

# Gaming issue to be decided by voters December 27

On December 27, eligible tribal member voters will decide the fate of a proposed gaming facility on the Warm Springs Reservation. Several reasons have been given for the decision to consider the possibility of such a facility.

The following questions and answers have been prepared to assist voters in making informed decisions when they cast their ballots December 27.

### Why are we considering a gaming venture?

The annual allowable harvest from reservation forests is declining significantly and will soon be less than one-half of historic levels.

Current and future reservation needs include housing, schools, senior services, library, jobs and improvements to present water, sewer and road systems. These needs are costly and may not be met without an increase in revenues.

Ninety to 95 percent of our income comes from natural resources. Our population has been growing each year and demand for services and jobs is expanding beyond what can be supported by revenue from our natural resources. Revenues from natural resources are expected to decline in the future. The time has come to develop other sources of revenue and reduce reliance on our natural resources.

A gaming facility is an immediate profit center with growth potential.

The current federal law regulating Indian Gaming and the types of gaming conducted in the state of Oregon make this a favorable time to undertake this activity. Securing a Compact now will protect us from future changes in the law.

A gaming facility is an employment center offering new career opportunities. Beginning salaries are much better than most entry level positions on the reservation and considerably higher than the national minimum wage of \$4.65 per hour.

A gaming facility will provide good and safe working conditions for its employees.

A gaming facility will improve the Tribes' financial security and at the same time, will afford us an opportunity to reduce reliance on our forest lands.

78 percent of the respondents to the Tribal Gaming Survey supported a gaming facility.

A gaming facility will complement existing tourism facilities on the reservation. Kah-Nee-Ta will also benefit from increased, year-round employment and business.

### Where will the gaming facility be located, if the referendum is approved?

The recommended location for the tribal facility would be an addition to Kah-Nee-Ta Lodge. Further expansion could be in the Kah-Nee-Ta area or at another location, such as in the Bear Springs area (closer to Portland) or other sites along Highway 26.

### What are the plans for tribal member employment and tribal member training?

The feasibility study indicates the operation would employ 150 people, with approximately 1/3 being tribal members. As tribal members become trained in the various aspects of gaming, the number of tribal member employees will grow. The Tribe's affirmative action program will be fully implemented.

### Where are the employees going to live?

This is a very difficult question. Other gaming operations have constructed trailer courts for gaming employees. Another option is off-reservation housing. Busing from neighboring communities is also being considered. This is an issue that will require more study.

### What will the profits be used for?

The following are examples of how profits may be dedicated. Ideas discussed include housing; elder care and security; our own education system from pre-school to community college; natural resource protection and enhancement; traditional preservation and enhancement such as languages, salmon, huckleberry and roots.

### How much money can be earned from our gaming venture?

According to the market study, for an operation the size planned at Kah-Nee-Ta, the profits should range from \$3 million to \$6 million a year.

### What will be done about social problems relating to gaming?

Moneys will be set aside to address and social problems relating to gaming. Many tribal gaming operations have dedicated funds to programs dealing with compulsive gambling.

### How can we be assured that organized crime will not infiltrate the operation?

Indian gaming is a highly regulated industry with rules established by the Indian Gaming Regulatory Act. Tribal, County and State law enforcement officers are required to obtain State Police Academy training related to gaming centers. There are intense, high-tech security requirements to address fraud and embezzlement. The Tribe will be required to set up a Tribal Regulatory Gaming Ordinance, which includes a Regulatory Gaming Commission. There are also very strict licensing provisions which include background checks on all employees and major vendors and suppliers.

### Will alcohol be served?

It is not planned to serve alcohol in the gaming facility.

### Who will manage the gaming enterprise?

Tribal Council will set up a gaming enterprise and appoint a board of directors to oversee the business. A separate gaming regulatory commission will be established to ensure compliance with all legal requirements.

