TRIBAL-STATE COMPACT

BETWEEN

THE STATE OF CALIFORNIA

AND

THE SAN PASQUAL BAND OF MISSION INDIANS

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TRIBAL-STATE COMPACT BETWEEN THE STATE OF CALIFORNIA AND THE SAN PASQUAL BAND OF MISSION INDIANS

This Tribal-State Compact Between the State of California and the San Pasqual Band of Mission Indians (Compact) is entered into on a government–to-government basis by and between the San Pasqual Band of Mission Indians, a federally-recognized sovereign Indian tribe (Tribe), and the State of California, a sovereign State of the United States (State), pursuant to the Indian Gaming Regulatory Act of 1988 (IGRA).

PREAMBLE

WHEREAS, in 1999, the Tribe and the State entered into the Tribal-State Compact Between the State of California and the San Pasqual Band of Mission Indians (1999 Compact), which enabled the Tribe, through revenues generated by its Gaming Operation, to improve the governance, environment, education, health, safety, and general welfare of its citizens, and to promote a strong tribal government, self-sufficiency, and to provide essential government services to its citizens; and

WHEREAS, the Tribe is committed to improving the environment, education status, and the health, safety and general welfare of its members and the surrounding community; and

WHEREAS, the Tribe and the State share an interest in mitigating the off-reservation impacts of the Gaming Facility, affording meaningful consumer and employee protections in connection with the operation of the Tribe's Gaming Facility, fairly regulating the Gaming Activities conducted at the Gaming Facility, and fostering a good-neighbor relationship; and

WHEREAS, the Tribe and the State share a joint sovereign interest in ensuring that Gaming Activities are free from criminal and other undesirable elements; and

WHEREAS, this Compact will afford the Tribe primary responsibility over the regulation of its Gaming Facility and will enhance the Tribe’s economic development and self-sufficiency; and

WHEREAS, the State and the Tribe have therefore concluded that this Compact protects the interests of the Tribe and its members, the surrounding community,

and the California public, and will promote and secure long-term stability, mutual respect, and mutual benefits; and

WHEREAS, the State and the Tribe agree that all terms of this Compact are intended to be binding and enforceable.

NOW, THEREFORE, the Tribe and the State agree as set forth herein:

SECTION 1.0. PURPOSES AND OBJECTIVES.

The terms of this Compact are designed and intended to:

(a) Evidence the goodwill and cooperation of the Tribe and State in fostering a mutually respectful government-to-government relationship that will serve the mutual interests of the parties.

(b) Develop, enhance, and implement a means of regulating Class III Gaming, and only Class III gaming, on the Tribe's Indian lands to ensure its fair and honest operation in accordance with IGRA, and through that regulated Class III Gaming, enable the Tribe to develop self-sufficiency, promote tribal economic development, and generate jobs and revenues to support the Tribe's government and its governmental services and programs.

(c) Promote ethical practices in conjunction with Class III Gaming, through the licensing and control of persons and entities employed in, or providing goods and services to, the Gaming Operation, protect against the presence or participation of persons whose criminal backgrounds, reputations, character, or associations make them unsuitable for participation in gaming, thereby maintaining a high level of integrity in tribal government gaming, and protect the patrons and employees of the Gaming Operation, Gaming Facility, and the local communities.

(d) Achieve the objectives set forth in the preamble.

SECTION 2.0. DEFINITIONS.

Sec. 2.1. "Applicable Codes" means the California Building Code and the California Public Safety Code applicable to the County, as set forth in titles 19 and

24 of the California Code of Regulations, as those regulations may be amended during the term of this Compact, including, but not limited to, codes for building, electrical, mechanical, plumbing, energy, fire and safety.

Sec. 2.2. "Applicant" means an individual or entity that applies for a tribal gaming license or State determination of suitability.

Sec. 2.3. "Association" means an association of California tribal and state gaming regulators, the membership of which comprises up to two (2) representatives from each tribal gaming agency of those tribes with whom the State has a Class III Gaming compact under IGRA, and up to two (2) delegates each from the California Department of Justice, Bureau of Gambling Control and the California Gambling Control Commission.

Sec. 2.4. "Categorical Exemption" shall mean those Projects that meet the criteria of the activities on the "List of Categorical Exemptions" attached as Appendix C to this Compact, or as otherwise agreed to in writing by the Tribe and the State. The terms and concepts used in Appendix C will be interpreted and applied in a manner consistent with and subject to applicable case law interpreting the California Environmental Quality Act (Cal. Pub. Resources Code, § 21000 et seq.).

Sec. 2.5. "Class III Gaming" means the forms of class III gaming defined as such in 25 U.S.C. § 2703(8) and by the regulations of the National Indian Gaming Commission.

Sec. 2.6. "Commission" means the California Gambling Control Commission, or any successor agency of the State.

Sec. 2.7. "Compact" means this Tribal-State Compact Between the State of California and the San Pasqual Band of Mission Indians.

Sec. 2.8. "County" means the County of San Diego, California, a political subdivision of the State.

Sec. 2.9. "Financial Source" means any person or entity who, directly or indirectly, extends financing in connection with the Tribe's Gaming Facility or Gaming Operation.

Sec. 2.10. "Gaming Activity" or "Gaming Activities" means the Class III Gaming activities authorized under this Compact.

Sec. 2.11. "Gaming Device" means any slot machine within the meaning of article IV, section 19, subdivision (f) of the California Constitution. For purposes of calculating the number of Gaming Devices, each player station or terminal on which a game is played constitutes a separate Gaming Device, irrespective of whether it is part of an interconnected system to such terminals or stations. "Gaming Device" includes, but is not limited to, video poker, but does not include electronic, computer, or other technological aids that qualify as class II gaming (as defined under IGRA).

Sec. 2.12. "Gaming Employee" means any natural person who is an employee of the Gaming Operation and (i) conducts, operates, maintains, repairs, accounts for, or assists in any Gaming Activities, or is in any way responsible for supervising such Gaming Activities or persons who conduct, operate, maintain, repair, account for, assist, or supervise any such Gaming Activities, (ii) is in a category under federal or tribal gaming law requiring licensing, or (iii) is a person whose employment duties require or authorize access to areas of the Gaming Facility in which any activities related to Gaming Activities are conducted but that are not open to the public. The definition of Gaming Employee does not include members or employees of the Tribal Gaming Agency.

Sec. 2.13. "Gaming Facility" or "Facility" means any building in which Gaming Activities or any Gaming Operations occur, or in which the business records, receipts, or funds of the Gaming Operation are maintained (but excluding off-site facilities primarily dedicated to storage of those records, and financial institutions), which may include parking lots, walkways, rooms, buildings, and areas that provide amenities to Gaming Activity patrons, if and only if, the principal purpose of which is to serve the activities of the Gaming Operation, provided that nothing herein prevents the conduct of Class II gaming (as defined under IGRA) therein.

Sec. 2.14. "Gaming Operation" means the business enterprise that offers and operates Gaming Activities, whether exclusively or otherwise, but does not include the Tribe's governmental or other business activities unrelated to operation of the Gaming Facility.

Sec. 2.15. "Gaming Ordinance" means a tribal ordinance or resolution duly authorizing the conduct of Gaming Activities on the Tribe's Indian lands in California and approved under IGRA.

Sec. 2.16. "Gaming Resources" means any goods or services provided or used in connection with Gaming Activities, whether exclusively or otherwise, including, but not limited to, equipment, furniture, Gaming Devices and ancillary equipment, implements of Gaming Activities such as playing cards, furniture designed primarily for Gaming Activities, maintenance or security equipment and services, and Class III Gaming management or consulting services. "Gaming Resources" does not include professional accounting and legal services.

Sec. 2.17. "Gaming Resource Supplier" means any person or entity who, directly or indirectly, does, or is deemed likely to, manufacture, distribute, supply, vend, lease, purvey, or otherwise provide, to the Gaming Operation or Gaming Facility at least twenty-five thousand dollars ($25,000) in Gaming Resources in any twelve (12)-month period, or who, directly or indirectly, receives, or is deemed likely to receive, in connection with the Gaming Operation or Gaming Facility, at least twenty-five thousand dollars ($25,000) in any consecutive twelve (12)-month period, provided that the Tribal Gaming Agency may exclude a purveyor of equipment or furniture that is not specifically designed for, and is distributed generally for use other than in connection with, Gaming Activities, if, but for the purveyance, the purveyor is not otherwise a Gaming Resource Supplier as defined herein, the compensation received by the purveyor is not grossly disproportionate to the value of the goods or services provided, and the purveyor is not otherwise a person who exercises a significant influence over the Gaming Operation.

Sec. 2.18. "Gross Gaming Revenue" means the win from Gaming Activities, which is the difference between Gaming Device gaming wins and losses before deducting costs and expenses or deducting incentives or adjusting for changes in progressive jackpot liability accruals. Generally, this is the difference between patron wagers and the payouts made on winning wagers and does not include free play. Free play is promotional credits given to patrons for marketing purposes. Free play is not revenue but increases coin-in for Class III Gaming Devices and provides cashable benefits in the event the player wins. Free play is distinguishable from players' points or other loyalty programs in that it is not tangible if not used for play and a patron cannot redeem free play for cash or merchandise. If free play is not used within a specified period of time it usually expires and is voided.

Sec. 2.19. "IGRA" means the Indian Gaming Regulatory Act of 1988 (18 U.S.C. §§ 1166-1168, 25 U.S.C. § 2701 et seq.), and any amendments thereto, as interpreted by all regulations promulgated thereunder.

Sec. 2.20. "Initial Study" means a preliminary analysis prepared by or for the Tribe, which shall include:

(a) A description of the Project including its location;

(b) An identification of the environmental setting;

(c) An identification of the Project's potential Significant Effects on the Off-Reservation Environment by use of the checklist at Appendix B, provided that entries on the checklist are briefly explained to indicate that there is some evidence to support the entries. The brief explanation may be either through a narrative or a reference to another information source such as an attached map, photographs, or an earlier environmental analysis;

(d) A discussion of the ways to mitigate the Project's Significant Effects on the Off-Reservation Environment if any are identified; and

(e) The name of the person or persons who prepared or participated in the Initial Study.

Sec. 2.21. "Interested Persons" means (i) all local, state, and federal agencies, which, if a Project were not taking place on Indian lands, would have responsibility for approving the Project or would exercise authority over the natural resources that may be affected by the Project, (ii) any incorporated city within six (6) miles of the Project, and (iii) persons, groups, or agencies that request in writing a notice of preparation of a draft tribal environmental impact report described in section 11.0, or have commented on the Project in writing to the Tribe or the County where those comments were provided to the Tribe.

Sec. 2.22. "Management Contractor" means any Gaming Resource Supplier with whom the Tribe has contracted for the management of any Gaming Activity or Gaming Facility, including, but not limited to, any person who would be regarded as a management contractor under IGRA.

Sec. 2.23. "Mitigated Negative Declaration" means a Negative Declaration prepared for a Project when the Initial Study has identified potentially Significant Effects on the Off-Reservation Environment, but (i) revisions in the Project plans

or proposals agreed to by the Tribe in a binding letter agreement between the Tribe and the State would avoid the effects or mitigate the effects to a point where clearly no Significant Effects on the Off-Reservation Environment would occur and (ii) there is no substantial evidence in light of the whole record before the Tribe that the Project as revised may have a Significant Effect on the Off-Reservation Environment.

Sec. 2.24. "Negative Declaration" means a written statement by the Tribe briefly describing the Initial Study prepared for a Project and the reasons that the Initial Study has identified no Significant Effect on the Off-Reservation Environment, which supports the Tribe's finding that substantial evidence in light of the whole record before the Tribe supports its determination that the preparation of a Tribal Environmental Impact Report or a Tribal Environmental Impact Document is not required.

Sec. 2.25. "NIGC" means the National Indian Gaming Commission.

Sec. 2.26. "Project" means (i) the construction of a new Gaming Facility, (ii) a renovation, expansion or modification of an existing Gaming Facility, or (iii) other activity involving a physical change to the reservation environment, provided the principal purpose of which is directly related to the activities of the Gaming Operation, and any one of which may cause a Significant Effect on the Off-Reservation Environment. For purposes of this definition, section 11.0, and Appendix B, "reservation" refers to the Tribe's Indian lands within the meaning of IGRA or lands otherwise held in trust for the Tribe by the United States.

Sec. 2.27. "Significant Effect(s) on the Off-Reservation Environment" means a substantial or potentially substantial adverse change in any of the physical conditions of the off-reservation environment affected by the Project, including land, air, water, minerals, flora, fauna, ambient noise, cultural areas and objects of historic, cultural or aesthetic significance. For purposes of this definition, "reservation" refers to the Tribe's Indian lands within the meaning of IGRA or lands otherwise held in trust for the Tribe by the United States.

Sec. 2.28. "State" means the State of California or an authorized official or agency thereof designated by this Compact or by the Governor.

Sec. 2.29. "State Designated Agency" means the entity or entities designated or to be designated by the Governor to exercise rights and fulfill responsibilities established by this Compact.

Sec. 2.30. "State Gaming Agency" means the entities authorized to investigate, approve, regulate and license gaming pursuant to the Gambling Control Act (chapter 5 (commencing with section 19800) of division 8 of the California Business and Professions Code), or any successor statutory scheme, and any entity or entities in which that authority may hereafter be vested.

Sec. 2.31. "Tribal Chair," "Tribal Chairperson," or "Spokesman" means the person duly elected or selected under the Tribe's constitution or governing documents, customs, or traditions to perform the duties specified therein, including serving as the Tribe's official representative.

Sec. 2.32. "Tribal Gaming Agency" means the person, agency, board, committee, commission, or council designated under tribal law, including, but not limited to, an intertribal gaming regulatory agency approved to fulfill those functions by the NIGC, primarily responsible for carrying out the Tribe's regulatory responsibilities under IGRA and the Tribe's Gaming Ordinance. No person employed in, or in connection with, the management, supervision, or conduct of any Gaming Activity may be a member or employee of the Tribal Gaming Agency.

Sec. 2.33. "Tribe" means the San Pasqual Band of Mission Indians, an Indian tribe listed in the Federal Register as a federally recognized tribe, or an authorized official or agency thereof.

SECTION 3.0. SCOPE OF CLASS III GAMING AUTHORIZED.

(a) The Tribe is hereby authorized and permitted to operate only the following Gaming Activities under the terms and conditions set forth in the Compact:

(1) Gaming Devices.

(2) Any banking or percentage card game.

(3) Any devices or games that are authorized under state law to the California State Lottery, provided that the Tribe will not offer such games through use of the Internet, unless any other person, organization, or entity in the state is permitted to do so under state and federal law.

(b) Nothing herein shall be construed to preclude the Tribe from offering class II gaming or preclude the negotiation of a separate compact governing the conduct of off-track wagering at the Tribe's Gaming Facility.

(c) Nothing herein shall be construed to authorize or permit the operation of any Class III Gaming that the State lacks the power to authorize or permit under article IV, section 19, subdivision (f), of the California Constitution.

(d) The Tribe shall not engage in Class III Gaming that is not expressly authorized in this Compact.

SECTION 4.0. AUTHORIZED NUMBER OF GAMING DEVICES, LOCATION OF GAMING FACILITIES, AND COST REIMBURSEMENT.

Sec. 4.1. Authorized Number of Gaming Devices.

The Tribe is entitled to operate up to a total of two thousand two hundred and fifty (2,250) Gaming Devices pursuant to the conditions set forth in section 3.0 and sections 4.2 through and including section 5.3.

Sec. 4.2. Authorized Gaming Facilities.

The Tribe may establish and operate not more than two (2) Gaming Facilities and engage in Class III Gaming only on eligible Indian lands held in trust for the Tribe, that are located within the boundaries of the Tribe's reservation and certain trust lands as those boundaries exist and on which Class III Gaming may lawfully be conducted under IGRA as of the execution date of this Compact, as legally described in, and represented on the map at Appendix A hereto. The Tribe may combine and operate in its Gaming Facilities any forms and kinds of gaming permitted under law, except to the extent limited under IGRA, this Compact, or the Tribe's Gaming Ordinance.

Sec. 4.3. Special Distribution Fund.

(a) The Tribe shall pay to the State on a pro rata basis the State's 25 U.S.C. § 2710(d)(3)(C) costs incurred for purposes consistent with IGRA, including the performance of all its duties under this Compact,

the administration and implementation of tribal-state Class III Gaming compacts and Secretarial procedures prescribed by the Secretary of the Department of the Interior pursuant to 25 U.S.C. § 2710(d)(7)(B)(vii) (Secretarial Procedures), and funding for the Office of Problem Gambling, as determined by the monies appropriated in the annual Budget Act each fiscal year to carry out those purposes (Appropriation). The Appropriation and the maximum number of Gaming Devices operated by all federally recognized tribes in California determined to be in operation during the previous State fiscal year shall be reported annually by the State Gaming Agency to the Tribe on or before December 15. The term "operated" or "operation" as used in this Compact in relation to Gaming Devices describes each and every Gaming Device available to patrons (including slot tournament contestants) for play at any given time.

(b) The Tribe's pro rata share of the State's 25 U.S.C. § 2710(d)(3)(C) regulatory costs in any given year this Compact is in effect shall be calculated by the following equation:

> The maximum number of Gaming Devices operated in the Tribe's Gaming Facility(ies) during the previous State fiscal year as determined by the State Gaming Agency, divided by the maximum number of Gaming Devices operated by all federally recognized tribes in California pursuant to tribal-state Class III Gaming compacts or Secretarial Procedures during the previous State fiscal year, multiplied by the Appropriation, equals the Tribe's pro rata share.

(1) Beginning the first full quarter after the effective date of this Compact, the Tribe shall pay its pro rata share to the State Gaming Agency for deposit into the Indian Gaming Special Distribution Fund established by the Legislature (Special Distribution Fund). The payment shall be made in four (4) equal quarterly installments due on the thirtieth (30th) day following the end of each calendar quarter (i.e., by April 30 for the first quarter, July 30 for the second quarter, October 30 for the third quarter, and January 30 for the fourth quarter); provided, however, that in the event this Compact becomes effective during a calendar quarter, payment shall be prorated

for the number of days remaining in that initial quarter, in addition to any remaining full quarters in the first calendar year of operation to obtain a full year of full quarterly payments of the Tribe's pro rata share specified above. A payment year will run from January through December. If any portion of the Tribe's quarterly pro rata share payment or payment pursuant to section 4.3, subdivision (b) or section 5.2, is overdue, the Tribe shall pay to the State for purposes of deposit into the appropriate fund, the amount overdue plus interest accrued thereon at the rate of one percent (1%) per month or the maximum rate permitted by state law for delinquent payments owed to the State, whichever is less. All quarterly payments shall be accompanied by the report specified in section 4.5.

(2) If the Tribe objects to the State's determination of the Tribe's pro rata share, or to the amount of the Appropriation as including matters not consistent with IGRA, the matter shall be resolved in accordance with the dispute resolution provisions of section 13.0. Any State determination of the Tribe's adjusted pro rata share challenged by the Tribe shall govern and must be paid by the Tribe to the State when due, and the Tribe's payment is a condition precedent to invoking the section 13.0 dispute resolution provisions.

(3) Only for purposes of calculating the Tribe's annual pro rata share under section 4.3, any increase in the Appropriation for the current year shall be capped at an amount equal to five percent (5%) from the Appropriation used to calculate the Tribe's pro rata share in the immediately preceding year. The Appropriation, so capped, will be used to calculate the Tribe's pro rata share under the equation set forth in section 4.3, subdivision (b).

(4) The foregoing payments have been negotiated between the parties as a fair and reasonable contribution, based upon the State's costs of regulating and mitigating certain impacts of tribal Class III Gaming Activities, as well as the Tribe's market conditions, its circumstances, and the rights afforded and consideration provided by this Compact.

(c) In any given State fiscal year, to the extent permissible and only as may be provided under state law, the State Gaming Agency may reduce, or eliminate, the Tribe's pro rata share payment obligation to the Special Distribution Fund.

Sec. 4.3.1. Use of Special Distribution Funds.

Revenue placed in the Special Distribution Fund shall be available for appropriation by the Legislature for the following purposes:

(a) Grants, including any administrative costs, for programs designed to address and treat gambling addiction;

(b) Grants, including any administrative costs and environmental review costs, for the support of State and local government agencies impacted by tribal government gaming;

(c) Compensation for regulatory costs incurred by the State including, but not limited to, the Commission, the California Department of Justice, the Office of the Governor, the California Department of Public Health Programs, Office of Problem Gambling, the State Controller, the Department of Human Resources, the Financial Information System for California, and State Designated Agencies, and other state agencies in connection with the implementation and administration of Class III Gaming compacts and Secretarial Procedures in California; and

(d) Any other purposes specified by the Legislature that are consistent with IGRA.

Sec. 4.4. Effective Date of Contribution Provisions.

The provisions of this Compact establishing or superseding existing revenue sharing obligations of the Tribe will take effect on the first day of the first month following the Effective Date of this Compact.

Sec. 4.5. Quarterly Payments and Quarterly Contribution Report.

(a) (1) The Tribe shall remit quarterly to the State Gaming Agency (i) the payments described in section 4.3, for deposit into the Special Distribution Fund and (ii) the payments described in section 5.2, for deposit into the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund.

(2) If the Gaming Activities authorized by this Compact commence during a calendar quarter, the first payment shall be due on the thirtieth (30th) day following the end of the first full quarter of the Gaming Activities and shall cover the period from the commencement of the Gaming Activities to the end of the first full calendar quarter.

(3) All quarterly payments shall be accompanied by the certification specified in subdivision (b).

(b) At the time each quarterly payment is due, regardless of whether any monies are owed, the Tribe shall submit to the State Gaming Agency a certification (the "Quarterly Contribution Report") prepared by the chief financial officer of the Gaming Operation that specifies the following:

(1) The calculation of the maximum number of Gaming Devices operated in the Gaming Facility for each day during the given quarter;

(2) If the Tribe is operating one thousand, two hundred and one (1,201) or more Gaming Devices, the Gross Gaming Revenue calculation reflecting the quarterly Gross Gaming Revenue from the operation of all Gaming Devices in the Facility;

(3) The amount due pursuant to section 4.3;

(4) The calculation of the amount due pursuant to section 5.2; and

(5) The total amount of the quarterly payment paid to the State.

(c) The following shall also be included in the Quarterly Contribution Report:

(l) At any time after the fourth quarter, but in no event later than April 30 of the following calendar year, the Tribe shall provide to the State Gaming Agency an audited annual certification of its Gross Gaming Revenue calculation from the operation of Gaming Devices. The audit shall be conducted in accordance with generally accepted auditing standards, as applied to audits for the gaming industry, by an independent certified public accountant (auditor) who is not employed by the Tribe, the Tribal Gaming Agency, the Management Contractor, or the Gaming Operation, is only otherwise retained by any of these entities to conduct regulatory audits or independent audits of the Gaming Operation, and has no financial interest in any of these entities. The auditor used by the Tribe for this purpose shall be approved by the State Gaming Agency, or other State Designated Agency, but the State shall not unreasonably withhold its consent.

(2) If the audit shows that the Tribe made an overpayment from its Gross Gaming Revenue to the State during the year covered by the audit, the Tribe's next quarterly payment may be reduced by the amount of the overage. If the audit shows that the Tribe made an underpayment to the State during the year covered by the audit, the Tribe's next quarterly payment shall be increased by the amount of the underpayment.

(3) The State Gaming Agency shall be authorized to confer with the auditor at the conclusion of the audit process and to review all of the auditor's final work papers and documentation relating to the audit. The Tribal Gaming Agency shall be notified of and provided the opportunity to participate in and attend any such conference or document review.

(d) The State Gaming Agency may audit the calculations in subdivision (b) and, if applicable, the Gross Gaming Revenue calculations specified in the audit provided pursuant to subdivision (c). The State Gaming Agency shall have access to all records deemed necessary by the State Gaming Agency to verify the calculations in subdivision (b)

and, if applicable, the Gross Gaming Revenue calculations, including access to the Gaming Device accounting systems and server-based systems and software, and to the data contained therein on a read-only basis. If the State Gaming Agency determines that the Gross Gaming Revenue is understated or the deductions overstated, it will promptly notify the Tribe and provide a copy of the State Gaming Agency's audit. The Tribe within twenty (20) days will either accept the difference or provide a reconciliation satisfactory to the State Gaming Agency. If the Tribe accepts the difference or does not provide a reconciliation satisfactory to the State Gaming Agency, the Tribe must immediately pay the amount of the resulting deficiency, plus accrued interest thereon at the rate of one percent (1%) per month or the maximum rate permitted by state law for delinquent payments owed to the State, whichever is less. If the Tribe does not accept the difference but does not provide a reconciliation satisfactory to the State Gaming Agency, the Tribe, once payment is made, may commence dispute resolution under section 13.0. The parties expressly acknowledge that the Quarterly Contribution Reports provided for in subdivision (b) are subject to section 8.4, subdivision (h).

(e) Notwithstanding anything to the contrary in section 13.0, any failure of the Tribe to remit the payments referenced in subdivision (a), will entitle the State to immediately seek injunctive relief in federal or state court, at the State's election, to compel the payments, plus accrued interest thereon at the rate of one percent (1%) per month, or the maximum rate permitted by state law for delinquent payments owed to the State, whichever is less; and further, the Tribe expressly consents to be sued in either court and hereby waives its sovereign immunity and its right to assert sovereign immunity against the State in any such proceeding. Failure to make timely payment shall be deemed a material breach of this Compact.

(f) If any portion of the payments under subdivision (a) of this section is overdue after the State Gaming Agency has provided written notice to the Tribe of the overdue amount with an opportunity to cure of at least fifteen (15) business days, and if more than sixty (60) calendar days have passed from the due date, then the Tribe shall cease operating all of its Gaming Devices until full payment is made.

Sec. 4.6. Exclusivity.

In recognition of the Tribe's agreement to make the payments specified in sections 4.3 and 5.2, the Tribe shall have the following rights:

(a) In the event the exclusive right of Indian tribes to operate Gaming Devices in California is abrogated by the enactment, amendment, or repeal of a state statute or constitutional provision, or the conclusive and dispositive judicial construction of a statute or the State Constitution by a California appellate court after the effective date of this Compact, that Gaming Devices may lawfully be operated by another person, organization, or entity (other than an Indian tribe operating pursuant to a Class III Gaming compact or Secretarial Procedures) within California, the Tribe shall have the right to exercise one (1) of the following options:

(1) Terminate this Compact, in which case the Tribe will lose the right to operate Gaming Devices and other Class III Gaming authorized by this Compact; or

(2) Continue under this Compact with an entitlement to a reduction of the rates specified in section 5.2 following conclusion of negotiations, to provide for: (i) compensation to the State for the costs of regulation, as set forth in section 4.3, subdivision (a); (ii) reasonable payments to local governments impacted by tribal government gaming, the amount to be determined based upon any intergovernmental agreement entered into pursuant to section 11.0; (iii) grants for programs designed to address and treat gambling addiction; and (iv) such assessments as may be permissible at that time under federal law. The negotiations shall commence within thirty (30) days after receipt of a written request by either the Tribe or the State to enter into negotiations, unless both parties agree in writing to an extension of time. If the Tribe and the State fail to reach agreement on the amount of the reduction of such payments within sixty (60) days following commencement of the negotiations specified in this subdivision (a)(2), the amount shall be determined by arbitration pursuant to section 13.2.

(b) Nothing in this section is intended to preclude the California State Lottery from offering any lottery games or devices that are currently or may hereafter be authorized by state law.

(c) Nothing in this section precludes the Tribe from discussing with the State the issue of whether any person or entity (other than an Indian tribe pursuant to a Class III Gaming compact or Secretarial Procedures) is engaging in the Gaming Activities specified in subdivision (a) or (b) of section 3.0 of this Compact.

SECTION 5.0. REVENUE SHARING WITH NON-GAMING AND LIMITED-GAMING TRIBES.

Sec. 5.1. Definitions.

For purposes of this section 5.0, the following definitions apply:

(a) The "Revenue Sharing Trust Fund" is a fund created by the Legislature and administered by the State Gaming Agency that, as limited trustee, is not a trustee subject to the duties and liabilities contained in the California Probate Code, similar state or federal statutes, rules or regulations, or under California state or federal common law or equitable principles, and has no duties, responsibilities, or obligations hereunder except for the receipt, deposit, and distribution of monies paid by gaming tribes for the benefit of Non-Gaming Tribes and Limited-Gaming Tribes. The State Gaming Agency shall allocate and disburse the Revenue Sharing Trust Fund monies on a quarterly basis as specified by the Legislature. Each eligible Non-Gaming Tribe and Limited-Gaming Tribe in the state shall receive the sum of one million one hundred thousand dollars ($1,100,000) per year from the Revenue Sharing Trust Fund. In the event there are insufficient monies in the Revenue Sharing Trust Fund to pay one million one hundred thousand dollars ($1,100,000) per year to each eligible Non-Gaming Tribe and Limited-Gaming Tribe, any available monies in that fund shall be distributed to eligible Non-Gaming Tribes and Limited-Gaming Tribes in equal shares. Monies deposited into the Revenue Sharing Trust Fund in excess of the amount necessary to distribute one million one hundred thousand dollars ($1,100,000) to each eligible Non-Gaming Tribe and Limited-Gaming Tribe shall remain in the Revenue

Sharing Trust Fund available for disbursement in future years, or deposited into the Tribal Nation Grant Fund, but shall not be used for purposes other than the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund. In no event shall the State's general fund be obligated to make up any shortfall in the Revenue Sharing Trust Fund or to pay any unpaid claims connected therewith and, notwithstanding any provision of law, including any existing provision of law implementing the State Gaming Agency's obligations related to the Revenue Sharing Trust Fund under any Class III Gaming compact or Secretarial Procedures, Non-Gaming Tribes and Limited-Gaming Tribes shall have no right to seek any judicial order compelling disbursement of any Revenue Sharing Trust Fund monies to them.

(b) The "Tribal Nation Grant Fund" is a fund created by the Legislature to make discretionary distribution of funds to Non-Gaming Tribes and Limited-Gaming Tribes upon application of such tribes for purposes related to effective self-governance, self-determined community, and economic development. The fiscal operations of the Tribal Nation Grant Fund are administered by the State Gaming Agency, which acts as a limited trustee, not subject to the duties and liabilities contained in the California Probate Code, similar California or federal statutes, rules or regulations, or under California or federal common law or equitable principles, and with no duties or obligations hereunder except for the receipt, deposit, and distribution of monies paid by gaming tribes for the benefit of Non-Gaming Tribes and Limited-Gaming Tribes, as those payments are directed by a State Designated Agency. The State Gaming Agency shall allocate and disburse the Tribal Nation Grant Fund monies as specified by a State Designated Agency to one (1) or more eligible Non-Gaming Tribe or Limited-Gaming Tribe upon a competitive application basis. The State Gaming Agency shall exercise no discretion or control over, nor bear any responsibility arising from, the recipient tribes' use or disbursement of Tribal Nation Grant Fund monies. The State Designated Agency shall perform any necessary audits to ensure that monies awarded to any tribe are being used in accordance with their disbursement in relation to the purpose of the Tribal Nation Grant Fund. In no event shall the State's general fund be obligated to pay any monies into the Tribal Nation Grant Fund or to pay any unpaid claims connected therewith and, notwithstanding any provision of law, including any existing provision of law implementing the State's

obligations related to the Tribal Nation Grant Fund or the Revenue Sharing Trust Fund under any Class III Gaming compact or Secretarial Procedures, Non-Gaming Tribes and Limited-Gaming Tribes shall have no right to seek any judicial order compelling disbursement of any Tribal Nation Grant Fund monies to them.

(c) A "Non-Gaming Tribe" is a federally recognized tribe in California with or without a tribal-state Class III Gaming compact that, as of the date of distribution to such tribe from the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund and during the immediately preceding three hundred sixty-five (365) days, has not engaged in, or offered, class II gaming or Class III Gaming in any location, whether within or without California.

(d) A "Limited-Gaming Tribe" is a federally recognized tribe in California that, as of the date of distribution to such tribe from the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund and during the immediately preceding three hundred sixty-five (365) days, either has a Class III Gaming compact with the State or Secretarial Procedures but is operating and has operated fewer than a combined total of three hundred fifty (350) Gaming Devices in all of its Gaming Facilities or other facilities wherever located, or does not have a Class III Gaming compact but is engaged in class II gaming, whether within or without California.

Sec. 5.2. Payments to the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund.

(a) If the Tribe operates three hundred fifty (350) Gaming Devices or more at any time in a given calendar year, it shall thereafter, including that calendar year, pay to the State Gaming Agency, for deposit into the Revenue Sharing Trust Fund or the Tribal Nation Grant Fund, four percent (4.0 %) of its Gross Gaming Revenue from the operation of Gaming Devices in excess of three hundred fifty (350).

(b) The Tribe shall remit the payments referenced in subdivision (a), to the State Gaming Agency in quarterly payments, which payments shall be due thirty (30) days following the end of each calendar quarter (i.e., by April 30 for the first quarter, July 30 for the second

quarter, October 30 for the third quarter, and January 30 for the fourth quarter).

(c) The quarterly payments required by subdivision (a) shall be determined by first determining the total number of all Gaming Devices operated by the Tribe during a given quarter (Quarterly Device Base). The Quarterly Device Base is equal to the sum total of the maximum number of Gaming Devices in operation for each day of the calendar quarter, divided by the number of days in the calendar quarter that the Gaming Operation operates any Gaming Devices during the given calendar quarter.

(d) If any portion of the payments under subdivision (a) is overdue after the State Gaming Agency has provided written notice to the Tribe of the overdue amount with an opportunity to cure of at least fifteen (15) business days, and if more than sixty (60) calendar days have passed from the due date, then the Tribe shall cease operating all of its Gaming Devices until full payment is made.

(e) All payments made by the Tribe to the State Gaming Agency pursuant to subdivision (a) shall be deposited into the Revenue Sharing Trust Fund and the Tribal Nation Grant Fund in a proportion to be determined by the Legislature, provided that if there are insufficient monies in the Revenue Sharing Trust Fund to pay one million one hundred thousand dollars ($1,100,000) per year to each eligible Non-Gaming Tribe and Limited-Gaming Tribe, the State Gaming Agency shall deposit all payments into the Revenue Sharing Trust Fund.

Sec. 5.3. Credits Related to Payments Due Under Section 5.2.

