

CHAPTER 1

DEFINITIONS

As used in these Regulations of the Choctaw Gaming Commission, the following terms have the following definitions unless the context requires otherwise.

- A. “Associated Equipment” means any equipment or mechanical, electromechanical or electronic contrivance, component or machine used remotely or directly in connection with gaming or with any game, race book or sports pool that would not otherwise be classified as a gaming device, including dice, playing cards, links which connect to progressive slot machines, equipment which affects the proper reporting of gross revenue, computerized systems of betting at a race book or sports pool, computerized systems for monitoring slot machines, cashless wagering system and devices for weighing or counting money.
- B. “Business Entity” means a corporation, a limited liability company, a partnership, a joint venture, or any other legal entity created by virtue of statute or common law.
- C. “Cashless Wagering System” means the collective hardware, software, communications technology, and other associated equipment used to facilitate wagering with other than chips, tokens or legal tender of the United States.
- D. “Commission Chair” means the Chairperson of the Choctaw Gaming Commission.
- E. “Class II Gaming” means:
 - 1. bingo or lotto; whether or not electronic, computer or other technologic aids are used when players:
 - a. play for prizes with cards bearing numbers or other designations;
 - b. cover numbers or designations when object, similarly numbered or designated, are drawn or electronically determined; and
 - c. win the game by being the first person to cover a designated pattern on such cards.
 - 2. if played in the same location as bingo or lotto, pull-tabs, punch boards, tip jars, instant bingo and other games similar to bingo; and
 - 3. non-banking card games that:
 - a. state law explicitly authorizes or does not explicitly prohibit and are played legally anywhere in the state; and

- b. players play in conformity with state laws and regulations concerning hours, periods of operation and limitations on wagers and pot sizes.
- F. “Class III Gaming” means all forms of gaming that are not Class I gaming or Class II gaming, including but not limited to:
 - 1. any house banking game, including but not limited to:
 - a. card games such as baccarat, chemin de fer, blackjack (21) and pai gow (if played as house banking game);
 - b. casino games such as roulette, craps and keno;
 - 2. any slot machines as defined in 15 U.S.C. 1171(n)(1) and electronic or electromechanical facsimiles of any game of chance;
 - 3. any sports betting and pari-mutuel wagering including but not limited to wagering on horse racing, dog racing or jai alai, or lotteries.
- G. “Commission” or “Gaming Commission” means the Choctaw Gaming Commission.
- H. “Finding of Suitability” means a finding by the Commission that certain persons directly and actively involved in the administration or supervision of the gaming activities of a gaming licensee is suitable to hold a gaming license.
- HH. “Game” or “gambling game” means any game played with cards, dice, equipment or any mechanical or electronic device or machine for money, property, checks, credit or any representative of value, including without limiting the generality of the foregoing, faro, monte, roulette, keno, bingo, fan-tan, twenty-one, blackjack, seven-and-a-half, big injun, klondike craps, poker, chuck-a-luck, Chinese chuck-a-luck (dais hu), wheel of fortune, chemin de fer, baccarat, pai gow, beat the banker, panguingue, slot machine, any other banking or percentage game. Pari-mutuel wagering, race book and sports pools. shall be considered allowable games
- I. “Game of chance” means a game in which chance, rather than the skill of the player, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.
- J. “Game of skill” means a game in which the skill of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.
- K. “Gaming Device” means any mechanical, electromechanical or electronic contrivance, component or machine used in connection with gaming or any game which affects the result of a wager by determining win or loss. The term includes a system for processing information which can alter the normal criteria of random selection, which affects the

operation of any game, or which determines the outcome of a game. The term does not include a system or device which affects a game solely by stopping its operation so that the outcome remains undetermined.

- L. “Gaming Employee” means any person twenty-one (21) years or older employed directly by the Tribe or its authorized agent to conduct any Gaming or activities closely associated with Gaming, including but not limited to boxmen; cashiers; change personnel; counting room personnel; dealers; employees of manufacturers or distributors of gaming devices and associated equipment whose duties are directly involved with the manufacture, repair or distribution of gaming devices and associated equipment in a casino; employees of operators of slot routes who have keys for slot machines or who accept and transport revenue from the slot drop; floormen; hosts or other persons empowered to extend credit or complimentary services; keno runners; keno writers; machine mechanics; odds makers and line setters; security personnel; shift or pit bosses; skills; supervisors or managers of gaming employees; and ticket writers.
- M. “Gaming Enterprise” means the holder of a facility license issued by the Commission.
- N. “Gaming Management Contractor” is the holder of a binding management contract for operation and management of gaming activity with Mississippi Band of Choctaw Indians.
- O. “Gaming Operator” means a person or entity that holds a gaming license and has received approval from the Commission to offer a game within the Tribe’s licensed gaming premises, or a division of the Tribe authorized under Tribal law to conduct gaming within the Tribe’s licensed gaming premises.
- P. “Gaming Work Permit” means an authorization, evidenced in writing and issued by the Commission in response to an application, that allows a gaming employee who is not required to be licensed as a primary management official or key employee to work as a gaming employee.
- Q. “Hybrid game” means a game in which a combination of the skill of the player and chance affects the outcome of the game as determined over a period of continuous play.
- R. “Immediate Family” means son(s), daughter(s), stepson(s) or stepdaughters(s), or a spouse or spouse recognized by common law before it was abolished on November 12, 2008.
- S. “Key Employee” shall include a Class II or Class III gaming employee meeting the description set forth in the Tribal-State Compact, 25 CFR 502.14, and/or Choctaw Tribal Code Section 15-1-14(3). In the event of any conflict in the foregoing descriptions of key employees as to any particular criteria, the description containing the more expansive version of such criteria shall govern.

- T. “License” means an authorization, evidenced in writing and issued by the Commission in response to an application that allows the holder to engage in specified activities in a gaming enterprise.
- U. “Non-Gaming Employee” means an employee of a gaming enterprise not required to be licensed or permitted as a gaming employee, including but not limited to those whose primary activities are associated with food and beverage service or maintenance at the casinos and/or hotels located in conjunction with the casinos.
- V. “Primary Management Official” shall include a Class II or Class III gaming employee meeting the description set forth in the Tribal-State Compact, 25 CFR 502.19, and/or Choctaw Tribal Code Section 15-1-14(4). In the event of any conflict in the foregoing descriptions of primary management officials as to any particular criteria, the description containing the more expansive version of such criteria shall govern.
- W. “Restricted Gaming Work Permit” means a work permit, as defined herein at Chapter 1L, that is issued to employees whose duties are not gaming related and thus restricts their access to certain areas of a gaming enterprise.
- X. “Slot Machine” or “Slot Game” means any mechanical, electrical or other device, contrivance or machine which, upon insertion of a coin, token, TITO ticket or other authorized similar object, or upon payment of any consideration, is available to play or operate, the play or operation of which, whether by reason of the skill of the operator in playing a gambling game which is presented for play by the machine or application of the element of chance, or both, may deliver or entitle the person playing or operating the machine to receive cash, premiums, merchandise, tokens or anything of value, whether the payoff is made automatically from the machine or in any other manner.
- Y. “Tribal Land” shall be synonymous with the term “Indian lands” as defined in the Indian Gaming Regulatory Act.
- Z. “Tribe” means Mississippi Band of Choctaw Indians.