### Will the State of Oregon be involved?

Yes. The Tribe and the State must negotiate a Class III gaming Compact. The Oregon State Police will also be responsible for running background checks on gaming employees. State officials will have the right to audit gaming records. The Oregon State Police will also provide training in security and enforcement at the State Police Academy.

### What is a gaming Compact?

A Tribal / State Compact is a legal agreement that outlines the gaming operation for Class III gaming. The Compact covers the kind of games offered, the size of the facility, betting limits, regulation, security, etc. No Compacts are necessary for Class I and Class II gaming.

### Are we hiring consultants for the project?

We have hired a Seattle-based company, "Gaming Consultants International", to act as our "experts" in

helping us develop and conclude the gaming Compact with the State and develop our preliminary plans.

### How is the gaming venture going to interface with Kah-Nee-Ta?

The gaming facility will be a separate enterprise from Kah-Nee-Ta, even though it will be located there. A Memorandum of Understanding (MOU) will be developed to spell out the specifics of the relationship between the resort and the gaming facility.

### What is the size of the planned facility?

The initial plan is for an addition to Kah-Nee-Ta of approximately 14,000 square feet.

### Will Kah-Nee-Ta's sewer lagoon and power transformer handle the additional usage?

No, in both cases. If gaming is approved by the people, both the lagoon and transformer will have to be upgraded to facilitate increased usage. A portion of the appropriated funds would go for this purpose.

### What is our target market?

It is projected that eighty percent of our clients will come from the Portland, Vancouver, Salem and Eugene areas. The remaining 20 percent will come from Central Oregon other areas.

Our market study shows that nearly 2,000,000 people are within a 100-mile radius of Kah-Nee-Ta, which includes no direct competitors.

### What will the impact be on our tribal image?

All indications are that the non-Indian public feels Indians have been neglected and deserve the opportunity to conduct gaming based on their treaties and their sovereignty. A poll conducted by a prominent national polling company in October 1992 found that 68 percent of the public supported Indian gaming. A similar poll in Washington state in August of 1992 found 62 percent support.

## Secure future focus of vision statement

Indian gaming offers the opportunity for economic return and decreased reliance on tribal natural resources in order to provide essential governmental services. Gaming activities must be approached with the utmost vision and care in order to preserve and protect tribal sovereignty, traditions and cultures, natural resources and a secure lifestyle and future for our tribal members.

The scope and nature of the inherent sovereignty of our tribes is declared in the "Declaration of Sovereignty" of June 1992. That sovereignty includes the authority and responsibility to govern and manage our resources and all who come within our jurisdiction.

If our people so choose, this includes the power to authorize and regulate gaming as defined by the Indian Gaming Regulatory Act. If authorized, such gaming activity must be conducted so as never to compromise or erode:

- The inherent sovereignty of our tribes;
- Our religions, cultures and traditions;
- Our respect and reverence for our elders;
- The development and future of our youth and future generations;
- A healthy, productive and secure lifestyle for all our people;
- The preservation of our natural resources; and
- The maintenance of our reservation as a permanent homeland for our people for all time.

Consistent with our tribal goals, the tribes always strive to maintain the greatest possible control and benefits of the use of our resources and economic endeavors for tribal members. Accordingly, the planning, design, development and operations of any gaming activity shall reserve tribal control of all elements and ensure that benefits to the tribe and its members are maximized.

Revenues that may result from gaming shall be dedicated and utilized to enhance the productivity, security and self-sufficiency of our tribal members, protect and preserve our natural resources, and maintain tribal governmental services and programs.

Departing from these principles will have permanent and disastrous impacts on our people and our reservation. By remaining true to what has allowed us to survive as distinct peoples, gaming has the potential to greatly benefit and enhance our future.

## Referendum would appropriate \$6 million for facility

In order for the Tribes to undertake gaming activities, it is necessary for two things to happen. First, tribal member voters must approve gaming at the referendum to be held December 27, 1994. Second, the Tribes must complete an agreement (called a Compact), with the state of Oregon.

