, and Local government permitting projects.

Oneida Professional Services (OPS)- is a full spectrum professional services group providing a wide array of manpower solutions to government and commercial clients. Services include training and educational support services, a broad spectrum of specialized technical support for complex training environments and advanced learning for the Naval Postgraduate School, master’s and PhD-level engineers and research scientists. OPS also provides manpower needs for software engineering services.

Oneida Engineering Solutions (OES) – OES focuses on performing transportation engineering services for governmental agencies (Federal, State and Local). OES provides engineering for urban/rural roadways, interstate highways, interchanges, capacity expansions, bridges, roundabouts, local streets, and parking lots. OES is certified as a Disadvantage Business Enterprise in the State of Wisconsin.

Oneida Environmental (OE) - provides archaeological and cultural resource assessments; natural resource assessment and management (wetlands, biological assessments, aquatic, and other biology), NEPA documentation for Federal, State, and Local government permitting projects.

Oneida ESC Group, LLC

Oneida Technology Services (OTS) - Provides a variety of information technology and cyber solutions across highly complex, highly regulated, and highly secure environments to Government and commercial customers. OTS deliver secure, mission-focused solutions for our customer's digital objectives. We provide resilient enterprise IT solutions and managed services that leverage a full spectrum of IT solutions.

1822 Land and Development Company of Oneida (1822) – 1822 is a real estate holding company that owns, leases and sub-lease various real estate holdings in and around the Oneida Nation Reservation. The overall goal is to grow the portfolio that meets the needs of the Oneida Nation and Northeastern WI.

b. Explanation of the Corporation's current place within the market

OESC operates in a fiercely competitive and expanding market. An abundance of Architecture / Engineering / Construction (AEC) firms that provide similar services to those offered by OESC. Competitive factors for our success include performance, reputation, network, price, geographic location, and availability of technically skilled personnel.

Three of the top five federal spending agencies awarding non-competitive contracts are OESC customers.

c. Explanation of the outlines of strategies by the Corporation for improved value in the market

OESC's subsidiaries are positioned to take advantage of existing relationships, contracts, and networks OTIE has established since 2008.

We continuously evaluate solutions to broaden and capture a larger share of the Federal and State markets. Each subsidiary operates based on primary NAICS codes with secondary NAICS codes that overlap with the sister companies.

d. Explanation of the Corporation's relative performance vs. competitors and identification of key competitors within the market

Our competitors include Small Businesses, Alaskan Native Corporations (ANCs); Native American Owned, and tribally owned small businesses; and Native Hawaiian Organizations (NHOs). Each of these are in a category of small business that may be awarded prime contracts without competition. Oneida ESC subsidiaries also compete against other 8(a) firms for set-aside acquisitions, including small businesses that are categorized as Woman-Owned, HUB Zone, Service-Disabled Veteran Owned small business, and others. Finally, Oneida ESC competes in full and open markets without restrictions.

Typical competitors include Small Business firms with fewer than 750 employees in NAICS 562910, Environmental Remediation. Another area of significant competition is the regional Transportation Engineering firms in Wisconsin for WI DOT work (OES).

e. Explanation of any material changes or developments in the market or nature of business the Corporation is primarily engaged in since the last reporting period.

The obvious change has been the administration change from Biden to Trump. While it is unclear how exactly the actions of the Trump Administration will impact the federal

Oneida ESC Group, LLC

marketplace, our operations have been largely unimpacted at this early point in time. Regardless, he continues to execute Executive Orders and one thing is clear and that is his promise to deliver a disruption to the system. Two main scenarios emerge from the early actions of President Trump. One is a big hit on our operations and the other is a boon.

One the one-hand, we could make the argument that at some point in time, his actions will impact the work we do. Will he stop everything? Not likely, especially since he is signaling an upgrade to the defense systems (which would require engineering and construction) and he wants the budget ceiling lifted. This tells us that from a short-term point of view, he expects budgets to swell. That will take time, and the government is a lot of things but quick is not one of them.

On the other hand, with all the cuts he has made and or is threatening to make, somebody has to do the work. This opens the door to new and expanded operations for OESC. Keep in mind that some things are simply necessary, and the other important factor is that the US infrastructure is old and in need of upgrades, modernization and restoration.

Finally, we have history to consider. In his first term, we saw the EPA crumble to a shell of itself but was only minimally impactful to OESC operations. The boarder wall, however, required shifting budgets to fund the project and one of those budgets impacted OESC, specifically engineering and design services where we saw several of our engineering contracts stall.

f. Identification of the primary goals and targets of the Corporation and progress made towards accomplishment of the same.

