

**FIRST NATIONS GAMING POLICY REVIEW
REPORT**

October 15, 1997

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FIRST NATIONS GAMING POLICY REVIEW COMMITTEE

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FIRST NATIONS GAMING POLICY REVIEW COMMITTEE

STATEMENT BY THE CHAIR OF THE COMMITTEE

On behalf of all Committee members, I am pleased to present the Report of the First Nations Gaming Policy Review Committee. The recommendations contained in this report are the result of careful and thoughtful deliberations by all members. I commend all Committee members for their hard work and dedication to the task which allowed us to complete the report in a thorough and timely manner.

The Committee has prepared this report based on its understanding of the current laws and the current regulatory framework. The report is not intended to affect any existing Treaty or Aboriginal rights of any Aboriginal people in Manitoba, including any rights of self-government. The report is also not intended to affect the negotiations respecting the self-government of First Nations peoples in Manitoba.

The Committee was challenged with the task of providing advice on policy options which could determine the future for gaming activities and operations for First Nation communities in Manitoba. All members were aware that gaming is a complex and emotional issue and that the advice provided is likely to be controversial. Members were keenly aware that the Manitoba Government wanted to make informed decisions with the aid of recommendations which would be practical and possible to implement. We believe our report contains specific recommendations which can lead to prompt action.

Committee members did their best to provide the benefit of their own knowledge and experience in the consideration of policy options and the recommendations in this report. The Committee also requested written submissions from the Chiefs and Councils of First Nations so that we could be guided by their communities' interests and views on the future of gaming on reserve in Manitoba. The Committee reviewed and considered all written and oral submissions that were received.

Members collectively exercised good judgment in the development of a consensus on the many difficult and controversial issues. The final recommendations were arrived at in a process of forceful debate that was always conducted in an atmosphere of respect. The final product is the result of hard work by Committee members that was carried out in the finest spirit of public service.

TERMS OF REFERENCE

Mandate:

The First Nations Gaming Policy Review Committee (the Committee) will provide advice and recommendations to government aimed at determining the future of First Nations gaming in Manitoba.

Terms of Reference:

The Committee shall begin its work immediately and shall present its final report by October 15, 1997.

The Committee shall:

1. Develop recommendations in compliance with the existing Criminal Code of Canada.
2. Develop recommendations reflecting that the Manitoba Gaming Control Commission will oversee First Nations gaming in Manitoba.
3. Develop recommendations reflective of the fact that there will be no off-reserve native gaming.
4. Develop recommendations to ensure that the size and scope of future casinos are reflective of community size and economic impact ensuring that the maximum benefits from casinos on First Nation reserves accrue to the First Nations and its members.

Goals:

The Committee shall:

1. Provide advice and recommendations to the government on the number and size of on-reserve casinos.
2. Provide advice and recommendations to the government with respect to the creation of a body and criteria to evaluate on-reserve casino proposals and on-reserve casino site selection.
3. Provide advice and recommendation to the government with respect to a revenue-sharing formula for casino profits.
4. Assess the benefits of the Manitoba Lotteries Corporation providing management and start-up support.
5. Review reducing the video lottery terminal (VLT) limit per reserve (site) in light of the provincial government's reduction of off-reserve site limits from 40 to 30.

EXECUTIVE SUMMARY

To date, the provincial government has responded to public demand for more gaming in a careful and measured way. The findings and recommendations of the Manitoba Lottery Policy Review Committee (the Desjardins Report) which were tabled in December 1995 were a milestone in that regard. However, notwithstanding a number of submissions from First Nations, the Desjardins Report did not address First Nations issues believing those matters exceeded their mandate. This left a policy void with respect to the total gaming spectrum. Accordingly, on June 27, 1996, when the Manitoba government announced an implementation plan to address several recommendations on gaming presented by the Desjardins Report, they also acted to fill the void on First Nations gaming recommendations by announcing that they would establish a new Committee. In May 1997 the First Nations Gaming Policy Review Committee (the Committee) was established to determine the future of First Nations gaming in Manitoba. With the tabling of this report we believe another new milestone in gaming policy has been reached.

The Committee reviewed the benefits that First Nations in Manitoba are reaping from regulated gaming and the potential for future benefits that could be gained if First Nations were allowed a window into the casino industry. Committee members hope that this report will provide a strong policy foundation for the operation of gaming by First Nations as a means of promoting First Nations economic development, self-sufficiency and strong First Nations governments.

Our report addresses the issue of VLT site limits. We believe that our recommendations will enhance the administration of the VLT program and lead to the quick removal of the current moratorium restricting the placement of VLTs in First Nations communities.

The Committee was impressed by the First Nations presentations which outlined how casino gaming revenue would be used to enhance education, health services, better housing and similar social infrastructure. We are convinced that casino gaming can provide a much needed source of community-based employment and can generate revenues to support community projects encompassing improved housing, educational scholarship, healing programs, and the establishment of industrial parks for new business opportunities.

We believe that casino gaming can have a dramatic impact on community self-sufficiency. Socio-economic studies show that many First Nations have been dependent on some form of public assistance due to the lack of employment opportunities. However, the Committee believes that gaming can work to improve the lot of an oppressed and disadvantaged population. As an economic development strategy, casino gaming appears to represent one of the best strategies available to create employment and hope for the future.

Our report also addresses the casino selection process and the evaluation criteria that should be used in assessing proposals. We believe that our recommendations will create the framework for a comprehensive evaluation process which will lead to the selection of proposals generating the most benefit to First Nations communities.

The Committee also reviewed the morality of using gaming as an economic strategy and, in particular, the social costs associated with gaming as a consequence of problem gambling. We believe that good public policy should include a moral perspective. Our position is that First Nations gaming is not immoral. To those who might not agree, we point out that hunger is immoral, disease is immoral, poverty is immoral, joblessness is immoral. First Nations gaming can be used as a positive public policy to address the disadvantaged socio-economic state of First Nation communities.