A federal law, called the Indian Gaming Regulatory Act (IGRA), provides that tribes may undertake any type of gaming activity that is permitted within the state where the reservation is located. However, IGRA requires an agreement between the tribe and the state, called a Compact, which defines the scope of tribal gaming. The Tribal Council is presently negotiating a Compact with representatives of Oregon Governor Barbara Roberts and hopes to complete a Compact before her term ends January 9, 1995. If the Tribes agree to a Compact, it does not mean that we would have to begin a gaming business. The Compact would permit the Tribes to undertake gaming sometime in the future.

If the Compact is completed and the people approve the referendum, the present plans are to build an addition to Kah-Nee-Ta Lodge for the gaming facility to open in the summer of 1995. This would provide for approximately 250 video lottery terminals (similar to video poker machines and slot machines), from five to 10 poker tables, Keno and off-track pari-mutuel betting.

The referendum, if approved, would authorize the expenditure of \$6 million. Preliminary cost estimates for construction are about \$2,400,000. The rest of the appropriated funds would be spent for infrastructure, development costs, video lottery terminals and other gaming equipment (approximately \$2 million) and working capital.

Projections are that a gaming operation of this size can be expected to yield net profits in the range of \$3 million to \$6 million per year.

Let your voice be heard...

## Members encouraged to vote

Whether you're in favor of the proposed gaming or opposed, tribal member voters are encouraged to vote in the upcoming election December 27.

To help voters make informed decisions on the referendum issue, an information packet has been prepared and will be mailed soon. It should appear in the mail by December 14. Included will be a letter explaining the circumstances behind the referendum, a question and answer section, a section on successes among Indian gaming operations and possible social impacts.

Voters are encouraged to read the packet before the election. Numerous meetings will be held before the election to further assist voters in their decision making.

According to Vital Statistics information, 600 voters will need to cast their ballots to validate the election. To be eligible to vote, voters must be 21 years of age or older. If younger than 21 years of age, a voter must be married.

Remember to vote Tuesday, December 27. Polls at the Community Center will be open from 8 a.m. to 8 p.m.

## Warm Springs Elementary news

- Calendar Updates**  
**December**  
 15-Winter Carnival/6-9 p.m.  
 16-Awards Assembly/Gr 3-5 @ 8:50 a.m. K-2 @ 9:30 a.m.  
 19-30-No school/winter break  
**January**  
 2-School resumes  
 6-School newsletter  
 16-No school/Martin Luther King, Jr. Holiday  
 20-School Newsletter  
 31-Awards Assembly/K-2 @ 1:50 p.m. Gr 3-5 @ 2:40 p.m.  
**February**  
 2-No a.m./p.m. Kindergarten  
 3-No school/building in service School newsletter  
 17-School newsletter  
 20-No school/President's Day  
 Holiday  
 28-Awards Assembly/K-2 @ 8:50 a.m. Gr 3-5 @ 9:30 a.m.  
**March**  
 3-School newsletter  
 17-School newsletter  
 20-24-No school/Spring Break  
 31-Awards Assembly/K-2 @ 1:50 p.m. Gr 3-5 @ 2:30 p.m.  
**WANTED!!!**  
 Cakes, Cupcakes, Cookies...The Warm Springs Elementary Christmas Carnival Committee is requesting donations for the cake-walk. If you would like to donate, please drop donations off at the school office on the day of the Carnival, December 15, 1994. If you need to have your