Goals for Oneida ESC Group

Growth at a sustainable rate is the primary business goal for OESC. Financial reward for OESC occurs when we align our investment strategies according to our client's mission priorities.

Targets for OESC Subsidiaries:

Opportunities continue to exist in geographies where all companies have successful past performance and where personnel involved in such projects have established strong relationships with teaming partners and clients. Opportunities continue to emerge based on the combined efforts of OESC's marketing and sales efforts. Target clients continue to include Department of Defense agencies (various bases – Navy, Air Force, and Army), The Environmental Protection Agency, Bureau of Indian Affairs, WI Department of Transportation, Milwaukee Metropolitan Sewer District, and the Oneida Nation.

New target clients include extended services on existing bases, geographical growth on "new" bases where OESC has not performed work on in the past, municipalities geographically related to OESC offices and other Tribal Nations.

g. Identification of key elements for success in strategies given, including risks, resources, and relations available and needed to successfully fulfill outlined strategies

Oneida ESC Group, LLC

Key elements for success in the OESC model include:

- Meeting performance indicators, including safety, staff turnover, profitability, staff utilization, backlog, and capacity.
- Adapting to a changing customer base, contract type, or key skill set. We recognize and reconfigure based on identified needs to deliver strategic growth.
- Identification of contract capacity and access is under regular review.
- Increasing our geographic footprint and capabilities.

Risk in the marketplace.

- We operate in highly competitive industries.
- Contracting is often erratic and unpredictable; cancellations or delays in pending awards by government agencies could adversely affect us.
- International operations carry additional risk.
- Loss of key personnel
- Adoption of new contract laws or regulations.

h. Identification of medium (two to five years) and long (greater than five year) prospects and sustainability of the Corporation given the present status, strategies, and risks

Our medium and long-range prospects for sustainability are balanced by business diversification and consistent project management delivery.

We have successfully formed long-term business relationships with key US Agencies for services delivered around the world. Contracting with the US government remains a reliable strategy in terms of payment, stability, and growth opportunity.

Medium-term prospects

OESC's prospects in the two- to five-year term rely on our sturdy performance in engineering, science, and construction to existing clients; adjacent clients/services and geographic areas; and new service offerings to new clients. OESC continues to focus on business development and talent acquisition to meet our growth metrics.

Long-term prospects

OESC envisions steady growth with our key customers over the long term. OESC is nimble and agile, allowing us to focus on governments funding flows.

Continued reliance on low-price awards is a staple in our business model and we continue to adjust the pricing structure to ensure that we remain competitive. We continue to concentrate marketing efforts on maximizing our return on investment through expanding support for existing customers, developing tasks under existing contracts, and collaborating with firms that need either small business participation or our specialized expertise.

i. Explanation of market growth (if any) experienced by the Corporation, identifying sources of growth (i.e., organic growth through market share increase, volume of business increase, acquisition of competition or other assets, etc.)

Oneida ESC Group, LLC

Our growth has been mostly organic and is based on our reputation in the market. We have re-aligned our corporate brand by including Oneida in all business names moving forward. We have made a concerted effort to draw on our expertise in the polyfluoroalkyl substances (PFAS) and Perfluorooctanoic acid (PFOA) remediation market. We also see growth in our traditional engineering services such as civil, mechanical, electrical, and structural.

- j. Summary of the assets of the Corporation, including but not limited to its financial, physical, employee, customer, brand or intellectual property, and supply assets.**

OESC ASSETS
<p><u>Financial (On Balance Sheet)</u></p> <p>Cash –Checking Account Work In Process on Current Projects Fixed Assets such as Vehicles, Furniture and Fixtures, and Miscellaneous Equipment Other Assets such as Prepaid Expenses, Investment</p> <p><u>Employees</u></p> <p>OESC: Oneida ESC Group (Holding Company) - 49 EEs OTIE: Oneida Total Integrated Enterprises (Engineering and Environmental - 132 EES 1822: 1822 Land and Development Co of Oneida (Real Estate Development) - 2 EE MS2: Mission Support Services (Construction Management) - 38 EE GMC: General Mechanical Corp (HVAC/Piping and Electrical Contractor) -17 EEs SRS: Sustainment Restoration Services (Environmental Services) - 126 EEs LG2: LG2 Environmental Services (Cultural and Natural Resources) - 64 EEs OES: Oneida Engineering Solutions (Transportation and Engineering) - 46 EEs Oneida Environmental (Environmental Services) – 4 EEs OPS: Oneida Professional Services (Staffing Resources Services) - 23 EES</p>