(a) Notwithstanding anything to the contrary in section 5.2, the State agrees to provide the Tribe with annual credits for up to sixty-five percent (65%) of the payments otherwise due under section 5.2, subdivision (a) for the following:

(1) The cost of payments made to the County, local jurisdictions, and non-profit and civic organizations operating facilities or providing services within the County for improved fire, emergency medical services, law enforcement, public safety, public transit, education, environmental, water, tourism, and

other services and infrastructure improvements that in part serve off-reservation needs of County residents, and are not otherwise required by section 11.0. Such payments shall be subject to approval by the State Designated Agency. At least twenty percent (20%) of the annual credits authorized by this section shall be utilized for the purposes described in this subdivision (a)(1);

(2) Non-gaming related capital investments and economic development projects by the Tribe on or off tribal trust lands, including, but not limited to, contributions for the operation of the Woods Valley Golf Club, that the State or State Designated Agency agrees provide mutual benefits to the Tribe and the State because, for instance, they have particular cultural, social or environmental value, or diversify the sources of revenue for the Tribe's general fund;

(3) Investments by the Tribe in, and any funds paid to the State (not including direct or indirect state or federal funding) for, renewable energy projects that, in part, serve the Gaming Facility, and projects that incorporate charging stations for electric or other zero-emission vehicles that are available to patrons and employees of the Gaming Facility and the Tribe, its members and lineal descendants. For purposes of this subdivision (a)(3), "renewable energy project" means a project that utilizes a technology other than a conventional power source, as defined in section 2805 of the Public Utilities Code, as it may be amended, and instead uses as a power source biomass, geothermal, small hydroelectric, solar, or wind, as those power sources are defined in section 1391, subdivision (c), of title 20 of the California Code of Regulations, as they may be amended. The power source must not utilize more than twenty-five percent (25%) fossil fuel;

(4) Payments (not including direct or indirect state or federal funding) to support capital improvements and operating expenses for facilities located on the Tribe's reservation or within California that provide health care services to tribal members, Indians, and non-Indians; and

(5) To promote continued economic growth that benefits the Tribe and the surrounding community through investments in facilities, infrastructure, or other projects that generate sustained job creation and ensure the financial longevity of the Tribe, payments to the principal amount of the Tribe's debt services, which are secured by the assets of the Gaming Operation. No more than twenty percent (20%) of the annual credits authorized by this section 5.3 shall be utilized for the purposes described in this subdivision (a)(5).

(b) On or before January 1 of each year, the Tribe shall provide to the State its annual budget for items eligible for credits under this section 5.3. Upon receipt, the State shall have ninety (90) days within which to review the items proposed and object if they do not meet the purposes set out in this section. If the State does not object to the items proposed within ninety (90) days, the State shall not later seek to disallow those credits excepts as provided below.

(c) During the year, the Tribe shall take such credits during the first three (3) quarters in prorated amounts based on the annual budget, but during the fourth quarter shall take an adjusted amount based on actual amounts spent. At the end of each year, the Tribe shall submit to the State a budget reconciliation, reflecting the actual amounts expended versus budget numbers. The State shall have the right to review the credits taken and, if necessary, request additional information from the Tribe. If the State determines that the information provided does not substantiate the amount of credits taken, the State may reduce or disallow such credits.

(d) Any disputes shall be subject to the dispute resolution provisions of section 13.0 of this Compact. All excess credits that cannot be applied in any one (1) year shall carry forward to all following years until completely exhausted. If in any year during the term of this Compact the Tribe is unable to take the full sixty-five percent (65%) credit and all carry-forward credits have been exhausted, the Tribe may request and the State shall agree to, a reopening of negotiations, limited to section 5.2, subdivision (a).

SECTION 6.0. LICENSING.

Sec. 6.1. Gaming Ordinance and Regulations.

(a) All Gaming Activities conducted under this Compact shall, at a minimum, comply (i) with a Gaming Ordinance duly adopted by the Tribe and approved in accordance with IGRA, (ii) with all applicable rules, regulations, procedures, specifications, and standards duly adopted by the NIGC, the Tribal Gaming Agency, and the State Gaming Agency, and (iii) with the provisions of this Compact.

(b) The Tribal Gaming Agency shall make available for inspection by the State Gaming Agency upon request a copy of the Gaming Ordinance, and all of its rules, regulations, procedures, specifications, ordinances, or standards applicable to the Gaming Activities and Gaming Operation, but excluding the Tribal Gaming Agency's internal policies and procedures.

(c) The Tribal Gaming Agency shall make the following documents available to Gaming Operation patrons or their legal representatives, through electronic means or otherwise in its discretion: the Gaming Ordinance; the rules of each Class III Gaming game operated by the Tribe, to the extent that such rules are not available for display on the Gaming Device or the table on which the game is played; rules governing promotions; rules governing points and the player's club program, including rules regarding confidentiality of the player information, if any; the tort liability ordinance specified in section 12.5, subdivision (b); and the regulations promulgated by the Tribal Gaming Agency concerning patron disputes pursuant to section 10.0. To the extent that any of the foregoing are available to the public on a website maintained by an agency of the State of California or the federal government, or by the Tribe or the Gaming Operation, the Tribal Gaming Agency may refer requesters to such website(s) for the requested information.

Sec. 6.2. Tribal Ownership, Management, and Control of Gaming Operation.

The Gaming Operation authorized under this Compact shall be owned solely by the Tribe.

Sec. 6.3. Prohibitions Regarding Minors.

(a) The Tribe shall not permit persons under the age of twenty-one (21) years to participate in Gaming Activities, or to loiter in the vicinity of the Gaming Facility. Persons under the age of twenty-one (21) years may be employed by the Gaming Operation in a non-gaming capacity.

(b) If the Tribe permits the consumption of alcoholic beverages in the Gaming Facility, the Tribe shall prohibit persons under the age of twenty-one (21) years from being present in any area in which alcoholic beverages may be consumed, except to the extent permitted by the Gaming Facility's Department of Alcoholic Beverage Control license.

Sec. 6.4. Licensing Requirements and Procedures.

Sec. 6.4.1. Summary of Licensing Principles.

All persons in any way connected with the Gaming Operation or Gaming Facility who are required to be licensed or to submit to a background investigation under IGRA, and any others required to be licensed under this Compact, including, without limitation, all Gaming Employees, Gaming Resource Suppliers, Financial Sources not otherwise exempt from licensing requirements, and any other person having a significant influence over the Gaming Operation, must be licensed by the Tribal Gaming Agency and, except as otherwise provided, cannot have had any determination of suitability denied or revoked by the State Gaming Agency. The parties intend that the licensing process provided for in this Compact shall involve joint cooperation between the Tribal Gaming Agency and the State Gaming Agency, as more particularly described herein.

Sec. 6.4.2. Gaming Facility.

(a) The Gaming Facility authorized by this Compact shall be licensed by the Tribal Gaming Agency in conformity with the requirements of this Compact, the Gaming Ordinance, IGRA, and any applicable regulations adopted by the NIGC. The license shall be reviewed and renewed every two (2) years thereafter. Verification that this requirement has been met shall be provided by the Tribe to the State by sending, either electronically or by hard copy, a copy of the initial

license and each renewal license to the State Gaming Agency within twenty (20) days after issuance of the license or renewal. The Tribal Gaming Agency's certification that the Gaming Facility is being operated in conformity with these requirements shall be posted in a conspicuous and public place in the Gaming Facility at all times.

(b) To assure the protection of the health and safety of all Gaming Facility patrons, guests, and employees, the Tribe shall adopt, or has already adopted, and shall maintain throughout the term of this Compact, an ordinance that requires any Gaming Facility construction to meet or exceed the standards in the Applicable Codes. The Gaming Facility and construction, expansion, improvement, modification, or renovation will also comply with Title III of the federal Americans with Disabilities Act of 1990, 42 U.S.C. § 12101 et seq. Notwithstanding the foregoing, the Tribe need not comply with any standard that specifically applies in name or in fact only to tribal facilities. Without limiting the rights of the State under this section, reference to Applicable Codes is not intended to confer code enforcement jurisdiction upon the State or its political subdivisions. For purposes of this section, the terms "building official" and "code enforcement agency" as used in titles 19 and 24 of the California Code of Regulations mean the Tribal Gaming Agency or such other tribal government agency or official as may be designated by the Tribe's law. The building official and code enforcement agency designated by the Tribe's law may exercise authority granted to such individuals and entities as specified within the Applicable Codes with regard to the Gaming Facility.

(c) To assure compliance with the Applicable Codes, the Tribe shall require inspections and, in connection therewith, employ for any Gaming Facility construction, qualified plan checkers or review firms. To be qualified as a plan checker or review firm for purposes of this Compact, plan checkers or review firms must be either California licensed architects, engineers or International Code Council (ICC)-certified building inspectors with relevant experience, or California licensed architects, engineers or ICC-certified building inspectors on the list, if any, of approved plan checkers or review firms provided by the city or County in which the Gaming Facility is located. The Tribe shall also employ qualified project inspectors. To be qualified as a project inspector for purposes of this Compact, project inspectors

must possess the same qualifications and certifications as project inspectors utilized by the County in which the Gaming Facility is located. The same persons or firms may serve as both plan checkers/reviewers and project inspectors. The plan checkers, review firms, and project inspectors shall hereinafter be referred to as "Inspector(s)." The Tribe shall require the Inspectors to report to the Tribal Gaming Agency and the State Gaming Agency, in writing and within thirty (30) days after the discovery thereof, any failure to comply with the Applicable Codes. The Tribe agrees to correct any Gaming Facility condition noted in the inspections that does not meet the Applicable Codes (hereinafter "deficiency").

(d) The Tribe shall cause the design and construction calculations, and plans and specifications that form the basis for the Gaming Facility construction (the "Design and Building Plans") to be available to the State Gaming Agency for inspection and copying by the State Gaming Agency upon its request.

(e) In the event that material changes to a structural detail of the Design and Building Plans will result from contract change orders or any other changes in the Design and Building Plans, such changes shall be reviewed by the qualified plan checker or review firm and field verified by the Inspectors for compliance with the Applicable Codes.

(f) The Tribe shall maintain during construction all structural contract change orders for inspection and copying by the State Gaming Agency upon its request.

(g) The Tribe shall maintain the Design and Building Plans depicting the as-built Gaming Facility, unless and until superseded by subsequent as-built Design and Building Plans upon which the superseding construction was based, and shall make the same available to the State Gaming Agency for inspection and copying by the State Gaming Agency upon its request, for the term of this Compact.

(h) Upon final certification by the Inspectors that the Gaming Facility meets the Applicable Codes, the Tribal Gaming Agency shall forward the Inspectors' certification to the State Gaming Agency within ten (10) days of issuance. If the State Gaming Agency objects to that certification, the Tribe shall make a good faith effort to address the

State's concerns, but if the State Gaming Agency does not withdraw its objection, the matter will be resolved in accordance with the dispute resolution provisions of section 13.0.

(i) Any failure to remedy within a reasonable period of time any material and timely raised deficiency shall be deemed a violation of this Compact, and furthermore, any deficiency that poses a serious or significant risk to the health or safety of any occupant shall be grounds for the State Gaming Agency, pursuant to court order, to prohibit occupancy of the affected portion of the Gaming Facility until the deficiency is corrected. The Tribe shall not allow occupancy of any portion of the Gaming Facility that is constructed or maintained in a manner that endangers the health or safety of the occupants.

(j) The Tribe shall also take all necessary steps to reasonably ensure the ongoing availability of sufficient and qualified fire suppression services to the Gaming Facility, and to reasonably ensure that the Gaming Facility satisfies all requirements of titles 19 and 24 of the California Code of Regulations applicable to similar facilities in the County as set forth below:

(1) Within thirty (30) days after the effective date of the Compact, and not less than biennially thereafter, and upon at least ten (10) days' notice to the State Gaming Agency, the Gaming Facility shall be inspected, at the Tribe's expense, by an independent fire inspector certified by the ICC or the National Fire Protection Association for purposes of certifying that the Gaming Facility meets a reasonable standard of fire safety and life safety; provided that, if a qualified fire inspector has certified within twelve (12) months prior to the effective date of this Compact that the Gaming Facility meets a reasonable standard of fire and life safety, the Tribe may satisfy this requirement by submitting a copy of that certification to the State, and thereafter having the Gaming Facility inspected biennially in accordance with this subdivision.

(2) The State Gaming Agency shall be entitled to designate and have a qualified representative or representatives, which may include local fire suppression entities, present during the inspection. During such inspection, the State Gaming Agency's

representative(s) shall specify to the independent fire inspector any condition that the representative(s) reasonably believes would preclude certification of the Gaming Facility as meeting a reasonable standard of fire safety and life safety.

(3) The independent fire inspector shall issue to the Tribal Gaming Agency and the State Gaming Agency a report on the inspection within fifteen (15) days after its completion, or within thirty (30) days after commencement of the inspection, whichever first occurs, identifying any deficiency in fire safety or life safety at the Gaming Facility or in the ability of the Tribe to meet reasonably expected fire suppression needs of the Gaming Facility.

(4) Within twenty-one (21) days after the issuance of the report, the independent fire inspector shall also require and approve a specific plan for correcting deficiencies, whether in fire safety or life safety, at the Gaming Facility or in the Tribe's ability to meet the reasonably expected fire suppression needs of the Gaming Facility, including deficiencies identified by the State Gaming Agency's representative. A copy of the report and plan of correction shall be delivered to the State Gaming Agency and the Tribal Gaming Agency. If the independent fire inspector disagrees with an allegation of deficiency by the State Gaming Agency's representative, the Tribe may take the matter to dispute resolution pursuant to section 13.0.

(5) Immediately upon correction of all deficiencies identified in the report and plan of correction, the independent fire inspector shall certify in writing to the Tribal Gaming Agency and the State Gaming Agency that all deficiencies have been corrected.

(6) Any failure to correct all deficiencies identified in the report and plan of correction within a reasonable period of time shall be a violation of this Compact, and any failure to promptly correct those deficiencies that pose a serious or significant risk to the health or safety of any occupants shall be a violation of this Compact and grounds for the State Gaming Agency to prohibit, pursuant to court order, occupancy of the affected portion of the Gaming Facility until the deficiency is corrected.

(7) Consistent with its obligation to ensure the safety of those within the Gaming Facility, the Tribe shall promptly notify the State Gaming Agency of circumstances that it reasonably believes pose a serious or significant risk to the health or safety of any occupants, and take prompt action to correct such circumstances. Any failure to remedy within a reasonable period of time any serious or significant risk to health or safety shall be deemed a violation of this Compact, and furthermore, any circumstance that poses a serious or significant risk to the health or safety of any occupant shall be grounds for the State Gaming Agency to seek a court order prohibiting occupancy of the affected portion of the Gaming Facility until the deficiency is corrected.

(k) Notwithstanding anything in section 6.4.2 or elsewhere in this Compact, any construction of any Project that has taken place or has commenced prior to the effective date of this Compact shall be subject to the Gaming Facility license rules in section 6.4.2 of the 1999 Compact, provided that the Project was previously approved under section 6.4.2 of that compact.

Sec. 6.4.3. Gaming Employees.

(a) Every Gaming Employee shall obtain and thereafter maintain current, a valid tribal gaming license, and except as provided in subdivision (b), shall obtain, and thereafter maintain current, a State Gaming Agency determination of suitability, which license and determination shall be subject to biennial renewal; provided that in accordance with section 6.4.9, those persons may be employed on a temporary or conditional basis pending completion of the licensing process and the State Gaming Agency determination of suitability.

(b) The State Gaming Agency and the Tribal Gaming Agency have identified those Gaming Employees who, in addition to a tribal gaming license, must also apply for, obtain, and maintain, a finding of suitability from the State Gaming Agency. The general principles governing those Gaming Employees who must have both a tribal gaming license and a finding of suitability from the State Gaming Agency are set forth below, and are consistent with agreements

between the State Gaming Agency and the Tribal Gaming Agency in effect at the time of execution of this Compact as provided in section 6.5.6, subdivision (a) of the 1999 Compact. These agreements shall remain in effect unless and until they are updated or amended through consultations between the State Gaming Agency and the Tribal Gaming Agency. In furtherance of these agreements, position titles of those Gaming Employees who must have both a tribal gaming license and a finding of suitability from the State Gaming Agency have been placed on what is referred to as the Compact Key Employee Position List. If no such Compact Key Employee Position List is in effect at the time of execution of this Compact, one shall be negotiated between the State Gaming Agency and the Tribal Gaming Agency. A Gaming Employee who is required to obtain and maintain current a valid tribal gaming license under subdivision (a) is not required to obtain or maintain a State Gaming Agency determination of suitability if any of the following applies:

(1) A Gaming Employee shall not be placed on the Compact Key Employee Position List if the employee's position title is subject to the licensing requirement of subdivision (a) solely because he or she is a person who conducts, operates, maintains, repairs, or assists in Gaming Activities, provided that this exception shall not apply if he or she supervises Gaming Activities or persons who conduct, operate, maintain, repair, assist, account for or supervise any such Gaming Activity, and is empowered to make discretionary decisions affecting the conduct or operation of the Gaming Activities.

(2) A Gaming Employee shall not be placed on the Compact Key Employee Position List if the employee's position title is subject to the licensing requirement of subdivision (a) solely because he or she is a person whose employment duties require or authorize access to areas of the Gaming Facility that are not open to the public, provided that this exception shall not apply if he or she supervises Gaming Activities or persons who conduct, operate, maintain, repair, assist, account for or supervise any such Gaming Activity, and is empowered to make discretionary decisions affecting the conduct or operation of the Gaming Activities.

(3) Members and employees of the Tribal Gaming Agency are not subject to a finding of suitability from the State Gaming Agency.

(4) The State Gaming Agency and the Tribal Gaming Agency may agree to exempt a Gaming Employee from the requirement to obtain or maintain current a State Gaming Agency determination of suitability.

(c) For those position titles not included on the Compact Key Employee Position List, notwithstanding subdivision (b), where the State Gaming Agency reasonably believes that licensure of an individual may pose a threat to gaming integrity or public safety, the State Gaming Agency may notify the Tribal Gaming Agency of its concerns and request a meeting with the Tribal Gaming Agency to review the tribal license application, and all materials and information received by the Tribal Gaming Agency in connection therewith, for any person whom the Tribal Gaming Agency has licensed, or proposes to license, as a Gaming Employee. Upon that request, the Tribal Gaming Agency shall meet with the State Gaming Agency and discuss such application and materials. If after the meeting the State Gaming Agency continues to believe that the person would be unsuitable for issuance of a license or permit for a similar level of employment in a gambling establishment subject to the jurisdiction of the State, it shall notify the Tribal Gaming Agency of its determination and the reasons supporting its determination. The Tribal Gaming Agency shall thereafter conduct a hearing in accordance with section 6.5.5 to reconsider issuance of the tribal gaming license and shall notify the State Gaming Agency of its determination immediately upon issuing its decision following conclusion of the hearing, which decision shall be final unless the State Gaming Agency requests within thirty (30) days of such notification that the decision be made the subject of dispute resolution pursuant to section 13.0. This subdivision (c) is intended and anticipated to be exercised infrequently, if at all, on a case-by-case basis.

(d) Except as provided in subdivisions (e) and (f), the Tribe shall not employ, or continue to employ, any person whose application to the State Gaming Agency for a determination of suitability or for a

renewal of such a determination has been denied or withdrawn, or whose determination of suitability has expired without renewal.

(e) Notwithstanding subdivisions (b) and (c), the Tribe may employ or retain in its employ a person whose application for a determination of suitability, or for a renewal of such a determination, has been denied by the State Gaming Agency, if:

(1) The person holds a valid and current license issued by the Tribal Gaming Agency that must be renewed at least biennially;

(2) The denial of the application by the State Gaming Agency is based solely on activities, conduct, or associations that antedate the filing of the person's initial application to the State Gaming Agency for a determination of suitability;

(3) The person is not an employee or agent of any other gaming operation; and

(4) The person has been in the continuous employ of the Tribe for at least three (3) years prior to June 26, 2000.

(f) Notwithstanding subdivisions (b) and (c), the Tribe may employ or retain in its employ a person whose application for a determination of suitability, or for a renewal of such a determination, has been denied by the State Gaming Agency, if the person is an enrolled member of the Tribe (defined for purposes of this subdivision as a person who is a member of the Tribe as determined by the Tribe's law), and if:

(1) The enrolled member of the Tribe holds a valid and current license issued by the Tribal Gaming Agency that must be renewed at least biennially; and

(2) The enrolled member of the Tribe is not an employee or agent of any other gaming operation; and

(3) Either subdivision (f)(3)(A) or (B) applies:

(A) The enrolled member was eligible for an exemption under section 6.4.4, subdivision (d) of the 1999 Compact,

was granted a license by the Tribal Gaming Agency while the 1999 Compact was in effect, and the State Gaming Agency's denial of the application is based solely on activities, conduct, or associations that antedate the Tribal Gaming Agency's first grant of a license to the tribal member pursuant to the 1999 Compact; or

(B) The denial of the application by the State Gaming Agency is based solely on activities, conduct, or associations that antedate by at least ten (10) years, the filing of the enrolled member of the Tribe's initial application to the State Gaming Agency for a determination of suitability.

(g) At any time after five (5) years following the effective date of this Compact, either the Tribal Gaming Agency or the State Gaming Agency may request to amend the position titles identified on the Compact Key Employee Position List.

Sec. 6.4.4. Gaming Resource Suppliers.

(a) Every Gaming Resource Supplier shall be licensed by the Tribal Gaming Agency 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. Unless the Tribal Gaming Agency licenses the Gaming Resource Supplier pursuant to subdivision (d), the Gaming Resource Supplier shall also apply to 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 section 7.1, subdivision (a)(1) shall govern. 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, or (ii) the date of its revocation by the State Gaming Agency. If the State Gaming Agency denies or revokes a determination of suitability, the State Gaming Agency shall notify the Tribal Gaming Agency within seven (7) days of taking such action, and the Gaming Resource

Supplier 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 Tribe's Gaming Operation or Facility thirty (30) days from the date on which the State Gaming Agency's decision takes effect under State law. The license and determination of suitability shall be reviewed at least every two (2) years for continuing compliance. In connection with such a review, the Tribal Gaming Agency shall require the Gaming Resource Supplier to update all information provided in the previous application. For purposes of section 6.5.2, such a review shall be deemed to constitute an application for renewal.

(b) Any agreement between the Tribe and a Gaming Resource Supplier shall be deemed to include a provision for its termination without further liability on the part of the 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 nonrenewal of the Gaming Resource Supplier's license by the Tribal Gaming Agency based on a determination of unsuitability by the State Gaming Agency. Except as set forth above, the Tribe shall not enter into, 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.

(c) Notwithstanding subdivision (a), the Tribal Gaming Agency 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, the State Gaming Agency shall notify the Tribal Gaming Agency within seven (7) days of taking such action, and 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 Tribe's Gaming Operation thirty (30) days from the date on which the State Gaming Agency's decision takes effect under State law. Except where the State Gaming Agency has determined a Management Contractor to be unsuitable, nothing in

this subdivision shall be construed to bar the Tribal Gaming Agency from issuing additional new licenses to the same Management Contractor following the expiration of a seven (7)-year license.

(d) The Tribal Gaming Agency 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 subdivision (a) if the Gaming Resource Supplier has already been issued a determination of suitability that is then valid. In that case, and within seven (7) days of the issuance of the license, the Tribal Gaming Agency shall 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 Tribal Gaming Agency has relied in proceeding under this subdivision (d). Subject to the Tribal Gaming Agency's compliance with the requirements of this subdivision, a Gaming Resource Supplier licensed under this subdivision 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. 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, and does not extend the time during which the determination of suitability relied on by the Tribal Gaming Agency is valid. In the event the State Gaming Agency later revokes the determination of suitability relied on by the Tribal Gaming Agency, the State Gaming Agency shall notify the Tribal Gaming Agency of such revocation. Nothing in this subdivision affects the obligations of the Tribal Gaming Agency, or of the Gaming Resource Supplier, under sections 6.5.2 and 6.5.6 of this Compact.

(e) Except where subdivision (d) applies, within twenty-one (21) days of the issuance of a license to a Gaming Resource Supplier, the Tribal Gaming Agency shall provide to the State Gaming Agency summary reports, including any derogatory information, of the background investigations conducted by the Tribal Gaming Agency and written statements by the Applicant.

Sec. 6.4.5. Financial Sources.

(a) Subject to subdivision (h) of this section, each Financial Source shall be licensed by the Tribal Gaming Agency prior to the Financial Source extending financing in connection with the Tribe's Gaming Facility or Gaming Operation.

(b) Every Financial Source required to be licensed by the Tribal Gaming Agency shall, contemporaneously with the filing of its tribal license application, apply to the State Gaming Agency for a determination of suitability. In the event the State Gaming Agency denies or revokes the determination of suitability, the Tribal Gaming Agency shall deny or revoke the Financial Source's license within thirty (30) days of receiving notice of denial or revocation from the State Gaming Agency.

(c) A license issued under this section shall be reviewed at least every two (2) years for continuing compliance. In connection with that review, the Tribal Gaming Agency shall require the Financial Source to update all information provided in the Financial Source's previous application. For purposes of this section, that review shall be deemed to constitute an application for renewal.

(d) Any agreement between the Tribe and a Financial Source shall include, and shall be deemed to include, a provision for its termination without further liability on the part of the Tribe, except for the bona fide repayment of all outstanding sums (exclusive of interest) owed as of the date of termination upon revocation or non-renewal of the Financial Source's license by the Tribal Gaming Agency based on a determination of unsuitability by the State Gaming Agency. The Tribe shall not enter into, or continue to make payments to a Financial Source pursuant to, any contract or agreement for the provision of financing with any person or entity whose application to the State Gaming Agency for a determination of suitability has been denied or whose determination of suitability has been revoked or has expired without renewal.

(e) A Gaming Resource Supplier who provides financing exclusively in connection with the provision, sale, or lease of Gaming Resources

obtained from that Gaming Resource Supplier may be licensed solely in accordance with the licensing procedures applicable, if at all, to Gaming Resource Suppliers, and need not be separately licensed as a Financial Source under this section.

(f) The Tribal Gaming Agency may elect to license a person or entity as a Financial Source without requiring it to apply to the State Gaming Agency for a determination of suitability under subdivision (b) if the Financial Source has already been issued a determination of suitability that is then valid. In that case, the Tribal Gaming Agency shall immediately notify the State Gaming Agency of its licensure of the person or entity as a Financial Source, and shall identify in its notification the State Gaming Agency determination of suitability on which the Tribal Gaming Agency has relied in proceeding under this subdivision (f). Subject to the Tribal Gaming Agency's compliance with the requirements of this subdivision, a Financial Source licensed under this subdivision may, during and only during the period in which the determination of suitability remains valid, engage in financing in connection with the Tribe's Gaming Operation or Facility, without applying to the State Gaming Agency for a determination of suitability. The issuance of a license under this subdivision is in all cases subject to any later determination by the State Gaming Agency that the Financial Source is not suitable or to a tribal gaming license suspension or revocation pursuant to section 6.5.1, and does not extend the time during which the determination of suitability relied on by the Tribal Gaming Agency is valid. A license issued under this subdivision expires upon the revocation or expiration of the determination of suitability relied on by the Tribal Gaming Agency. Nothing in this subdivision affects the obligations of the Tribal Gaming Agency, or of the Financial Source, under section 6.5.2 and section 6.5.6 of this Compact.

(g) Except where subdivision (f) applies, within twenty-one (21) days of the issuance of a license to a Financial Source, the Tribal Gaming Agency shall transmit to the State Gaming Agency a copy of the license and a copy of all tribal license application materials and information received by it from the Applicant which is not otherwise prohibited or restricted from disclosure under applicable federal law or regulation.

(h) (1) The Tribal Gaming Agency may, at its discretion, exclude from the licensing requirements of this section the following Financial Sources under the circumstances stated:

(A) Any federally-regulated or state-regulated bank, savings and loan association, or other federally- or state-regulated lending institution.

(B) An entity identified by the Commission's Uniform Statewide Tribal Gaming Regulation CGCC-2, subdivision (f) (as in effect on the date the parties execute this Compact), when that entity is a Financial Source solely by reason of being (i) a purchaser or a holder of debt securities or other forms of indebtedness issued directly or indirectly by the Tribe for a Gaming Facility or for the Gaming Operation or (ii) the owner of a participation interest in any amount of indebtedness for which a Financial Source described in subdivision (h)(l)(A), or any fund or other investment vehicle which is administered or managed by any such Financial Source, is the creditor.

(C) Any investor who, alone or together with any person(s) controlling, controlled by or under common control with such investor, holds less than ten percent (10%) of all outstanding debt securities or other forms of indebtedness issued directly or indirectly by the Tribe for a Gaming Facility or for the Gaming Operation.

(D) Any agency of the federal government, or of a tribal, state or local government providing financing, together with any person purchasing any debt securities or other forms of indebtedness of the agency to provide such financing.

(E) A real estate investment trust (as defined in 26 U.S.C. § 856(a)) which is publicly traded on a stock exchange, registered with the Securities and Exchange Commission, and subject to the regulatory oversight of the Securities and Exchange Commission.

(F) An entity or category of entities that the State Gaming Agency and the Tribal Gaming Agency jointly determine can be excluded from the licensing requirements of this section without posing a threat to the public interest or the integrity of the Gaming Operation.

(2) In any case where the Tribal Gaming Agency elects pursuant to subdivision (h)(1) to exclude a Financial Source from the licensing requirements of this section, the Tribal Gaming Agency shall give no less than thirty (30) days' notice thereof to the State Gaming Agency, and shall give the State Gaming Agency reasonable advance notice of any extension of financing by the Financial Source in connection with the Tribe's Gaming Operation or Facility, and upon request of the State Gaming Agency, shall provide it with sufficient documentation to support the Tribal Gaming Agency's exclusion of the Financial Source from the licensing requirements of this section.

(3) The Tribal Gaming Agency and the State Gaming Agency shall work collaboratively to resolve any reasonable concerns regarding the initial or ongoing excludability of an individual or entity as a Financial Source. If the State Gaming Agency finds that an investigation of any Financial Source is warranted, the Financial Source shall be required to submit an application for a determination of suitability to the State Gaming Agency and shall pay the costs and charges incurred in the investigation and processing of the application, in accordance with the provisions set forth in California Business and Professions Code sections 19867 and 19951. Any dispute between the Tribal Gaming Agency and the State Gaming Agency pertaining to the excludability of an individual or entity as a Financial Source shall be resolved by the dispute resolution provisions in section 13.0.

(4) The following are not Financial Sources for purposes of this section.

(A) An entity identified by the Commission's Uniform Statewide Tribal Gaming Regulation CGCC-2, subdivision (h) (as in effect on the effective date of this Compact).

(B) A person or entity whose sole connection with a provision or extension of financing to the Tribe is to provide loan brokerage or debt servicing for a Financial Source at no cost to the Tribe or the Gaming Operation, provided that no portion of any financing provided is an extension of credit to the Tribe or the Gaming Operation by that person or entity.

(i) In recognition of changing financial circumstances, this section shall be subject to good faith renegotiation by the Tribe and the State, upon the request of either party; provided that the renegotiation shall not retroactively affect transactions that have already taken place where the Financial Source has been excluded or exempted from licensing requirements.

Sec. 6.4.6. Processing Tribal Gaming License Applications.

(a) 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 Tribal Gaming Agency in accordance with the rules and regulations of that agency.

(b) At a minimum, the Tribal Gaming Agency 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.

(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 officer, 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) 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 this Compact, if that person or entity provided 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.

(d) Nothing herein precludes the Tribe or Tribal Gaming Agency from requiring more stringent licensing requirements.

Sec. 6.4.7. 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 Tribal Gaming Agency 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 Gaming Operation is free from criminal and dishonest elements and would be conducted honestly.

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

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

(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 the business and financial arrangements incidental thereto.

(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. 6.4.8. Background Investigations of Applicants.

(a) The Tribal Gaming Agency 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 Tribal Gaming Agency 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.

(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 Tribal Gaming Agency may contract with the State Gaming Agency for the conduct of background investigations, may rely on a State determination of suitability 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 Tribal Gaming Agency's background investigation obligations.

(c) If the Tribal Gaming Agency 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 Tribal Gaming Agency 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.

(d) In lieu of obtaining summary criminal history information from the NIGC, the Tribal Gaming Agency 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 Tribal Gaming Agency 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.

(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.

(f) For purposes of subdivision (d), the Tribal Gaming Agency 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.

(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 Tribal Gaming Agency.

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

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

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

Sec. 6.4.9. Temporary Licensing

(a) If the Applicant has completed a license application in a manner satisfactory to the Tribal Gaming Agency, and that agency 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 Tribal Gaming Agency may issue a temporary tribal gaming license and may impose such specific conditions thereon pending completion of the Applicant's background investigation, as the Tribal Gaming Agency in its sole discretion shall determine.

(b) Special fees may be required by the Tribal Gaming Agency to issue or maintain a temporary tribal gaming license.

(c) 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.

(d) At any time after issuance of a temporary tribal gaming license, the Tribal Gaming Agency shall or may, as the case may be, suspend or revoke it in accordance with the provisions of sections 6.5.1 or 6.5.5, and the State Gaming Agency may request suspension or revocation before making a determination of unsuitability.

(e) 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. 6.5. Tribal Gaming License Issuance.

Upon completion of the necessary background investigation, the Tribal Gaming Agency 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. 6.5.1. Denial, Suspension, or Revocation of Licenses.

(a) 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.

(b) Pending consideration of revocation, the Tribal Gaming Agency may suspend a tribal gaming license in accordance with section 6.5.5.

(c) All rights to notice and hearing shall be governed by tribal law. The Applicant shall be notified in writing of any hearing and given notice of any intent to suspend or revoke the tribal gaming license.

(d) Except as provided in subdivision (e), 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 Tribal Gaming Agency shall deny that person a tribal gaming license and promptly, and in no event more than sixty (60) 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.

(e) Notwithstanding a determination of unsuitability by the State Gaming Agency, the Tribal Gaming Agency 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. 6.5.2. Renewal of Licenses; Extensions; Further Investigation.

(a) 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 updated 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 Tribal Gaming Agency. At the discretion of the Tribal Gaming Agency, an additional background investigation may be required at any time if the Tribal Gaming Agency determines the need for further information concerning the Applicant's continuing suitability or eligibility for a license.

(b) Prior to renewing a tribal gaming license for an Applicant for a position identified on the Compact Key Employee Position List, a Gaming Resource Supplier, or a Financial Source, the Tribal Gaming Agency 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.

(c) For those Applicants for a position identified on the Compact Key Employee Position List who are currently employed by the Tribe pursuant to section 6.4.3, subdivision (e) or (f), after receipt of information required by subdivision (b) and the State Gaming Agency's determination that the employee still meets the requirements of section 6.4.3, subdivision (e) or (f), the Applicant shall not be subject to the State Gaming Agency's consideration of renewal of its determination of suitability.

Sec. 6.5.3. Identification Cards.

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

(b) Identification badges must display information, including, but not limited to, a photograph and an identification number that is adequate to enable agents of the Tribal Gaming Agency to readily identify the person and determine the validity and date of expiration of his or her license.

(c) The Tribe shall upon request provide the State Gaming Agency with the name, badge identification number, and job title of all Gaming Employees.

Sec. 6.5.4. Fees for Tribal Gaming License.

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

Sec. 6.5.5. Summary Suspension of Tribal Gaming License.

The Tribal Gaming Agency may summarily suspend the tribal gaming license of any licensee if the Tribal Gaming Agency determines that the continued licensing of the person could constitute a threat to the public health or safety or may violate the Tribal Gaming Agency's licensing or other standards. The Tribal Gaming Agency shall notify the State Gaming Agency within seven (7) days of any such determination. Any right to notice or hearing in regard thereto shall be governed by tribal law.

Sec. 6.5.6. State Determination of Suitability Process.

