

## LR-002(a) GAMING AND NON-GAMING VENDOR LICENSING REGULATION

### 3.0 INTRODUCTION

Every Gaming Resource Supplier shall be licensed by the TMGA prior to the sale, lease, or distribution, or further sale, lease, or distribution, of any Gaming Resources to or in connection with a Gaming Facilities owned and licensed by the Torres Martinez Tribe. Unless the licenses the Gaming Resource Supplier pursuant to the Tribal-State Compact licensing requirements all required Gaming Resources the State Gaming Agency for a determination of suitability at least thirty (30) days prior to the sale, lease, or distribution, or further sale, lease, or distribution, of any Gaming Resources to or in connection with the Tribe's Gaming Operation or Facility, except that for Gaming Devices the period specified under the Tribal-State Compact section 7.1, subdivision (a)(1), shall govern. In accordance with the Tribal-State Compact the period during which a determination of suitability as a Gaming Resource Supplier is valid expires on the earlier of (i) the date two (2) years following the date on which the determination is issued unless a different expiration date is specified by the State Gaming Agency. If the State Gaming Agency denies or revokes a determination of suitability, the TMGA shall immediately deny or revoke the license and shall not reissue any license to that gaming Resource Supplier unless and until the State Gaming Agency decides that the Gaming Resource Supplier is suitable. The license and determination of suitability shall be reviewed at least every two (2) years for continuing compliance. For the purpose of section 6.5.2 of the Tribal-State Compact, such a review shall be deemed to constitute an application for renewal. In connection with the review, the TMGA shall require the gaming Resource Supplier to update all information provided in the previous application.

*SEC 6.4.4 (a) GAMING RESOURCE SUPPLIERS (Pg. 27)*

### 3.1 GAMING RESOURCE SUPPLIERS

Any agreement between the Casino/Tribe and a Gaming Resource Supplier shall include, a provision for its termination without further liability on the part of the Casino/Tribe, except for the bona fide payment of all outstanding sums (exclusive of interest) owed as of , or payment for services or materials received up to, the date of termination upon revocation or non-renewal of the Gaming Resource Supplier's license by the TMGA based on a determination of unsuitability by the State Gaming Agency. Except as set forth above, the Casino/tribe shall not enter, or continue to make payments to a Gaming Resource Supplier pursuant to, any contract or agreement for the provision of Gaming Resources with any person or entity whose application to the State Gaming Agency for a determination of suitability has been denied or revoked or whose determination of suitability has expired without renewal.

*SEC 6.4.4 (b) GAMING RESOURCE SUPPLIERS (Pg. 28)*

The TMGA may license a Management Contractor for a period of no more than seven (7) years, but the Management Contractor must still apply for renewal of a determination of suitability by the State Gaming Agency at least every two (2) years, and where the State Gaming Agency denies or revokes a determination of suitability, shall immediately deny or revoke the license and shall not reissue any license to that Management Contractor unless and until the State Gaming Agency makes a determination that the Management Contractor is suitable. As of the effective date of the State gaming Agency's decision denying or revoking its suitability, the Management Contractor shall no longer be authorized to perform any work within or provide any goods or services to, in support of, or in connection with, the Gaming Operation or Facility. Except for where the State Gaming Agency has denied or revoked its determination

of suitability, nothing in this subdivision shall be construed to bar the TMGA from issuing additional new licenses to the same Management Contractor following the expiration of a seven (7)-year license.

*SEC 6.4.4 (c) GAMING RESOURCE SUPPLIERS (Pg. 28)*

The TMGA may elect to license a person or entity as a gaming Resource Supplier without requiring it to apply to the State Gaming Agency for a determination of suitability under the following requirements:

1. If the Gaming Resource Supplier has already been issued a determination of suitability that is, then valid. In that case, the TMGA shall immediately notify the State Gaming Agency of its licensure of the person or entity as a Gaming Resource Supplier and shall identify in its notification the State Gaming Agency determination of suitability on which the TMGA has relied in proceeding under this section.
2. Subject to the TMGA compliance with the requirements of this subdivision, a Gaming Resource Supplier licensed under this section may, during and only during the period in which the determination of suitability remains valid, engage in the sale, lease, or distribution of Gaming Resources to or in connection with the Tribe's Gaming Operation or Facility, without applying to the State Gaming Agency for a determination of suitability.
3. The issuance of a license under this subdivision is in all cases subject to any later determination by the State Gaming Agency that the Gaming Resource Supplier is not suitable or to a tribal gaming license suspension or revocation pursuant to section 6.5.1 of the Tribal-State Compact and does not extend the time during which the determination of suitability relied on by the TMGA is valid.
4. A license issued under this subdivision expires upon the revocation or expiration of the determination of suitability relied on by the TMGA. Nothing in this section affects the obligation of the Tribal Gaming Agency, or of the Gaming Resource Supplier, under section 6.5.2 and section 6.5.6 of the Tribal-State Compact.

*SEC 6.4.4 (d) GAMING RESOURCE SUPPLIERS (Pg. 29)*

Within twenty-one (21) days of the issuance of a license to a Gaming Resource Supplier, the TMGA shall transmit to the State Gaming Agency a copy of the license. A copy of all tribal license application materials and information received by the TMGA from the Applicant that is not otherwise prohibited or restricted from disclosure under applicable federal law or regulation must be made available to the State Gaming Agency upon request.

*SEC 6.4.4 (d)(2) GAMING RESOURCE SUPPLIERS (Pg. 29)*

### 3.2 NON-GAMING VENDOR/GAMING RESOURCE SUPPLIER LICENSE.

In addition to the requirements set out in these Rules and Regulations, the following shall apply to all Gaming Facilities owned and licensed by the Torres Martinez Tribe as well as its gaming vendors (defined as Gaming Resource Suppliers in the Tribal/State Compact) and non-gaming vendors. The TMGA shall make the determination regarding the license category to which the Vendor belongs.

1. Gaming Vendor licenses are required for Gaming Resource Suppliers conducting business by supplying or providing gaming products, machinery, or service(s) to be used by the Gaming Operation. If Gaming Resource Supplier relevant receipts are reasonably expected to, exceed \$25,000 in a rolling calendar year that Gaming Resource Supplier and their subsidiaries and

personnel as defined by the TMGC shall be required to be submit all appropriate documents and applications for license approval by the TMGC.

2. The validity of any contract between the Gaming Operation and another entity shall be conditioned upon the possession of a license from the Commission or a certificate of waiver by the Commission. The Gaming Operation shall notify the Commission of any change in terms of the contract within ten (10) working days of the agreement regarding such change and submit the proposed revised contract for Commission approval prior to execution.

3. The Gaming Operation shall provide the Commission with a copy of each contract thirty (30) days before the effective date of the contract. In the event of an emergency, the Commission may waive this regulation. Failure to provide a copy of contracts may result in a Commission enforcement action.

4. Non-gaming resource suppliers such as electrical, fire, food and beverage, construction, and inspection services who are responsible for ensuring that the gaming facility is safe, secure, and compliant with all regulations are required to adhere to licensing requirements in order to gain approval for accessing sensitive areas of the gaming operation

The licensing requirements for non-gaming resource suppliers may vary depending on the type of service they provide. Non-gaming resource suppliers are required to undergo background checks, provide financial information, and obtain specific contractors certifications or licenses. They may also be required to sign confidentiality agreements and adhere to strict security protocols.

5. The Gaming Operations shall be required to engage a qualified Armored Transport company to transport assets to and from a secured banking location(s). The Armored Transport company shall be authorized and required to conduct armored transport business as well as hold liability insurance and be bonded in the State of California. If the Armored Transport company cannot show proof of such requirements the Gaming Operations shall not be allowed to conduct business with the Armored Transport company. The Armored Transport company shall submit to the Gaming Commission proof of all documents required by these regulations as well as any other requirements set forth by the TMGC.

6. Gaming Facilities owned and licensed by the Torres Martinez Tribe must submit the request for vendor form to the TMGA. The TMGA shall review and determine which category the Vendor belongs, e.g., gaming resource suppliers or non-gaming resource suppliers. If the TMGA determines that the Vendor does not require a license under terms of the Gaming Ordinance or these Regulations, it shall issue the Vendor a certificate of waiver.