- k. Summary and status of any pending legal action to which the Corporation is a party and any relevant government regulation to which the Corporation may be subject.**

N/A

Oneida ESC Group, LLC

Disclosure Report

(a)

Board Member	Title	Time in Position	Date renews or expires
John L. Breuninger	Chairman of the Board	12/18/16 to present	6/2027
Jacquelyn Zalim	Board Member	3/14/12 to present	6/2025
Leslie Wheelock	Board Member	12/13/16 to present	6/2026

(b)

OESC Key Management Personnel	Title	Time in Position	Date Renews or Expires
Jeff House	President/CEO	1/1/2017	1/1/2029

(c) Summary of any financial or familial relationship between any board or Company key management personnel

None

a. Summary of any financial or familial relationship with any current member of OBC or any member of any regulatory body within Oneida such as a board committee or commission charged with regulating the Corporation's industry or activities.

None

b. Names of any other person, whether it be a business in any legal form or an individual, doing business with the Company for purposes of mutual enterprise – JV; membership in an LLC together; partnership; acquisition as a subsidiary.

OTIE has a majority interest in OTIE-RS&H JV, OCH JV, OTIE-Ahtna JV, OTIE-ERRG JV, and OTIE-Merrick JV. The Company has an equal interest in OTIE-PWT JV. The Company has a minority interest in Tetra Tech – OTIE JV and NDN-OTIE JV.

MS2 has a majority interest in MS2-MEC JV.

SRS has a majority interest in SRS-CAPE JV, SRS-ERRG JV, SRS-RFI JV, SRS Battelle JV, SRS-BB&E JV, SRS-Alliant JV and SRS-CAPE II JV. SRS has a minority interest in Alliant-SRS JV. SRS is the sole owner of LG2 Environmental Solutions, Inc.

OES has a minority interest in Dane Partners, and a majority interest in OES-Pond JV and OES-Pond II JV.

Oneida ESC Group, LLC

- c. Summary of financial transactions or relationships between those listed in (d).
- d. Names of any other person, whether it be a business in any legal form or an individual, doing business with the Company for purposes of mutual enterprise – JV; membership in an LLC together; partnership; acquisition as a subsidiary.
- i. The OTIE-RS&H JV is a joint venture formed between OTIE and Reynolds, Smith & Hills, Inc. to perform work with the Air Force Civil Engineering Center (AFCEC). The JV also holds a contract to perform work with the U.S. Army Corps of Engineers (USACE) Japan District.
 - ii. The OCH JV is a joint venture formed between OTIE and CH2M Hill to perform work for EPA under the Environmental Services and Operations contract I CLIN 2 (Regions 4, 5, 6 and 7) and CLIN 3 (Regions 8, 9 and 10), and to perform work for NAVFAC Southwest under the Multiple Award Remedial Action Contract.
 - iii. OTIE-PWT JV is a joint venture formed between OTIE and Pacific Western Technologies, Ltd. to perform work for USEPA under the Design and Engineering Services (DES) contract for CLIN 3 (Regions 8, 9 and 10).
 - iv. OTIE-Ahtna JV is a joint venture formed between OTIE and Ahtna Environmental, Inc. to perform work for an EPA Remediation Environmental Services small business set-aside contract.
 - v. OTIE-ERRG JV is a joint venture formed between OTIE and Engineering / Remediation Resources Group to submit a proposal to Naval Facilities Engineering Command Southwest for a Remedial Action Contract.
 - vi. OTIE-Merrick JV is a joint venture formed between OTIE and Merrick & Company to perform A&E services for the Air Force Civil Engineering Center.
 - vii. Tetra Tech – OTIE JV is a joint venture formed between Tetra Tech, Inc. and OTIE to submit a proposal to USACE Tulsa for an Environmental Remediation Services contract.
 - viii. NDN-OTIE JV is a joint venture formed between The NDN Companies, Inc. and OTIE, formed under the Mentor-Protégé arrangement between NDN and OTIE. The JV was formed to submit proposals to various federal government clients for environmental work.
 - ix. MS2-MEC JV is a joint venture formed between Midwest Environmental Controls and MS2 to perform work under a Demolition Abatement contract at Edwards AFB. The joint venture was approved by the US SBA on August 14, 2015.
 - x. SRS-CAPE JV is a joint venture formed between SRS and CAPE Environmental Management to perform work for USACE Seattle on a Pre-placed Remedial Action Contract. The joint venture was approved by the US SBA on December 12, 2017. The JV received an 8a sole-source award from USACE Kansas City District.
 - xi. SRS-ERRG JV is a joint venture formed between SRS and Engineering / Remediation Resources Group to submit a proposal to Naval Facilities Engineering Command Southwest for an Environmental Multiple Award Contract. The joint venture was approved by the US SBA on April 12, 2018.
 - xii. SRS-RFI JV is a joint venture between SRS and Robotics Fabrication, Inc. to perform munitions response work for USACE Huntsville. SBA approved the JV on September 16, 2019. USACE Huntsville awarded a contract for munitions work to the JV.