(a) With respect to Applicants as to whom a determination of suitability is required, upon receipt of an Applicant's completed license application and the Tribal Gaming Agency's determination to issue a license, or a temporary license pursuant to section 6.4.9, the Tribal Gaming Agency shall transmit within sixty (60) days to the State Gaming Agency for a determination of suitability for licensure under the California Gambling Control Act a notice of intent to license the Applicant, together with all of the following:

(1) A copy of all tribal license application materials and information received by the Tribal Gaming Agency from the Applicant that is not otherwise prohibited or restricted from disclosure under applicable federal law or regulation;

(2) An original, complete set of fingerprint impressions, rolled by a California state-certified fingerprint roller or by a person exempt from state certification pursuant to Penal Code section 11102.1, subdivision (a)(2), and which may be on a fingerprint card or obtained and transmitted electronically;

(3) A current photograph; and

(4) Except to the extent waived by the State Gaming Agency, such releases of information, waivers, and other completed and executed forms as have been obtained by the Tribal Gaming Agency.

(b) Upon receipt of a written request from a Gaming Resource Supplier or a Financial Source for a determination of suitability, the State Gaming Agency shall transmit an application package to the Applicant to be completed and returned to the State Gaming Agency for purposes of allowing it to make a determination of suitability for licensure.

(c) Investigation and disposition of applications for a determination of suitability shall be governed entirely by California state law, and the State Gaming Agency shall determine whether the Applicant would be found suitable for licensure in a gambling establishment subject to the State Gaming Agency's jurisdiction. Additional information may be required by the State Gaming Agency to assist it in its background investigation, to the extent permitted under state law for licensure in a gambling establishment subject to the State Gaming Agency's jurisdiction.

(d) The Tribal Gaming Agency shall require a licensee to apply for renewal of a determination of suitability by the State Gaming Agency at such time as the licensee applies for renewal of a tribal gaming license.

(e) Upon receipt of completed license or license renewal application information from the Applicant or the Tribal Gaming Agency, the State Gaming Agency may conduct a background investigation pursuant to state law to determine whether the Applicant is suitable to be licensed for association with Class III Gaming operations. The Tribal Gaming Agency shall provide to the State Gaming Agency summary reports, including any derogatory information, of the background investigations conducted by the Tribal Gaming Agency, written statements by the Applicant and any related applications. While the Tribal Gaming Agency shall ordinarily be the primary source of application information, the State Gaming Agency is authorized to directly seek application information from the Applicant. If further investigation is required to supplement the investigation conducted by the Tribal Gaming Agency, the Applicant will be required to pay the application fee charged by the State Gaming Agency pursuant to California Business and Professions Code section 19951, subdivision (a), but any deposit requested by the State Gaming Agency pursuant to section 19867 of that code shall take into account reports of the background investigation already

conducted by the Tribal Gaming Agency and the NIGC, if any. Failure to provide information reasonably required by the State Gaming Agency to complete its investigation under California law or failure to pay the application fee or deposit can constitute grounds for denial of the application by the State Gaming Agency. The State Gaming Agency and Tribal Gaming Agency shall cooperate in sharing as much background information as possible, both to maximize investigative efficiency and thoroughness, and to minimize investigative costs.

(f) Upon completion of the necessary background investigation or other verification of suitability, the State Gaming Agency shall issue a notice to the Tribal Gaming Agency certifying that the State has determined that the Applicant is suitable, or that the Applicant is unsuitable, for licensure and, if unsuitable, stating the reasons therefore. Issuance of a determination of suitability does not preclude the State Gaming Agency from a subsequent determination based on newly discovered information that a person or entity is unsuitable for the purpose for which the person or entity is licensed. Upon receipt of notice that the State Gaming Agency has determined that a person or entity is or would be unsuitable for licensure, except as provided in section 6.4.3, subdivisions (e) and (f), the Tribal Gaming Agency shall deny that person or entity a license, or immediately suspend or revoke that person's or entity's license, as provided in section 6.5.1. Any right to notice or hearing in regard thereto shall be governed by tribal law. Thereafter, the Tribal Gaming Agency shall revoke any tribal gaming license that has theretofore been issued to that person or entity; provided that the Tribal Gaming Agency may, in its discretion, reissue a tribal gaming license to the person or entity following entry of a final judgment reversing the determination of the State Gaming Agency in a proceeding in state court between the Applicant and the State Gaming Agency conducted pursuant to section 1085 or 1094.5 of the California Code of Civil Procedure, as provided by the California Gambling Control Act.

(g) Prior to denying an application for a determination of suitability, or to issuing notice to the Tribal Gaming Agency that a person or entity previously determined to be suitable had been determined unsuitable for licensure, the State Gaming Agency shall notify the Tribal Gaming Agency and afford the Tribe an opportunity to be heard. If the State

Gaming Agency denies an application for a determination of suitability, or issues notice that a person or entity previously determined suitable has been determined unsuitable for licensure, the State Gaming Agency shall provide that person or entity with written notice of all appeal rights available under state law.

(h) The Commission, or its successor, shall maintain a roster of Gaming Resource Suppliers and Financial Sources that it has determined to be suitable pursuant to the provisions of this section, or through separate procedures to be adopted by the Commission. Upon application to the Tribal Gaming Agency for a tribal gaming license, a Gaming Resource Supplier that appears on the Commission's suitability roster may be licensed by the Tribal Gaming Agency under section 6.4.4 subdivision (d), and a Financial Source that appears on the Commission's suitability roster may be licensed by the Tribal Gaming Agency under section 6.4.5, subdivision (f), subject to any later determination by the State Gaming Agency that the Gaming Resource Supplier or Financial Source is not suitable or to a tribal gaming license suspension or revocation pursuant to sections 6.5.1 or 6.5.5; provided that nothing in this subdivision exempts the Gaming Resource Supplier or Financial Source from applying for a renewal of a State Gaming Agency determination of suitability.

Sec. 6.6. Submission of New Application.

Nothing in section 6.0 shall be construed to preclude an Applicant who has been determined to be unsuitable for licensure by the State Gaming Agency, or the Tribe on behalf of such Applicant, from later submitting a new application for a determination of suitability by the State Gaming Agency in accordance with section 6.0, provided that the Applicant may not commence duties or activities until found suitable by the State Gaming Agency.

SECTION 7.0. APPROVAL AND TESTING OF GAMING DEVICES.

Sec. 7.1. Gaming Device Approval.

(a) No Gaming Device may be offered for play unless all of the following occurs:

(l) The manufacturer or distributor that sells, leases, or distributes such Gaming Device (i) has applied for a determination of suitability by the State Gaming Agency at least fifteen (15) days before it is offered for play, (ii) has not been found to be unsuitable by the State Gaming Agency, and (iii) has been licensed by the Tribal Gaming Agency;

(2) The software for each game authorized for play on the Gaming Device has been tested, approved and certified by an independent gaming test laboratory or state or national governmental gaming test laboratory (Gaming Test Laboratory) as operating in accordance with technical standards that meet or exceed industry standards;

(3) A copy of the certification by the Gaming Test Laboratory, specified in subdivision (a)(2), is provided to the State Gaming Agency by electronic transmission or by mail, unless the State Gaming Agency waives receipt of copies of the certification;

(4) The software for the games authorized for play on the Gaming Device is tested by the Tribal Gaming Agency to ensure each game authorized for play on the Gaming Device has the correct electronic signature prior to insertion into the Gaming Device, or if the software is to be installed on a server to which one or more Gaming Devices will be connected, prior to the connection of Gaming Devices to the server;

(5) The hardware and associated equipment for each type of Gaming Device has been tested by the Gaming Test Laboratory prior to operation by the public to ensure operation in accordance with the standards established by the Tribal Gaming Agency that meet or exceed industry standards; and

(6) The hardware and associated equipment for the Gaming Device has been tested by the Tribal Gaming Agency to confirm operation in accordance with the manufacturer's specifications.

(b) If either the Tribal Gaming Agency or the State Gaming Agency requests new standards for testing, approval, and certification of the software for the game authorized for play on the Gaming Device

pursuant to subdivision (a)(2), the party requesting the new standards shall provide the other party with a detailed explanation of the reason(s) for the request. If the party to which the request is made disagrees with the request, the State Gaming Agency and the Tribal Gaming Agency shall meet and confer in a good-faith effort to resolve the disagreement, which meeting and conferring shall include consultation with an independent Gaming Test Laboratory. If the disagreement is not resolved within one hundred twenty (120) days after the initial meeting between the regulators to discuss the matter, either the Tribe or the State may submit the matter to dispute resolution under section 13.1 of this Compact.

Sec. 7.2. Gaming Test Laboratory Selection.

(a) The Gaming Test Laboratory shall be an independent commercial gaming test laboratory that is (i) recognized in the gaming industry as competent and qualified to conduct scientific tests and evaluations of Gaming Devices, and (ii) licensed or approved by any state or tribal government within the jurisdiction of which the operation of Gaming Devices is authorized. At least thirty (30) days before the commencement of Gaming Activities pursuant to this Compact, or if such use follows the commencement of Gaming Activities, at least fifteen (15) days prior to reliance thereon, the Tribal Gaming Agency shall submit to the State Gaming Agency documentation that demonstrates the Gaming Test Laboratory satisfies (i) and (ii) herein. If, at any time, the Gaming Test Laboratory license and/or approval required by (i) herein is suspended or revoked by any of those jurisdictions or the Gaming Test Laboratory is found unsuitable by the State Gaming Agency, then the State Gaming Agency may reject the use of that Gaming Test Laboratory, and upon such rejection, the Tribal Gaming Agency shall ensure that the Gaming Test Laboratory discontinues its responsibilities under this section. Any such suspension, revocation, or determination of unsuitability shall not affect the Tribe's right to continue operating Gaming Devices that had been tested and evaluated by that Gaming Test Laboratory, but Gaming Devices tested, evaluated and approved by that Gaming Test Laboratory shall be re-tested, re-evaluated and re-approved by a substitute Gaming Test Laboratory within sixty (60) days from the date on which the Tribal Gaming Agency is notified of the suspension, revocation, or determination of unsuitability, or if

circumstances require, any other reasonable timeframe as may be mutually agreed to by the Tribal Gaming Agency and the State Gaming Agency.

(b) The Tribe and the State Gaming Agency shall inform the Gaming Test Laboratory in writing that, irrespective of the source of payment of its fees, the Gaming Test Laboratory's duty of loyalty runs equally to the State and the Tribe; provided, that if the State Gaming Agency requests that the Gaming Test Laboratory perform additional work, the State Gaming Agency shall be solely responsible for the cost of such additional work.

Sec. 7.3. Maintenance of Records of Testing Compliance.

The Tribal Gaming Agency shall prepare and maintain records of its compliance with section 7.1 while any Gaming Device is on the gaming floor and for a period of one (1) year after the Gaming Device is removed from the gaming floor, and shall make those records available for inspection by the State Gaming Agency upon request.

Sec. 7.4. State Gaming Agency Inspections.

(a) The State Gaming Agency may inspect the Gaming Devices in operation at a Gaming Facility on a random basis not to exceed four (4) times annually to confirm that they operate and play properly pursuant to applicable technical standards. The inspections may be conducted onsite or remotely as a desk audit and include all Gaming Device software, hardware, associated equipment, software maintenance records, and components critical to the operation of the Gaming Device. The State Gaming Agency shall make a good-faith effort to work with the Tribal Gaming Agency to minimize unnecessary disruption to the Gaming Operation including, where appropriate, performing desk audits rather than onsite physical inspections. The Tribal Gaming Agency shall cooperate with the State Gaming Agency's reasonable efforts to obtain information that facilitates the conduct of remote but effective inspections that minimize disruption to Gaming Activities. If the State Gaming Agency determines that more than one (1) annual onsite inspection is necessary or appropriate, it will provide the Tribal Gaming Agency with the basis for its determination that additional onsite inspections

are justified. If the State Gaming Agency requires more than one (1) annual onsite inspection in successive years, the State and Tribe may meet and confer to discuss the basis for such determinations. During each random inspection, the State Gaming Agency may not remove from play more than five percent (5%) of the Gaming Devices in operation at the Gaming Facility, and may not remove a Gaming Device from play, except during inspection or testing, or remove a Gaming Device from the Gaming Facility at any time, unless it obtains the concurrence of the Tribal Gaming Agency, which shall not be unreasonably withheld. The five percent (5%) limitation on removal from play shall not apply if a Gaming Device's connection to other Gaming Devices, a progressive controller, or similar linked system, makes limiting removal from play of no more than five percent (5%) infeasible or impossible. Whenever practicable, the State Gaming Agency shall not require removal from play any Gaming Device that the State Gaming Agency determines may be fully and adequately tested while still in play. The State Gaming Agency shall return any Gaming Device removed from a Gaming Facility to the Gaming Facility as soon as reasonably possible. The inspections may include all Gaming Device software, hardware, associated equipment, software and hardware maintenance and testing records, and components critical to the operation of the Gaming Device. The random inspections conducted pursuant to this section shall occur during normal business hours outside of weekends and holidays.

(b) Rather than conducting on-site inspections, the State Gaming Agency may perform "desk audits" of the Tribe's Gaming Devices currently in operation. Upon receipt of notice from the State Gaming Agency of the intent to conduct a desk audit, the Tribal Gaming Agency shall provide the State Gaming Agency with a list of all of the Tribe's Gaming Devices currently in operation, together with the information for each such Gaming Device that supports a desk audit. This information shall include, but is not limited to, the following:

(1) Manufacturer;

(2) Game name or theme;

(3) Serial number;

(4) Machine or asset number;

(5) Manufacturer;

(6) Location;

(7) Denomination;

(8) Slot type (e.g., video, reel);

(9) Progressive type (e.g., stand alone, linked, wide area progressive);

(10) Software ID number for all certified software in the Gaming Device, including game, base or system, boot chips and communication chip; and

(11) Any other information deemed relevant and appropriate by the State Gaming Agency and the Tribal Gaming Agency.

(c) The State Gaming Agency shall notify the Tribal Gaming Agency of its intent to conduct any on-site Gaming Device inspection with prior notice sufficient to afford the presence of proper staffing and, where applicable, manufacturer's representatives, to ensure the overall efficiency of the inspection process. The inspection shall not be unreasonably delayed and must take place within thirty (30) days of notification unless the Tribal Gaming Agency and State Gaming Agency agree otherwise.

(d) The State Gaming Agency may retain and use qualified consultants to perform the functions authorized or specified herein but any such consultants shall be bound by the confidentiality and information use and disclosure provisions applicable to the State Gaming Agency and its employees. The State Gaming Agency shall ensure that any consultants retained by it have met the standards and requirements, including any background investigations, established by applicable regulations governing contract employees prior to participating in any matter under this Compact. The State Gaming Agency shall also take all reasonable steps to ensure that consultants are free from conflicting interests in the conduct of their duties under this Compact. The Tribal Gaming Agency, in its sole discretion, may require a member or staff of the Tribal Gaming Agency or a representative of the State Gaming

Agency to accompany any consultant at all times that the consultant is in a non-public area of the Gaming Facility.

(e) The State Gaming Agency promptly shall consult with the Tribal Gaming Agency concerning any material discrepancies noted and whether those discrepancies continue to exist.

Sec. 7.5. Technical Standards.

The Tribal Gaming Agency shall provide to the State Gaming Agency copies of its regulations for technical standards applicable to the Tribe's Gaming Devices at least thirty (30) days before the commencement of the Gaming Operation or within thirty (30) days after the effective date of this Compact, whichever is later, and thereafter at least thirty (30) days before the effective date of any revisions to the regulations, unless exigent circumstances require that any revisions to the regulations take effect sooner in order to ensure game integrity or otherwise to protect the public or the Gaming Operation, in which event the revisions to the regulations shall be provided to the State Gaming Agency as soon as reasonably practicable.

Sec. 7.6. Transportation of Gaming Devices.

(a) Subject to the provisions of subdivision (b), the Tribal Gaming Agency shall not permit any Gaming Device to be transported to or from the Tribe's Indian lands except in accordance with procedures established by agreement between the State Gaming Agency and the Tribal Gaming Agency and upon at least ten (10) days' notice to the Sheriff's Department for the County.

(b) Transportation of a Gaming Device from a Gaming Facility within California is permissible only if:

(1) The final destination of the Gaming Device is a gaming facility of any tribe in California that has a Class III Gaming compact with the State or Secretarial Procedures that makes lawful the operation of Gaming Devices;

(2) The final destination of the Gaming Device is any other state in which possession of the Gaming Device is made lawful by that state's law, tribal-state compact, or Secretarial Procedures;

(3) The final destination of the Gaming Device is another country, or any state or province of another country, wherein possession of Gaming Devices is lawful; or

(4) The final destination is a location within California for testing, repair, maintenance, or storage by a person or entity that has been licensed by the Tribal Gaming Agency and has been found suitable for licensure by the State Gaming Agency.

(c) Any Gaming Device transported from or to the Tribe's Indian lands in violation of this section 7.6 or in violation of any permit issued pursuant thereto, is subject to summary seizure by California peace officers in accordance with California law.

SECTION 8.0. INSPECTIONS.

Sec. 8.1. On-Site Regulation.

This Compact reflects the previous relationship between the Tribe and the State operating pursuant to a Class III Gaming compact. It recognizes and respects the primary role of the Tribal Gaming Agency to perform on-site regulation and to protect the integrity of the Gaming Activities, the reputation of the Tribe and the Gaming Operation for honesty and fairness, and to maintain the confidence of patrons that tribal governmental gaming in California meets the highest standards of regulation and internal controls. This Compact also acknowledges and affords the State with the authority and responsibility to ensure that the Tribe complies with all of the terms of this Compact and that gaming is conducted with integrity and in a manner that protects the health, safety and other interests of the people of California.

Sec. 8.1.1. Investigation and Sanctions.

(a) The Tribal Gaming Agency shall investigate any reported violation of this Compact and shall require the Gaming Operation to correct the violation upon such terms and conditions as the Tribal Gaming Agency determines are necessary.

(b) The Tribal Gaming Agency shall be empowered by the Gaming Ordinance to impose fines or other sanctions within the jurisdiction of

the Tribe against gaming licensees who interfere with or violate the Tribe's gaming regulatory requirements and obligations under IGRA, the Gaming Ordinance, or this Compact. Any right to notice or hearing in regard thereto shall be governed by tribal law. Nothing in this Compact expands, modifies, or impairs the jurisdiction of the Tribal Gaming Agency under IGRA, the Tribal Gaming Ordinance or other applicable tribal law.

(c) The Tribal Gaming Agency shall report individual or continuing violations of this Compact that pose a significant threat to gaming integrity or public health and safety, and any failures to comply with the Tribal Gaming Agency's orders, to the State Gaming Agency within ten (10) days of discovery.

Sec. 8.2. Assistance by State Gaming Agency.

The Tribe may request the assistance of the State Gaming Agency whenever it reasonably appears that such assistance may be necessary to carry out the purposes described in section 8.1.1, or otherwise to protect public health, safety, or welfare.

Sec. 8.3. Access to Premises by State Gaming Agency; Notification; Inspections.

(a) Notwithstanding that the Tribe and its Tribal Gaming Agency have the primary responsibility to administer and enforce the regulatory requirements of this Compact, the State Gaming Agency, including any consultant retained by it, shall have the right to inspect the Tribe's Gaming Facility, and all Gaming Operation or Facility records relating thereto as is reasonably necessary to ensure Compact compliance, including with adequate notice such records located in off-site facilities dedicated to their storage, subject to the conditions in subdivisions (b), (c), and (d). If the Tribe objects to the State's determination of the areas included within any inspection, the matter shall be resolved in accordance with the dispute resolution provisions of section 13.0. The State Gaming Agency shall ensure that any consultants retained by it have met the standards and requirements, including any background investigations, established by applicable regulations governing contract employees prior to participating in any matter under this Compact. The State Gaming Agency shall also take

all reasonable steps to ensure that consultants are free from conflicting interests in the conduct of their duties under this Compact and shall provide the Tribal Gaming Agency with prior notice of the use of any consultant. The Tribal Gaming Agency, in its sole discretion, may require a member or staff of the Tribal Gaming Agency or a representative of the State Gaming Agency to accompany any consultant at all times that the consultant is in a non-public area of the Gaming Facility.

(b) Except as provided in section 7.4, the State Gaming Agency may inspect public areas of the Gaming Facility at any time without prior notice during normal Gaming Facility business hours.

(c) Inspection of areas of the Gaming Facility not normally accessible to the public may be made at any time during the normal administrative hours of the Tribal Gaming Agency, immediately after the State Gaming Agency's authorized inspector notifies the Tribal Gaming Agency of his or her presence on the premises, presents proper identification, and requests access to the non-public areas of the Gaming Facility. Inspection of areas of the Gaming Facility not normally accessible to the public may be made at any time outside the normal administrative hours of the Tribal Gaming Agency with fourteen (14) days' notice to the Tribal Gaming Agency, except that fourteen (14) days' notice is not required upon the existence of exigent circumstances that the State Gaming Agency reasonably determines may be a threat to gaming integrity or public safety. The Tribal Gaming Agency, in its sole discretion, may require a member or staff of the Tribal Gaming Agency to accompany the State Gaming Agency inspector at all times that the State Gaming Agency inspector is in a non-public area of the Gaming Facility. If the Tribal Gaming Agency imposes such a requirement, it shall require such member or staff to be available at appropriate times for those purposes and shall ensure that the member or staff has the ability to gain immediate access to all non-public areas of the Gaming Facility.

(d) Nothing in this Compact shall be construed to limit the State Gaming Agency to one (1) inspector during inspections.

Sec. 8.4. Inspection, Copying and Confidentiality of Documents.

(a) Inspection and copying of Gaming Operation papers, books, and records may occur at any time after the State Gaming Agency gives notice to the Tribal Gaming Agency during the normal administrative hours of the Tribal Gaming Agency, provided that the State Gaming Agency inspectors cannot require copies of papers, books, or records in such manner or volume that it unreasonably interferes with the normal functioning of the Gaming Operation or Facility, or with the operation of the Tribal Gaming Agency.

(b) In lieu of onsite inspection and copying of Gaming Operation papers, books, and records by its inspectors, the State Gaming Agency may request in writing that the Tribal Gaming Agency provide copies of such papers, books, and records as the State Gaming Agency deems necessary to ensure compliance with the terms of this Compact. The State Gaming Agency's written request shall describe those papers, books, and records requested to be copied with sufficient specificity to reasonably identify the requested documents. Within ten (10) days after it receives the request, or such other time as the State Gaming Agency may agree in writing, the Tribal Gaming Agency shall provide one (1) copy of the requested papers, books, and records to the requesting State Gaming Agency. An electronic version of the requested papers, books, and records may be submitted to the State Gaming Agency in lieu of a paper copy so long as the software required to access the electronic version is reasonably available to the State Gaming Agency.

(c) Notwithstanding any other provision of California law, any confidential information and records, as defined in subdivision (d), that the State Gaming Agency obtains or copies pursuant to this Compact shall be, and remain, the property solely of the Tribe; provided that such confidential information and records and copies may be retained by the State Gaming Agency as is reasonably necessary to assure the Tribe's compliance with this Compact. The State Gaming Agency may provide such confidential information and records and copies to federal law enforcement and other state agencies or consultants that the State deems reasonably necessary in order to assure the Tribe's compliance with this Compact; provided that to the extent reasonably feasible, the State Gaming Agency will consult with

representatives of the Tribe prior to such disclosure. Upon request, the State Gaming Agency shall provide the Tribal Gaming Agency with a current copy of its relevant confidentiality policy.

(d) For the purposes of this section 8.4, "confidential information and records" means any and all information and records received from the Tribe pursuant to the Compact, except for information and documents that are in the public domain.

(e) The State Gaming Agency and all other state agencies and consultants to which it provides information and records obtained pursuant to subdivisions (a) or (b) of this section, which are confidential pursuant to subdivision (d), will exercise utmost care in the preservation of the confidentiality of such information and records and will apply the highest standards of confidentiality provided under California state law to preserve such information and records from disclosure until such time as the information or record is no longer confidential or disclosure is authorized by the Tribe, by mutual agreement of the Tribe and the State, or pursuant to the arbitration procedures under section 13.2. The State Gaming Agency and all other state agencies and consultants may disclose confidential information or records as necessary to fully adjudicate or resolve a dispute arising pursuant to the Compact, in which case the State Gaming Agency and all other state agencies and consultants agree to preserve confidentiality to the greatest extent feasible and available. Before the State Gaming Agency provides confidential information and records to a consultant as authorized under subdivision (c), it shall enter into a confidentiality agreement with that consultant that meets the standards of this subdivision.

(f) The Tribe may avail itself of any and all remedies under state law for the improper disclosure of confidential information and records. In the case of any disclosure of confidential information and records compelled by judicial process, the State Gaming Agency will endeavor to give the Tribe prompt notice of the order compelling disclosure and a reasonable opportunity to interpose an objection thereto with the court.

(g) Except as otherwise provided in any regulation approved by the Gaming Regulators' Association, the Tribal Gaming Agency and the

State Gaming Agency shall confer and agree regarding protocols for the release to law enforcement agencies of information obtained during the course of background investigations.

(h) Confidential information and records received by the State Gaming Agency from the Tribe in compliance with this Compact, or information compiled by the State Gaming Agency from those confidential records, shall be exempt from disclosure under the California Public Records Act, California Government Code section 6250 et seq.

(i) Notwithstanding any other provision of this Compact, the State Gaming Agency shall not be denied access to papers, books, records, equipment, or places where such access is reasonably necessary to ensure compliance with this Compact or to conduct or complete an investigation of suspected criminal activity in connection with the Gaming Activities or the operation of the Gaming Facility or the Gaming Operation.

(j) Upon request, the State Gaming Agency shall provide the Tribal Gaming Agency with a current copy of its records retention and destruction policy.

Sec. 8.5. Cooperation with Tribal Gaming Agency.

The State Gaming Agency shall meet periodically with the Tribal Gaming Agency and cooperate in all matters relating to the enforcement of the provisions of this Compact.

Sec. 8.6. Compact Compliance Review.

The State Gaming Agency is authorized to conduct an annual Compact compliance review (also known as a "site visit") to ensure compliance with all provisions of this Compact and any appendices hereto. Upon the discovery of an irregularity that the State Gaming Agency reasonably determines may be a threat to gaming integrity or public safety, and after consultation with the Tribal Gaming Agency, the State Gaming Agency may conduct additional periodic reviews in order to ensure compliance with all provisions of this Compact and its appendices. Nothing in this section shall be construed to supersede any other audits, inspections, investigations, and monitoring authorized by this Compact.

Sec. 8.7. Waiver of Materials.

The State Gaming Agency shall retain the discretion to waive, in whole or in part, receipt of materials otherwise required by this Compact to be provided to the State Gaming Agency by the Tribal Gaming Agency or the Tribe.

SECTION 9.0. RULES AND REGULATIONS FOR THE OPERATION AND MANAGEMENT OF THE GAMING OPERATION AND FACILITY.

Sec. 9.1. Adoption of Regulations for Operation and Management; Minimum Standards.

It is the responsibility of the Tribal Gaming Agency to conduct on-site gaming regulation and control in order to enforce the terms of this Compact, IGRA, NIGC gaming regulations, State Gaming Agency regulations, and the Gaming Ordinance, to protect the integrity of the Gaming Activities, the reputation of the Tribe and the Gaming Operation for honesty and fairness, and to maintain the confidence of patrons that tribal governmental gaming in California meets the highest standards of fairness and internal controls. To meet those responsibilities, the Tribal Gaming Agency shall be vested with the authority to promulgate, and shall promulgate and enforce, rules and regulations governing, at a minimum, the following subjects pursuant to the standards and conditions set forth therein:

(a) The enforcement of all relevant laws and rules with respect to the Gaming Activities, Gaming Operation, and Gaming Facility, and the conduct of investigations and hearings with respect thereto, and any other subject within its jurisdiction.

(b) The physical safety of Gaming Operation and Facility patrons and employees, and any other person while in the Gaming Facility. Except as provided in section 12.2, nothing herein shall be construed, however, to make applicable to the Tribe state laws, regulations, or standards governing the use of tobacco.

(c) The physical safeguarding of assets transported to, within, and from the Gaming Facility.

(d) The prevention of illegal activity within the Gaming Facility or with regard to the Gaming Operation or Gaming Activities, including, but

not limited to, the maintenance of employee procedures and a surveillance system as provided in subdivision (e).

(e) Maintenance of a closed-circuit television surveillance system consistent with industry standards for gaming facilities of the type and scale operated by the Tribe, which system shall be approved by, and may not be modified without the approval of, the Tribal Gaming Agency. The Tribal Gaming Agency shall have current copies of the Gaming Facility floor plan and closed-circuit television surveillance system at all times, and any modifications thereof first shall be approved by the Tribal Gaming Agency.

(f) The establishment of employee procedures designed to permit detection of any irregularities, theft, cheating, fraud, or the like, consistent with industry practice.

(g) Maintenance of a list of persons permanently excluded from the Gaming Facility who, because of their past behavior, criminal history, or association with persons or organizations, pose a threat to the integrity of the Gaming Activities of the Tribe or to the integrity of regulated gambling within California. The Tribal Gaming Agency and the State Gaming Agency shall make a good faith effort to share information regarding such permanent exclusions. Nothing herein is intended to grant any third party the right to sue based upon any sharing of information.

(h) The conduct of an audit of the Gaming Operation, not less than annually, by an independent certified public accountant, in accordance with industry standards.

(i) Submission to, and prior approval by, the Tribal Gaming Agency of the rules and regulations of each Class III Gaming game to be operated by the Tribe, and of any changes in those rules and regulations. No Class III Gaming game may be offered for play that has not received Tribal Gaming Agency approval.

(j) The obligation of the Gaming Facility and the Gaming Operation to maintain a copy of the rules, regulations, and procedures for each game as played, including, but not limited to, the method of play and the odds and method of determining amounts paid to winners.

(k) Specifications and standards to ensure that information regarding the method of play, odds, and payoff determinations is visibly displayed or available to patrons in written form in the Gaming Facility and to ensure that betting limits applicable to any gaming station are displayed at that gaming station.

(l) Maintenance of a cashier's cage in accordance with tribal internal control standards that meet or exceed industry standards for such facilities.

(m) Specification of minimum staff and supervisory requirements for each Gaming Activity to be conducted.

(n) Technical standards and specifications in conformity with the requirements of this Compact for the operation of Gaming Devices and other games authorized herein or as provided in any regulation approved by the Gaming Regulators' Association.

Sec. 9.2. Manner in Which Incidents Are Reported.

The Tribal Gaming Agency shall require the recording of any and all occurrences within the Gaming Facility that deviate from normal operating policies and procedures (hereinafter "incidents"). The Tribal Gaming Agency shall transmit copies of incident reports that it reasonably believes concern a significant or continued threat to public safety or gaming integrity to the State Gaming Agency within a reasonable period of time, not to exceed seven (7) days, after the incident. The procedure for recording incidents pursuant to this section shall also do all of the following:

(a) Specify that security personnel record all incidents, regardless of an employee's determination that the incident may be immaterial (and all incidents shall be identified in writing).

(b) Require the assignment of a sequential number to each incident report.

(c) Provide for permanent reporting in indelible ink in a bound notebook from which pages cannot be removed and in which entries are made on each side of each page and/or in electronic form, provided the information is recorded in a manner so that, once the information is

entered, it cannot be deleted or altered and is available to the State Gaming Agency pursuant to sections 8.3 and 8.4.

(d) Require that each report include, at a minimum, all of the following:

(1) The record number.

(2) The date.

(3) The time.

(4) The location of the incident.

(5) A detailed description of the incident.

(6) The persons involved in the incident.

(7) The security department employee assigned to the incident.

Sec. 9.3. Minimum Internal Control Standards (MICS).

(a) The Tribe shall conduct its Gaming Activities pursuant to an internal control system that implements minimum internal control standards for Class III Gaming that are no less stringent than those contained in the Minimum Internal Control Standards of the NIGC (25 C.F.R. § 542), as they existed on October 20, 2006, and as they have been or may be amended from time to time, without regard to the NIGC's authority to promulgate, enforce, or audit the standards. These standards are posted on the State Gaming Agency website(s) and are referred to herein as the "Compact MICS." This requirement is met through compliance with the provisions set forth in this section and sections 9.1 and 9.2, or in the alternative, by compliance with the Commission's Uniform Statewide Tribal Gaming Regulation CGCC-8, as it exists currently and as it may hereafter be amended from time to time.

(b) In the event the Commission's Uniform Statewide Tribal Gaming Regulation CGCC-8 is rescinded or otherwise ceases to exist, or if the NIGC withdraws its regulations at 25 C.F.R. § 542, the Compact MICS, as they may be amended from time to time, shall continue to

serve as the minimum internal control standards for the purposes of this Compact. Any change, modification, or amendment thereto shall be effected by action of the Tribal-State Association.

(c) The minimum internal control standards set forth in the Compact MICS shall apply to all Gaming Activities, Gaming Facilities, and the Gaming Operation; however, the Compact MICS are not applicable to any class II gaming activities. Should the terms in the Compact MICS be inconsistent with this Compact, the terms in this Compact shall prevail.

(d) The Tribal Gaming Agency shall provide the State Gaming Agency with a copy of the "Agreed-Upon Procedures" report prepared annually pursuant to 25 C.F.R. § 542.3(f) of the Compact MICS, as they may be revised. The Agreed-Upon Procedures report shall be prepared by an independent auditor, who for the purposes of this section, shall be a certified public accountant licensed in the State of California to practice as an independent certified public accountant or who holds a California practice privilege, as provided in the California Accountancy Act, California Business and Professions Code section 5000 et seq., who is not employed by the Tribe, the Tribal Gaming Agency, the Management Contractor, or the Gaming Operation, has no financial interest in any of these entities, and is only otherwise retained by any of these entities to conduct regulatory audits, independent audits of the Gaming Operation, or audits under this section. The independent auditor shall perform the Agreed-Upon Procedures in accordance with 25 C.F.R. § 542.3(f) of the Compact MICS, as they may be revised. The independent auditor shall issue a report of its findings to the Tribal Gaming Agency within one hundred twenty (120) days after the Gaming Operation's fiscal year end. Promptly upon receipt of the Agreed-Upon Procedures report, and in no event later than fifteen (15) days after receipt of the report, the Tribal Gaming Agency shall provide a complete copy of the Agreed-Upon Procedures report to the State Gaming Agency, along with a copy of any supporting reports or documents the independent auditor has prepared, and any replies the Tribe has prepared in response to the independent certified public accountant's report.

Sec. 9.4. Program to Mitigate Problem Gambling.

The Gaming Operation shall establish a program, approved by the Tribal Gaming Agency, to mitigate pathological and problem gambling by implementing the following measures:

(a) It shall train Gaming Facility supervisors and gaming floor employees on responsible gaming and to identify and manage problem gambling.

(b) It shall make available to patrons at conspicuous locations and ATMs in the Gaming Facility educational and informational materials that aim at the prevention of problem gambling and that specify where to find assistance, and shall display at conspicuous locations and at ATMs within the Gaming Facility signage bearing a toll-free help-line number where patrons may obtain assistance for gambling problems.