7. Specialty non-gaming suppliers such as online or catalog vendors who may supply non-gaming products or inventory to Gaming Facilities owned and licensed by the Torres Martinez Tribe may be required to be licensed fully or may qualify for a certificate of waiver. Gaming Facilities owned and licensed by the Torres Martinez Tribe shall submit to the TMGA a completed vendor form which will outline the specifics of the business relationship the casino will have with the vendor. Any specialty non-gaming vendor who performs their duties while on property at Gaming Facilities owned and licensed by the Torres Martinez Tribe shall be required to adhere to all TMGC regulations/policy for accessing nonpublic areas on the Casino property.

8. A certificate of waiver indicates that the holder is not required to apply for or possess a vendor's license. If a certificate has been granted the vendor must comply with the waiver approval. A certificate of shall contain the following information:

- a. A unique number.
- b. A statement that it is a certificate of waiver.
- c. The name of the Vendor.
- d. The date of issuance.
- e. The expiration date of the certificate, a waiver is valid no longer than 2 years from the date of issuance.
- f. Other such information as the Commission deems appropriate.

9. Once the TMGA receives the request for Vendor Form from Gaming Facilities owned and licensed by the Torres Martinez Tribe the TMGA shall issue a vendor application to the Vendor. The vendor shall a completed license application to the TMGA no later than thirty (30) days after receiving the vendor application. Upon a request, the TMGA may grant an extension of the application due date for good cause. Each application shall contain all the information requested on the application form. The applicant shall provide the TMGC with access to all business and financial information. Each application shall be processed in accordance with these Regulations.

10. Independent Test Laboratory's (ITL) shall be required to be certified by the TMGC. The ITL will also be required to be registered and certified by the State of California as required by the Tribal-State Compact. All certified ITLs shall be subject to the TMGA certification procedures. These procedures shall be administered solely by TMGA or their designee. The certification procedures will be shared with the ITL to assure compliance with this regulation for certification. The ITL may be subject to fees.

### 3.3 SUITABILITY STANDARD REGARDING GAMING LICENSES

- (a) In reviewing an application for a tribal gaming license, and in addition to any standards set forth in the Gaming Ordinance, the TMGA shall consider whether issuance of the license is inimical to public health, safety, or welfare, and whether issuance of the license will undermine public trust that the Tribe's Gaming Operation is free from criminal and dishonest elements and would be conducted honestly.

*SEC 6.4.7. Suitability Standard Regarding Gaming Licenses. (a) (Pg. 36)*

- (b) A license may not be issued unless, based on all information and documents submitted, the TMGA is satisfied that the Applicant, and in the case of an entity, everyone identified in section 6.4.6, subdivision (c), meets all the following requirements:

*SEC 6.4.7. Suitability Standard Regarding Gaming Licenses. (b) (Pg. 36)*

- (1) The person is of good character, honesty, and integrity.

*SEC 6.4.7. Suitability Standard Regarding Gaming Licenses. (b)(1) (Pg. 36)*

(2) the person's prior activities, criminal record (if any), reputation, habits, and associations do not pose a threat to the public interest or to the effective regulation and control of gaming, or create or enhance the dangers of unsuitable, unfair, or illegal practices, methods, or activities in the conduct of gaming, or in the carrying on of business and financial arrangements incidental thereto.

*SEC 6.4.7. Suitability Standard Regarding Gaming Licenses. (b)(2) (Pg. 36)*

(3) The person is in all other respects qualified to be licensed as provided, and meets the criteria established in this Compact, IGRA, NIGC regulations, the Gaming Ordinance, and any other criteria adopted by the Tribal Gaming Agency or the Tribe; provided, however, an Applicant shall not be found to be unsuitable solely on the ground that the Applicant was an employee of a tribal gaming operation in California that was conducted prior to May 16, 2000.