Oneida ESC Group, LLC

- xiii. SRS Battelle JV is a joint venture between SRS and Battelle, formed under the Mentor-Protégé arrangement between SRS and Battelle. The JV will submit a proposal to USACE Norfolk District for an Environmental Services contract and will submit a proposal to USACE Tulsa District for an Environmental Remediation Services contract. The joint venture was approved by the US SBA on September 21, 2020.
- xiv. SRS-BB&E JV is a joint venture between SRS and BB&E, Inc. The JV submitted a proposal to Army Combat Command – Aberdeen Proving Ground for environmental compliance services at Fort Huachuca, which was not awarded to the JV. The joint venture was approved by the US SBA on October 19, 2020.
- xv. SRS-Alliant JV is a joint venture between SRS and Alliant Corporation. The JV was awarded a contract with USACE Louisville for A&E services for environmental engineering.
- xvi. Alliant-SRS JV is a joint venture between Alliant Corporation and SRS. The JV submitted a proposal to USACE Tulsa for a Service-Disabled Veteran Owned Small Business set-aside contract for environmental remediation services.
- xvii. SRS-CAPE II JV is a joint venture between SRS and CAPE Environmental Management to perform work for USACE Kansas City District on an environmental demolition contract. The joint venture is in the process of requesting/receiving approval by the US SBA.
- xviii. Dane Partners is a joint venture formed between Ayres Associates Inc., EMCS Inc., Short Elliot Hendrickson Inc., and OES to pursue projects with the Wisconsin Department of Transportation. OES has a 25% interest in Dane Partners.
- xix. OES-Pond JV is a joint venture between OES and Pond Company. The JV is approved by SBA as a Mentor-Protégé. The JV submitted a proposal to USACE Sacramento District for AE Design and Investigation and submitted a proposal to the U.S. Air Force for Mechanical and Electrical Engineering Services at Hurlburt Field.
- xx. OES-Pond II JV is a joint venture between OES and Pond Company. The JV is set up to receive 8(a) contracts and will request approval from SBA if the JV seeks a sole-source award.
- xxi. OE-Stantec is a JV and a participant in the SBA Mentor Protégé Program. The JV is set up to receive 8(a) contracts in the environmental market.

Accept the Oneida Golf Enterprise FY-2025 1st quarter report

Business Committee Agenda Request

1. Meeting Date Requested: 02/25/25

2. Session:

Open Executive – must qualify under §107.4-1.

Justification: *Choose or type justification.*

3. Requested Motion:

Accept as information; OR

Accept OGE 1st quarter open report

4. Areas potentially impacted or affected by this request:

Finance

Programs/Services

Law Office

DTS

Gaming/Retail

Boards, Committees, or Commissions

Other: *Describe*

5. Additional attendees needed for this request:

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

Name, Title/Entity OR Choose from List

6. Supporting Documents:

- | | | |
|---|--|---|
| <input type="checkbox"/> Bylaws | <input type="checkbox"/> Fiscal Impact Statement | <input type="checkbox"/> Presentation |
| <input type="checkbox"/> Contract Document(s) | <input type="checkbox"/> Law | <input checked="" type="checkbox"/> Report |
| <input type="checkbox"/> Correspondence | <input type="checkbox"/> Legal Review | <input type="checkbox"/> Resolution |
| <input type="checkbox"/> Draft GTC Notice | <input type="checkbox"/> Minutes | <input type="checkbox"/> Rule (adoption packet) |
| <input type="checkbox"/> Draft GTC Packet | <input type="checkbox"/> MOU/MOA | <input type="checkbox"/> Statement of Effect |
| <input type="checkbox"/> E-poll results/back-up | <input type="checkbox"/> Petition | <input type="checkbox"/> Travel Documents |
| <input type="checkbox"/> Other: <i>Describe</i> | | |