(c) It shall establish self-exclusion measures whereby a self-identified problem gambler may request the halt of promotional mailings, the revocation of privileges for casino services, the denial or restraint on the issuance of credit and check cashing services, and exclusion from the Gaming Facility.

(d) It shall establish involuntary exclusion measures that allow the Gaming Operation to halt promotional mailings, deny or restrain the issuance of credit and check-cashing services, and deny access to the Gaming Facility to patrons who have exhibited signs of problem gambling. No person involuntarily excluded under such measures shall be entitled to assert any claim whatsoever against the Tribe, the Gaming Operation or any official, employee or agent of the Tribe or the Gaming Operation as the result of such exclusion.

(e) It shall make diligent efforts to prevent underage individuals from loitering in the area of the Gaming Facility where the Gaming Activities take place.

(f) It shall assure that advertising and marketing of the Gaming Activities at the Gaming Facility contain a responsible gambling message and a toll-free help-line number for problem gamblers, where practical, and that they make no false or misleading claims.

Any deficiency in the effectiveness of these measures or standards, as opposed to compliance with the program and measures specified above, does not constitute a material breach of this Compact.

Nothing herein is intended to grant any third party the right to sue based upon any alleged deficiency or violation of these measures.

Sec. 9.5. Enforcement of Regulations.

The Tribal Gaming Agency shall ensure the enforcement of the rules, regulations, and specifications promulgated under this Compact.

Sec. 9.6. State Civil and Criminal Jurisdiction.

Nothing in this Compact expands, modifies or impairs the civil or criminal jurisdiction of the State, local law enforcement agencies and state courts under Public Law 280 (18 U.S.C. § 1162; 28 U.S.C. § 1360) or IGRA. Except as provided below, all state and local law enforcement agencies and state courts shall exercise jurisdiction to enforce the State's criminal laws on the Tribe's Indian lands, including the Gaming Facility and all related structures, in the same manner and to the same extent, and subject to the same restraints and limitations, imposed by the laws of the State and the United States, as is exercised by state and local law enforcement agencies and state courts elsewhere in the state. However, no Gaming Activity conducted by the Tribe pursuant to this Compact may be deemed to be a civil or criminal violation of any law of the State. Except for Gaming Activity conducted pursuant to this Compact, criminal jurisdiction to enforce the State's gambling laws on the Tribe's Indian lands, and to adjudicate alleged violations thereof, is hereby transferred to the State pursuant to 18 U.S.C. § 1166(d).

Sec. 9.7. Tribal Gaming Agency Members.

(a) The Tribe shall take all reasonable steps to ensure that members of the Tribal Gaming Agency are free from corruption, undue influence, compromise, and conflicting interests in the conduct of their duties under this Compact; shall adopt a conflict-of-interest code to that end; and shall ensure the prompt removal of any member of the Tribal Gaming Agency who is found to have acted in a corrupt or compromised manner, or is found to have violated the conflict-of-interest code.

(b) The Tribe shall conduct a background investigation on each prospective member of the Tribal Gaming Agency; provided that if such member is elected through a tribal election process, that member may not participate in any Tribal Gaming Agency matters under this Compact unless a background investigation has been concluded and the member has been found to be suitable.

(c) The Tribe shall conduct a background investigation on each prospective employee of the Tribal Gaming Agency to ensure that he or she satisfies the requirements of section 6.4.7.

Sec. 9.8. Uniform Statewide Tribal Gaming Regulations.

(a) Uniform Statewide Tribal Gaming Regulations CGCC-1, CGCC-2, CGCC-7, and CGCC-8 (as in effect on the date the parties execute this Compact), adopted by the State Gaming Agency and approved by the Association, shall apply to the Gaming Operation until amended or repealed, without further action by the State Gaming Agency, the Tribe, the Tribal Gaming Agency or the Association.

(b) Any subsequent Uniform Statewide Tribal Gaming Regulations adopted by the State Gaming Agency and approved by the Association shall apply to the Gaming Operation until amended or repealed.

(c) No State Gaming Agency regulation adopted pursuant to this section shall be effective with respect to the Tribe's Gaming Operation unless it has first been approved by the Association and the Tribe has had an opportunity to review and comment on the proposed regulation.

(d) Every State Gaming Agency regulation adopted pursuant to this section that is intended to apply to the Tribe (other than a regulation proposed or previously approved by the Association) shall be submitted to the Association for consideration prior to submission of the regulation to the Tribe for comment as provided in subdivision (c). A regulation adopted pursuant to this section that is disapproved by the Association shall not be submitted to the Tribe for comment unless it is re-adopted by the State Gaming Agency as a proposed

regulation, in its original or amended form, with a detailed, written response to the Association's objections.

(e) Except as provided in subdivision (d), no regulation of the State Gaming Agency adopted pursuant to this section shall be adopted as a final regulation with respect to the Tribe's Gaming Operation before the expiration of thirty (30) days after submission of the proposed regulation to the Tribe for comment as a proposed regulation, and after consideration of the Tribe's comments, if any.

(f) In exigent circumstances (e.g., imminent threat to public health and safety), the State Gaming Agency may adopt a regulation that becomes effective immediately. Any such regulation shall be accompanied by a detailed, written description of the exigent circumstances, and shall be submitted immediately to the Association for consideration. If the regulation is disapproved by the Association, it shall cease to be effective, but may be readopted by the State Gaming Agency as a proposed regulation, in its original or amended form, with a detailed, written response to the Association's objections, and thereafter submitted to the Tribe for comment as provided in subdivision (e).

(g) The Tribe may object to a State Gaming Agency regulation adopted pursuant to this section on the ground that it is unnecessary, unduly burdensome, or unfairly discriminatory, and may seek repeal or amendment of the regulation through the dispute resolution process of section 13.0.

(h) Chapter 3.5 (commencing with section 11340) of part 1 of division 3 of title 2 of the California Government Code does not apply to regulations adopted by the State Gaming Agency pursuant to this section.

SECTION 10.0. PATRON DISPUTES.

The Gaming Operation shall promulgate, and shall maintain in continuous force, Policy Number 10.008, dated May 10, 2016, and entitled "Guest Disputes," as set forth in Appendix E-1 to this Compact. Any subsequent revisions to this policy shall provide substantially equivalent procedures for the fair and timely resolution of patron disputes and the Gaming Operation shall provide the State

Gaming Agency with a copy of any such revised policy within thirty (30) days of its adoption. The Tribe hereby waives its tribal sovereign immunity with respect to any patron dispute administered in conformity with Appendix E-1.

SECTION 11.0. OFF-RESERVATION ENVIRONMENTAL IMPACTS.

Sec. 11.1. Off-Reservation Environmental Impact Requirement Procedures.

The Tribe shall not commence construction on any Project until the requirements of section 11.0 and any dispute resolution procedures related to the Project initiated pursuant to sections 11.0 or 13.0 are completed.

(a) If the scope of a Project would allow the Tribe to operate no more than a cumulative total of three-hundred forty-nine (349) Gaming Devices and upon the completion of the Project the Tribe will operate no more than a cumulative total of three hundred forty-nine (349) Gaming Devices in all of its Gaming Facilities, the procedures specified in sections 11.3 through 11.5 and, if required under section 11.5, subdivision (g), the Tribal Environmental Impact Document (TEID) procedures of sections 11.6 through 11.10, shall apply to the Project.

(b) If, upon the completion of a Project, the Tribe will operate a cumulative total of three hundred fifty (350) Gaming Devices or more in all its Gaming Facilities, the procedures specified in sections 11.3 through 11.5 and, if required under section 11.5, subdivision (g), the Tribal Environmental Impact Report (TEIR) procedures of sections 11.10 through 11.17 shall apply to the Project.

(c) Nothing herein shall preclude the Tribe from undertaking multiple activities that may constitute Projects.

(d) With regard to the Tribe's obligation to address the potentially significant off-reservation environmental impacts before commencing a Project, Projects that have commenced before the effective date of this Compact, including but not limited to the Valley View Casino Expansion Project, as described in the Final Environmental Evaluation dated February 2018, will be subject to the relevant terms and conditions of the Tribe's 1999 Compact then in effect. Notwithstanding the foregoing, changes to existing Facilities or ongoing Projects made after the effective date of this Compact, to the

extent the environmental impacts were not considered as part of the Project under the Tribe's 1999 Compact, and Projects not identified in any environmental impact report issued before the effective date of this Compact, will be subject to the terms and conditions specified herein.

Sec. 11.2. Tribal Environmental Protection Ordinance.

The Tribe shall adopt an ordinance incorporating the processes and procedures required under section 11.0 (Tribal Environmental Protection Ordinance). In fashioning the Tribal Environmental Protection Ordinance, the Tribe will incorporate the relevant policies and purposes of the National Environmental Policy Act of 1969, 42 U.S.C. § 4332 et seq. (NEPA) and the California Environmental Quality Act, California Public Resources Code section 21000 et seq. (CEQA) consistent with legitimate governmental interests of the Tribe and the State, as reflected in section 11.0. No later than one hundred and twenty (120) days before starting the environmental review process required by section 11.0 for a Project, the Tribe will submit its Tribal Environmental Protection Ordinance to the State for review. If within sixty (60) days after receiving it, which time shall be extended up to an additional thirty (30) days upon the State's request, the State identifies aspects of the Tribal Environmental Protection Ordinance that it believes are inconsistent with section 11.0, the matter will be resolved in accordance with the dispute resolution provisions of section 13.0 and the Project may not commence until that dispute is resolved.

Sec. 11.3. Activity Not a Project.

The Tribe may determine, acting pursuant to its Tribal Environmental Protection Ordinance, that a proposed activity involving a physical change to the reservation environment, the principle purpose of which is directly related to the activities of the Gaming Operation, is not a Project because it will not cause a Significant Effect on the Off-Reservation Environment, and the Tribe shall notify the State within thirty (30) days of that determination and the basis therefor. The State shall inform the Tribe in writing of any objection to the Tribe's determination that the activity is not a Project and the basis upon which it objects within thirty (30) days after receipt of adequate information regarding the Tribe's determination. If the Tribe disagrees with the State's determination that the proposed activity is a Project, the Tribe and the State shall meet within thirty (30) days after the Tribe receives the State's objections to resolve the issue. If after the meeting the State continues to object to the Tribe's determination that the activity is not a Project, the

matter shall be resolved in accordance with the dispute resolution provisions of section 11.10.

Sec. 11.4. Categorical Exemptions.

(a) Pursuant to its Tribal Environmental Protection Ordinance, prior to the preparation of a TEID or a TEIR the Tribe may determine whether the Project falls within a Categorical Exemption included on the list of Categorical Exemption projects at Appendix C. If the Project qualifies as a Categorical Exemption, the Project is exempt from the requirements of sections 11.5 through 11.7 and sections 11.11 through 11.17. In determining whether a Categorical Exemption applies to a Project, the Tribe's findings shall be supported by substantial evidence.

(b) A Categorical Exemption shall not be used for a Project where there is a reasonable possibility that the Project will have a Significant Effect on the Off-Reservation Environment due to unusual circumstances. Categorical Exemptions are also inapplicable when the cumulative impact of successive projects of the same type in the same area, over time is significant.

(c) The Categorical Exemptions appearing on Appendix C related to the classes of Projects defined as new construction or conversion of small structures at paragraph 3 (§ 15303), minor alterations to land at paragraph 4 (§ 15304), and accessory structures at paragraph 5 (§ 15311), are qualified by consideration of where the Project is to be located and a Project that is ordinarily insignificant in its impact on the off-reservation environment as provided in the classes of Projects in these paragraphs of Appendix C may in a particularly sensitive environment be significant. Therefore, the classes of Projects in paragraphs 3 through 5 of Appendix C subject to a Categorical Exemption are considered to apply in all instances, except where the Project may impact on an environmental resource of hazardous or critical concern that has been previously designated, precisely mapped, and officially adopted pursuant to law by federal, state, or local agencies.

(d) The applicability of a Categorical Exemption to a Project shall not affect the validity or enforceability of an existing government-to-government agreement, if any, that addresses off-reservation impacts

of the Gaming Facility. However, if the Tribe has accepted a continuing obligation to mitigate an off-reservation impact or impacts that is reflected in an existing government-to-government agreement, and the Project does not significantly reduce the activities and resultant impacts or need for services, a Categorical Exemption is not available unless the term of the government-to-government agreement, or any amendment to that agreement, is commensurate with the period of time associated with the ongoing impact or impacts. If the State demonstrates that there is an ongoing off-reservation impact or need for services from state or local jurisdictions attributable to the Gaming Facility, and the Tribe has not entered into a government-to-government agreement or otherwise addressed the off-reservation impact or need for services from state or local jurisdictions attributable to the operation of the Gaming Facility, or the off-reservation impact or impacts is demonstrated to exceed the scope of the impacts addressed in the existing government-to-government agreement, a Categorical Exemption is not available.

(e) The Tribe shall notify the State in writing of a determination that the Project is subject to a Categorical Exemption, and the basis therefor, within thirty (30) days after the determination is made. If the State disputes the propriety of the Categorical Exemption, the State shall notify the Tribe in writing within thirty (30) days after receipt of the Tribe's notification and the Tribe and the State shall meet within thirty (30) days after the Tribe receives the State's written objections to resolve the issue. If after the meeting the State continues to object to the Tribe's determination that the Project is subject to a Categorical Exclusion, the matter shall be resolved in accordance with the dispute resolution provisions of section 11.10.

Sec. 11.5. Initial Study, Negative Declaration, Mitigated Negative Declaration.

If the Tribe determines that the Project is not subject to a Categorical Exemption and that the Project may cause a Significant Effect on the Off-Reservation Environment, the Tribe shall prepare an Initial Study. The Tribe shall use the checklist at Appendix B for the Initial Study, and its findings shall be supported by substantial evidence. If, based upon the Initial Study, the Tribe determines that it is appropriate to do so, it may prepare a Negative Declaration or a Mitigated Negative Declaration for the Project.

(a) A Negative Declaration or a Mitigated Negative Declaration shall include:

(1) A brief description of the Project;

(2) The location of the Project, shown on a map; and

(3) An attached copy of the Initial Study documenting reasons to support the finding that the Project will not have a Significant Effect on the Off-Reservation Environment.

(b) A Negative Declaration shall also include:

(1) A proposed finding that the Project will not have a Significant Effect on the Off-Reservation Environment; and

(2) The factors considered during the Initial Study, including the reasons, based upon the Initial Study, that support the proposed finding of no Significant Effects on the Off-Reservation Environment.

(c) A Mitigated Negative Declaration shall also include:

(1) A description of proposed mitigation measures included in the Project to reduce the potential Significant Effects on the Off-Reservation Environment to a less-than-significant level; and

(2) The Tribe's commitment to enter into an enforceable binding letter agreement with the State under which the Tribe shall agree to perform the required mitigation.

(d) The Tribe shall give notice by mail of its adoption of a Negative Declaration or a Mitigated Negative Declaration to the State, the State Clearinghouse in the Office of Planning and Research (State Clearinghouse), the State Gaming Agency, the California Department of Justice, Office of the Attorney General, the County board of supervisors (and if the Gaming Facility is, or is to be, located within the boundaries of an incorporated city, to the city council (City)), and to Interested Parties.

(e) Within thirty (30) days after receipt of the Tribe's notice given under subdivision (d), the State, the County or the City may request that the Tribe meet and confer with respect to the Negative Declaration or the

Mitigated Negative Declaration. The Tribe and the requesting party or parties shall meet and confer within thirty (30) days after the Tribe's receipt of the first such request. If after meeting and conferring the County or the City objects to the Tribe's adoption of a Negative Declaration or a Mitigated Negative Declaration, the County or the City shall inform the State in writing of any objection to the Tribe's determination and the basis upon which the City or the County objects within ten (10) days after the meet and confer session.

(f) If after meeting and conferring the State objects to the Tribe's adoption of a Negative Declaration or a Mitigated Negative Declaration, the State shall inform the Tribe in writing of any objection to the Tribe's determination and the basis upon which the State objects within fifteen (15) days after the meet and confer session. If the Tribe disagrees with the basis upon which the State objects that the Project is not properly subject to a Negative Declaration or a Mitigated Negative Declaration, the Tribe and the State shall meet within thirty (30) days after the Tribe receives the State's objections to resolve the issue. If after the meeting the State continues to object to the Tribe's adoption of a Negative Declaration or a Mitigated Negative Declaration, the matter shall be resolved in accordance with the dispute resolution provisions of section 11.10.

(g) If the Tribe determines, based upon the Initial Study or at any time during the process for preparation and approval of a Negative Declaration or a Mitigated Negative Declaration that the off-reservation environmental effects of a Project cannot be mitigated to a level of insignificance, the Tribe shall proceed to prepare either a TEID if the Project meets the requirements of section 11.1, subdivision (a), or a TEIR if the Project meets the requirements of section 11.1, subdivision (b).

(1) For a proposed TEID Project, the Tribe shall comply with sections 11.6 and 11.7, with all applicable meet and confer and dispute resolution procedures required by sections 11.7 through 11.10, and is subject to section 11.18.

(2) For a proposed TEIR Project, the Tribe shall comply with sections 11.10 through 11.18 and with all applicable meet and confer and dispute resolution procedures provided therein.

Sec. 11.6. Off-Reservation Environmental Impacts of TEID Projects.

For Projects subject to section 11.1, subdivision (a), when the preparation of a TEID is required, the following requirements shall apply.

(a) While each TEID shall be specific to the Project at issue, the Tribal Environmental Protection Ordinance shall require that the TEID address, at a minimum, the impacts of the Project on the following: (i) air quality; (ii) water resources; (iii) traffic; (iv) public services; (v) hazardous materials; and (vi) noise.

(b) So long as a document also meets the requirements of section 11.7, the term "TEID" includes any environmental assessment, environmental impact report, or environmental impact statement prepared in conformity with the Tribal Environmental Protection Ordinance, NEPA, or CEQA, as applicable.

Sec. 11.7. TEID Procedures.

Before commencement of a Project meeting the requirements of section 11.1, subdivision (a), the Tribe shall:

(a) Give written notice to the State, the State Clearinghouse, the State Gaming Agency, the California Department of Justice, Office of the Attorney General, the County (and if the Gaming Facility is located, or is to be located, within the boundaries of an incorporated city, to the City), and Interested Parties; and inform the public of the planned Project through posting on a publicly accessible website or similarly accessible medium and publication at least one (1) time in a newspaper of general circulation in the area of the Project.

(b) Take appropriate actions under the Tribal Environmental Protection Ordinance to determine whether the Project may have any Significant Effects on the Off-Reservation Environment.

(c) If it is determined that the Project does not meet the criteria for a Categorical Exemption, Negative Declaration or Mitigated Negative Declaration, the Tribe shall prepare a draft TEID. The draft TEID shall include, among other things:

(1) A description of the physical environmental conditions in the vicinity of the Project (the environmental setting and baseline conditions), as they exist at the time the draft TEID is prepared;

(2) A detailed description of proposed mitigation measures to address all identified Significant Effects on the Off-Reservation Environment and whether any proposed mitigation would not be feasible;

(3) If the Project is determined to have a Significant Effect on the Off-Reservation Environment for which there is no feasible mitigation, the TEID will consider alternatives in both location and scope, provided that the TEID need not address a "no project" alternative or alternatives that would cause the Tribe to forgo its right to engage in, or reduce the scale of, the Gaming Activities authorized by this Compact on its Indian lands, or require amendment or reconsideration of any existing tribal land-use plans; and

(4) Any direct growth-inducing impacts of the Project.

(d) For the purpose of receiving and responding to comments, submit the draft TEID to the State Clearinghouse, the State Gaming Agency, the California Department of Justice, Office of the Attorney General, the County (or if the Gaming Facility is or is to be located within the boundaries of a city, to the City) and to Interested Parties, and post on the Tribe's website for other members of the public, all of whom shall have at least thirty (30) days after receipt of the draft TEID, to submit written comments to the Tribe on the draft TEID.

(e) Consult with the County (and, if the Project is within a city, with the City) (collectively, the "Board"), and if requested by the Board, meet to discuss mitigation of Significant Effects on the Off-Reservation Environment.

(f) Conduct a public meeting and provide an opportunity for public comment, including but not limited to those members of the public residing off-reservation within the vicinity of the Project such as might be affected by the Project, after which the public shall have thirty (30) days to submit written comments to the Tribe on the draft TEID.

(g) If the draft TEID identifies significant adverse traffic impacts to any portion of the state highway system or facilities (Traffic Impacts) under the jurisdiction of the California Department of Transportation (Caltrans) that are directly attributable to the Project, the Tribe shall give written notice to Caltrans of the Tribe's willingness to meet and confer with Caltrans for the purpose of developing measures that will mitigate the identified Traffic Impacts.

(h) No sooner than the conclusion of the comment periods, prepare a final TEID (Final TEID), giving due consideration to the comments, if any, received from the State, the Board, Caltrans, and members of the public. The Final TEID shall consist of:

(1) The draft TEID or a revision of the draft;

(2) Comments and recommendations received on the draft TEID either verbatim or in summary;

(3) A list of persons, organizations, and public agencies commenting on the draft TEID;

(4) The Tribe's responses to significant environmental issues raised in the review and consultation process, reflecting the Tribe's good-faith, reasoned analysis and consideration of each substantive comment bearing on any Significant Effect on the Off-Reservation Environment;

(5) Subject to subdivisions (i)(1) and (k), proposed measures to mitigate each Significant Effect on the Off-Reservation Environment identified in the Final TEID; and

(6) Any other information added by the Tribe.

(i) Publish the Final TEID together with a decision by the Tribe (the "Report and Decision") regarding the Project in accordance with the Tribal Environmental Protection Ordinance. The Report and Decision shall, at a minimum, address the following:

(1) The timely mitigation of any Significant Effects on the Off-Reservation Environment where such effect is attributable, in whole or in part, to the Project, unless the Tribe has determined pursuant to subdivision (k) that the particular mitigation is

infeasible, taking into account economic, environmental, social, technological, or other considerations.

(2) Mitigation of any effect on public safety or public services attributable to the Project, including the possibility of compensation for law enforcement, fire protection, emergency medical services and any other public services, to the extent such services are to be provided by the County (and, if the Project is within a city, the City) and its special districts to the Tribe for the purposes of serving the Gaming Facility.

(j) Within twenty (20) days after it is finalized, notice of availability of the Report and Decision shall be published at least one (1) time in a newspaper of general circulation in the area of the Project and a copy of the Report and Decision shall be published on the Tribe's website, if any, and submitted to the State Clearinghouse, the State Gaming Agency, the California Department of Justice, Office of the Attorney General, the Board, and if subdivision (g) applies, Caltrans.

(k) The Report and Decision may include a determination by the Tribe that some unmitigated Significant Effects on the Off-Reservation Environment are unavoidable but acceptable after balancing the economic, legal, social, technological, or other benefits of the Project to the Tribe and the surrounding community, against its unavoidable environmental risks. If the specific economic, legal, social, technological, or other benefits of a Project outweigh the unavoidable Significant Effects on the Off-Reservation Environment, the Report and Decision shall be considered acceptable if:

(1) The Report and Decision identifies the specific overriding economic, legal, social, technological or other consideration(s) at issue;

(2) The determination that the unavoidable Significant Effects on the Off-Reservation Environment are outweighed by the overriding consideration(s) is supported by substantial evidence in the record upon which the Report and Decision is based;

(3) Alternative means, if feasible, to address the unavoidable Significant Effects on the Off-Reservation Environment to the

community adversely affected by those effects have been adopted and implemented; and

(4) All other mitigation measures identified in the TEID that are feasible are adopted and implemented.

If the State disputes the propriety of a determination of infeasibility made under this subdivision, the dispute shall be resolved using the dispute resolution procedures set forth in section 11.10.

(l) If implementation of certain identified mitigation measures for which the Tribe proposes to be responsible would require cooperation by a non-tribal government agency, and that agency fails, refuses, or is unable to cooperate in the implementation of those mitigation measures, the Tribe shall so notify the State in writing, and shall be relieved of only those mitigation obligations until the relevant non-tribal government agency has taken the action(s) necessary for the Tribe to implement those measures. If the State disagrees with the Tribe's determination that the non-tribal government agency has failed, refused, or was unable to cooperate in the implementation of those mitigation measures or the Tribe's determination that the mitigation measures require a non-tribal government agency's cooperation, the Tribe and the State shall meet within thirty (30) days after the Tribe receives the State's objections to resolve the issue. If after the meeting the State objects in writing to the Tribe's determination that the non-tribal government agency has failed, refused, or was unable to cooperate in the implementation of those mitigation measures or the Tribe's determination that the mitigation measures require a non-tribal government agency's cooperation, the dispute shall be resolved using the dispute resolution procedures set forth in section 11.10.

(m) Upon the Tribe's issuance of the Report and Decision satisfactory to the State, before the Tribe may commence construction of the Project the Tribe and the State shall enter into a binding and enforceable letter agreement (the "Mitigation Agreement") under which the Tribe shall agree to perform the mitigation and other obligations required by the Report and Decision.

(n) If the State subsequently contends that the Tribe has failed to comply with any requirements of the Mitigation Agreement, the State shall invoke the dispute resolution provisions of section 13.0.

(o) During the conduct of a Project, the Tribe shall use reasonable efforts to keep the Board and potentially affected members of the public apprised of the Project's progress.

Sec. 11.8. TEID Dispute Resolution.

If invoked by the Board or Caltrans, the following dispute resolution processes shall be utilized and completed before the Tribe begins construction of a Project meeting the requirements of section 11.1, subdivision (a):

(a) If, after reviewing the Tribe's Report and Decision, either the Board or Caltrans believes that the Final TEID fails to identify a Significant Effect on the Off-Reservation Environment or that the Tribe's proposed mitigation measures, if any, are inadequate (Compliance Issue), the Board or Caltrans may, within thirty (30) days after receipt of the Report and Decision, request in writing that the Board or Caltrans (as appropriate) representatives meet and confer with the Tribe in good faith for the purpose of attempting to reach a mutually satisfactory resolution of the Compliance Issue. The Tribe and the Board or Caltrans shall meet as soon as practicable, but no later than thirty (30) days after the request to resolve the Compliance Issue is delivered to the Tribe, and shall attempt to resolve the Compliance Issue within thirty (30) days of the first meeting. Any issues resolved through the meet and confer process shall be reduced to writing, signed by the Tribe and the Board or Caltrans, and appropriate changes shall be made to the Final TEID and Report and Decision.

(b) Notice of any issue arising under subdivision (a) requiring the Board or Caltrans and the Tribe to meet and confer shall be delivered by the Board or Caltrans to the Tribe using the notice provisions of section 16.0.

(c) In the event that the Board or Caltrans and the Tribe are unable to resolve through the procedures of subdivision (a) any differences regarding whether the Tribe's Project will cause one (1) or more Compliance Issues, the Tribe shall initiate the procedures of subdivision (d).

(d) If the Tribe and the Board or the Tribe and Caltrans are unable to resolve all differences identified and addressed under the procedures of subdivision (a), the following procedures shall apply:

(1) The Tribe shall, within ten (10) days after completion of the meet and confer process with the Board or Caltrans, provide the State with a written copy of the Report and Decision and a written description of the unresolved Compliance Issue questions. The Tribe shall provide, at the same time, a copy of the same documents to the Board or Caltrans, as appropriate.

(2) The Board or Caltrans may provide any additional materials to the State with a copy to the Tribe, but may not submit materials to the State that have not been previously submitted to the Tribe. The State shall thereafter have sixty (60) days to review the materials submitted, which time may be extended by agreement of the Tribe and the State.

(3) If the State contends that the Report and Decision fails to adequately address one (1) or more Compliance Issues, the State shall, within the sixty (60)-day-review period, so notify the Tribe in writing (the "Non-Compliance Notice"), and request a meeting to discuss the matter.

(4) Within thirty (30) days after the Tribe's receipt of the Non-Compliance Notice, the State and the Tribe shall meet and confer in good faith for the purpose of attempting to reach a mutually satisfactory resolution of the outstanding issues. Any Compliance Issues resolved through the meet and confer process shall be reduced to writing in appropriate form, signed by the Tribe and the State, the Tribe shall make appropriate changes to the Final TEID and the Report and Decision, and the Tribe and the State shall enter into the Mitigation Agreement required by section 11.7, subdivision (m).

(5) If all Compliance Issues are not resolved as a result of the meet and confer process between the Tribe and the State, the State may, within twenty (20) days after the conclusion of the meet and confer process, initiate the dispute resolution process set forth in section 11.9.

Sec. 11.9. State TEID Environmental Review Dispute Resolution Process.

Environmental review disputes between the Tribe and the State that are unresolved using the procedures of section 11.8, subdivision (d) shall be resolved using the following Environmental Review Dispute Resolution Process (the "ERDR Process").

(a) To initiate the ERDR process, the State shall serve a written notice (the "ERDR Notice") on the Tribe, within twenty (20) days after the conclusion of the meet and confer process of section 11.8, subdivision (d), identifying with particularity those aspects and provisions of the Report and Decision or the TEID that the State alleges constitute a Compliance Issue.

(b) The dispute shall thereupon be resolved by arbitration and the costs of the arbitration shall be advanced by the State out of the Special Distribution Fund. The arbitrator shall be authorized to award or apportion costs against the Tribe as the arbitrator deems just. The arbitration shall be conducted by a single arbitrator selected as follows:

(1) Within thirty (30) days following the Tribe's receipt of the ERDR Notice, the State and the Tribe shall agree in writing upon a single retired federal judge or federal magistrate judge or other person to act as the arbitrator;

(2) If the State and the Tribe cannot agree on an arbitrator, then within forty-five (45) days following the Tribe's receipt of the ERDR Notice, the State and the Tribe shall meet and each shall submit to the other the names of not more than three (3) retired federal judges or federal magistrate judges. From the resulting group of names, three (3) names shall be randomly selected in a manner agreed upon by the Tribe and the State, and from that list of three (3) names, the State and the Tribe shall each be allowed to strike one (1) name from the list. A coin toss shall determine which party may strike the first name.

(c) Within thirty (30) days after being designated, the arbitrator shall initiate proceedings to determine whether the Report and Decision or the TEID has failed to adequately address a Compliance Issue. The

arbitrator may determine the matter on the written submissions of the Tribe and the State, or may conduct an evidentiary hearing and receive oral testimony and legal argument. In making this determination, the arbitrator shall uphold the Report and Decision unless the arbitrator finds that: (i) the Report and Decision or the TEID is not supported by the findings; (ii) the Report and Decision findings are not supported by substantial evidence in light of the whole record; (iii) the Tribe has not substantially complied with the substantive provisions of the Tribal Environmental Protection Ordinance; or (iv) the Tribe has not otherwise substantially complied with the requirements of sections 11.6 or 11.7.

(d) Within twenty (20) days after closing the record, the arbitrator shall issue a written decision finding either that: (i) the Report and Decision and the TEID comply with the requirements of sections 11.6 and 11.7, or (ii) the Report and Decision and the TEID do not comply with the requirements of section 11.6 or 11.7 and identifying those specific provisions and aspects of the Report and Decision or the TEID that fail to comply. A decision under subdivision (d)(i) shall be final and binding and shall terminate the ERDR Process. If a decision is rendered under subdivision (d)(ii), the Tribe shall take such actions as are necessary to revise, amend or supplement the Report and Decision and the TEID, as appropriate, to address and correct the deficiencies identified in the arbitrator's decision.

(e) Following the issuance of the Tribe's revised, amended or supplemental Report and Decision and the TEID (collectively, the "Amended Report and Decision"), the Tribe shall provide a written copy of the Amended Report and Decision to the State. The State shall thereupon have thirty (30) days to review the Amended Report and Decision for compliance with the arbitrator's decision. If the State is satisfied that the Amended Report and Decision have corrected the deficiencies identified in the arbitrator's decision, the State shall so notify the Tribe in writing within the thirty (30)-day-review period, the ERDR Process shall thereupon be concluded, and the Tribe and the State shall enter into the Mitigation Agreement required by section 11.7, subdivision (m). If the State contends that the Amended Report and Decision fails to correct the deficiencies, the State shall so notify the Tribe in writing within the thirty (30)-day-

review period, identifying with particularity the remaining deficiencies.

(f) If the State continues to contend the Amended Report and Decision fails to satisfy the requirements of sections 11.6 or 11.7, the Tribe and the State shall thereupon submit their dispute to the same arbitrator before whom the dispute was originally heard and follow the procedure provided by subdivisions (c) through (e) until any remaining environmental review disputes identified by the State are determined to be substantially addressed by the Tribe in accordance with the requirements of sections 11.6 and 11.7. If the same arbitrator is not available, a new arbitrator shall be selected using the procedures of subdivision (b).

(g) An arbitrator's decision rendered under subdivision (d)(ii) shall not be deemed a breach of this Compact and shall not be the basis for an action to terminate this Compact under section 13.5, provided that the Tribe continues to engage in the arbitration process provided for in subdivisions (b) through (f).

Sec. 11.10. State and Tribe's Dispute Resolution Process.

Disputes between the Tribe and the State regarding the Tribe's compliance with section 11.0 that are expressly made subject to this section 11.10 shall be resolved using the following process:

(a) To initiate the section 11.10 process, the State shall serve a written notice (the "Dispute Notice") on the Tribe, within thirty (30) days after the conclusion of the relevant meet and confer process, identifying with particularity those aspects and provisions of the Tribe's decision with which the State takes issue.

(b) The dispute shall thereupon be resolved by arbitration and the costs of the arbitration shall be advanced by the State out of the Special Distribution Fund. The arbitrator shall be authorized to award or apportion costs against the Tribe as the arbitrator deems just. The arbitration shall be conducted by a single arbitrator selected as follows:

(1) Within thirty (30) days following the Tribe's receipt of the Dispute Notice, the State and the Tribe shall agree in writing

upon a single retired federal judge or federal magistrate judge or other person to act as the arbitrator.

(2) If the State and the Tribe cannot agree on an arbitrator, then within forty-five (45) days following the Tribe's receipt of the Dispute Notice, the State and the Tribe shall meet and each shall submit to the other the names of not more than three (3) retired federal judges or federal magistrate judges. From the resulting group of names, three (3) names shall be randomly selected in a manner agreed upon by the Tribe and the State, and from that list of three (3) names, the State and the Tribe shall each be allowed to strike one (1) name from the list. A coin toss shall determine which party may strike the first name.

(c) Within thirty (30) days after being designated, the arbitrator shall initiate proceedings to determine the issues raised by the Dispute Notice. The arbitrator may determine the matter on the written submissions of the Tribe and the State, or may conduct an evidentiary hearing and receive oral testimony and legal argument. In making this determination, the arbitrator shall uphold the Tribe's decision unless the arbitrator finds that: (i) the decision is not supported by substantial evidence in light of the whole record; (ii) the Tribe has not substantially complied with the substantive provisions of the Tribal Environmental Protection Ordinance; or (iii) the Tribe has not otherwise substantially complied with the relevant requirements of section 11.0.