*SEC 6.4.7. Suitability Standard Regarding Gaming Licenses. (b)(3) (Pg. 36)*

### 3.4 BACKGROUND INVESTIGATIONS OF APPLICANTS

(a) The TMGA shall conduct or cause to be conducted all necessary background investigations reasonably required to determine that the Applicant is qualified for a gaming license under the standards set forth in section 6.4.7, and to fulfill all applicable requirements for licensing under IGRA, NIGC regulations, the gaming Ordinance, and this Compact. The TMGA shall not issue a gaming license, other than a temporary license pursuant to section 6.4.9, until a determination is made that those qualifications have been met.

*SEC 6.4.8. Background Investigations of Applicants. (a) (Pg. 36)*

(b) In lieu of completing its own background investigation, and to the extent that doing so does not conflict with or violate IGRA or the Tribe's gaming Ordinance, the TMGA may contract with the State Gaming Agency for the conduct of background investigations, may rely on a State determination of suitability that is then valid and previously issued under a Class III Gaming compact or Secretarial Procedures involving another tribe and the State, or may rely on a State Gaming Agency license previously issued to the Applicant, to fulfill some or all of the TMGA background investigation obligations.

*SEC 6.4.8. Background Investigations of Applicants. (b) (Pg. 37)*

(c) If the TMGA contracts with the State Gaming Agency for the conduct of background investigations, then an Applicant for a tribal gaming license shall be required to provide releases to the State Gaming Agency to make available to the tribal Gaming Agency background information regarding the Applicant. The State Gaming Agency shall cooperate in furnishing to the TMGA that information, unless doing so would violate California state or federal law, would violate any agreement the State Gaming Agency has with a source of the information other than the Applicant, or would impair or impede a criminal investigation, or unless the tribal Gaming Agency cannot provide sufficient safeguards to assure the State Gaming Agency that the information will remain confidential.

*SEC 6.4.8. Background Investigations of Applicants. (c) (Pg. 37)*

(d) In lieu of obtaining summary criminal history information from the NIGC, the TMGA may, pursuant to the provisions in subdivisions (d) through (j), obtain such information from the California Department of Justice. If the tribe adopts an ordinance confirming that article 6 (commencing with section 11140) of chapter 1 of title 1 of part 4 of the California Penal Code is applicable to members, investigators, and staff of the tribal Gaming Agency, and those members, investigators, and staff thereafter comply with that

ordinance, then, for purposes of carrying out its obligations under this section, the TMGA shall be eligible to be considered an entity entitled to request and receive state summary criminal history information, within the meaning of subdivision (b)(13) of section 11105 of the California Penal Code.

*SEC 6.4.8. Background Investigations of Applicants. (d) (Pg. 37)*

(e) The information received shall be used by the requesting agency solely for the purpose for which it was requested and shall not be reproduced for secondary dissemination to any other employment or licensing agency. Additionally, any person intentionally disclosing information obtained from personal or confidential records maintained by a state agency or from records within a system of records maintained by a government agency may be subject to prosecution.

*SEC 6.4.8. Background Investigations of Applicants. (e) (Pg. 38)*

(f) the TMGA shall submit to the California Department of Justice fingerprint images and related information required by the California Department of Justice of all Applicants, as defined by section 2.2, for the purposes of obtaining information as to the existence and content of a record of state or federal convictions and state or federal arrests and also information as to the existence and content of a record of state or federal arrests for which the California Department of Justice establishes that the person is free on bail or on his or her recognizance pending trial or appeal.

*SEC 6.4.8. Background Investigations of Applicants. (f) (Pg. 38)*

(g) When received, the California Department of Justice shall forward to the Federal Bureau of Investigation requests for federal summary criminal history information received pursuant to this section. The California Department of Justice shall review the information returned from the Federal Bureau of Investigation and compile and disseminate a response to the TMGA.

*SEC 6.4.8. Background Investigations of Applicants. (g) (Pg. 38)*

(h) The California Department of Justice shall provide a state or federal level response to the TMGA pursuant to Penal Code section 11105, subdivision (p)(1).

*SEC 6.4.8. Background Investigations of Applicants. (h) (Pg. 38)*

(i) For persons described in subdivision (f), the TMGA shall request from the California Department of Justice subsequent notification service, as provided pursuant to section 11105.2 of the Penal Code.