7. Budget Information:

- | | |
|---|--|
| <input type="checkbox"/> Budgeted – Tribal Contribution | <input type="checkbox"/> Budgeted – Grant Funded |
| <input type="checkbox"/> Unbudgeted | <input type="checkbox"/> Not Applicable |
| <input type="checkbox"/> Other: <i>Describe</i> | |

8. Submission:

Authorized Sponsor: Justin Nishimoto, Economic Strategy Coordinator

Primary Requestor: (Name, Title/Entity)



THORN BERRY CREEK
AT ONEIDA

FY2025 First Quarter Business Report



Oneida Golf Enterprise

December 31st, 2024

Golf & Related Operations

Business Practice, Market Overview, & Place within Market

- Favorable conditions in October and into November led to unexpected play for the first six-plus weeks of the period
- Holding fall rates from aerification dates through the end of the season on both courses led to an increase in rounds
 - Lower prices also had a strong correlation with guest satisfaction
- Season pass sales started slow in November but picked up significantly in December and into January
 - Slow start/shortfall in relation to budget in November was due to the late Thanksgiving and only having two days of pass sales in November
- We have not noticed a lack of interest in Iroquois passes despite the price increase
- Simulator leagues, while small, provide an outlet for golfers in the winter
 - We hope to see public play on the simulators pick up in Q2
- Fall Big Cup was held on October 6th
 - Event was sold out

Strategies for Improved Value

- We received positive feedback with regards to Fall rates
 - Having more aggressive spring, fall, and twilight rates may be a strategy implemented to increase play
- As the demand for a premium experience continues, we strive to find new low-cost, value adds for both golfers and non-golfers
 - Increased visibility of on-course staff
 - Availability for premium brand rental clubs
 - Personalized experiences
- We are also looking to introduce Family/Developmental Player tees on the Legends Course in order to attract golfers who are new to the game or are intimidated by the length of the course
- We are working on multi-round punch cards as a pathway to buying season passes
 - Offer 10-20 rounds at a flat rate (to be determined)
- Exploring opportunities to partner with several hotels on stay & play partnerships
 - Thornberry offers discounted rate for hotel goers and hotel offers discounted rate/booking link for golfers

Market Growth/Changes

- The local market remains consistent with previous years

Course & Grounds

- Course & Grounds worked into December on tree removal and winterization
 - Longer than past years but necessary due to longer season than normal
- Winter focus is on equipment maintenance and punch list items to keep fleet functional

- We are possibly looking at several capital purchases during 2025 including: rough mower, green/tee mower, and new trucks
 - Purchasing used/demo models will lead to savings opportunities

Food & Beverage and Event Operations

Business Practice, Market Overview, & Place within Market

- *Q1 Banquets were strong and increases YOY*
 - *Four weddings in Q1, in addition to several other parties and celebrations*
- *Locker Room Live show continued into early January every Tuesday*
 - *Crowds dwindled as the season progressed*
 - *A player guest “no-show” was a tipping point for many patrons who came for that show*
 - *This was still a worthwhile venture due to the advertising and publicity benefits*
- *We laid off two full-time kitchen employees and almost all FOH employees to control labor*

Strategies for Improved Value

- *Bar & Restaurant winter specials have been popular with those who have taken advantage*

Market Growth/Changes

- *No changes to the local market recently*
- *As the local community grows, we are looking for ways to reach that audience with regards to bar and restaurant business*

Capital Projects

- *Chiller was replaced at end of Q4 and retaining wall rebuild was completed on north end of clubhouse*
- *Outdoor wedding ceremony stage is in disrepair and requires replacement*
 - *Due to revenue generation of the stage, we are replacing with a permanent structure*
 - *Reed Property Management will be completing project during Q2/Q3 of 2025.*

NFL Draft

- *We do not have any major events planned for the NFL Draft*
 - *We will be offering F&B Specials during the weekend*
- *We are going to utilize targeted digital advertising to attract golfers during the draft weekend*
- *Our plan is to be the “escape” from the hectic atmosphere of the Titledown District*
- *We may offer our parking lot to camper/RV parking for a nominal fee*