(d) Within twenty (20) days after closing the record, the arbitrator shall issue a written decision finding either that: (i) the Tribe's decision complies with the relevant requirements of section 11.0, or (ii) the Tribe's decision does not comply with the relevant requirements of section 11.0, and identifying with specificity the basis upon which the arbitrator has made the decision. A decision under subdivision (d)(i) shall be final and binding and shall terminate the section 11.10 process. If a decision is rendered under subdivision (d)(ii), the Tribe shall take such actions as are necessary to address and correct the deficiencies identified in the arbitrator's decision.

(e) Following the issuance of the Tribe's revised, amended or supplemental decision (the "Amended Decision"), the Tribe shall provide a written copy of the Amended Decision to the State. The

State shall thereupon have thirty (30) days to review the Amended Decision for compliance with the arbitrator's decision. If the State is satisfied that the Amended Decision has corrected the deficiencies identified in the arbitrator's decision, the State shall so notify the Tribe in writing within the thirty (30)-day-review period, the section 11.10 process shall thereupon be concluded, and the Tribe and the State shall take such actions as are necessary to implement the Amended Decision. If the State contends that the Amended Decision fails to correct the deficiencies, the State shall so notify the Tribe in writing within the thirty (30)-day-review period, identifying with particularity the remaining deficiencies.

(f) If the State continues to contend the Amended Decision fails to satisfy the requirements of section 11.0, the Tribe and the State shall thereupon submit their dispute to the same arbitrator before whom the dispute was originally heard and follow the procedure provided by subdivisions (c) through (e) until any remaining environmental review disputes identified by the State are determined to be substantially addressed by the Tribe in accordance with the requirements of section 11.0. If the same arbitrator is not available, a new arbitrator shall be selected using the procedures of section 11.10, subdivision (b).

(g) An arbitrator's decision rendered under subdivision (d)(ii) shall not be deemed a breach of this Compact and shall not be the basis for an action to terminate this Compact under section 13.5, provided that the Tribe continues to engage in the arbitration process provided for in subdivisions (b) through (f).

Sec. 11.11. Tribal Environmental Impact Report for TEIR Projects.

For Projects subject to section 11.0, subdivision (b), when the preparation of a TEIR is required, the following requirements shall apply:

(a) Before the commencement of the Project, the Tribe shall cause to be prepared a comprehensive and adequate TEIR, analyzing the potentially Significant Effects on the Off-Reservation Environment of the Project pursuant to the process set forth in sections 11.2 through 11.5 and 11.11 through 11.17; provided, however, that information or data that is relevant to the TEIR and is a matter of public record or is generally available to the public need not be repeated in its entirety in the TEIR, but may be specifically cited as the source for conclusions

stated therein; and provided further that such information or data shall be briefly described, that its relationship to the TEIR shall be indicated, and that the source thereof shall be reasonably available for inspection at a public place or public building. The TEIR shall provide detailed information about the Significant Effect(s) on the Off-Reservation Environment that the Project is likely to have, including each of the matters set forth in Appendix B, shall list ways in which the Significant Effects on the Off-Reservation Environment might be minimized, and shall include a detailed statement setting forth all of the following:

(1) A description of the physical environmental conditions in the vicinity of the Project (the environmental setting and baseline conditions), as they exist at the time the notice of preparation is issued;

(2) All Significant Effects on the Off-Reservation Environment of the Project;

(3) In a separate section:

(A) Any Significant Effect on the Off-Reservation Environment that cannot be avoided if the Project is implemented;

(B) Any Significant Effect on the Off-Reservation Environment that would be irreversible if the Project is implemented;

(4) Mitigation measures proposed to minimize Significant Effects on the Off-Reservation Environment, including, but not limited to, measures to reduce the wasteful, inefficient, and unnecessary consumption of energy;

(5) If the Project is identified to have Significant Effects on the Off-Reservation Environment for which there is no feasible mitigation, the TEIR will consider alternatives in both location and scope, provided that the TEIR need not address a “no project” alternative or alternatives that would cause the Tribe to

forgo its right to engage in or reduce the scale of the Gaming Activities authorized by this Compact on its Indian lands;

(6) Whether any proposed mitigation would be infeasible;

(7) Any direct growth-inducing impacts of the Project; and

(8) Whether the proposed mitigation would be effective to substantially reduce the potential Significant Effects on the Off-Reservation Environment.

(b) The TEIR shall contain a statement indicating the reasons for determining that various effects of the Project on the off-reservation environment with respect to the matters set forth in Appendix B are not significant and consequently have not been discussed in detail in the TEIR.

(c) The TEIR shall clearly identify and describe the Significant Effects on the Off-Reservation Environment, including each of the items on Appendix B, giving due consideration to both the short-term and long-term effects.

(d) The TEIR's discussion of mitigation measures shall describe feasible measures that could minimize Significant Effects on the Off-Reservation Environment, and shall distinguish between the measures that are proposed by the Tribe and measures proposed by others. Where several measures are available to mitigate an effect, each should be discussed and the basis for selecting a particular measure should be identified. Formulation of mitigation measures should not be deferred until some future time.

(e) If required by subdivision (a)(5), the TEIR must include sufficient information about each alternative to allow meaningful evaluation, analysis, and comparison.

(f) The TEIR shall contain an index or table of contents and a summary, which shall identify each Significant Effect on the Off-Reservation Environment with proposed measures and alternatives that would reduce or avoid that effect, and issues to be resolved, including the

choice among alternatives and whether and how to mitigate the Significant Effects on the Off-Reservation Environment.

(g) Previously approved land use documents, including, but not limited to, general plans, specific plans, and local coastal plans, may be used in the cumulative impact analysis.

Sec. 11.12. Notice of Preparation of Draft TEIR.

(a) Upon commencing the preparation of the draft TEIR, the Tribe shall issue a notice of preparation to the State Clearinghouse, the State Gaming Agency, the County (and if the Gaming Facility is, or is to be, located within the boundaries of an incorporated city, to the City), the California Department of Justice, Office of the Attorney General, and all Interested Persons. The Tribe shall also post the notice of preparation on its website. The notice of preparation shall provide all Interested Persons with information describing the Project and its potential Significant Effects on the Off-Reservation Environment sufficient to enable Interested Persons to make a meaningful response or comment. At a minimum, the notice of preparation shall include all of the following information:

(1) A description of the Project;

(2) The location of the Project shown on a detailed map, preferably topographical, and on a regional map; and

(3) The probable off-reservation environmental effects of the Project.

(b) The notice of preparation shall also inform Interested Persons of the preparation of the draft TEIR and shall inform them of the opportunity to provide comments to the Tribe within thirty (30) days of the date of the receipt of the notice of preparation by the State Clearinghouse and the County. The notice of preparation shall also request Interested Persons to identify in their comments the off-reservation environmental issues and reasonable mitigation measures that the Tribe should analyze in the draft TEIR.

Sec. 11.13. Notice of Completion of Draft TEIR.

(a) Within no less than thirty (30) days following the receipt of the notice of preparation by the State Clearinghouse and the County, the Tribe shall file a copy of the draft TEIR and a notice of completion with the State Clearinghouse, the State Gaming Agency, the County (and if the Gaming Facility is, or is to be, located within the boundaries of an incorporated city, to the City), the California Department of Justice, Office of the Attorney General, and all Interested Persons. The Tribe shall also post the notice of completion and a copy of the draft TEIR on its website. The notice of completion shall include all of the following information:

(1) A brief description of the Project;

(2) The proposed location of the Project;

(3) An address where copies of the draft TEIR are available; and

(4) Notice of a period of forty-five (45) days during which the Tribe will receive comments on the draft TEIR.

(b) The Tribe will submit ten (10) copies each of the draft TEIR and the notice of completion to the County (and if the Gaming Facility is, or is to be, located within the boundaries of an incorporated city, to the City), which will be asked to post public notice of the draft TEIR at the office of the County Board of Supervisors and/or the City and to furnish the public notice and a copy of the draft TEIR to the public libraries serving the County and/or the City. The Tribe shall serve in a timely manner the notice of completion to all Interested Persons. As an alternative to paper copies, the Tribe and the County and/or the City may agree that a single electronic copy of the draft TEIR and notice of completion may be submitted by the Tribe to the County and/or the City. In addition, the Tribe will provide public notice by the procedures specified below:

(1) Publication on the Tribe's website;

(2) Publication at least one (1) time by the Tribe in a newspaper of general circulation in the area affected by the Project. If more

than one (1) area is affected, the notice shall be published in the newspaper of largest circulation from among the newspapers of general circulation in those areas; and

(3) Direct mailing by the Tribe to the owners and occupants of property adjacent to, but outside, the Indian lands on which the Project is to be located. Owners of such property shall be identified as shown on the latest equalization assessment roll.

Sec. 11.14. Issuance of Final TEIR.

The Tribe shall prepare, certify and make available to the County, the City if applicable, the State Clearinghouse, the State Gaming Agency, the California Department of Justice, Office of the Attorney General, and all Interested Persons (and, in the event potentially significant traffic impacts are identified in the final TEIR, to Caltrans), at least fifty-five (55) days before the completion of negotiations pursuant to section 11.15 a final TEIR (Final TEIR), which shall consist of:

(a) The draft TEIR or a revision of the draft;

(b) Comments and recommendations received on the draft TEIR either verbatim or in summary;

(c) A list of persons, organizations, and public agencies commenting on the draft TEIR;

(d) The responses of the Tribe to significant environmental points raised in the review and consultation process, reflecting the Tribe's good-faith, reasoned analysis and consideration of each substantive comment bearing on any off-reservation environmental impact;

(e) The Final TEIR may include a determination by the Tribe that some unmitigated Significant Effects on the Off-Reservation Environment are unavoidable but acceptable after balancing the economic, legal, social, technological, or other benefits of the Project to the Tribe and the surrounding community, against its unavoidable environmental risks. If the specific economic, legal, social, technological, or other benefits of a Project outweigh the unavoidable Significant Effects on

the Off-Reservation Environment, the Final TEIR shall include all the following:

(1) The specific overriding economic, legal, social, technological or other consideration(s) at issue;

(2) The determination that the unavoidable Significant Effects on the Off-Reservation Environment are outweighed by the overriding consideration(s) is supported by substantial evidence in the record upon which the Final TEIR is based;

(3) Alternative means, if feasible, to address the unavoidable Significant Effects on the Off-Reservation Environment to the community adversely affected by those effects have been adopted and implemented; and

(4) All other mitigation measures identified in the Final TEIR that are feasible are adopted and implemented.

A Project may proceed only if such a determination is supported by substantial evidence and there is an agreement with the local affected jurisdiction(s) pursuant to section 11.15, subdivision (a)(1) and/or, where appropriate, Caltrans, pursuant to section 11.15, subdivision (b), that the impacts to the affected community have been balanced with appropriate and commensurate benefits to the community. Substantial evidence includes facts, reasonable assumptions predicated upon facts, and expert opinions supported by facts. Substantial evidence is not argument, speculation, unsubstantiated opinion or narrative, or evidence which is clearly inaccurate or erroneous. If the State disputes the propriety of a determination of infeasibility made under this subdivision, the dispute shall be resolved using the dispute resolution procedures set forth in section 11.10.

(f) Any other information added by the Tribe.

Sec. 11.15. **Intergovernmental Agreement.**

(a) Before the commencement of a Project, and no later than the issuance of the Final TEIR to the County and/or the City, the Tribe shall offer to commence government-to-government negotiations with the County and/or the City, and upon the County's and/or the City's

acceptance of the Tribe's offer, the parties shall negotiate on a government-to-government basis and shall enter into enforceable written agreements (hereinafter "intergovernmental agreement") with the County and/or the City with respect to the matters set forth below:

(1) The timely mitigation of any Significant Effect on the Off-Reservation Environment (which effects, consistent with the policies and purposes of NEPA and CEQA as described in Appendix B, Off-Reservation Environmental Impact Analysis Checklist), where such effect is attributable, in whole or in part, to the Project, unless the parties agree, based upon the information required by section 11.14, subdivision (e), that the particular mitigation is infeasible, taking into account economic, environmental, social, technological, or other considerations.

(2) Compensation for law enforcement, fire protection, emergency medical services and any other public services to be provided by the County and/or the City and its special districts to the Tribe for the purposes of the Gaming Operation, including the Gaming Facility, as a consequence of the Project.

(3) Mitigation of any effect on public safety attributable to the Project, including any compensation to the County as a consequence thereof, to the extent such effects are not mitigated pursuant to subdivision (a)(2).

(b) If the Final TEIR identifies traffic impacts to the state highway system or facilities that are directly attributable in whole or in part to the Project, then before the commencement of the Project, the Tribe shall negotiate an intergovernmental agreement with Caltrans (i) for timely mitigation of all traffic impacts on the state highway system and facilities directly attributable to the Project, and/or (ii) incorporating the facts and findings required pursuant to section 11.14 subdivision (e) and payment of the Tribe's fair share of cumulative traffic impacts. Alternatively, Caltrans may agree in writing that the Tribe may negotiate and conclude, prior to commencement of the Project, an intergovernmental agreement with the County that mitigates the traffic impacts to the state highway system or facilities.

(c) The Tribe shall not commence a Project until the intergovernmental agreement(s) with the County and the City specified in subdivision (a) and, if applicable the intergovernmental agreement with Caltrans specified in subdivision (b), are executed by the parties or are effectuated pursuant to section 11.16.

(d) If implementation of certain identified mitigation measures for which the Tribe proposes to be responsible would require cooperation by the County, the City, or Caltrans, and that entity fails, refuses, or is unable to cooperate in the implementation of those mitigation measures, the Tribe shall so notify the State in writing, and shall be relieved of only those mitigation obligations until the County, the City, or Caltrans has taken the action(s) necessary for the Tribe to implement those measures. If the State disagrees with the Tribe's determination that the County, the City, or Caltrans has failed, refused, or was unable to cooperate in the implementation of those mitigation measures or the Tribe's determination that the mitigation measures require the County's, the City's, or Caltrans' cooperation, the Tribe and the State shall meet within thirty (30) days after the Tribe receives the State's objections to resolve the issue. If after the meeting the State objects in writing to the Tribe's determination that the County, the City, or Caltrans has failed, refused, or was unable to cooperate in the implementation of those mitigation measures or the Tribe's determination that the mitigation measures require the County's, the City's, or Caltrans' cooperation, the dispute shall be resolved using the dispute resolution procedures set forth in section 11.10.

(e) Nothing in this section requires the Tribe to enter into any other intergovernmental agreements with a state or local governmental entity other than as set forth in subdivisions (a) and (b).

Sec. 11.16. Arbitration.

To foster good government-to-government relationships and to assure that the Tribe is not unreasonably prevented from commencing a Project and benefiting therefrom, if an intergovernmental agreement with the County, the City, or Caltrans if required by section 11.15, subdivision (b), is not entered within seventy-five (75) days of the submission of the Final TEIR, or such further time as the Tribe and the County, the City, or Caltrans (for purposes of this section the "parties") may agree in writing, any party may demand binding arbitration before a JAMS arbitrator pursuant to JAMS Comprehensive Arbitration Rules with respect

to any remaining disputes arising from, connected with, or related to the negotiation.

(a) The arbitration shall be conducted as follows:

(1) Each party shall exchange with each other within five (5) days of the demand for arbitration its last, best written offer made during the negotiation pursuant to section 11.15.

(2) The arbitrator shall schedule a hearing to resolve the matter within thirty (30) days of his or her appointment, unless the parties agree to a longer period. The arbitrator shall be limited to awarding only one (1) of the offers submitted, without modification, based upon that proposal which best provides feasible mitigation of Significant Effects on the Off-Reservation Environment and on public safety and most reasonably compensates for public services pursuant to section 11.15, without unduly interfering with the principal objectives of the Project or imposing environmental mitigation measures that are different in nature or scale from the type of measures that have been required to mitigate impacts of a similar scale of other projects in the surrounding area, to the extent there are such other projects.

(3) The arbitrator shall take into consideration whether the Final TEIR provides the data and information necessary to enable the County, the City, or Caltrans if required by section 11.15, subdivision (b), to determine both whether the Project may result in a Significant Effect on the Off-Reservation Environment and whether the proposed measures in mitigation are sufficient to mitigate any such effect.

(4) If the respondent does not participate in the arbitration, the arbitrator shall nonetheless conduct the arbitration and issue an award, and the claimant shall submit such evidence as the arbitrator may require therefor. Review of the resulting arbitration award is waived.

(b) To effectuate this section, and in the exercise of its sovereignty, the Tribe agrees to expressly waive, and also waive its right to assert,

sovereign immunity in connection with the arbitrator's jurisdiction and in any action to: (i) enforce the other party's obligation to arbitrate; (ii) enforce or confirm an arbitral award rendered in the arbitration; and (iii) enforce or execute a judgment in state or federal court based upon the award.

(c) Except as provided in subdivision (d), the arbitral award will be deemed to be the intergovernmental agreement for the purposes of the requirements of section 11.15.

(d) An arbitral award entered pursuant to section 11.15 as the result of arbitration between the Tribe and Caltrans will be deemed the intergovernmental agreement for the purposes of the requirements of section 11.15, subdivision (b).

(e) If the arbitral award requires mitigation, and implementation of the Tribe's mitigation obligations thereunder requires that the County, the City, or Caltrans issue any permit(s) or take any other action needed for the Tribe to implement those obligations, and the Tribe determines that the County, the City, or Caltrans has failed, refused, or is unable timely to take all necessary actions to enable the Tribe to implement its mitigation obligations, the requirements and the process provided in section 11.15, subdivision (d) shall apply.

Sec. 11.17. Failure to Prepare Adequate TEIR or TEID.

The Tribe's failure to prepare a TEIR or a TEID that satisfies the requirements and standards of section 11.0 may be deemed a breach of this Compact and furthermore shall be grounds for issuance of an injunction or other appropriate equitable relief.

SECTION 12.0. PUBLIC AND WORKPLACE HEALTH, SAFETY, AND LIABILITY.

Sec. 12.1. General Requirements.

The Tribe shall not conduct Class III Gaming in a manner that endangers the public health, safety, or welfare, provided, however, that nothing herein shall be construed to make applicable to the Tribe any state laws or regulations governing the use of tobacco.

Sec. 12.2. Tobacco Smoke.

Notwithstanding section 12.1, the Tribe agrees to provide a non-smoking area in the Gaming Facility. If, after the effective date of this Compact, the Tribe significantly renovates or expands its existing Gaming Facility, the Tribe shall use the best available ventilation technology for the portion of the Gaming Facility to be renovated or expanded, and shall use the best available ventilation technology in the construction of a new Gaming Facility. The Tribe shall not permit the sale of tobacco products to anyone under the age of twenty-one (21) years in the Gaming Facility.

Sec. 12.3. Health and Safety Standards.

To protect the health and safety of patrons and employees of the Gaming Facility, the Tribe shall, for the Gaming Facility:

(a) Adopt and comply with standards no less stringent than California public health standards for food and beverage handling. The Gaming Operation will allow inspection of food and beverage services by state or county health inspectors, during normal hours of operation, to assess compliance with these standards, unless inspections are routinely made by an agency of the United States government or by a nationally recognized food service inspection company as required under a contract with the Gaming Operation to ensure compliance with equivalent standards of the United States Public Health Service. Nothing herein shall be construed as submission of the Tribe to the jurisdiction of the state or county health inspectors, but any alleged violations of the standards shall be treated as alleged violations of this Compact.

(b) Adopt and comply with standards no less stringent than federal water quality and safe drinking water standards applicable in California. The Gaming Operation will allow for inspection and testing of water quality by state or county health inspectors, as applicable, during normal hours of operation, to assess compliance with these standards, unless inspections and testing are made by an agency of the United States pursuant to, or by the Tribe under express authorization of, federal law, to ensure compliance with federal water quality and safe drinking water standards. Nothing herein shall be construed as submission of the Tribe to the jurisdiction of the state or county health

inspectors, but any alleged violations of the standards shall be treated as alleged violations of this Compact.

(c) Comply with the building and safety standards set forth in section 6.4.2.

(d) Adopt and comply with federal workplace and occupational health and safety standards. Subsequent to an inspection or enforcement action by the Federal Occupational Safety and Health Administration or by an agency of the United States pursuant to federal law, the Tribe will provide a copy of the inspector's report or other documentation of the inspection to the State Gaming Agency within ten (10) days of receipt of the report or other documentation of the inspection.

(e) Adopt and comply with tribal codes to the extent consistent with the provisions of this Compact and other applicable federal law regarding public health and safety.

(f) (1) Comply with standards no less stringent than federal law that forbid discrimination, harassment or sexual harassment and seeks to provide fair opportunity in employment for all qualified persons and to prohibit discrimination in employment on the basis of characteristics of or being in a protected class, including race, color, religion, ancestry, sex (including sexual orientation, gender identity/expression and pregnancy), age, genetic information, marital status, national origin, disability, medical condition or military/veteran status. The Gaming Operation shall promulgate, and shall maintain in continuous force, Policy Number 21.003, dated and revised as of July 19, 2018, and entitled "Harassment Prohibition and Anti-Discrimination," as set forth in Appendix E-2 to this Compact. Any subsequent revisions to this policy shall provide substantially equivalent procedures no less stringent than federal law, for the fair and timely resolution of harassment or discrimination claims by Gaming Employees and the Gaming Operation shall provide the State Gaming Agency with a copy of any such revised policy within thirty (30) days of its adoption.

(2) Nothing herein shall preclude the Tribe from giving a preference in employment to members and descendants of federally recognized Indian tribes pursuant to a duly adopted tribal ordinance.

(3) With respect to all employment-related claims as defined in subdivision (f), the Tribe shall obtain and maintain an employment practices liability insurance policy consistent with industry standards for non-tribal casinos and underwritten by an insurer with an A.M. Best rating of A or higher that provides coverage of at least three million dollars ($3,000,000) per occurrence for unlawful harassment, retaliation, or employment discrimination arising out of the employment of persons to work or working for, in connection with, or relating to the operation of, the Gaming Operation, Gaming Facility or Gaming Activities. The Tribe hereby agrees the liability coverage would be available to all claimants who prove claims for unlawful harassment, retaliation, or employment discrimination pursuant to the processes under this subdivision (f).

(4) The Tribe, in the exercise of its sovereignty, hereby expressly waives, and also waives its right to assert, sovereign immunity and any and all defenses based thereon, up to three million dollars ($3,000,000) of coverage available under the limits of the above-referenced employment practices liability insurance policy, for an award based on a proven employment-related claim arising out of the employment of persons to work or working for, in connection with, or relating to the operation of, the Gaming Operation, Gaming Facility or Gaming Activities; provided, however, that nothing herein requires the Tribe to agree to liability for punitive damages or to waive its right to assert sovereign immunity in connection therewith. The foregoing waiver of immunity is expressly limited to the tribal adjudicative processes set forth in this subdivision (f) and to enforce an obligation required by, or to enforce or execute an ensuing award or judgment under, this subdivision (f).

(5) Consistent with subdivision (f)(4), the Tribe shall include an endorsement with its employment practices liability insurance policy providing that the insurer shall not invoke tribal

sovereign immunity up to the limits of such policy for claimants alleging retaliation, harassment, or employment discrimination pursuant to the processes set forth in this subdivision (f); however, such endorsement or acknowledgement shall not be deemed to waive or otherwise limit the Tribe's sovereign immunity for the pursuit of any employment-related claim outside the processes set forth herein, or for any portion of a proven claim that exceeds three million dollars ($3,000,000) of insurance coverage.

(6) In the event the Gaming Operation fails to promulgate and keep in continuous force the employment discrimination complaint policy specified in subdivision (f)(1), such failure shall constitute a breach of this Compact.

(7) The Gaming Operation shall provide written notice of the employment discrimination complaint policy and the procedures for bringing a complaint in its employee handbook. The Gaming Operation also shall post and keep posted in prominent and accessible places in the Gaming Facility where notices to employees and applicants for employment are customarily posted, a notice setting forth the pertinent provisions of the employment discrimination complaint policy and information pertinent to the filing of a complaint.

(g) Adopt and comply with standards that are no less stringent than California state laws prohibiting a gambling enterprise from cashing any check drawn against a federal, state, county, or city fund, including but not limited to, Social Security, unemployment insurance, disability payments, or public assistance payments.

(h) Adopt and comply with, as a matter of tribal law, standards that are no less stringent than California state laws, if any, governing the terms of extension of credit to patrons by gambling enterprises.

(i) Comply with provisions of the Bank Secrecy Act, 31 U.S.C. §§ 5311-5314, as amended, and all reporting requirements of the Internal Revenue Service, insofar as such provisions and reporting requirements are applicable to gambling establishments.

(j) Adopt and comply with ordinances or policies no less stringent than (i) the minimum wage, maximum hour, child labor, and overtime standards set forth in the Fair Labor Standards Act, 29 U.S.C. §§ 206, 207 and 212, subject to 29 U.S.C. §§ 213 and 214; (ii) the United States Department of Labor regulations implementing the foregoing sections of the Fair Labor Standards Act, appearing at 29 C.F.R. § 500 et seq.; (iii) the State's minimum wage law set forth in California Labor Code section 1182.12; and (iv) the State Department of Industrial Relations regulations implementing that Labor Code section, California Code of Regulations, title 8, sections 11000 to 11170. Notwithstanding the foregoing, only the federal minimum wage laws set forth in the Fair Labor Standards Act, 29 Code of Federal Regulations, part 500 et seq., shall apply to tipped employees. Nothing herein shall make applicable state law concerning overtime, or be construed as authorizing or creating any private cause of action against the Tribe or the Gaming Operation based upon an alleged violation of any of the foregoing standards.

Sec. 12.4. Tribal Gaming Facility Standards Ordinance.

The Tribe shall adopt in the form of an ordinance or ordinances the standards and obligations described in section 12.3 to which the Gaming Operation and Gaming Facility are held, and shall transmit the ordinance(s) to the State Gaming Agency not later than thirty (30) days after the effective date of this Compact. In the absence of a promulgated tribal standard in respect to a matter identified in section 12.3, or the express adoption of an applicable federal and/or state statute or regulation, as the case may be, in respect of any such matter, the otherwise applicable federal and/or California state statute or regulation shall be deemed to have been adopted by the Tribe as the applicable standard.

Sec. 12.5. Insurance Coverage and Claims.

(a) The Tribe shall obtain and maintain commercial general liability insurance consistent with industry standards for non-tribal casinos in the United States underwritten by an insurer with an A.M. Best rating of A or higher that provides coverage of no less than ten million dollars ($10,000,000) per occurrence for bodily injury, personal injury, and property damage directly arising out of, connected with, or relating to the operation of the Gaming Operation, Gaming Facility, or Gaming Activities (Policy). To effectuate the insurance coverage, the

Tribe expressly waives, and waives its right to assert, sovereign immunity up to the greater of ten million dollars ($10,000,000) or the limits of the Policy, in accordance with the tribal ordinance referenced in subdivision (b) below, in connection with any claim for bodily injury, personal injury, or property damage, directly arising out of, connected with, or relating to the operation of the Gaming Operation, Gaming Facility, or the Gaming Activities, including, but not limited to, injuries resulting from entry onto the Tribe's land for purposes of patronizing the Gaming Facility or providing goods or services to the Gaming Facility; provided, that such injury occurs at the Gaming Facility or on a road accessing the Facility exclusively. Nothing herein requires the Tribe to agree to liability for punitive damages or to waive its right to assert sovereign immunity in connection therewith. The Policy shall acknowledge in writing that the Tribe has expressly waived, and waived its right to assert, sovereign immunity for the purpose of adjudication of those claims up to the greater of ten million dollars ($10,000,000) or the limits of the Policy and for the purpose of enforcement of any ensuing award or judgment and shall include an endorsement providing that the insurer shall not invoke tribal sovereign immunity up to the limits of the Policy; however, such endorsement or acknowledgement shall not be deemed to waive or otherwise limit the Tribe's sovereign immunity for any portion of the claim that exceeds ten million dollars ($10,000,000) or the Policy limits, whichever is greater.

(b) The Tribe shall adopt, and at all times hereinafter shall maintain in continuous force, Ordinance No. SP-072418-33, entitled "Tort Remedy Procedures for Gaming Patrons," as set forth in Appendix E-3 to this Compact, or as may be amended from time to time; provided, however, that any amended tort claims ordinance related to claims for bodily injury, personal injury, and property damage directly arising out of, connected with, or relating to the operation of the Gaming Operation, Gaming Facility, or Gaming Activities, shall provide substantially equivalent procedures for the fair resolution of those tort claims, and that the Tribe shall provide the State Gaming Agency with a copy of any such amended tort claims ordinance within thirty (30) days of its enactment.

(c) In the event the Tribe fails to adopt the ordinance specified in subdivision (b), such failure shall constitute a breach of this Compact.

Sec. 12.6. Participation in State Programs Related to Employment.

(a) Not later than the effective date of this Compact, the Tribe will advise the State of its election to participate in the statutory workers' compensation system as provided in subdivision (a)(l) below or, alternatively, will forward to the State all relevant ordinances that have been adopted and all other documents establishing the system and demonstrating that the system is fully operational and compliant with the comparability standards set forth in subdivision (a)(2), including such waivers of the Tribe's sovereign immunity as are necessary to allow Gaming Operation and Gaming Facility employees to enforce the Tribe's workers' compensation system. The parties agree that independent contractors doing business with the Tribe must comply with all state workers' compensation laws and obligations.

(1) The Tribe agrees that it will participate in the State's workers' compensation program with respect to employees employed at the Gaming Operation or Gaming Facility. The workers' compensation program includes, but is not limited to, state laws relating to the securing of payment of compensation through one (1) or more insurers duly authorized to write workers' compensation insurance in this state or through self-insurance as permitted under the State's workers' compensation laws. All disputes arising from the workers' compensation laws shall be heard by the Workers' Compensation Appeals Board pursuant to the California Labor Code. The Tribe hereby consents to the jurisdiction of the State Workers' Compensation Appeals Board and the courts of the State of California for purposes of enforcement of this subdivision.

(2) In lieu of participating in the State's statutory workers' compensation system, the Tribe may create and maintain a system that provides redress for Gaming Facility employees' work-related injuries through requiring insurance or self-insurance. This system must include a scope of coverage, provision of up to ten thousand dollars ($10,000) in medical treatment for an alleged injury until the date that liability for the claim is accepted or rejected, employee choice of physician provisions comparable to those mandated for comparable employees under state law, quality and timely medical

treatment provided comparable to the state's medical treatment utilization schedule, availability of an independent medical examination to resolve disagreements on appropriate treatment (by an Independent Medical Reviewer on the state-approved list, a Qualified Medical Evaluator on the state-approved list, or an Agreed Medical Examiner upon mutual agreement of the employer and employee), the right to notice, hearings before an independent tribunal, a means of enforcement against the employer, and benefits (including, but not limited to, temporary and permanent disability, death, supplemental job displacement, and return to work supplement) comparable to those mandated for comparable employees under state law.

(b) The Tribe agrees that it will participate in the State's program for providing unemployment compensation benefits and unemployment compensation disability benefits with respect to employees employed at the Gaming Operation or Gaming Facility, which participation shall include compliance with the provisions of the California Unemployment Insurance Code, and the Tribe consents to the jurisdiction of the State agencies charged with the enforcement of that code and of the courts of the State of California for purposes of enforcement and to effectuate its consent, in the exercise of its sovereignty, the Tribe expressly waives, and also waives its right to assert, its sovereign immunity in connection therewith.

(c) As a matter of comity, the Tribe shall, with respect to persons, including nonresidents of California, employed at the Gaming Operation or Gaming Facility, withhold all amounts due to the State as provided in the California Unemployment Insurance Code and, except for tribal members living on the Tribe's reservation, the California Revenue and Taxation Code and the regulations thereunder, as may be amended, and shall forward such amounts to the State. The Tribe shall file with the Franchise Tax Board a copy of any information return filed with the Secretary of the Treasury, as provided in the California Revenue and Taxation Code and the regulations thereunder, except those pertaining to tribal members living on the Tribe's reservation. For purposes of this subdivision, "reservation" refers to the Tribe's Indian lands within the meaning of IGRA or lands otherwise held in trust for the Tribe by the United States, and "tribal members" refers to the enrolled members of the

Tribe. Any subsequent applicable changes to the California Revenue and Taxation Code and the regulations thereunder regarding the income tax withholding of tribal members shall supersede the tax withholding requirements of this subdivision. The Tribe shall notify the State prior to implementing any changes to the tax withholding requirements of this section. Any disagreement regarding the Tribe's proposed change in tax withholding shall be subject to the dispute resolution provisions of section 13.0 of this Compact.

(d) The Tribe shall require the Gaming Operation to keep in place and continue to enforce the Gaming Operation's current policy of recognizing and enforcing lawfully issued state child or spousal support orders or judgments entered against any person employed at the Gaming Operation or Gaming Facility.

Sec. 12.7. Emergency Services Accessibility.

The Tribe shall make reasonable provisions for adequate emergency fire, medical, and related relief and disaster services for patrons and employees of the Gaming Facility.

Sec. 12.8. Alcoholic Beverage Service.

Purchase, sale, and service of alcoholic beverages shall be subject to California state law.

Sec. 12.9. Possession of Firearms.

The possession of firearms by any person in the Gaming Facility is prohibited at all times, except for federal, state, tribal or local law enforcement personnel, tribal security personnel, or other persons authorized by tribal law and federal or California law to possess firearms at the Gaming Facility.

Sec. 12.10. Labor Relations.

The Gaming Activities authorized by this Compact may only commence after the Tribe has adopted an ordinance identical to the Tribal Labor Relations Ordinance attached hereto as Appendix D, and the Gaming Activities may only continue as long as the Tribe maintains the ordinance. The Tribe shall provide written notice to the State that it has adopted the ordinance, along with a copy of the ordinance, on or before the effective date of this Compact.

SECTION 13.0. DISPUTE RESOLUTION PROVISIONS.

Sec. 13.1. Voluntary Resolution; Court Resolution.

In recognition of the government-to-government relationship of the Tribe and the State (for purposes of this section 13.0 also referred to as the "party" or "parties"), the parties shall make their best efforts to resolve disputes that arise under this Compact by good faith negotiations whenever possible. Therefore, except for the right of either party to seek injunctive relief against the other when circumstances are deemed to require immediate relief, the Tribe and the State shall seek to resolve disputes by first meeting and conferring in good faith in order to foster a spirit of cooperation and efficiency in the administration and monitoring of the performance and compliance of the terms, provisions, and conditions of this Compact, as follows:

(a) Either party shall give the other, as soon as possible after the event giving rise to the concern, a written notice setting forth the facts giving rise to the dispute and with specificity, the issues to be resolved.

(b) The other party shall respond in writing to the facts and issues set forth in the notice within fifteen (15) days of receipt of the notice, unless both parties agree in writing to an extension of time.

(c) The parties shall meet and confer in good faith by telephone or in person in an attempt to resolve the dispute through negotiation within thirty (30) days after receipt of the notice set forth in subdivision (a), unless both parties agree in writing to an extension of time.

(d) If the dispute is not resolved to the satisfaction of the parties after the first meeting, either party may seek to have the dispute resolved by an arbitrator in accordance with this section, but neither party shall be required to agree to submit to arbitration.