*SEC 6.4.8. Background Investigations of Applicants. (i) (Pg. 38)*

(j) The California Department of Justice shall charge a fee sufficient to cover the cost of processing the request described in this section.

*SEC 6.4.8. Background Investigations of Applicants. (j) (Pg. 38)*

### 3.5 TEMPORARY LICENSING

If the Applicant has completed a license application in a manner satisfactory to the TMGA. And the TMGA has conducted a preliminary background investigation, and the investigation or other information held by that agency does not indicate that the Applicant has a criminal history or other information in his or her background that would either automatically disqualify the Applicant from obtaining a tribal gaming license or cause a reasonable person to investigate further before issuing a license, or that the Applicant is otherwise unsuitable for licensing, the TMGA may issue a temporary tribal gaming license and may

impose such specific conditions thereon pending completion of the Applicant's background investigation, as the TMGA its sole discretion shall determine.

*SEC 6.4.9. Temporary Licensing. (a) (Pg. 39)*

Special fees may be required by the TMGA to issue or maintain a temporary tribal gaming license.

*SEC 6.4.9. Temporary Licensing. (b) (Pg. 39)*

A temporary tribal gaming license shall remain in effect until suspended or revoked, or a final determination is made on the application, or for a period of up to one (1) year, whichever comes first.

*SEC 6.4.9. Temporary Licensing. (c) (Pg. 39)*

At any time after issuance of a temporary tribal gaming license, the TMGA shall or may suspend or revoke it in accordance with the provisions of section 6.5.1 or 6.5.5, and the State Gaming Agency may request suspension or revocation before deciding of unsuitability.

*SEC 6.4.9. Temporary Licensing. (d) (Pg. 39)*

Nothing herein shall be construed to relieve the Tribe of any obligation under part 558 of title 25 of the Code of Federal Regulations.

*SEC 6.4.9. Temporary Licensing. (e) (Pg. 39)*

### 3.6 TRIBAL GAMING LICENSE ISSUANCE

Upon completion of the necessary background investigation, the TMGA may issue a tribal gaming license on a conditional or unconditional basis. Nothing herein shall create a property or other right of an Applicant in an opportunity to be licensed, or in a tribal gaming license itself, both of which shall be considered to be privileges granted to the Applicant in the sole discretion of the tribal gaming Agency.

*SEC 6.5. Tribal Gaming License Issuance. (Pg. 39)*

### 3.7 DENIAL, SUSPENSION, OR REVOCATION OF LICENSES

Any Applicant's application for a tribal gaming license may be denied, and any license issued may be revoked, if the Tribal gaming Agency determines that the application is incomplete or deficient, or if the Applicant is determined to be unsuitable or otherwise unqualified for a tribal gaming license.

*SEC 6.5.1. Denial, Suspension, or Revocation of Licenses. (a) (Pg. 40)*

Pending consideration of revocation, the TMGA may suspend a tribal gaming license in accordance with section 6.5.5.

*SEC 6.5.1. Denial, Suspension, or Revocation of Licenses. (b) (Pg. 40)*

All rights to notice and hearing shall be governed by tribal law and comport with federal procedural due process by, for instance, providing the Applicant with notice reasonably calculated to apprise the Applicant of the pendency of the determination, an opportunity to review materials upon which the charge is based in such a manner that does not compromise security or regulation of the Gaming Operation or Facility, and an opportunity to be heard. The Applicant shall be notified in writing of the hearing and given notice of any intent to suspend or revoke the tribal gaming license.

*SEC 6.5.1. Denial, Suspension, or Revocation of Licenses. (c) (Pg. 40)*

Except as provided in subdivision (e) below, upon receipt of notice that the State Gaming Agency has determined that a person would be unsuitable for licensure in a gambling establishment subject to the jurisdiction of the State Gaming Agency, the TMGA shall deny that person a tribal gaming license and promptly, and in no event more than thirty (30) days from the State Gaming Agency notification, revoke any tribal gaming license that has theretofore been issued to that person; provided that the tribal Gaming Agency may, in its discretion, reissue a tribal gaming license to the person following entry of a final judgment reversing the determination of the State Gaming Agency in a proceeding between the Applicant and the State Gaming Agency in state court conducted pursuant to section 1085 or 1094.5 of the California Code of Civil Procedure, as provided by the California Gambling Control Act.