donations picked up, please contact the school in advance of the 15th. Don't forget to mark your calendar for the Carnival and come enjoy. If you would like to help in other ways, we are looking for volunteers from the community to assist with the various carnival booths. Please contact the office for more information. To let you know how the last carnival went, Warm Springs Elementary School cleared \$560.38 which is used for the purchase of playground equipment.  
**Christmas Program Update**  
 Several parents called asking why the Kindergarten, second and fourth grade students did not perform at this year's program. To clarify, Warm Springs Elementary has approximately 535 students enrolled in grades K-5. The Community Center does not have enough room for the children to wait and get dressed for the program. The school does not have the ability to practice with this many students to present the quality of program that parents and community members deserve and would enjoy. The increased number of students made this a scheduling nightmare. The length of past programs caused a disturbance with parents leaving throughout. By shortening the program we hoped parents will stay for the duration of the performance. We apologize to the parents and community members who are disappointed

by the change, but there wasn't any other option.  
 In lieu of the change, the Kindergarten, second and fourth grade will have a Spring Program.  
**November Students of the Month**  
 Tyson Adams, Evelyn Aguilar, Hazel Anderson, Gonzalo Arthur, Leonard Barnett, Michael Blake, Sasha Caldera, Camille Clements, Christina Coronado, Marta Cuevas, Frank Shayla, Daleena Frank, Laritta Greene, Perry Greene, Delvis Heath, Waylon Heath, Lewis Hellon, Nicole Herkshan, Shawndell Johnson, Jenna Lynn Johnson, Deidra Johnson, Angedeth Kalama, Alexis Kilson-Anderson, David LeClaire, Jr., Johnnie LeClaire, Sheryl Lee Lopez, Martin Medina, Candice Miller, Armina Moody, Marcus Muldrow, Stewart Napper, LeMinnie Picard, Melinda Polk, Naomi Red Owl, Latonna Red Owl, Shelby Scott, Gordon Scott, Kevin Seyler, Roger Simtustus, Louis Smith, Kaliska Smith, Toni Smith, Joshua Sohapp, Jess Stevens, Valerie Suppah, Snow Sweowat, Cody Switzer, Wesley Teeman, Isaiah Tewee, Coby Tewee, Raylene Thomas, Laneda Thompson, Felicity VanPelt, Matilda Wallulatum, Jamey Walsey, Ernest Williams, Chesley Yahtin.  
**New All-Star Students**  
 Cori Yahtin, Leanne Johnson, Pearl Stwyer, Simone Danzuka, Tiyanna Tuckta, Myron Northrup,

Tashayla Palmer, Pearl Jack, Robert Cortez, Clinton Tohet, Naomi Brisbois, Kaliska Smith, Robert Heath, Casey Lillie, Lucy Wolfe, Winona Tohet, Sissaley Graybael, Shayla Smith, Ted Barney, Jr., Rayann Katchia, Mathew Garcia, Erickson Lucei, Latonna Red Owl, Susan Mitchell, Cynthia Lona, Katie Allen, Titus Kalama, Dellarae Suppah, Sara Winsor, Jordan Stacona  
**Sunny Delight Contest Winners**  
 The Warm Springs Elementary cafeteria recently participated in with other 509-J schools in the Sunny Delight Contest to promote breakfast at school. Students signed up during breakfast from November 21 to November 30, for a drawing to win prizes provided by Sunny Delight. The following students were presented prizes during the assembly held on November 30.  
 Duffel bag-Eliza Kalama, Shoe laces-Tatum Kalama, Jenna Lynn Johnson & Elmer Sampson; Portfolio-Toni Smith, Davey Culpus & Ashley Aguilar; Spiral binder-Otis Johnson & Laritta Greene  
**Save Cereal Boxes**  
 Mr. Duby, first grade teacher is requesting parents to save cereal boxes for her class; which are used for notebook covers, to make folders, etc. Please bring them to the office during the month of Decem-



Spilyay Tymoo photo by Bob Medina

**Adopt a Road**  
 Signs are posted on many roads throughout the reservation borders. The project was organized to get people involved in cleaning up the roads and its surroundings. For more information, contact Nancy Collins, at the Health and Wellness Center.

**Annual Christmas Bazaar**  
**Saturday, December 10**  
**10 a.m. to 4 p.m.**  
**Warm Springs Community Center**