(e) Disputes that are not otherwise resolved by arbitration or other mutually agreed means may be resolved in the United States District Court in the judicial district where the Tribe's Gaming Facility is located, or if the federal court lacks jurisdiction, in any state court of competent jurisdiction in or over the County. The disputes to be

submitted to court action include, but are not limited to, claims of breach of this Compact, and failure to negotiate in good faith as required by the terms of the Compact, provided that the remedies expressly provided in section 13.4, subdivision (a)(ii) are the sole and exclusive remedies available to either party for issues arising out of this Compact, and supersede any remedies otherwise available, whether at law, tort, contract, or in equity and, notwithstanding any other provision of law or this Compact, neither the State nor the Tribe shall be liable for damages or attorney fees in any action based in whole or in part on issues arising out of this Compact, or based in whole or in part on the fact that the parties have either entered into this Compact, or have obligations under this Compact. The parties are entitled to all rights of appeal permitted by law in the court system in which the action is brought.

(f) In no event may the Tribe be precluded from pursuing any arbitration or judicial remedy against the State on the ground that the Tribe has failed to exhaust state administrative remedies, and in no event may the State be precluded from pursuing any arbitration or judicial remedy against the Tribe on the ground that the State has failed to exhaust any tribal administrative remedies.

Sec. 13.2. Arbitration Rules for the Tribe and the State.

Provided that the remedies expressly provided in section 13.4 are the sole and exclusive remedies available under this Compact, arbitration between the Tribe and the State shall be conducted before a JAMS arbitrator in accordance with JAMS Comprehensive Arbitration Rules and Procedures. Discovery in the arbitration proceedings shall be governed by section 1283.05 of the California Code of Civil Procedure, provided that no discovery authorized by that section may be conducted without leave of the arbitrator. The parties shall equally bear the cost of JAMS and the JAMS arbitrator. Either party dissatisfied with the award of the arbitrator may at the party's election invoke the JAMS Optional Arbitration Appeal Procedure (or if those rules no longer exist, the closest equivalent). In any JAMS arbitration under this section 13.2, the parties will bear their own attorney's fees. The arbitration shall take place within seventy-five (75) miles of the Gaming Facility, or as otherwise mutually agreed by the parties and the parties agree that either party may file a state or federal court action to (i) enforce the parties' obligation to arbitrate, (ii) confirm, correct, modify, or vacate the arbitral award rendered in the arbitration in accordance with section 1285 et seq. of the California

Code of Civil Procedure, or (iii) enforce or execute a judgment based upon the award. The parties agree not to assert, and will waive, any defense alleging improper venue or forum non conveniens as to any state court located within the County or any federal court located in the Southern District of California in any such action brought with respect to the arbitration award.

Sec. 13.3. No Waiver or Preclusion of Other Means of Dispute Resolution.

This section 13.0 may not be construed to waive, limit, or restrict any remedy to address issues not arising out of this Compact that is otherwise available to either the Tribe or the State, nor may this section 13.0 be construed to preclude, limit, or restrict the ability of the parties to pursue, by mutual agreement, any other method of Compact dispute resolution, including, but not limited to, mediation.

Sec. 13.4. Limited Waiver of Sovereign Immunity.

(a) For the purpose of actions or arbitrations based on disputes between the State and the Tribe that arise under this Compact and the judicial enforcement of any judgment or award resulting therefrom, the State and the Tribe expressly waive their right to assert any and all sovereign immunity from suit and enforcement of any ensuing judgment or arbitral award and consent to the arbitrator's jurisdiction and further consent to be sued in federal or state court, as the case may be, provided that (i) the dispute is limited solely to issues arising under this Compact, (ii) neither the Tribe nor the State makes any claim for restitution or monetary damages (except that payment of any money expressly required by the terms of this Compact may be sought), and solely injunctive relief, specific performance (including enforcement of a provision of this Compact expressly requiring the payment of money to one or another of the parties), and declaratory relief (limited to a determination of the respective obligations of the parties under the Compact) may be sought, and (iii) nothing herein shall be construed to constitute a waiver of the sovereign immunity of either the Tribe or the State with respect to any third party that is made a party or intervenes as a party to the action.

(b) In the event that intervention, joinder, or other participation by any additional party in any action between the State and the Tribe would result in the waiver of the Tribe's or the State's sovereign immunity as

to that additional party, the waivers of either the Tribe or the State provided herein may be revoked, except where joinder is required, as determined by the court, to preserve the court's jurisdiction, in which case the State and the Tribe may not revoke their waivers of sovereign immunity as to each other.

(c) The waivers and consents to jurisdiction expressly provided for under this section 13.0 and elsewhere in the Compact shall extend to all arbitrations and civil actions expressly authorized by this Compact, including, but not limited to, actions to compel arbitration, any arbitration proceeding herein, any action to confirm, modify, or vacate any arbitral award or to enforce any judgment, and any appellate proceeding emanating from any such proceedings, whether in state or federal court.

(d) Except as stated herein or elsewhere in this Compact, no other waivers or consents to be sued, either express or implied, are granted by either party, whether in state statute or otherwise, including but not limited to Government Code section 98005.

Sec. 13.5. Termination.

(a) Subsequent to exhausting the section 13.0 dispute resolution provisions, after providing a thirty (30)-day written notice of an opportunity to cure any alleged breach of this Compact, unless the circumstances are deemed to require immediate relief, either the Tribe or the State may bring an action in federal court for a declaration that the other party has materially breached this Compact. If the federal court rules that a party has materially breached this Compact, then the party found to have committed the breach shall have thirty (30) days to cure the material breach after a final decision has been issued by the court after any appeals. The court may order additional time to cure the breach if the material breach cannot be cured within thirty (30) days even in good faith and with due diligence.

(b) If the material breach is not cured within the time allowed by the court, then in addition to the declaration of material breach and any equitable remedies explicitly identified in section 13.0 that may have been awarded, the non-breaching party may seek, in the same federal court action, termination of the Compact as a further judicially

imposed remedy. The court may order termination based on a finding that (i) the respondent party has breached its Compact obligations, and (ii) the respondent party failed to cure the material breach within the time allowed. In the event a federal court determines that it lacks jurisdiction over such an action, the action may be brought in the Superior Court for San Diego County, and any finding that termination is warranted shall be effective thirty (30) days after issuance of the termination order by the federal district court or superior court, as the case may be.

(c) The parties expressly waive, and also waive their right to assert, their sovereign immunity from suit for purposes of an action under this section, subject to the waiver qualifications stated in section 13.4.

SECTION 14.0. EFFECTIVE DATE AND TERM OF COMPACT.

Sec. 14.1. Effective Date.

This Compact shall be effective upon the occurrence of both of the following:

(a) The Compact is ratified in accordance with the Tribe's law and State law; and

(b) Notice that the Compact has been approved or deemed approved is published in the Federal Register as provided in 25 U.S.C. § 2710(d)(3)(B).

Sec. 14.2. Term of Compact.

(a) Once effective, this Compact shall be in full force and effect for State law purposes for twenty-five (25) years following the effective date.

(b) If this Compact does not take effect by January 31, 2020, it shall be deemed null and void unless the Tribe and the State agree in writing to extend the date.

SECTION 15.0. AMENDMENTS; RENEGOTIATIONS.

Sec. 15.1. Amendment by Agreement.

The terms and conditions of this Compact may be amended at any time by the mutual and written agreement of the Tribe and the State (also referred to in section 15.0 as "party" or "parties") during the term of this Compact set forth in section 14.2, provided that each party voluntarily consents to such negotiations, including the scope of such negotiations, in writing.

Sec. 15.2. Negotiations for a New Compact.

No sooner than eighteen (18) months before the termination date of this Compact set forth in section 14.2, either party may request the other party to enter into negotiations to extend the term of this Compact or to enter into a new Class III Gaming compact. If the parties have not agreed to extend the term of this Compact or have not entered into a new compact by the termination date in section 14.2, this Compact shall automatically be extended for one (1) year. If at the conclusion of that extended one (1)-year period the parties are engaged in negotiations that both parties agree in writing are proceeding towards conclusion of a new or amended Class III Gaming compact, this Compact shall automatically be extended for an additional two (2) years.

Sec. 15.3. Changes in the Law.

If a federal or state court decides that, as a result of a change in the law, a provision of the Compact is invalid or inoperable but also decides that the Compact remains valid, and the court's judgment is not stayed pending appeal, the parties shall meet and negotiate in good faith a replacement for that Compact provision and other appropriate related Compact amendments. The parties shall meet within thirty (30) days after the ruling of invalidity or inoperability becomes effective.

Sec. 15.4. Entitlement to Renegotiate Compact Based on Changed Market Conditions.

Notwithstanding the foregoing sections 15.1 through 15.3, the State shall, within forty-five (45) days of the Tribe's written request, participate in good faith negotiations with the Tribe to amend its Compact where the stated basis for the Tribe's request is changed conditions that either (i) materially and adversely affect the Tribe's Gaming Operation such that the Tribe no longer enjoys the benefits

otherwise provided by this Compact and the Tribe's obligations under this Compact therefore become unduly onerous, or (ii) create new opportunities to expand its Gaming Operation beyond the limitations on Gaming Devices or Gaming Facilities of this Compact. The State has no obligation to enter into negotiations unless the Tribe provides information adequate to prove that its request meets the required basis for negotiations pursuant to this section.

Sec. 15.5. Entitlement to Renegotiate Compact Based on State Authorization of New Forms of Class III Gaming.

If the State authorizes Class III Gaming activities not expressly authorized in this Compact, the parties shall, at the Tribe's request, enter into good-faith negotiations pursuant to IGRA to amend section 3.0 of this Compact for the purpose of adding the newly authorized Class III Gaming activity and making other appropriate related Compact amendments.

Sec. 15.6. Requests to Amend or to Negotiate a New Compact.

All requests to amend this Compact, or to negotiate to extend the term of this Compact, or to negotiate for a new Class III Gaming compact, shall be in writing, addressed to the Tribal Chair or the Governor, as the case may be, and shall include the activities or circumstances to be negotiated, together with a statement of the basis supporting the request. If the request meets both the requirements of this section and either section 15.1, 15.2, 15.3, 15.4, or 15.5, the parties shall confer within forty-five (45) days of the request to determine (i) whether the request meets the requirements of section 15.0 and, if so, (ii) the scope of negotiations, and (iii) a schedule for commencing negotiations, and thereafter both parties shall negotiate in good faith. The Tribal Chair and the Governor of the State are hereby authorized to designate the person or agency responsible for conducting the negotiations, and shall execute any documents necessary to do so.

SECTION 16.0. NOTICES.

Unless otherwise indicated by this Compact, all notices required or authorized to be served shall be served by first-class mail at the following addresses, or to such other address as either party may designate by written notice to the other:

Governor Governor's Office State Capitol Sacramento, CA 95814	Tribal Chairperson San Pasqual Band of Mission Indians P.O. Box 365 16400 Kumeyaay Way Valley Center, CA 92082

SECTION 17.0. CHANGES TO IGRA.

This Compact is intended to meet the requirements of IGRA as it reads on the effective date of this Compact, and when reference is made to IGRA or to an implementing regulation thereof, the referenced provision is deemed to have been incorporated into this Compact as if set out in full. Subsequent changes to IGRA that diminish the rights of the State or the Tribe may not be applied retroactively to alter the terms of this Compact, except to the extent that federal law validly mandates retroactive application without the State's or the Tribe's respective consent.

SECTION 18.0. MISCELLANEOUS.

Sec. 18.1. Third-Party Beneficiaries.

Notwithstanding any provision of law, this Compact is not intended to, and shall not be construed to, create any right on the part of a third party or third-party beneficiary to bring an action to enforce any of its terms.

Sec. 18.2. Complete Agreement.

This Compact, together with all appendices, sets forth the full and complete agreement of the Tribe and the State and supersedes, supplants, and extinguishes any prior agreements or understandings with respect to the subject matter hereof.

Sec. 18.3. Construction.

Neither the presence in another tribal-state Class III Gaming compact of language that is not included in this Compact, nor the absence in another tribal-state Class III Gaming compact of language that is present in this Compact shall be a factor in construing the terms of this Compact. In the event of a dispute between the Tribe and the State as to the language of this Compact or the construction or meaning of any term hereof, this Compact will be deemed to have been drafted by the Tribe and the State in equal parts so that no presumptions or inferences concerning its terms or interpretation may be construed against either party to this Compact.

Sec. 18.4. Successor Provisions.

Wherever this Compact makes reference to a specific statutory provision, regulation, or set of rules, it also applies to the provision or rules, as they may be amended from time to time, and any successor provision or set of rules. Within thirty (30) days of the adoption of any subsequent amendment of such statutory provision, regulation, or rules or any successor provision (for purposes of this section, "Amendment"), either the Tribe or the State may give notice of its position that the Amendment does not apply to the Compact. If the Tribe and the State agree that the Amendment applies or does not apply to the Compact, that agreement shall be memorialized in a document endorsed by the Tribe and the State. If the parties do not agree that the Amendment applies to the Compact, the parties shall resolve the dispute in accordance with section 13.0 of this Compact.

Sec. 18.5. Ordinances and Regulations.

Whenever the Tribe adopts or materially amends any ordinance or regulations required to be adopted and/or maintained under this Compact, in addition to any other Compact obligations to provide a copy to others, the Tribe shall provide a copy of such adopted or materially amended ordinance or regulations to the State Gaming Agency within thirty (30) days of the effective date of such ordinance or regulations and the State Gaming Agency shall provide the Tribe with written confirmation of receipt of said ordinance or regulations within thirty (30) days of receipt thereof.

Sec. 18.6. Calculation of Time.

In computing any period of time prescribed by this Compact, the day of the event from which the designated period of time begins to run shall not be included. The last day of the period so computed shall be included, unless it is a Saturday, a Sunday, or a legal holiday under the Tribe's laws, the State's law, or federal law. Unless otherwise specifically provided herein, the term "days" shall be construed as calendar days.

Sec. 18.7. Force Majeure.

In the event of a force majeure event, including but not limited to: an act of God; accident; fire; flood; earthquake; or other natural disaster; strike or other labor dispute; riot or civil commotion; act of public enemy; enactment of any rule; order or act of a government or governmental instrumentality; effects of an extended restriction of energy use; and other causes of a similar nature beyond the Tribe's control that causes the Tribe's Gaming Operation or Facility to be inoperable or operate at significantly less capacity; the Tribe and the State agree to meet and confer for the purpose of discussing the event and appropriate actions, if any, given the circumstances.

Sec. 18.8. Representations.

(a) The Tribe expressly represents that as of the date of the undersigned's execution of this Compact the undersigned has the authority to execute this Compact on behalf of the Tribe, including any waiver of sovereign immunity and the right to assert sovereign immunity therein, and will provide written proof of such authority and of the ratification of this Compact by the tribal governing body to the Governor no later than thirty (30) days after the execution of this Compact by the undersigned.

(b) The Tribe further represents that it is (i) recognized as eligible by the Secretary of the Department of the Interior for special programs and services provided by the United States to Indians because of their status as Indians, and (ii) recognized by the Secretary of the Department of the Interior as possessing powers of self-government.

(c) In entering into this Compact, the State expressly relies upon the foregoing representations by the Tribe, and the State's entry into the

Compact is expressly made contingent upon the truth of those representations as of the date of the Tribe's execution of this Compact through the undersigned. If the Tribe fails to timely provide written proof of the undersigned's aforesaid authority to execute this Compact or written proof of ratification by the Tribe's governing body, the Governor shall have the right to declare this Compact null and void.

(d) In the event the Tribe (i) asserts in any dispute between the Tribe and the State that the undersigned lacked the authority to execute this Compact on behalf of the Tribe, or (ii) in any Compact-related dispute in the limited contexts set forth in this Compact, including, but not limited to, the Compact provisions governing tort, workers compensation, patron, or employment discrimination claims, whether or not involving the State, asserts that its waiver of sovereign immunity is not valid based upon a claim by the Tribe that the representations regarding the authority to waive or the waiver did not comply with the Tribe's laws, then the State and the Tribe agree that the Tribe shall lose all rights to conduct Class III Gaming under the terms of this Compact. If the Tribe otherwise identifies a potential defect regarding the authority of the undersigned to execute this Compact or the effectiveness of the limited waivers of the Tribe's sovereign immunity, and takes action to resolve the defect, the Tribe's right to conduct Class III Gaming under the terms of this Compact are not implicated unless and until the Tribe makes the assertions specified in (i) or (ii) above.

(1) The Tribe shall give written notice to the State of its intent to assert either that the undersigned lacked authority to execute this Compact on behalf of the Tribe or that its waiver of sovereign immunity is not valid for the reasons stated in this subdivision at least fourteen (14) days before making that assertion, and shall cease conducting Class III Gaming within thirty (30) days of making the assertion.

(2) Within fourteen (14) days after identifying a potential defect regarding the authority of the undersigned to execute this Compact or the effectiveness of the limited waivers of the Tribe's sovereign immunity as stated in the Compact, the Tribe shall give written notice to the State of the facts related to the

potential defect and the specific actions the Tribe is taking to cure the potential defect.

(e) This Compact shall not be presented to the California State Legislature for a ratification vote until the Tribe has provided the written proof required in subdivision (a) to the Governor.

IN WITNESS WHEREOF, the undersigned sign this Compact on behalf of the State of California and the San Pasqual Band of Mission Indians.

STATE OF CALIFORNIA

By Edmund G. Brown Jr.
Governor of the State of California

Executed this 8th day of August, 2018, at Sacramento, California

SAN PASQUAL BAND OF MISSION INDIANS

By Allen E. Lawson, Jr.
Spokesman of the San Pasqual Band of Mission Indians

Executed this 1st day of August, 2018, at San Pasqual Reservation, California

ATTEST:

_____

Alex Padilla
Secretary of State, State of California

APPENDICES

A. Description and Map of Tribe's Gaming Eligible Land A-1

B. Off-Reservation Environmental Impact Analysis Checklist B-1

C. List of Categorical Exemptions C-1

D. Tribal Labor Relations Ordinance D-1

E. Policies and Ordinances:

1. Guest Disputes; Policy 10.008 E-1

2. Harassment Prohibition and Anti-Discrimination; Policy 21.003 E-11

3. Tort Remedy Procedures for Gaming Patrons; Ordinance No. SP-072418-33 E-26

APPENDIX A

Description and Map of San Pasqual Band of Mission Indians Trust Land

Those certain parcels of land being held in trust by the United States of America for the San Pasqual Band of Mission Indians (Township 11 South, Range 1 West, S.B.B.M., County of San Diego, State of California, APN: 189-060-24-00; 189-060-25-00; 189-080-27-00; 189-170-34-00; 189-171-05-00; 189-180-51-00; 189-181-14-00; 189-181-15-00; 189-191-09-00; 190-020-01-00; 190-020-05-00; 190-031-06-00; 190-031-09-00; 190-040-02-00; 190-100-01-00; 190-110-01-00; 190-110-03-00; 190-171-01-00;190-172-02-00).

SAN PASQUAL BAND OF MISSION INDIANS

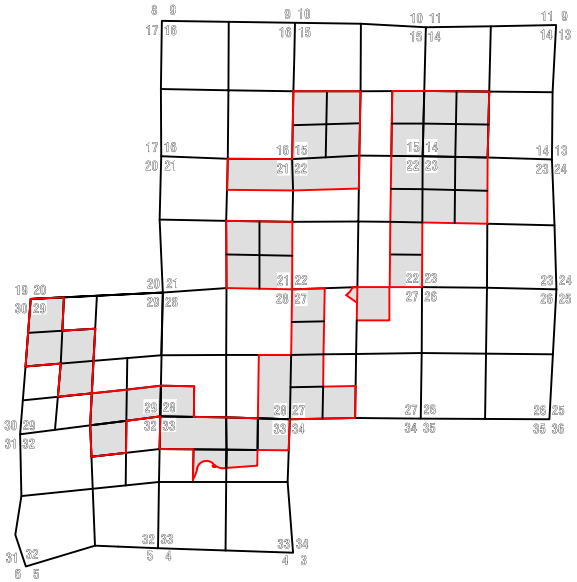
SHEET 1 OF 1

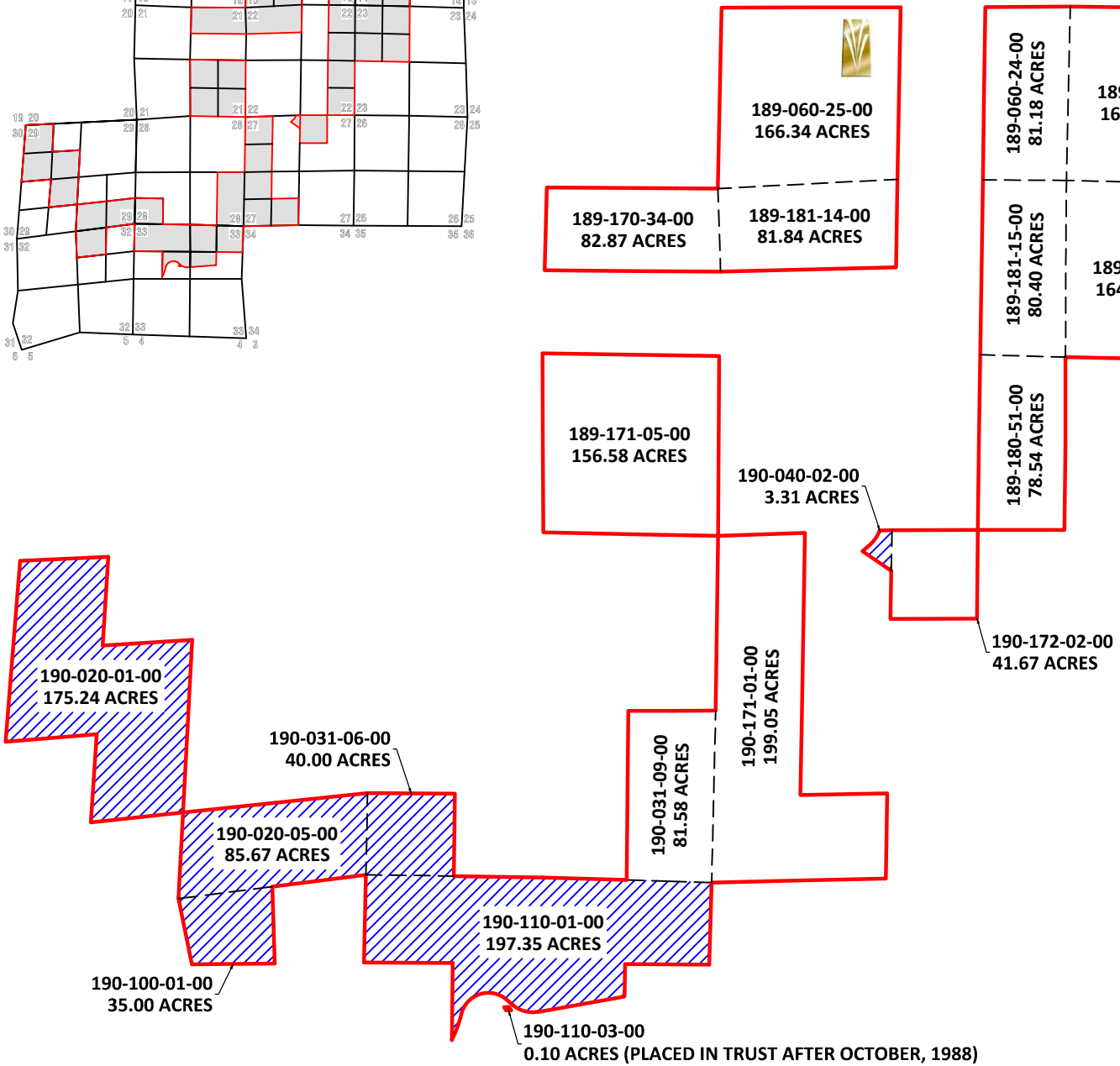
TRUST LAND PLAT

THOSE CERTAIN PARCELS OF LAND BEING HELD IN TRUST BY THE UNITED STATES OF AMERICA FOR THE SAN PASQUAL BAND OF MISSION INDIANS (TOWNSHIP 11 SOUTH, RANGE 1 WEST, S.B.B.M., COUNTY OF SAN DIEGO, STATE OF CALIFORNIA, APN: 189-060-24-00; 189-060-25-00; 189-080-27-00; 189-170-34-00; 189-171-05-00; 189-180-51-00; 189-181-14-00; 189-181-15-00; 189-191-09-00; 190-020-01-00; 190-020-05-00; 190-031-06-00; 190-031-09-00; 190-040-02-00; 190-100-01-00; 190-110-01-00; 190-110-03-00; 190-171-01-00;190-172-02-00).

VICINITY MAP

NO SCALE





SURVEYOR'S NOTE:

ACREAGE SHOWN IS DERIVED FROM THE COUNTY OF SAN DIEGO ASSESSOR.

= VALLEY VIEW CASINO AND HOTEL LOCATION

= TRIBAL LANDS PLACED IN TRUST AFTER OCTOBER, 1988

LICENSED LAND SURVEYOR ANDREW A. OROSCO NO. 9122 STATE OF CALIFORNIA

CERTIFIED FEDERAL SURVEYOR 5102 ANDREW A. OROSCO

ANDREW A. OROSCO

6.28.2018

DATE

N

1250 625 0 1250 2500 3750

SCALE: 1" = 2500'

SAN PASQUAL BAND OF MISSION INDIANS

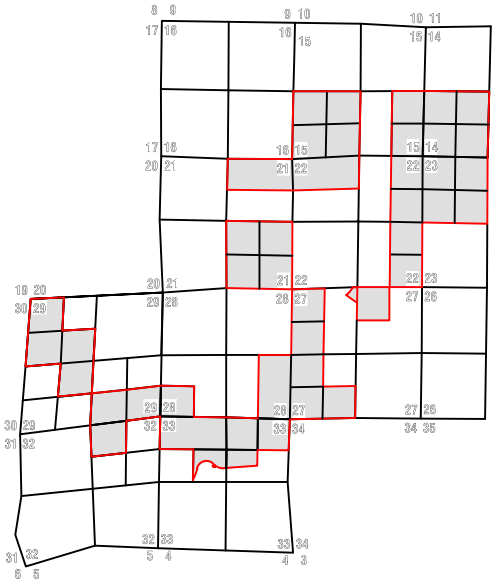
SHEET 1 OF 1

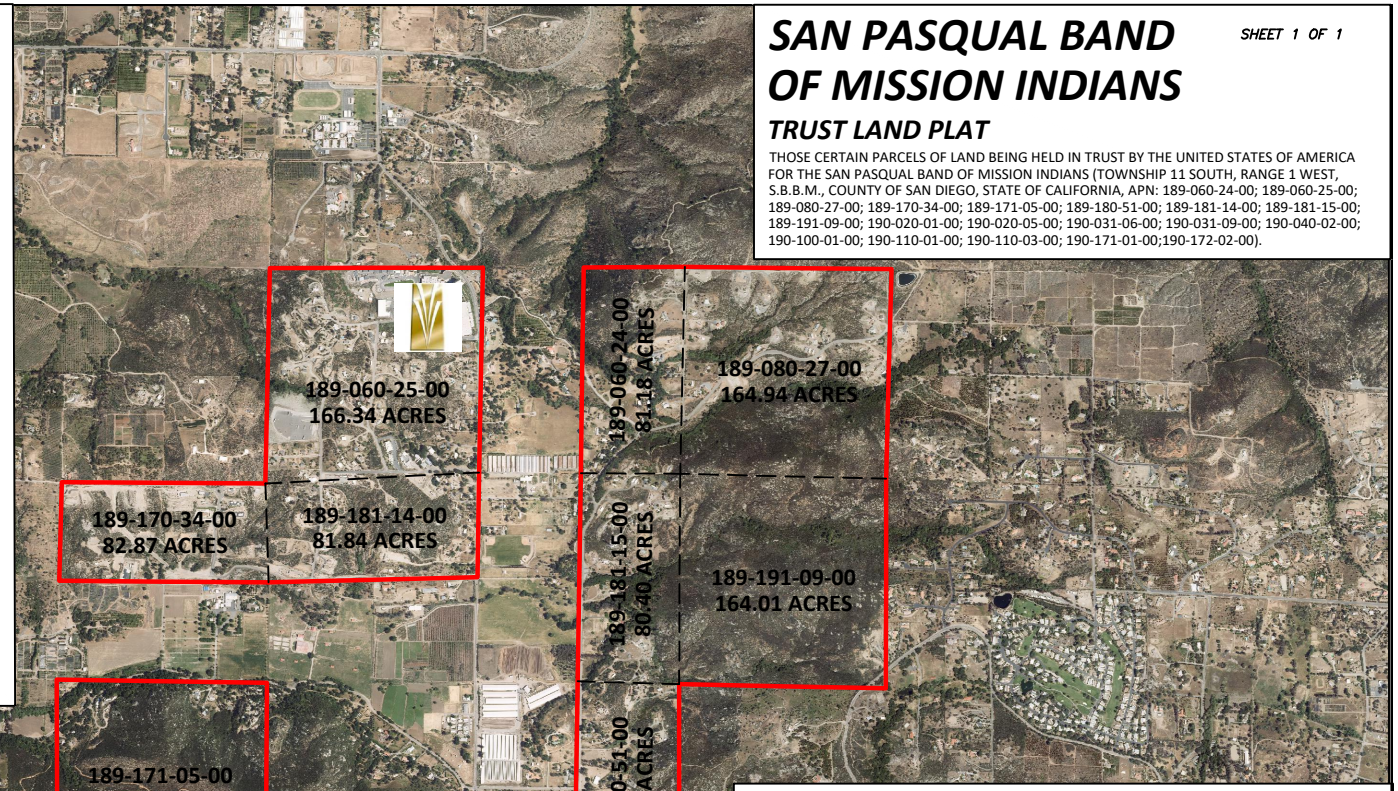
TRUST LAND PLAT

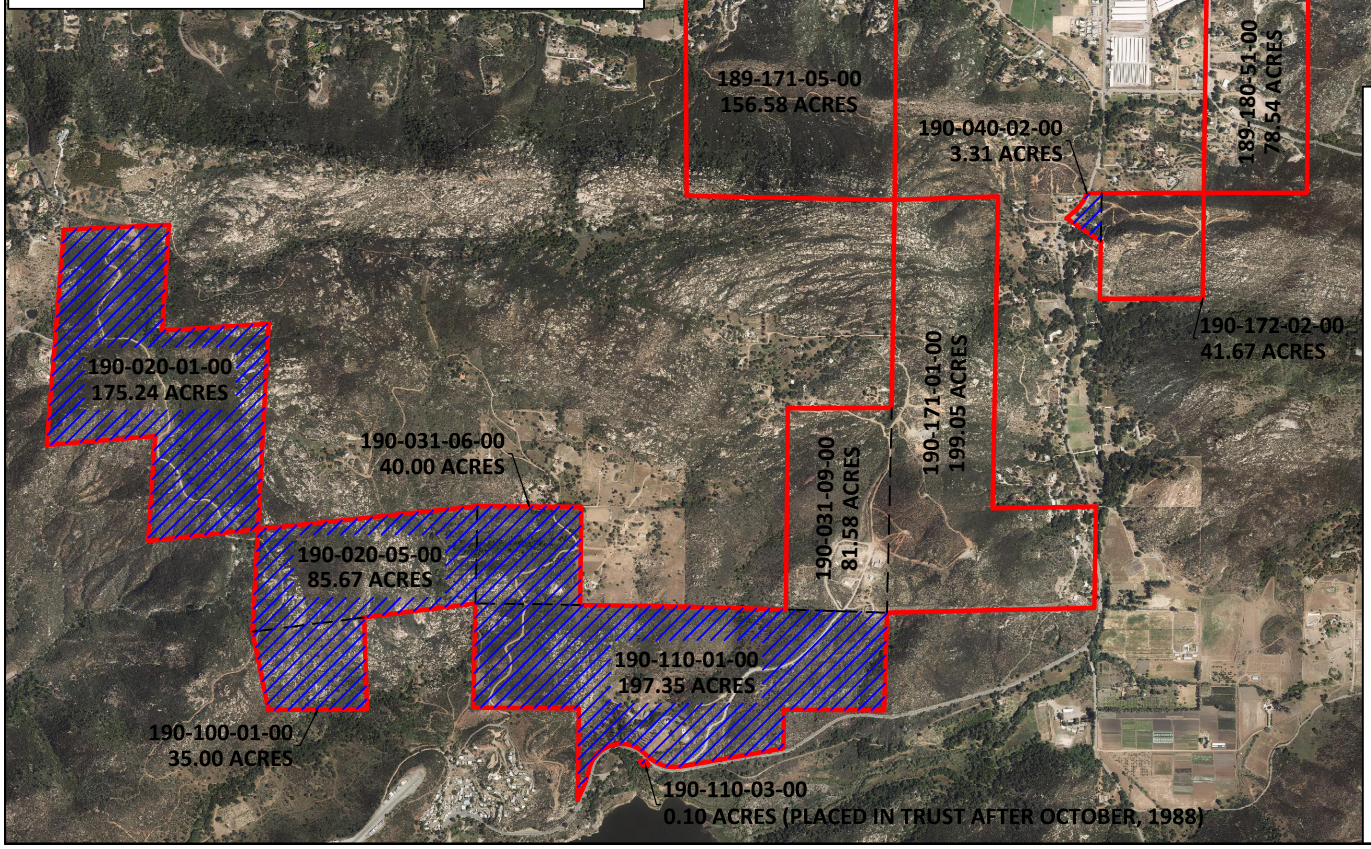
THOSE CERTAIN PARCELS OF LAND BEING HELD IN TRUST BY THE UNITED STATES OF AMERICA FOR THE SAN PASQUAL BAND OF MISSION INDIANS (TOWNSHIP 11 SOUTH, RANGE 1 WEST, S.B.B.M., COUNTY OF SAN DIEGO, STATE OF CALIFORNIA, APN: 189-060-24-00; 189-060-25-00; 189-080-27-00; 189-170-34-00; 189-171-05-00; 189-180-51-00; 189-181-14-00; 189-181-15-00; 189-191-09-00; 190-020-01-00; 190-020-05-00; 190-031-06-00; 190-031-09-00; 190-040-02-00; 190-100-01-00; 190-110-01-00; 190-110-03-00; 190-171-01-00;190-172-02-00).

VICINITY MAP

NO SCALE







SURVEYOR'S NOTE:

ACREAGE SHOWN IS DERIVED FROM THE COUNTY OF SAN DIEGO ASSESSOR.