*SEC 6.5.1. Denial, Suspension, or Revocation of Licenses. (d) (Pg. 40)*

Notwithstanding a determination of unsuitability by the State gaming Agency, the TMGA may, in its discretion, decline to revoke a tribal gaming license issued to a person employed by the Tribe pursuant to section 6.4.3, subdivision (e) or (f).

*SEC 6.5.1. Denial, Suspension, or Revocation of Licenses. (e) (Pg. 41)*

### 3.8 RENEWAL OF LICENSE; EXTENSION; FURTHER INVESTIGATION

Except as provided in section 6.4.4, subdivision (c), the term of a tribal gaming license shall not exceed two (2) years, and application for renewal of a license must be made prior to its expiration. Applicants for renewal of a tribal gaming license shall provide update material, as requested, on the appropriate renewal forms, but, at the discretion of the Tribal Gaming Agency, may not be required to resubmit historical data previously submitted or that is otherwise available to the TMGA. At the discretion of the TMGA, an additional background investigation may be required at any time if the TMGA determines the need for further information concerning the Applicant's continuing suitability or eligibility for a license.

*SEC 6.5.2. Renewal of Licenses; Extension; Further Investigation. (a) (Pg. 41)*

Prior to renewing a tribal gaming license for a Gaming Employee as to whom a determination of suitability is required, a Gaming Resource Supplier, or a Financial Source, the TMGA shall deliver to the State Gaming Agency copies of all information and documents received in connection with the application for renewal of the tribal gaming license, which is not otherwise prohibited or restricted from disclosure under applicable federal law or regulation, for purposes of the State Gaming Agency's consideration of renewal of its determination of suitability.

*SEC 6.5.2. Renewal of Licenses; Extension; Further Investigation. (d) (Pg. 41)*

At the discretion of the State Gaming Agency, an additional background investigation may be required regarding a gaming Employee as to whom a determination of suitability is required, a Gaming Resource Supplier, or a Financial Source if the State gaming Agency determines the need for further information concerning the Applicant's continuing suitability for a license.

*SEC 6.5.2. Renewal of Licenses; Extension; Further Investigation. (c) (Pg. 41)*

### 3.9 DETERMINATIONS

The TMGC or the NIGC Chair shall determine whether the results of a background investigation preclude the NIGC Chair from approving a management contract because of the individual disqualifying factors contained in 25 CFR 533.6(b)(i) of this chapter. The TMGC and/or the NIGC Chair shall promptly notify the tribe and management contractor if any findings preclude the TMGC and/or the NIGC Chair from approving a management contract or a change in financial interest.

*537.4 Determinations. (Pg. 67)*

### 3.10 PROCESSING TRIBAL GAMING LICENSE APPLICATIONS

Each Applicant for a tribal gaming license shall submit the completed application along with the required information and an application fee, if required, to the TMGA in accordance with the rules and regulations of the TMGA.

*SEC 6.4.6. Processing Tribal Gaming License Applications. (a) (Pg. 35)*

At a minimum, the TMGA shall require submission and consideration of all information required under IGRA, including part 556.4 of title 25 of the Code of Federal Regulations, for licensing primary management officials and key employees.

*SEC 6.4.6. Processing Tribal Gaming License Applications. (b) (Pg. 35)*

(c) For Applicants that are business entities, these licensing provisions shall apply to the entity as well as:

- (i) each of its officers, limited liability company members and directors;
- (ii) each of its principal management employees, including any chief executive officer, chief financial officer, chief operating officers, and general manager;
- (iii) each of its owners or partners, if an unincorporated business;
- (iv) each of its shareholders who owns more than ten percent (10%) of the shares of the corporation, if a corporation, or who has a direct controlling interest in the Applicant; and
- (v) This section specifically refers to the Tribal-State Compact each person or entity (other than a Financial Source that the tribal Gaming Agency has determined does not require a license under section 6.4.5) that, alone or in combination with others, has provided financing in connection with any Gaming Operation or Class III gaming authorized under the Compact, if that person or entity provide more than ten percent (10%) of either the start-up capital or the operating capital, or of a combination thereof, over a twelve (12)-month period. For purposes of this subdivision, where there is any commonality of the characteristics identified in this section 6.4.6, subdivision (c)(i) through (c)(v), inclusive, between any two (2) or more entities, those entities may be deemed to be a single entity. For purposes of this subdivision, a direct controlling interest in the Applicant referred to in subdivision (c)(iv) excludes any passive investor or anyone who has an indirect or only a financial interest and does not have the ability to control, manage, or direct the management decisions of the Applicant.

*SEC 6.4.6. Processing Tribal Gaming License Applications. (c) (Pg. 35)*

(d) The Tribe or the TMGA may require more stringent licensing requirements.

*SEC 6.4.6. Processing Tribal Gaming License Applications. (d) (Pg. 35)*

### 3.11 IDENTIFICATION CARDS

The TMGA shall require that all persons who are required to be licensed wear, in plain view always while in the Gaming Facility, identification badges issued by the TMGA. The TMGA may allow temporary exceptions to this provision for the purpose of authorizing investigators who are actively investigating a matter within the Gaming Facility to monitor Gaming Activities.

*SEC 6.5.3. Identification Cards. (a) (Pg. 42)*

Identification badges must display information, including, but not limited to, a photograph and the person's name, which is adequate to enable members of the public and agents of the Tribal Gaming Agency to readily identify the person and determine the validity and date of expiration of his or her license.

*SEC 6.5.3. Identification Cards. (b) (Pg. 42)*

Upon request, the TMGA shall provide the State Gaming Agency with the name, badge identification number (if any), and job title of all gaming Employees.

*SEC 6.5.3. Identification Cards. (c) (Pg. 42)*

### 3.12 FEES FOR TRIBAL GAMING LICENSE

The fees for all tribal gaming licenses shall be set by the Tribal Gaming Agency.

*SEC 6.5.4. Fees for Tribal Gaming License. (Pg. 42)*

Promulgating and issuing regulations on the levying of fees and/or taxes associated with gaming license application.

*ORD SEC F (16) (Pg. 7)*

**THE TORRES MARTINEZ GAMING COMMISSION**

**TRIBAL MOTION  
RECORD OF MOTION or ACTION TAKEN**

Meeting Date: 1/17/2024	Agenda Item Number: V.d
Department: TMGC	Presenter: TGA
Concerning the matter of:	Bo-Co-Pa Draft Regulation Approvals
Resolution number:	#LR002a – Gaming and Non-Gaming Vendor Licensing Regulation

**ACTION TAKEN**

<input checked="" type="checkbox"/> <b>APPROVED</b>
<input type="checkbox"/> DENIED
<input type="checkbox"/> TABLED
<input type="checkbox"/> FOR THE RECORD
<input type="checkbox"/> OTHER
<input type="checkbox"/> FURTHER INFORMATION REQUIRED
<input type="checkbox"/> FORWARD TO
<input checked="" type="checkbox"/> Alfonso Loya, TGA Manager
<input type="checkbox"/> Tribal Procurement
<input checked="" type="checkbox"/> Altrena Santillanes, Tribal Council

FOR   3        AGAINST   0        ABSTAIN   0  

**COMMENTS: MOTION TO APPROVE GAMING AND NON-GAMING VENDOR LICENSING  
REGULATION (#LR002a) – EFFECTIVE DATE: 1/17/2024. TO BE REVIEWED EVERY 3  
YEARS. COMMISSION RESERVES RIGHTS TO MAKE AMENDMENTS AT ANY TIME**

**VERIFICATION:** Britni Stafford  
**Britni Stafford, Secretary TM Gaming Commission**      **DATE: 1/25/2024**

**Britni Stafford** Digitally signed by Britni Stafford  
Date: 2024.01.25 19:01:08 -08'00'

