

GAMING REPORT

Gaming Report

From Jessie Davis,
Ad Hoc Gaming Commission Chairman

Construction of the Permanent Facility

After undergoing numerous revisions, the final external design and preliminary interior layout of the Chinook Winds Gaming and Convention Center were approved by the Tribal Council on July 15, 1995.

You will notice a difference between the pictures of the gaming center shown in earlier issues of the Bulletin and the exterior design shown in this issue of the newsletter, the final design will be used on our cover page.

In meetings involving the Tribes architects, construction contractors, the owner reps, and tribal officials, the interior design has been undergoing frequent refinement.

The site preparation is scheduled to begin in August and the structural steel erected during October and November. We are on track.

Planning for the Child Care Center

Our plan to construct a separate children's center has been revised. We now plan to make the 9,000 sq. ft. child care center an integral part of Chinook Winds. This is not only less expensive than constructing a separate facility, it will be more convenient for patrons, employees and management. It is planned that the children's center will include three general areas: child care service, a fun center and arcade for older children.

A planning committee comprised of Amos Arden, Mike Darcy, Jane John, Geneva Johnson and Kent Rilatos has

been meeting to plan for the children's center.

Environmental Assessment

All environmental issues have been satisfactorily addressed except that traffic congestion is still a concern of the Oregon Department of Transportation. Additional data have been assembled from such sources as the Ague Caliente and Sycuan gaming centers in California as well as a direct traffic count at the Chinook Winds gaming site. It is expected that based on these and other data, Kittleson Associates will be able to complete it's report for tribal review followed by submission to the Oregon Department of Transportation. We believe the data supports the Tribes position. How much the Tribe will pay ODOT for alleviating traffic in the gaming center area remains to be negotiated.

There was virtual panic among city and state officials when it became known that the Tribe planned to establish a gaming center in Lincoln City. Horrible traffic jams were predicted by city and ODOT officials but Chinook winds opened Memorial Day weekend and went through the fourth of July without the predicted catastrophe. According to the local newspapers, City Council officials were amazed that the predicted traffic problems simply didn't happen.

Negotiations for Municipal Services

The Lincoln City Council and the Siletz Tribe completed negotiations for municipal services. The City Council voted on July 24 to accept the Tribe's counter-offer to pay to the city for municipal services, \$45,000 for 1995 and \$170,000 for 1996. The Tribe has refused to pay the city the requested "success tax". The

Lincoln City/Siletz Tribe Agreement is expected to be signed by the Mayor and the Tribal Chairman in early August.

Gaming Commission and Tribal Monitor

The Gaming Commission, under the chairmanship of Joe Lane, and Tim Viles, Tribal Monitor, have been doing an excellent job in carrying out their regulatory responsibilities.

Most of the 201 employee applications have been processed and only 50 of the 201 employees have not yet been issued their permanent licenses.

The Commission has critically reviewed the minimum standards of other tribal gaming centers as well as the draft minimum standards prepared by NIGA Task Force. Based on the commission's reviews of these documents and it's study of the Siletz Tribe's situation, the commission is developing draft minimum standards which will be reviewed for approval by the Tribal Council.

For a number of reasons including the need for the exchanging of information about applicants, the Siletz Gaming Commission has taken the initiative of laying the groundwork among Oregon tribal gaming commissions for establishing a communications network.

National Gaming Issues

Just as we have encountered local opposition to Siletz gaming, anti-Indian gaming forces are still actively at work on the national level to destroy Indian gaming.

The National Indian Gaming Association and the National Congress of American Indians have been involved in a joint effort in August to participate in discussions involving proposed legislation to amend IGRA.

INDIAN SUMMER