= VALLEY VIEW CASINO AND HOTEL LOCATION

= TRIBAL LANDS PLACED IN TRUST AFTER OCTOBER, 1988

LICENSED LAND SURVEYOR ANDREW A. OROSCO NO. 9122 STATE OF CALIFORNIA

CERTIFIED FEDERAL SURVEYOR 5042 ANDREW A. OROSCO

ANDREW A. OROSCO

6.28.2018

DATE

N

1250 625 0 1250 2500 3750

SCALE: 1" = 2500'

APPENDIX B

Off-Reservation Environmental Impact Analysis Checklist

I. Aesthetics

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Have a substantial adverse effect on a scenic vista?	☐	☐	☐	☐
b) Substantially damage off-reservation scenic resources, including, but not limited to, trees, rock outcroppings, and historic buildings within a state scenic highway?	☐	☐	☐	☐
c) Create a new source of substantial light or glare, which would adversely affect day or nighttime views of historic buildings or views in the area?	☐	☐	☐	☐

II. Agricultural and Forest Resources

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Involve changes in the existing environment, which, due to their location or nature, could result in conversion of off-reservation farmland to non-agricultural use or conversion of off-reservation forest land to non-forest use?	☐	☐	☐	☐

III. Air Quality

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Conflict with or obstruct implementation of the applicable air quality plan?	☐	☐	☐	☐

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
b) Violate any applicable air quality standard or contribute to an existing or projected air quality violation?	☐	☐	☐	☐
c) Result in a cumulatively considerable net increase of any criteria pollutant for which the project region is non-attainment under an applicable federal or state ambient air quality standard (including releasing emissions, which exceed quantitative thresholds for ozone precursors)?	☐	☐	☐	☐
d) Expose off-reservation sensitive receptors to substantial pollutant concentrations?	☐	☐	☐	☐
e) Create objectionable odors affecting a substantial number of people off-reservation?	☐	☐	☐	☐

IV. Biological Resources

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Have a substantial adverse impact, either directly or through habitat modifications, on any species in local or regional plans, policies, or regulations, or by the California Department of Fish and Wildlife or U.S. Fish and Wildlife Service?	☐	☐	☐	☐
b) Have a substantial adverse effect on any off-reservation riparian habitat or other sensitive natural community identified in local or regional plans, policies, and regulations or by the California Department of Fish and Wildlife or U.S. Fish and Wildlife Service?	☐	☐	☐	☐
c) Have a substantial adverse effect on federally protected off-reservation wetlands as defined by Section 404 of the Clean Water Act?	☐	☐	☐	☐

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
d) Interfere substantially with the off-reservation movement of any native resident or migratory fish or wildlife species or with established native resident or migratory wildlife corridors, or impede the use of native wildlife nursery sites?	☐	☐	☐	☐
e) Conflict with the provisions of an adopted Habitat Conservation Plan, Natural Community Conservation Plan, or other approved local, regional, or state habitat conservation plan outside Reservation boundaries?	☐	☐	☐	☐

V. Cultural Resources

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Cause a substantial adverse change in the significance of an off-reservation historical or archeological resource?	☐	☐	☐	☐
b) Directly or indirectly destroy a unique off-reservation paleontological resource or site or unique off-reservation geologic feature?	☐	☐	☐	☐
c) Disturb any off-reservation human remains, including those interred outside of formal cemeteries?	☐	☐	☐	☐

VI. Geology and Soils

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Expose off-reservation people or structures to potential substantial adverse effects, including the risk of loss, injury, or death involving:				
i) Rupture of a known earthquake fault, as delineated on the most recent Alquist-Priolo Earthquake Fault Zoning Map issued by the State Geologist for the area or based on other substantial evidence of a known fault? Refer to Division of Mines and Geology Special Publication 42.	☐	☐	☐	☐

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
ii) Strong seismic ground shaking?	☐	☐	☐	☐
iii) Seismic-related ground failure, including liquefaction?	☐	☐	☐	☐
iv) Landslides?	☐	☐	☐	☐
b) Result in substantial off-reservation soil erosion or the loss of topsoil?	☐	☐	☐	☐

VII. Greenhouse Gas Emissions

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Generate greenhouse gas emissions, either directly or indirectly, that may have a significant impact on the off-reservation environment?	☐	☐	☐	☐
b) Conflict with any off-reservation plan, policy or regulation adopted for the purpose of reducing the emissions of greenhouse gases?	☐	☐	☐	☐

VIII. Hazards and Hazardous Materials

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Create a significant hazard to the off-reservation public or the off-reservation environment through the routine transport, use, or disposal of hazardous materials?	☐	☐	☐	☐
b) Create a significant hazard to the off-reservation public or the off-reservation environment through reasonably foreseeable upset and accident conditions involving the release of hazardous materials into the environment?	☐	☐	☐	☐
c) Emit hazardous emissions or handle hazardous or acutely hazardous materials, substances, or waste within one-	☐	☐	☐	☐

quarter mile of an existing or proposed off-reservation school?				
d) Expose off-reservation people or structures to a significant risk of loss, injury or death involving wildland fires.	☐	☐	☐	☐

IX. Water Resources

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Violate any applicable off-reservation water quality standards or waste discharge requirements?	☐	☐	☐	☐
b) Substantially deplete off-reservation groundwater supplies or interfere substantially with groundwater recharge such that there should be a net deficit in aquifer volume or a lowering of the local groundwater table level (e.g., the production rate of pre-existing nearby wells would drop to a level which would not support existing land uses or planned uses for which permits have been granted)?	☐	☐	☐	☐
c) Substantially alter the existing drainage pattern of the site or area, including through the alteration of the course of a stream or river, in a manner which would result in substantial off-site erosion or siltation?	☐	☐	☐	☐
d) Substantially alter the existing drainage pattern of the site or area, including through the alteration of the course of a stream or river, or substantially increase the rate or amount of surface runoff in a manner which would result in flooding off-site?	☐	☐	☐	☐
e) Create or contribute runoff water which would exceed the capacity of existing or planned storm water drainage systems or provide substantial additional sources of polluted runoff off-reservation?	☐	☐	☐	☐
f) Place within a 100-year flood hazard area structures, which would impede or redirect off-reservation flood flows?	☐	☐	☐	☐
g) Expose off-reservation people or structures to a significant risk of loss, injury or death involving flooding, including flooding as a result of the failure of a levee or dam?	☐	☐	☐	☐

X. Land Use

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Conflict with any off-reservation land use plan, policy, or regulation of an agency adopted for the purpose of avoiding or mitigating an environmental effect?	☐	☐	☐	☐
b) Conflict with any applicable habitat conservation plan or natural communities conservation plan covering off-reservation lands?	☐	☐	☐	☐

XI. Mineral Resources

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Result in the loss of availability of a known off-reservation mineral resource classified MRZ-2 by the State Geologist that would be of value to the region and the residents of the state?	☐	☐	☐	☐
b) Result in the loss of availability of an off-reservation locally important mineral resource recovery site delineated on a local general plan, specific plan, or other land use plan?	☐	☐	☐	☐

XII. Noise

Would the project result in:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Exposure of off-reservation persons to noise levels in excess of standards established in the local general plan or noise ordinance, or applicable standards of other agencies?	☐	☐	☐	☐
b) Exposure of off-reservation persons to excessive groundborne vibration or groundborne noise levels?	☐	☐	☐	☐
c) A substantial permanent increase in ambient noise levels in the off-reservation vicinity of the project?	☐	☐	☐	☐

Would the project result in:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
d) A substantial temporary or periodic increase in ambient noise levels in the off-reservation vicinity of the project?	☐	☐	☐	☐

XIII. Population and Housing

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Induce substantial off-reservation population growth?	☐	☐	☐	☐
b) Displace substantial numbers of existing housing, necessitating the construction of replacement housing elsewhere off-reservation?	☐	☐	☐	☐

XIV. Public Services

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Result in substantial adverse physical impacts associated with the provision of new or physically altered off-reservation governmental facilities, the construction of which could cause significant environmental impacts, in order to maintain acceptable service ratios, response times, or other performance objectives for any of the off-reservation public services:				
i) Fire protection?	☐	☐	☐	☐
ii) Police protection?	☐	☐	☐	☐
iii) Schools?	☐	☐	☐	☐
iv) Parks?	☐	☐	☐	☐
v) Other public facilities?	☐	☐	☐	☐

XV. Recreation

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Increase the use of existing off-reservation neighborhood and regional parks or other recreational facilities such that substantial physical deterioration of the facility would occur or be accelerated?	☐	☐	☐	☐

XVI. Transportation / Traffic

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Conflict with an applicable plan, ordinance or policy establishing measures of effectiveness for the performance of the off-reservation circulation system, taking into account all modes of transportation including mass transit and non-motorized travel and relevant components of the circulation system, including, but not limited to intersections, streets, highways and freeways, pedestrian and bicycle paths, and mass transit?	☐	☐	☐	☐
b) Conflict with an applicable congestion management program, including, but not limited to, level of service standards and travel demand measures, or other standards established by the county congestion management agency for designated off-reservation roads or highways?	☐	☐	☐	☐
c) Substantially increase hazards to an off-reservation design feature (e.g., sharp curves or dangerous intersections) or incompatible uses (e.g., farm equipment)?	☐	☐	☐	☐
d) Result in inadequate emergency access for off-reservation responders?	☐	☐	☐	☐

XVII. Utilities and Service Systems

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Exceed off-reservation wastewater treatment requirements of the applicable Regional Water Quality Control Board?	☐	☐	☐	☐

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
b) Require or result in the construction of new water or wastewater treatment facilities or expansion of existing facilities, the construction of which could cause significant off-reservation environmental effects?	☐	☐	☐	☐
c) Require or result in the construction of new storm water drainage facilities or expansion of existing facilities, the construction of which could cause significant off-reservation environmental effects?	☐	☐	☐	☐
d) Result in a determination by an off-reservation wastewater treatment provider (if applicable), which serves or may serve the project that it has inadequate capacity to serve the project's projected demand in addition to the provider's existing commitments?	☐	☐	☐	☐

XVIII. Cumulative Effects

Would the project:	*Potentially Significant Impact*	*Less Than Significant With Mitigation Incorporation*	*Less than Significant Impact*	*No Impact*
a) Have impacts that are individually limited, but cumulatively considerable off-reservation? "Cumulatively considerable" means that the incremental effects of a project are considerable when viewed in connection with the effects of past, current, or probable future projects.	☐	☐	☐	☐

APPENDIX C

LIST OF CATEGORICAL EXEMPTIONS.

The section references within this Appendix refer to the regulations promulgated at the California Code of Regulations, title 14, division 6, chapter 3, sections 15300 through 15333, Guidelines for Implementation of the California Environmental Quality Act pursuant to section 21084 of the Public Resources Code.

1. Existing Facilities (§ 15301)

The operation, repair, maintenance, permitting, leasing, licensing, or minor alteration of existing public or private structures, facilities, mechanical equipment, or topographical features, involving negligible or no expansion of use beyond that existing at the time of the Tribe's determination. The types of "existing facilities" itemized below are not intended to be all-inclusive of the types of projects which might fall within this exemption for Existing Facilities. The key consideration is whether the project involves negligible or no expansion of an existing use.

Examples include but are not limited to:

(a) Interior or exterior alterations involving such things as interior partitions, plumbing, and electrical conveyances;

(b) Existing facilities of both investor and publicly-owned utilities used to provide electric power, natural gas, sewerage, or other public utility services;

(c) Existing highways and streets, sidewalks, gutters, bicycle and pedestrian trails, and similar facilities (this includes road grading for the purpose of public safety);

(d) Restoration or rehabilitation of deteriorated or damaged structures, facilities, or mechanical equipment to meet current standards of public health and safety, unless it is determined that the damage was substantial and resulted from an environmental hazard such as earthquake, landslide, or flood;

(e) Additions to existing structures provided that the addition will not result in an increase of more than 50 percent of the floor area of the structures before the addition, or 2,500 square feet, whichever is less;

(f) Addition of safety or health protection devices for use during construction of or in conjunction with existing structures, facilities, or mechanical equipment, or topographical features including navigational devices;

(g) New copy on existing on and off-premise signs;

(h) Maintenance of existing landscaping, native growth, and water supply reservoirs (excluding the use of pesticides, as defined in Section 12753, Division 7, Chapter 2, of the California Food and Agricultural Code);

(i) Demolition and removal of individual small structures listed below:

(1) A store, motel, office, restaurant, or similar small commercial structure if designed for an occupant load of 30 persons or less.

(2) Accessory (appurtenant) structures including garages, carports, patios, swimming pools, and fences.

2. Replacement or Reconstruction (§ 15302)

The replacement or reconstruction of existing structures and facilities where the new structure will be located on the same site as the structure replaced and will have substantially the same purpose and capacity as the structure replaced, including but not limited to:

(a) Replacement or reconstruction of existing structures or buildings to provide earthquake resistant structures which do not increase capacity more than 50 percent.

(b) Replacement of a commercial structure with a new structure of substantially the same size, purpose, and capacity.

(c) Replacement or reconstruction of existing utility systems and/or facilities involving negligible or no expansion of capacity.

(d) Conversion of overhead electric utility distribution system facilities to underground including connection to existing overhead electric utility distribution lines where the surface is restored to the condition existing prior to the undergrounding.

3. New Construction or Conversion of Small Structures (§ 15303)

The construction and location of limited numbers of new, small facilities or structures; installation of small new equipment and facilities in small structures; and the conversion of existing small structures from one use to another where only minor modifications are made in the exterior of the structure. The numbers of structures described in this section are the maximum allowable on any legal parcel within the reservation. Examples of this exemption include, but are not limited to:

(a) A store, motel, office, restaurant or similar structure not involving the use of significant amounts of hazardous substances, and not exceeding 2500 square feet in floor area.

(b) Water main, sewage, electrical, gas, and other utility extensions, including street improvements, of reasonable length to serve such construction.

(c) Accessory (appurtenant) structures including garages, carports, patios, swimming pools, and fences.

4. Minor Alterations to Land (§ 15304)

The minor public or private alterations in the condition of land, water, and/or vegetation which do not involve removal of healthy, mature, scenic trees except for forestry or agricultural purposes. Examples include, but are not limited to:

(a) Grading on land with a slope of less than 10 percent, except that grading shall not be exempt in a waterway, in any wetland, in an officially designated (by federal, tribal, state, or local government action) scenic area, or in officially mapped areas of severe geologic hazard such as an Earthquake Fault Zone or Seismic Hazard Zone;

(b) New gardening or landscaping, including the replacement of existing conventional landscaping with water efficient or fire resistant landscaping;

(c) Filling of earth into previously excavated land with material compatible with the natural features of the site;

(d) Minor alterations in land, water, and vegetation on existing officially designated wildlife management areas or fish production facilities which result in improvement of habitat for fish and wildlife resources or greater fish production;

(e) Minor temporary use of land having negligible or no permanent effects on the environment, including carnivals, sales of Christmas trees, etc.;

(f) Minor trenching and backfilling where the surface is restored;

(g) Maintenance dredging where the spoil is deposited in a spoil area authorized by all applicable tribal and federal regulatory agencies;

(h) The creation of bicycle lanes on existing rights-of-way;

(i) Fuel management activities within 30 feet of structures to reduce the volume of flammable vegetation, provided that the activities will not result in the

taking of endangered, rare, or threatened plant or animal species or significant erosion and sedimentation of surface waters. This exemption shall apply to fuel management activities within 100 feet of a structure if the public agency having fire protection responsibility for the area has determined that 100 feet of fuel clearance is required due to extra hazardous fire conditions.

5. Accessory Structures (§ 15311)

The construction, or placement of minor structures accessory to (appurtenant to) existing commercial, industrial, or institutional facilities, including but not limited to:

(a) On-premise signs;

(b) Small parking lots;

(c) Placement of seasonal or temporary use items such as lifeguard towers, mobile food units, portable restrooms, or similar items in generally the same locations from time to time in the Gaming facility, publicly owned parks, stadiums, or other facilities designed for public use.

6. Cogeneration Projects at Existing Facilities (§ 15329)

The installation of cogeneration equipment with a capacity of 50 megawatts or less at existing facilities meeting the conditions described in this section.

(a) At existing industrial facilities, the installation of cogeneration facilities will be exempt where it will:

(1) Result in no net increases in air emissions from the industrial facility, or will produce emissions lower than the amount that would require review under the new source review rules applicable in the County, and

(2) Comply with all applicable state, federal, and local air quality laws.

(b) At commercial and institutional facilities, the installation of cogeneration facilities will be exempt if the installation will:

(1) Meet all the criteria described in subdivision (a);

(2) Result in no noticeable increase in noise to nearby off-reservation residential structures; and

(3) Not be contiguous or nearby off-reservation structures that are not commercial or institutional structures.

7. Minor Actions to Prevent, Minimize, Stabilize, Mitigate or Eliminate the Release or Threat of Release of Hazardous Waste or Hazardous Substances (§ 15330)

Any minor cleanup actions taken to prevent, minimize, stabilize, mitigate, or eliminate the release or threat of release of a hazardous waste or substance which are small or medium removal actions costing $1 million or less.

(a) No cleanup action shall be subject to this exemption if the action requires the onsite use of a hazardous waste incinerator or thermal treatment unit or the relocation of residences or businesses, or the action involves the potential release into the air of volatile organic compounds as defined in California Health and Safety Code Section 25123.6, except for small scale in situ soil vapor extraction and treatment systems which have been permitted by the any federal or tribal agency under the Federal Clean Air Act. All actions must be consistent with applicable federal, tribal, state and local environmental permitting requirements including, but not limited to, off-site disposal, air quality rules such as those governing volatile organic compounds and water quality standards, and approved by the regulatory body with jurisdiction over the site.

(b) Examples of such minor cleanup actions include but are not limited to:

(1) Removal of sealed, non-leaking drums or barrels of hazardous waste or substances that have been stabilized, containerized and are designated for a lawfully permitted destination;

(2) Maintenance or stabilization of berms, dikes, or surface impoundments;

(3) Construction or maintenance or interim of temporary surface caps;

(4) Onsite treatment of contaminated soils or sludges, provided treatment system meets all applicable law;

(5) Excavation and/or offsite disposal of contaminated soils or sludges in regulated units;

(6) Application of dust suppressants or dust binders to surface soils;

(7) Controls for surface water run-on and run-off that meets applicable seismic safety standards;

(8) Pumping of leaking ponds into an enclosed container;

(9) Construction of interim or emergency ground water treatment systems;

(10) Posting of warning signs and fencing for a hazardous waste or substance site that meets legal requirements for protection of wildlife.

Appendix D

Tribal Labor Relations Ordinance

Section 1: Threshold of Applicability

(a) If the Tribe employs 250 or more persons in a tribal casino and related facility, it shall adopt this Tribal Labor Relations Ordinance (TLRO or Ordinance). For purposes of this Ordinance, a "tribal casino" is one in which class III gaming is conducted pursuant to the tribal-state compact. A "related facility" is one for which the only significant purpose is to facilitate patronage of the class III gaming operations.

(b) Upon the request of a labor union or organization which exists for the purpose, in whole or in part, of dealing with employers concerning grievances, labor disputes, wages, rates of pay, hours of employment, or conditions of work, the Tribal Gaming Commission shall certify the number of employees in a tribal casino or other related facility as defined in subsection (a) of this Section 1. Either party may dispute the certification of the Tribal Gaming Commission to the Tribal Labor Panel, which is defined in Section 13 herein.

Section 2: Definition of Eligible Employees

(a) The provisions of this ordinance shall apply to any person (hereinafter "Eligible Employee") who is employed within a tribal casino in which class III gaming is conducted pursuant to a tribal-state compact or other related facility, the only significant purpose of which is to facilitate patronage of the class III gaming operations, except for any of the following:

(1) any employee who is a supervisor, defined as any individual having authority, in the interest of the Tribe and/or employer, to hire, transfer, suspend, lay off, recall, promote, discharge, assign, reward, or discipline other employees, or responsibility to direct them or to adjust their grievances, or effectively to recommend such action, if in connection with the foregoing the exercise of such authority is not of a merely routine or clerical nature, but requires the use of independent judgment;

(2) any employee of the Tribal Gaming Commission;

(3) any employee of the security or surveillance department, other than those who are responsible for the technical repair and maintenance of equipment;

(4) any cash operations employee who is a "cage" employee or money counter; or

(5) any dealer.

(b) On [month] 1 of each year, the Tribal Gaming Commission shall certify the number of Eligible Employees employed by the Tribe to the administrator of the Tribal Labor Panel.

Section 3: Non-Interference with Regulatory or Security Activities

Operation of this Ordinance shall not interfere in any way with the duty of the Tribal Gaming Commission to regulate the gaming operation in accordance with the Tribe's National Indian Gaming Commission- approved gaming ordinance. Furthermore, the exercise of rights hereunder shall in no way interfere with the tribal casino's surveillance/security systems, or any other internal controls system designed to protect the integrity of the Tribe's gaming operations. The Tribal Gaming Commission is specifically excluded from the definition of Eligible Employees.

Section 4: Eligible Employees Free to Engage in or Refrain From Concerted Activity

Eligible Employees shall have the right to self-organization, to form, to join, or assist employee organizations, to bargain collectively through representatives of their own choosing, to engage in other concerted activities for the purpose of collective bargaining or other mutual aid or protection, and shall also have the right to refrain from any or all such activities.

Section 5: Unfair Labor Practices for the Tribe

It shall be an unfair labor practice for the Tribe and/or employer or their agents:

(a) to interfere with, restrain or coerce Eligible Employees in the exercise of the rights guaranteed herein;

(b) to dominate or interfere with the formation or administration of any labor organization or contribute financial or other support to it, but this does not restrict the Tribe and/or employer and a certified union from agreeing to union security or dues check off;

(c) to discharge or otherwise discriminate against an Eligible Employee because s/he has filed charges or given testimony under this Ordinance; or

(d) after certification of the labor organization pursuant to Section 10, to refuse to bargain collectively with the representatives of Eligible Employees.

Section 6: Unfair Labor Practices for the Union

It shall be an unfair labor practice for a labor organization or its agents:

(a) to interfere, restrain or coerce Eligible Employees in the exercise of the rights guaranteed herein;

(b) to engage in, or to induce or encourage any individual employed by any person engaged in commerce or in an industry affecting commerce to engage in, a strike or a primary or secondary boycott or a refusal in the course of his employment to use, manufacture, process, transport or otherwise handle or work on any goods, articles, materials, or commodities or to perform any services; or to threaten, coerce, or restrain any person engaged in commerce or in an industry affecting commerce or other terms and conditions of employment. This section does not apply to Section 11;

(c) to force or require the Tribe and/or employer to recognize or bargain with a particular labor organization as the representative of Eligible

Employees if another labor organization has been certified as the representative of such Eligible Employees under the provisions of this TLRO;

(d) to refuse to bargain collectively with the Tribe and/or employer, provided it is the representative of Eligible Employees subject to the provisions herein; or

(e) to attempt to influence the outcome of a tribal governmental election, provided, however, that this section does not apply to tribal members.

Section 7: Tribe and Union Right to Free Speech

(a) The Tribe's and union's expression of any view, argument or opinion or the dissemination thereof, whether in written, printed, graphic or visual form, shall not constitute or be evidence of interference with, restraint, or coercion if such expression contains no threat of reprisal or force or promise of benefit.

(b) The Tribe agrees that if a union first offers in writing that it and its local affiliates will comply with (b)(1) and (b)(2), the Tribe shall comply with the provisions of (c) and (d).

(1) For a period of three hundred sixty-five (365) days following delivery of a Notice of Intent to Organize (NOIO) to the Tribe:

(A) not engage in strikes, picketing, boycotts, attack websites, or other economic activity at or in relation to the tribal casino or related facility; and refrain from engaging in strike-related picketing on Indian lands as defined in 25 U.S.C. § 2703(4);

(B) not disparage the Tribe for purposes of organizing Eligible Employees;

(C) not attempt to influence the outcome of a tribal government election; and

(D) during the three hundred sixty-five (365) days after the Tribe received the NOIO, the Union must collect dated

and signed authorization cards pursuant to Section 10 herein and complete the secret ballot election also in Section 10 herein. Failure to complete the secret ballot election within the three hundred sixty-five (365) days after the Tribe received the NOIO shall mean that the union shall not be permitted to deliver another NOIO for a period of two years (730 days).

(2) Resolve all issues, including collective bargaining impasses, through the binding dispute resolution mechanisms set forth in Section 13 herein.

(c) Upon receipt of a NOIO, the Tribe shall:

(1) within two (2) days provide to the union an election eligibility list containing the full first and last names of the Eligible Employees within the sought-after bargaining unit and the Eligible Employees' last known addresses and telephone numbers and email addresses;

(2) for period of three hundred sixty-five (365) days thereafter, Tribe will not do any action nor make any statement that directly or indirectly states or implies any opposition by the Tribe to the selection by such employees of a collective bargaining agent, or preference for or opposition to any particular union as a bargaining agent. This includes refraining from making derisive comments about unions; publishing or posting pamphlets, fliers, letters, posters or any other communication which could reasonably be interpreted as criticizing the union or advising Eligible Employees to vote "no" against the union. However, the Tribe shall be free at all times to fully inform Eligible Employees about the terms and conditions of employment it provides to employees and the advantages of working for the Tribe; and

(3) resolve all issues, including collective bargaining impasses, through the binding dispute resolution mechanisms set forth in Section 13 herein.

(d) The union's offer in subsection (b) of this Section 7 shall be deemed an offer to accept the entirety of this Ordinance as a bilateral contract between the Tribe and the union, and the Tribe agrees to accept such offer. By entering into such bilateral contract, the union and Tribe mutually waive any right to file any form of action or proceeding with the National Labor Relations Board for the three hundred sixty-five (365)-day period following the NOIO.

(e) The Tribe shall mandate that any entity responsible for all or part of the operation of the casino and related facility shall assume the obligations of the Tribe under this Ordinance. If at the time of the management contract, the Tribe recognizes a labor organization as the representative of its employees, certified pursuant to this Ordinance, the labor organization will provide the contractor, upon request, the election officer's certification which constitutes evidence that the labor organization has been determined to be the majority representative of the Tribe's Eligible Employees.

Section 8: Access to Eligible Employees

(a) Access shall be granted to the union for the purposes of organizing Eligible Employees, provided that such organizing activity shall not interfere with patronage of the casino or related facility or with the normal work routine of the Eligible Employees and shall be done on non-work time in non-work areas that are designated as employee break rooms or locker rooms that are not open to the public. The Tribe may require the union and or union organizers to be subject to the same licensing rules applied to individuals or entities with similar levels of access to the casino or related facility, provided that such licensing shall not be unreasonable, discriminatory, or designed to impede access.

(b) The Tribe, in its discretion, may also designate additional voluntary access to the Union in such areas as employee parking lots and non-casino facilities located on tribal lands.

(c) In determining whether organizing activities potentially interfere with normal tribal work routines, the union's activities shall not be permitted if the Tribal Labor Panel determines that they compromise the operation of the casino:

(1) security and surveillance systems throughout the casino, and reservation;

(2) access limitations designed to ensure security;

(3) internal controls designed to ensure security; or

(4) other systems designed to protect the integrity of the Tribe's gaming operations, tribal property and/or safety of casino personnel, patrons, employees or tribal members, residents, guests or invitees.

(d) The Tribe agrees to facilitate the dissemination of information from the union to Eligible Employees at the tribal casino by allowing posters, leaflets and other written materials to be posted in non-public employee break areas where the Tribe already posts announcements pertaining to Eligible Employees. Actual posting of such posters, notices, and other materials shall be by employees desiring to post such materials.

Section 9: Indian Preference Explicitly Permitted

Nothing herein shall preclude the Tribe from giving Indian preference in employment, promotion, seniority, lay-offs or retention to members of any federally recognized Indian tribe or shall in any way affect the Tribe's right to follow tribal law, ordinances, personnel policies or the Tribe's customs or traditions regarding Indian preference in employment, promotion, seniority, lay-offs or retention. Moreover, in the event of a conflict between tribal law, tribal ordinance or the Tribe's customs and traditions regarding Indian preference and this Ordinance, the tribal law, tribal ordinance, or the Tribe's customs and traditions shall govern.

Section 10: Secret Ballot Elections

(a) The election officer shall be chosen within three (3) business days of notification by the labor organization to the Tribe of its intention to present authorization cards, and the same election officer shall preside thereafter for all proceedings under the request for recognition; provided, however, that if the election officer resigns, dies, or is

incapacitated for any other reason from performing the functions of this office, a substitute election officer shall be selected in accordance with the dispute resolution provisions herein. Dated and signed authorized cards from thirty percent (30%) or more of the Eligible Employees within the bargaining unit verified by the elections officer will result in a secret ballot election. The election officer shall make a determination as to whether the required thirty percent (30%) showing has been made within one (1) working day after the submission of authorization cards. If the election officer determines the required thirty percent (30%) showing of interest has been made, the election officer shall issue a notice of election. The election shall be concluded within thirty (30) calendar days of the issuance of the notice of election.

(b) Upon the showing of interest to the election officer pursuant to subsection (a), within two (2) working days the Tribe shall provide to the union an election eligibility list containing the full first and last names of the Eligible Employees within the sought after bargaining unit and the Eligible Employees' last known addresses and telephone numbers and email addresses. Nothing herein shall preclude a Tribe from voluntarily providing an election eligibility list at an earlier point of a union organizing campaign with or without an election. The election shall be conducted by the election officer by secret ballot pursuant to procedures set forth in a consent election agreement in substantially the same form as Attachment 1. In the event either that a party refuses to enter into the consent election agreement or that the parties do not agree on the terms, the election officer shall issue an order that conforms to the terms of the form consent election agreement and shall have authority to decide any terms upon which the parties have not agreed, after giving the parties the opportunity to present their views in writing or in a telephonic conference call. The election officer shall be a member of the Tribal Labor Panel chosen in the same manner as a single arbitrator pursuant to the dispute resolution provisions herein at Section 13(b)(2). All questions concerning representation of the Tribe and/or Eligible Employees by a labor organization shall be resolved by the election officer.

(c) The election officer shall certify the labor organization as the exclusive collective bargaining representative of a unit of employees if the labor organization has received the support of a majority of the

Eligible Employees in a secret ballot election that the election officer determines to have been conducted fairly. The numerical threshold for certification is fifty percent (50%) of the Eligible Employees plus one. If the election officer determines that the election was conducted unfairly due to misconduct by the Tribe and/or employer or union, the election officer may order a re-run election. If the election officer determines that there was the commission of serious Unfair Labor Practices by the Tribe, or in the event the union made the offer provided for in Section 7(b) that the Tribe violated its obligations under Section 7(c), that interferes with the election process and precludes the holding of a fair election, and the labor organization is able to demonstrate that it had the support of a majority of the employees in the unit at any time before or during the course of the Tribe's misconduct, the election officer shall certify the labor organization as the exclusive bargaining representative.

(d) The Tribe or the union may appeal within five (5) days any decision rendered after the date of the election by the election officer to a three (3) member panel of the Tribal Labor Panel mutually chosen by both parties, provided that the Tribal Labor Panel must issue a decision within thirty (30) days after receiving the appeal.

(e) A union which loses an election and has exhausted all dispute remedies related to the election may not invoke any provisions of this ordinance at that particular casino or related facility until one (1) year after the election was lost.

Section 11: Collective Bargaining Impasse

(a) Upon recognition, the Tribe and the union will negotiate in good faith for a collective bargaining agreement covering bargaining unit employees represented by the union.

(b) Except where the union has made the written offer set forth in Section 7(b), if collective bargaining negotiations result in impasse, the union shall have the right to strike. Strike-related picketing shall not be conducted on Indian lands as defined in 25 U.S.C. § 2703(4).

(c) Where the union makes the offer set forth in Section 7(b), if collective bargaining negotiations result in impasse, the matter shall be resolved as set forth in Section 13(c).

Section 12: Decertification of Bargaining Agent

(a) The filing of a petition signed by thirty percent (30%) or more of the Eligible Employees in a bargaining unit seeking the decertification of a certified union, will result in a secret ballot election. The election officer shall make a determination as to whether the required thirty percent (30%) showing has been made within one (1) working day after the submission of authorization cards. If the election officer determines the required thirty percent (30%) showing of interest has been made, the election officer shall issue a notice of election. The election shall be concluded within thirty (30) calendar days of the issuance of the notice of election.

(b) The election shall be conducted by an election officer by secret ballot pursuant to procedures set forth in a consent election agreement in substantially the same form as Attachment 1. The election officer shall be a member of the Tribal Labor Panel chosen in the same manner as a single arbitrator pursuant to the dispute resolution provisions herein at Section 13(b)(2). All questions concerning the decertification of the union shall be resolved by an election officer. The election officer shall be chosen upon notification to the Tribe and the union of the intent of the Eligible Employees to present a decertification petition, and the same election officer shall preside thereafter for all proceedings under the request for decertification; provided however that if the election officer resigns, dies or is incapacitated for any other reason from performing the functions of this office, a substitute election officer shall be selected in accordance with the dispute resolution provisions herein.

(c) The election officer shall order the labor organization decertified as the exclusive collective bargaining representative if a majority of the Eligible Employees support decertification of the labor organization in a secret ballot election that the election officer determines to have been conducted fairly. The numerical threshold for decertification is fifty percent (50%) of the Eligible Employees plus one (1). If the election officer determines that the election was conducted unfairly

due to misconduct by the Tribe and/or employer or the union the election officer may order a re-run election or dismiss the decertification petition.

(d) A decertification proceeding may not begin until one (1) year after the certification of a labor union if there is no collective bargaining agreement. Where there is a collective bargaining agreement, a decertification petition may only be filed no more than ninety (90) days and no less than sixty (60) days prior to the expiration of a collective bargaining agreement. A decertification petition may be filed any time after the expiration of a collective bargaining agreement.

(e) The Tribe or the union may appeal within five (5) days any decision rendered after the date of the election by the election officer to a three (3) member panel of the Tribal Labor Panel chosen in accordance with Section 13(c), provided that the Tribal Labor Panel must issue a decision within thirty (30) days after receiving the appeal.

Section 13: Binding Dispute Resolution Mechanism

(a) All issues shall be resolved exclusively through the binding dispute resolution mechanisms herein.

(b) The method of binding dispute resolution shall be a resolution by the Tribal Labor Panel, consisting of ten (10) arbitrators appointed by mutual selection of the parties which panel shall serve all tribes that have adopted this ordinance. The Tribal Labor Panel shall have authority to hire staff and take other actions necessary to conduct elections, determine units, determine scope of negotiations, hold hearings, subpoena witnesses, take testimony, and conduct all other activities needed to fulfill its obligations under this Ordinance.

(1) Each member of the Tribal Labor Panel shall have relevant experience in federal labor law and/or federal Indian law with preference given to those with experience in both. Names of individuals may be provided by such sources as, but not limited to, Indian Dispute Services, Federal Mediation and Conciliation Service, and the American Academy of Arbitrators.

(2) Unless either party objects, one (1) arbitrator from the Tribal Labor Panel will render a binding decision on the dispute under the Ordinance. If either party objects, the dispute will be decided by a three (3)-member panel, unless arbitrator scheduling conflicts prevent the arbitration from occurring within thirty (30) days of selection of the arbitrators, in which case a single arbitrator shall render a decision. If one (1) arbitrator will be rendering a decision, five (5) Tribal Labor Panel names shall be submitted to the parties and each party may strike no more than two (2) names. If the dispute will be decided by a three (3)-member panel, seven (7) Tribal Labor Panel names will be submitted and each party can strike no more than two (2) names. A coin toss shall determine which party may strike the first name. The arbitrator will generally follow the American Arbitration Association's procedural rules relating to labor dispute resolution. The arbitrator must render a written, binding decision that complies in all respects with the provisions of this Ordinance within thirty (30) days after a hearing.

(c) (1) Upon certification of a union in accordance with Section 10 of this Ordinance, the Tribe and union shall negotiate for a period of ninety (90) days after certification. If, at the conclusion of the ninety (90)-day period, no collective bargaining agreement is reached and either the union and/or the Tribe believes negotiations are at an impasse, at the request of either party, the matter shall be submitted to mediation with the Federal Mediation and Conciliation Service. The costs of mediation and conciliation shall be borne equally by the parties.

(2) Upon appointment, the mediator shall immediately schedule meetings at a time and location reasonably accessible to the parties. Mediation shall proceed for a period of thirty (30) days. Upon expiration of the thirty (30)-day period, if the parties do not resolve the issues to their mutual satisfaction, the mediator shall certify that the mediation process has been exhausted. Upon mutual agreement of the parties, the mediator may extend the mediation period.

(3) Within twenty-one (21) days after the conclusion of mediation, the mediator shall file a report that resolves all of the issues between the parties and establishes the final terms of a collective bargaining agreement, including all issues subject to mediation and all issues resolved by the parties prior to the certification of the exhaustion of the mediation process. With respect to any issues in dispute between the parties, the report shall include the basis for the mediator's determination. The mediator's determination shall be supported by the record.

(d) In resolving the issues in dispute, the mediator may consider those factors commonly considered in similar proceedings.

(e) Either party may seek a motion to compel arbitration or a motion to confirm or vacate an arbitration award, under this Section 13, in the appropriate state superior court, unless a bilateral contract has been created in accordance with Section 7, in which case either party may proceed in federal court. The Tribe agrees to a limited waiver of its sovereign immunity for the sole purpose of compelling arbitration or confirming or vacating an arbitration award issued pursuant to the Ordinance in the appropriate state superior court or in federal court. The parties are free to put at issue whether or not the arbitration award exceeds the authority of the Tribal Labor Panel.

Attachment 1

CONSENT ELECTION AGREEMENT PROCEDURES

Pursuant to the Tribal Labor Relations Ordinance adopted pursuant to section 12.10 of the compact, the undersigned parties hereby agree as follows:

1. Jurisdiction. Tribe is a federally recognized Indian tribal government subject to the Ordinance; and each employee organization named on the ballot is an employee organization within the meaning of the Ordinance; and the employees described in the voting unit are Eligible Employees within the meaning of the Ordinance.

2. Election. An election by secret ballot shall be held under the supervision of the elections officer among the Eligible Employees as defined in Section 2 of the Ordinance of the Tribe named above, and in the manner described below, to determine which employee organization, if any, shall be certified to represent such employees pursuant to the Ordinance.

3. Voter Eligibility. Unless otherwise indicated below, the eligible voters shall be all Eligible Employees who were employed on the eligibility cutoff date indicated below, and who are still employed on the date they cast their ballots in the election, i.e., the date the voted ballot is received by the elections officer. Eligible Employees who are ill, on vacation, on leave of absence or sabbatical, temporarily laid off, and employees who are in the military service of the United States shall be eligible to vote.

4. Voter Lists. The Tribe shall electronically file with the elections officer a list of eligible voters within two (2) business days after receipt of a Notice of Election.

5. Notice of Election. The elections officer shall serve Notices of Election on the Tribe and on each party to the election. The Notice shall contain a sample ballot, a description of the voting unit and information regarding the balloting process. Upon receipt, the Tribe shall post such Notice of Election conspicuously on all employee bulletin boards in each facility of the employer in which members of the voting unit are employed. Once a Notice of Election is posted, where the union has made the written offer set forth in Section 7(b) of the Tribal Labor Relations Ordinance, the Tribe shall continue to refrain from

publishing or posting pamphlets, fliers, letters, posters or any other communication which should be interpreted as criticism of the union or advises employees to vote "no" against the union. The Tribe shall be free at all times to fully inform employees about the terms and conditions of employment it provides to employees and the advantages of working for the Tribe.

6. Challenges. The elections officer or an authorized agent of any party to the election may challenge, for good cause, the eligibility of a voter. Any challenges shall be made prior to the tally of the ballots.

7. Tally of Ballots. At the time and place indicated below, ballots shall be co-mingled and tabulated by the elections officer. Each party shall be allowed to station an authorized agent at the ballot count to verify the tally of ballots. At the conclusion of the counting, the elections officer shall serve a Tally of Ballots on each party.

8. Objections and Post-election Procedures. Objections to the conduct of the election may be filed with the elections officer within five (5) calendar days following the service of the Tally of Ballots. Service and proof of service is required.

9. Runoff Election. In the event a runoff election is necessary, it shall be conducted at the direction of the elections officer.

10. Wording on Ballot. The choices on the ballot shall appear in the wording and order enumerated below.

FIRST: [***]
SECOND: [***]
THIRD: [***]

11. Cutoff Date for Voter Eligibility: [***]

12. Description of the Balloting Process. A secret ballot election will take place within thirty (30) days after delivery of the voter list referenced in paragraph 4. The employer will determine the location or locations of the polling places for the election. There must be at least one (1) neutral location (such as a high school, senior center, or similar facility) which is not within the gaming facility and employees must also be afforded the option of voting by mail through procedures established by the elections officer. Such procedures must include

provisions that provide meaningful protection for each employee's ability to make an informed and voluntary individual choice on the issue of whether to accept or reject a union. Such procedures must also ensure that neither employer nor union representatives shall observe employees personally marking, signing, and placing their ballot in the envelope. Only voters, designated observers and the election officer or supporting staff can be present in the polling area. Neither employer nor union representatives may campaign in or near the polling area. If the election officer or supporting staff questions an employee's eligibility to vote in the election, the ballot will be placed in a sealed envelope until eligibility is determined. The box will be opened under the supervision of the election officer when voting is finished. Ballots submitted by mail must be received by the elections officer no later than the day of the election in order to be counted in the official tally of ballots.

13. Voter List Format and Filing Deadline: Not later than two (2) business days after receipt of the Notice of Election, the Tribe shall file with the elections officer, at [**address**], an alphabetical list of all eligible voters including their job titles, work locations and home addresses.

Copies of the list shall be served concurrently on the designated representative for the [***]; proof of service must be concurrently filed with elections officer.

In addition, the Tribe shall submit to the elections officer on or before [***], by electronic mail, a copy of the voter list in an Excel spreadsheet format, with columns labeled as follows: First Name, Last Name, Street Address, City, State, and Zip Code. Work locations and job titles need not be included in the electronic file. The file shall be sent to [***].

14. Notices of Election: Shall be posted by the Tribe no later than [***].

15. Date, Time and Location of Counting of Ballots: Beginning at [**time**] on [**date**], at the [**address**].

16. Each signatory to this Agreement hereby declares under penalty of perjury that s/he is a duly authorized agent empowered to enter into this Consent Election Agreement.

(Name of Party)
By
(Title) (Date)

(Name of Party)
By
(Title) (Date)

(Name of Party)
By
(Title) (Date)

(Name of Party)
By
(Title) (Date)

Date approved: _____

[**Author**]
Elections Officer

VALLEY VIEW
CASINO & HOTEL
San Diego's Favorite™

Policies and Procedures Manual

Section: Administration	Number: 10.008 Page 1 of 8
	Issue Date: May 10, 2016
Policy: GUEST DISPUTES	Revision Date:
	Date Reviewed: May 10, 2016
	APPROVAL SIGNATURES General Manager
	San Pasqual Gaming Commission

I. PURPOSE

The purpose of this policy is to define the procedures to be followed should a guest have a dispute regarding a decision made by Valley View Casino & Hotel management n respect to a gaming machine, table game, promotion or prize giveaway.

II. POLICY

Valley View Casino & Hotel considers all guest disputes important and shall treat our guests respectfully and courteously while attempting to resolve any issue they may encounter while visiting our property. For the purposes of this policy, a dispute is considered to be the following:

A dispute over a prize associated with a gaming activity such as, gaming machine play, table game play, promotional drawing or any gaming activity that consists of a prize of cash value. A guest dispute would be any dispute over the application of a gaming rule or regulation of a gaming activity and not a guest complaint, technical error in gaming (e.g. ticket printer, bill validator error, Moreplay, etc.)

In the event of a dispute as defined above, casino management shall make a decision that is deemed to be fair and just too all parties involved. Management shall follow the procedures detailed within this policy in regards to any winnings disputed by a guest.

This policy does not supersede "Guest Disputes in Cage Areas" - #30.030.

III. PROCEDURES

A. Guest Disputes of Less Than $100.00

1. Should a guest have a dispute where the value of the winning or prize is less than $100.00, the team member shall notify their immediate supervisor once they have been made aware.

2. The Supervisor or above shall perform all due diligence in their investigation of the dispute and document accordingly in the guest Player Club account, if applicable.

3. Should the dispute with the guest not be settled, please see Section D of this policy.

B. Guest Disputes of $100.00 to $1,199.99

1. Should a guest have a dispute where the value of the winning or prize is from $100.00 to $1,199.99, the team member notified shall notify the department manager or designee, who in turn shall speak with the guest in order to obtain all information available.

2. The department manager or designee, in collaboration with department head and Casino Manager, shall perform all due diligence in their investigation of the dispute and document accordingly in the guest Player Club account, if applicable.

3. Security shall be contacted to generate a report number which is needed for the Gaming Dispute Resolution form.

4. The Casino Manager or designee shall complete the Gaming Dispute Resolution form with the following information:
   i. Report number
   ii. Date/time of incident
   iii. Gaming Machine number/Table Game Type or number/ Promotion
   iv. Guest name and Player Card number if applicable
   v. Summary of Dispute (narrative, investigation, conclusion)

vi. Decision of Settlement

vii. Settlement Amount

viii. Signature of Team Member and badge number

ix. Printed name and signature of guest

x. Phone number of guest

5. The Gaming Dispute Resolution booklet shall be a 3-part numbered form:
   i. White copy to Security
   ii. Yellow copy to the SPTGC
   iii. Pink copy to the guest

6. The department manager or designee shall complete the form and distribute as stated above.

7. The yellow copy for the SPTGC shall be dropped in the SPTGC mail box by the department manager.

8. At the conclusion of the incident, the report shall be written; the following information shall be included in the report:

i. Report number
ii. Date/time of incident
iii. Gaming Machine number/Table Game Type or number/ Promotion
iv. Guest name and Player Card number if applicable
v. Summary of Dispute (narrative, investigation, conclusion)
vi. Decision of Settlement
vii. Settlement Amount
viii. Signature of Team Member and badge number
ix. Printed name and signature of guest
x. Phone number of guest

9. The Gaming Dispute Resolution form shall be scanned into the report, and a report number shall be generated by Security. The report and supporting documents shall immediately be forwarded to SPTGC at the assigned email address.

10. If the incident is not settled, please see Section D of this policy, Appeals of Casino Settlement.

C. Guest Disputes of $1,200.00 or More

1. Should a guest have a dispute where the value of the winning or prize is $1,200.00 or more, the team member notified shall notify the Casino Manager or designee, who in turn shall speak with the guest in order to obtain all information available.

2. Once the information has been gathered, the VP head of the department involved in the dispute; Slots, Table Games or Promotions, shall be notified by the Casino Manager or designee.

3. The Casino Manager or designee, with the instruction of the department head of the department involved, shall notify Surveillance and Security of a guest dispute in progress.

4. The Casino Manager or designee shall notify Surveillance of the location and nature of dispute, await direction of a SPTGC Representative and assist, as necessary, in their investigation.

5. At the conclusion of the incident, the Security report shall be immediately forwarded to the SPTGC at the assigned email address. All items listed in Section B (8) of this policy shall be included in the report.

D. Appeals of Casino Resolution or Settlement

1. Should a guest be unsatisfied with their dispute resolution determined by Valley View Casino & Hotel's and/or the SPTGC and the initial dispute procedures were followed, the guest shall be provided a Guest Dispute Appeal Form (see attachment to this policy) noting the appeal rights and procedures entailed to file an appeal.

2. The Guest Dispute Appeal form shall be a three-part form:
   i. White copy to Security
   ii. Yellow copy to the SPTGC
   iii. Pink copy to the guest

3. If Casino Management is aware of the guests' dissatisfaction, they shall immediately notify SPTGC at the assigned email address with the applicable

report number and any other supporting documentation, if available. If available, all items listed in Section B (8) of this policy shall be included in the report.

E. Unresolved Disputes

Unresolved disputes shall be investigated and managed by the SPTGC.

VALLEY VIEW
CASINO & HOTEL
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Guest Dispute Appeal Form

Valley View Casino & Hotel Guest,

This form is being provided to you due to an unresolved claim regarding the outcome of your gaming machine or table game play, a drawing or giveaway. Valley View Casino & Hotel management attempted to resolve the issue, but you were unhappy with the solution offered by management. Request for resolution of a guest dispute must be filed with the San Pasqual Tribal Gaming Commission and post marked within seven (7) calendar days of the initial determination of the original dispute, at the address shown below or emailed to patrondisputes@sptgc.com:

San Pasqual Tribal Gaming Commission
P.O. Box 2320
Valley Center, CA 92082

Please include the following information:

1. Summary of dispute
2. Date and time of incident
3. Name (or title) of the team member the dispute was discussed with
4. Your name, address and phone number.

You shall be contacted within thirty (30) days after the Commission receives your written appeal and shall have an opportunity to be heard in person or through counsel. If necessary, an investigation will be conducted. Within thirty (30) days of your right to be heard, a copy of the opinion will be mailed to you at your address stated in your claim.

Guests Signature | Player Card # | Date

Team Member Signature | Badge # | Date

White Copy – Security | Yellow Copy - Gaming | Pink Copy - Guest

VALLEY VIEW
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Guest Dispute Resolution

DATE: _____ TIME: _____ REPORT NO.: _____

MACHINE/TABLE GAME NO.: _____

PROMOTION: _____

GAME TYPE: _____ AMOUNT: _____

SUMMARY OF DISPUTE: _____

_____

_____

_____

_____

RESOLUTION OF DISPUTE: _____

_____

_____

_____

_____

SETTLEMENT AMOUNT:

MY SIGNATURE BELOW ACKNOWLEDGES THAT I AM SATISFIED WITH THIS RESOLUTION AND **DO NOT** WISH TO PURSUE THE MATTER FURTHER.

GUEST NAME: _____

PLAYER CARD NO.: _____ PHONE NO.: _____

GUEST SIGNATURE: _____

TEAM MEMBER SIGNATURE: _____ BADGE NO.: _____

WHITE COPY - SECURITY YELLOW COPY - GAMING PINK COPY - GUEST

VALLEY VIEW CASINO & HOTEL
San Diego's Favorite™

Policies and Procedures Manual

Section: Human Resources	Number: 21.003 Page 1 of 15
	Issue Date: November 1, 2002
Policy:	Revision Date: July 19, 2018
	Date Reviewed: July 19, 2018
HARASSMENT PROHIBITION & ANTI-DISCRIMINATION	APPROVAL SIGNATURES General Manager
	San Pasqual Gaming Commission

I. PURPOSE

The purpose of this policy is to inform Valley View Casino & Hotel's team members of the commitment to provide a work environment which is unbiased and free from discrimination and harassment. Therefore, ensuring Valley View Casino & Hotel achieves equal, fair and just treatment of all team members. For purposes of this policy, "team member" means any employee of Valley View Casino & Hotel.

II. POLICY

Valley View Casino & Hotel forbids discrimination, harassment or sexual harassment of any kind, as well as retaliation by any team member or management member for the reporting of these violations. This policy shall be administered in a manner that provides for fair opportunity in employment for all qualified persons and to prohibit discrimination in employment because of characteristics or protected classes. Protected classes include race, color, religion, ancestry, sex (including sexual orientation, gender identity/expression and pregnancy), age, genetic information, marital status, national origin, disability, medical condition or military/veteran status, or any other basis prohibited by applicable law. This policy shall be applied in a manner that implements Valley View Casino & Hotel's "Native American Indian/Tribal Hiring Preference," Policy Number 21.002.

III. Fair Employment Opportunity

Fair Employment practice applies to all terms, conditions, and privileges of employment including recruiting, hiring, introductory period, training, assigning, orientation, placement, team member development, promotion, transfer, demotion, compensation, benefits, granting leaves of absence, educational assistance, layoff and recall, social and recreational programs, demotion, termination of employment, severance, and retirement.

1. The Human Resources Department Head (or designee) of Valley View Casino & Hotel, who reports to the General Manager (or designee) on matters relating to this policy, is responsible for formulating, implementing, coordinating, and monitoring all efforts in the area of fair employment opportunity, which may include:

   a. Assisting management in collecting and analyzing employment data

   b. Developing policy statements and recruitment techniques designed to comply with Valley View Casino & Hotel's employment program.

c. Assisting supervisory personnel in arriving at solutions to specific human resource problems.

2. Any communication, either verbal or written, from an applicant for employment, a team member or former team member, government agency, or an attorney concerning any employment matter will be immediately referred to the Human Resources Department.

3. While overall authority for implementing this policy is assigned to the Human Resources Department, an effective employment program cannot be achieved without the support of supervisory personnel and team members at all levels. Valley View Casino & Hotel expects that all team members will carry out the spirit and intent of this policy. The respective supervisors and managers, with the assistance and guidance of the Human Resources Department, are responsible for the implementation and effectiveness of this policy.

4. Team members who feel that they, or another team member, are victims of discrimination have a responsibility to report this fact to their supervisor or the Human Resources Department.

IV. PROCEDURES

A. Harassment

If any team member feels they are being harassed, they shall immediately contact their Supervisor and/or Manager, their Department Head or a Human Resources Representative. Even if a complaint is not filed; if there is reasonable knowledge that a problem may exist, it is management's responsibility to inform a Human Resources Representative so that an appropriate investigation may be conducted.

1. Sexual harassment may consist of a wide range of unwanted or unwelcome sexually directed behavior that may include:

   a. Making unwelcome sexual advances or requests for sexual favors or other verbal or physical conduct of any kind, including sexual flirtations, touching, advances, or propositions as a condition of the Team member's continued employment; or

   b. Making submission to or rejection of such conduct the basis for employment decisions affecting the team member; or

   c. Stating or implying that a particular team member's deficiencies or performance are attributable, in whole or in part, to the sex of that person;

d. Verbal abuse of a sexual nature;

e. Demeaning, insulting, intimidating, sexually suggestive comments about an individual's dress/body; or verbal, written, recorded, or electronically transmitted messages, writings, objects, or pictures.

Any of the above conduct or other offensive conduct directed at individuals because of their protected class may result in corrective action, up to and including termination.

B. Reporting Harassment

Valley View Casino & Hotel encourages prompt reporting of complaints so that rapid response and appropriate action may be taken. Any team member who believes that a supervisor's, manager's, other team member's, or non-team member's actions or words constitutes harassment has the responsibility to report the situation as soon as possible, but no later than 180 (one hundred and eighty) days from an alleged incident. In the event a team member has a complaint concerning possible harassment or discrimination, the following procedures shall apply:

1. The team member shall go to their immediate supervisor and/or manager promptly. If the complaint involves the supervisor/manager or if the team member is uncomfortable discussing the matter with their immediate supervisor, they may go to their department head or to Human Resources.

2. If the complaint involves the department head or if the team member is uncomfortable discussing the matter with their department head, they may discuss the matter with a Human Resources Representative.

C. Harassment Investigation

Valley View Casino & Hotel's Human Resources Department shall initiate an investigation of any alleged reported harassment. If necessary or desirable, the Human Resources representative investigating the complaint may designate another management team member or Human Resources representative to assist in the investigation.

1. All investigations shall be performed in an objective manner.

2. Upon request, all team members are required to participate and cooperate in all investigations.

3. The confidentiality of the complainant and witnesses shall be protected to the extent reasonably possible.

4. Investigations may include interviewing the complainant, the team member or other alleged harasser involved in the alleged policy violation and any witnesses.

5. In addition, the parties involved may be asked to give written statements, using their own words to describe in detail the alleged incident.

6. If deemed appropriate, the team member in violation or alleged harasser may be suspended without pay (to be determined by the Human Resources Representative) until the investigation is complete.

7. Corrective action will be taken against any person found to have engaged in harassment or discrimination of any team member. Valley View Casino & Hotel has the right to apply any sanction or combination of sanctions, up to and including termination.

D. Supervisory and Managerial Obligations

1. Always be observant of the potential for harassment in your department.

2. Always be receptive to receiving complaints and create a comfortable, open climate where team members will feel comfortable bringing problems to you.

3. Upon learning of a case of potential harassment, report it to the Human Resources Department immediately; do not attempt to investigate the allegations on your own.

4. Avoid any behavior that may be considered harassing or any actions that might be interpreted as being taken for personal gain.

5. The managerial/supervisory role in handling a complaint of harassment is critical. The supervisor/manager should be aware of the following:

    a. Supervisors shall not make adverse comments to or retaliate in any way against any team member who has filed a complaint or participated in the investigation. It is also a violation of this policy to retaliate in any way against anyone who has complained about harassment or discrimination, whether that concern relates to

harassment of or discrimination against the individual raising the concern or against another individual. If any team member believes that they are being retaliated against under this policy, the team member shall report the retaliation promptly.

b. No individual will be retaliated against, intimidated, threatened, coerced, or discriminated against for filing a complaint, furnishing information, or for participating in any manner in an investigation, hearing, or any activity related to the claim.

c. Any supervisor/manager who receives a copy of a harassment complaint from any individual or agency shall immediately inform the Human Resources Department.

E. Dispute Resolution Process

Team members shall have an opportunity to present their work-related complaints, concerns, or issues and to appeal management decisions through a dispute resolution process. Valley View Casino & Hotel will attempt to promptly resolve all disputes that are appropriate for handling under this policy.

1. An appropriate dispute is defined as a team member's expressed dissatisfaction concerning any interpretation or application of a work-related policy by management, supervisors, or other team members. Examples of matters, which may be considered appropriate, include the following:

    a. The belief that Valley View Casino & Hotel policies, practices, rules, regulations, or procedures have been applied in a manner detrimental to a team member.

    b. Treatment considered unfair by a team member such as coercion, reprisal, harassment, or intimidation.

    c. Alleged discrimination because of a protected class.

    d. Improper or unfair administration of benefits or conditions of employment such as scheduling, vacations, fringe benefits, promotions, retirement, holidays, performance evaluation, or compensation.

2. The procedures referred to in this policy are the exclusive remedies for Team Members with appropriate issues. As used in this policy, unless

otherwise stated, the terms "timely manner," "reasonable time," and "promptly" shall generally refer to five (5) working days.

3. The policy has a maximum of five (5) steps, but issues may be resolved at any step in the process. Issues are to be fully processed until the team member is satisfied, does not file a timely dispute or appeal, or exhausts all avenues of the process. A decision becomes binding on all parties whenever a team member does not file a timely dispute or when a decision is made in the final step and the right of dispute resolution no longer exists.

4. At any step in the process, the Team Member has the right to appear before the decision-maker and be heard, either personally or through counsel, and may submit evidence.

5. The Team Member will have the right to obtain information supporting their claim comparable to the discovery procedures in California Code of Civil Procedure section 1283.05.

6. Team members who feel they may have an appropriate issue should proceed as follows:

a. **Step One (1)** – Promptly, but no later than 180 (one hundred and eighty) days from an alleged incident, bring the issue to the attention of the immediate supervisor/manager. If the issue involves the supervisor/manager, then it is permissible to proceed directly to the Team Member Relations Manager. The supervisor/manager shall gather any applicable information (emails, statements, etc.) and submit to the Human Resources Team Member Relations Manager. The Team Member Relations Manager shall review all information submitted and conduct further investigations if necessary. The Team Member Relations Manager shall then provide a recommendation, within a reasonable time frame, to the Director of Human Resources. Once all information and the recommendation have been reviewed, the Director of Human Resources shall render a written determination and a proposed resolution to all parties. All information shall be retained in the team member personnel and/or confidential file.

b. **Step Two (2)** – The Team Member may appeal an unsatisfactory determination and resolution to the Vice President of Human Resources, in writing, by certified mail as soon as possible but no

later than 30 days after being notified of a determination and proposed resolution under Step One. The Vice President of Human Resources shall take the necessary steps to review the investigation and may further investigate the issue. The Vice President of Human Resources may convene a committee consisting of an additional Human Resources representative and a department head of another functional area and shall issue a written decision to all parties involved. Resolution at this stage, or any subsequent stage, may include any remedy permissible under federal law determined to be appropriate by the applicable decision maker.

c. **Step Three (3)** – The Team Member may appeal the decision to the General Manager, in writing, by certified mail as soon as possible but no later than 30 days after notified of a determination and proposed resolution under Step Two. The General Manager shall review and investigate the incident and issue a written decision to all parties involved.

d. **Step Four (4)** - Should the claim involve the General Manager or any team members who report directly to the General Manager, the team

member may skip Step Three (3) and proceed directly to Step Five (5).

e. **Step Five (5)** – A final appeal may be made to the San Pasqual Casino Development Group, Inc. Board of Directors, in writing, by certified mail as soon as possible but no later than 30 days after notified of a determination and proposed resolution under Step Three (or under Step Two if Step Three is skipped). The Board shall than issue a written, final decision to all parties involved. This final decision shall be binding and exhaust the appeal process.

7. Final decisions on appeals will not be precedent-setting or binding on future appeals unless they are officially stated as Valley View Casino & Hotel policy. When appropriate, the decisions will be retroactive to the date of the team member's original appeal.

8. Information concerning a team member dispute is to be held in confidence. Supervisors, department heads, and other members of management who investigate an appeal are to discuss it only with those individuals who have a need to know about it or who are needed to supply necessary background information or advice.

9. Time spent by a team member in dispute resolution discussions with management during their normal working hours will be considered hours worked for pay purposes.

10. Team members are not to be penalized for proper use of the dispute process. However, it is not considered proper use if a team member raises an appeal in bad faith or solely for the purposes of delay or harassment or repeatedly raises meritless appeals. Implementation of the dispute resolution process by a team member does not limit the right of Valley View Casino & Hotel to proceed with any corrective action that is not in retaliation for the use of the dispute resolution process.

11. All team members are expected to cooperate with any formal investigation conducted in accordance with this policy.

12. To ensure that the process is not abused, Valley View Casino & Hotel may, dismiss any complaint it determines is filed for improper purposes under this policy.

ORDINANCE NO. SP-072418-33

TORT REMEDY PROCEDURES FOR GAMING PATRONS

Section 1. Policy

The San Pasqual Band of Mission Indians has entered into a Tribal-State Gaming Compact (the "Compact") with the State of California. The purpose of these procedures is to comply with Section 12.5(b) of the Compact by providing a system for the fair disposition of tort claims arising from alleged injuries to the person or property of patrons of the San Pasqual Band's Gaming Facility and to ensure that there is adequate liability insurance to cover such claims.

Section 2. Applicability

These procedures apply to all tort claims alleged by patrons of any Gaming Facility owned by the San Pasqual Band of Mission Indians.

Section 3. Definitions

The following words have the following meaning as used in these procedures:

A. "Gaming Facility" means any building in which Gaming Activities or any Gaming Operations occur, or in which the business records, receipts or other funds of the Gaming Operation are maintained (but excluding offsite facilities primarily dedicated to storage of those records, and financial institutions), which may include parking lots, walkways, rooms, buildings, and areas that provide amenities to Gaming Activity patrons, if and only if, the principal purpose of which is to serve the activities of the Gaming Operation.

B. "Band" or "Tribe" means the San Pasqual Band of Mission Indians.

C. "Patron" means any person who has entered onto the Tribe's land for purposes of patronizing the Gaming Facility or providing goods or services to the Gaming Facility; provided that such injury occurs at the Gaming Facility or on a road accessing the Facility exclusively;

D. "Person" means any natural individual;

E. SPCDG means the San Pasqual Casino Development Group, Inc., an entity wholly-owned by the Tribe and responsible for the management and operation of the Gaming Facility for the Tribe;

F. "Tort Claim" means any claim by a Patron for bodily injury, personal injury, or property damage, directly arising out of, connected with, or relating to the operation of the Gaming Operations, Gaming Facility, or the Gaming Activities; and

G. "San Pasqual Tort Claims Court of Appeal" means a three-person appellate body, no member of which shall be an employee of the Gaming Operation or a member of the SPCDG Board, and at least one member of which shall be an attorney licensed in the State of California with experience in personal injury law, which shall hear tort claim appeals as provided for in this Ordinance.

Section 4. Insurance Coverage

A. The SPCDG shall maintain public liability insurance for personal injury and property damage claims on the premises of the Gaming Facility as required under Section 12.5(a) of the Compact.

B. All tort claims or potential tort claims shall be reported promptly to the Gaming Facility's liability insurance carrier for review and evaluation in accordance with applicable Gaming Facility policies and procedures. The Gaming Facility's Risk Management Department shall assist and cooperate in this evaluation as necessary. Claims determined to be valid will be settled and paid in accordance with standard claims adjustment practices. Invalid claims and other claims that cannot be settled with patrons in accordance with standard claims adjustment practices will be denied.

C. The Gaming Facility's liability insurance carrier will defend, by appointment of legal counsel, all claims that are denied.

Section 5. Bringing Authorized Tort Claims

A. All tort claims authorized under these procedures shall be asserted solely against the SPCDG and no other person or entity.

B. Any tort claim against the SPCDG arising out of the operation of the Gaming Facility by the patron shall be filed within one hundred eighty (180) days after the cause of action accrues. The claim shall be in writing and shall contain facts sufficient to describe the basis upon which liability is claimed, the facts supporting the claim and may contain a specific amount for which the claim is made. Any claim that is not filed timely under this Section is barred, and no action may be brought thereon in any court or forum.

C. For purposes of this Section, a cause of action accrues when a patron realizes, or reasonably should realize, that he or she has been injured or that his or her property has been damaged and knows or reasonably should know the cause, source, act, event, instrumentality or condition that caused or contributed to the damages; provided that, for causes of action that arose prior to the date these procedures were adopted, the cause of action shall be deemed to accrue on the date of such adoption.

Section 6. Appeal Procedures

A. A patron who is dissatisfied with the determination by the Gaming Facility's liability insurance carrier may appeal that determination under the procedures set forth herein.

B. A patron seeking an appeal of the determination by the Gaming Facility's liability insurance carrier must file a written notice of such appeal with the SPCDG within 30 days of receipt of the determination letter from the Gaming Facility's liability insurance carrier, which shall be sent by certified mail. SPCDG shall promptly provide a copy of the notice of appeal, along with a brief written description of the claim and the prior disposition of the claim to the Tribal Gaming Commission.

C. A patron who is dissatisfied with the determination by the Gaming Facility's liability insurance carrier may appear and be heard, either personally or through counsel, before the SPCDG and may call witnesses to testify and submit evidence to the SPCDG.

D. The patron shall have the right to obtain information supporting his or her claim comparable to the discovery procedures in California Code of Civil Procedure section 1283.05.

E. Within 120 days after receipt of the patron's notice of appeal, SPCDG will make such investigation of the facts and review of the law as it deems necessary, hold a hearing if requested by the patron, make a decision on the appeal, and notify the patron accordingly.

F. Once the patron has been notified of the outcome of the appeal, the SPCDG shall promptly provide a copy of all applicable documents to the Tribal Gaming Commission.

G. A patron seeking an appeal of a decision by the SPCDG denying the claim in whole or in part must file a written notice of such appeal with the San Pasqual Tort Claims Court of Appeal ("Court of Appeal") within thirty (30) days after receipt of the SPCDG's decision. Proceedings on appeal to the Court of Appeal shall not be de novo, but shall be based solely upon the record developed by the Risk Management Department, the liability insurance carrier and the SPCDG (the "proceedings below"). The Court of Appeal shall review all prior determinations on matters of law, but shall not set aside any factual determination of the proceedings below if such determination is supported by substantial evidence. If there is a conflict in the evidence and a reasonable fact-finder could have found for either party, the decision of the SPCDG will not be overturned on appeal.

H. Unless agreed to by both parties to the appeal, the Court of Appeal shall conduct its proceedings and issue a written decision on the appeal within

forty-five (45) days after the notice of appeal is filed. The decision of the Court of Appeal shall be final and shall not be subject to further appeal or review in any forum.

Section 7. Limited Waiver of Sovereign Immunity

A. The sovereign immunity of the SPCDG is hereby waived for the sole and limited purpose of allowing only patrons of the Gaming Facility to bring tort claims against the SPCDG in accordance with these procedures, provided that this waiver is effective only to the extent that the nature and extent of the tort claim is within the scope and limits of this Ordinance and the express coverage and limits of the public liability insurance policy in effect at the time of the judgment, order or award against the SPCDG resulting from such a tort claim. No such judgment, order or award shall, under any circumstances, exceed the amount of any such public liability insurance policy then in effect.

B. Nothing herein shall be interpreted or construed as:

1. a waiver of the sovereign immunity of the Tribe;
2. a waiver of the sovereign immunity of the SPCDG beyond the limits set forth herein or with respect to untimely claims;
3. a waiver of the sovereign immunity of the SPCDG for punitive, double, treble, incidental, consequential or exemplary damages, interest prior or subsequent to judgment, attorney fees, court costs, expert fees or civil penalties;
4. a waiver of the sovereign immunity of the SPCDG for any other claims or obligations asserted against or arising out of the Gaming Operations;
5. a waiver of the sovereign immunity of any other business or entity owned or controlled by the Tribe or SPCDG;
6. a waiver authorizing a lien, attachment, execution or other judicial or non-judicial process upon the assets of the Tribe or SPCDG other than insurance proceeds; or
7. providing a cause of action of any kind whatsoever against any officer, director or employee of SPCDG, or any Member of the Tribe.

Section 8. Effective Date; Amendments.

These procedures shall be effective on the date they are approved by the San Pasqual Business Committee. The San Pasqual Business Committee retains the authority to amend these procedures, including but not limited to modification of the limited waiver of sovereign authority contained herein, provided that any such amendment shall comply with the requirements of the Compact.

IPAI

SAN PASQUAL BAND OF MISSION INDIANS

SAN PASQUAL RESERVATION

RESOLUTION NO. SP-072418-33

TRIBAL COUNCIL

Allen E. Lawson
Chairman

Victoria Diaz
Vice-Chairman

Tilda Green
Secretary-Treasurer

David L. Toler
Councilman

Stephen W. Cope
Councilman

WHEREAS, the San Pasqual Band of Mission Indians has negotiated a new Tribal-State Gaming Compact with the Senate of California; and

WHEREAS, Section 12.5(b) of that Compact requires that the Band adopt a patron tort liability ordinance; and

WHEREAS, the San Pasqual Business Committee desires to comply with the Compact by adopting such an ordinance to replace and supersede Ordinance No. SP-031708-01 adopted by the San Pasqual Business Committee on or about March 17, 2008.

NOW THEREFORE BE IT RESOLVED; that the San Pasqual Business Committee hereby adopts the attached Ordinance No. SP072418-033 "Tort Remedy Procedures for Gaming Patrons."

CERTIFICATION

The foregoing Resolution was adopted by the Business Committee on July 24, 2018 by a vote of 4 for, 0 against, 1 abstaining, a quorum being present.

Allen E. Lawson, Spokesman

Victoria Diaz, Vice Spokesman

Tilda M. Green, Secretary/Treasurer

David L. Toler, Councilman

Stephen W. Cope, Councilman

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