Our report also addresses the issue of gaming regulation. Gaming is a cash business and, like banks or other financial service industries based on cash, the gaming industry benefits from good, honest and thorough regulation.

The continued success of gaming is dependent upon the public's confidence and trust that all gaming in the province is conducted honestly, that the rights of players are protected and that gaming is free from criminal and corruptive elements. The Committee believes that public confidence and trust in First Nations gaming will be enhanced through the strict regulation of all persons, locations, practices, associations and activities related to the operation of First Nation destination casinos and VLT sites.

In closing, the Committee members would also like to acknowledge the cooperation, assistance and information gleaned from the other provinces in researching this complex issue and in helping us deal with a fast changing gaming environment.

SUMMARY OF RECOMMENDATIONS

Casinos:

- Up to 5 destination gaming facilities for on-reserve development strategically located within Manitoba based on market.
- The destination gaming facilities are expected to have a significant focus on host community benefit from the perspective of local and regional economic development.
- Each gaming facility should be allowed up to 30 table games and up to 300 slot machines. Any VLTs on-reserve would be included in that total. These limits should be reviewed to ensure that they reflect market conditions.
- Any gaming facility proposal would have to include a feasibility study which identifies the viability based on a credible market analysis.
- The MLC will own and manage all electronic games in Manitoba--slot machines, video lottery terminals and electronic bingo pursuant to the Criminal Code of Canada.
- The MLC should set fees to recover its costs associated with owning and managing the electronic games.
- The new destination gaming facilities will require demonstrable local First Nations government support and input from surrounding communities before they are allowed to proceed. Each First Nation government will design their own appropriate approval mechanism for a new gaming facility.
- Each new gaming facility will need a viable business plan that will take into account infrastructure needs.
- There will be a minimum age of 18 years for entrance to the casinos.
- The revenue (net of prizes and operating costs) is expected to accrue to First Nations people and will be shared as follows:
 - 90% to the host community or collection of communities comprising the First Nation host community.
 - 10% to a First Nations Trust Fund to be administered by a Board of Trustees appointed by the Lieutenant Governor in Council for the benefit of First Nations people in Manitoba, other than the host community and collection of communities comprising the First Nations host community (who will benefit from the 90% share).

- The Proponents (the one or more entities submitting a particular proposal or project) must demonstrate how and to what extent shared revenue will be distributed in order to maximize benefits for First Nations communities (e.g. economic and social development, health, education, infrastructure, youth programs, sustainable development).
- The Proponents must demonstrate how and to what extent gambling addiction programs will be established within and for the host community and those communities adjacent to the host community.
- Experienced and capable developers and gaming operators can submit creative proposals for the new casinos but operators as a general guideline should not receive more than 40% of the table win, 25% of the slot win plus 3% of each for a Facility Development Fund (on which each operator must report expenditures and action annually).

- The new gaming facilities should be used to generate local employment. Potential job creation is estimated as follows:

Estimated Staffing Levels (Jobs)

	<u>100 slots</u>	<u>200 slots</u>	<u>300 slots</u>
10 tables	140	150	170
20 tables	200	210	225
30 tables	260	270	285

Additional jobs may be created through construction, ancillary services such as restaurants and entertainment facilities, as well as other developments such as hotels, convention facilities, recreation facilities, or tourist attractions that are part of the total project.

- A Selection Committee should be established which, assisted by consultants, will evaluate casino proposals. The members chosen for the Selection Committee should have casino and/or gaming experience and come from a variety of occupational and professional backgrounds. The committee should include representatives from First Nations, business, government and the general public.
- For casino construction the Selection Committee will issue a request for proposal (R.F.P.) from gaming Proponents interested in having/creating a destination casino on-reserve anywhere in the Province of Manitoba.
- The Selection Committee will present its findings and recommendations by way of a priority list which will go to the Manitoba government for final decision. The priority list will list Proponents from strongest to weakest.
- Consideration should be given to utilizing the experience and expertise of the MLC for start-up and training.

Casino Selection Process and Evaluation Criteria:

- An evaluation framework should be applied to all proposals.
- A Selection Committee should be established and evaluate proposals based on an established framework. The Selection Committee should present its findings and make recommendations to the Manitoba government who will then select successful proposals from the submitted list of developments in priority order.
- Evaluation criteria should recognize the potential for widely varying responses from Proponents depending on their individual strengths, creativity, corporate vision, past experience and capabilities. Both qualitative and quantitative aspects of proposals are important and should be examined carefully by the Selection Committee in determining which proposal yields the most benefits to First Nations communities.

Video Lottery Terminals:

- The moratorium on VLT placement on reserves should be lifted immediately. The 650 VLTs presently in storage by the Manitoba government should be utilized to satisfy the backlog of requests.
- Site limits and maximums should be harmonized with those currently in force in non-reserve sites.
 - a reserve will be entitled to a maximum of 60 VLTs per reserve located in sites which are not contiguous.
 - the limit of 40 VLTs per site will be reduced to 30 VLTs per site.
 - The Chief and Council will be responsible for identifying acceptable sites.
- The MLC should continue to recover its costs associated with owning and managing the VLTs but should continue to offer financing the one time administrative fee through the sites profit stream.
- In order to attract a clientele who are seeking a broader entertainment experience, one component of which may be gaming, VLTs should be allowed to operate on Sunday.
- Increasing the number and variety of games, including the development of culturally appropriate games should be undertaken.

Regulatory Framework:

- In order to be designated as a casino or VLT site, the First Nation host community must have all gaming regulated pursuant to the Criminal Code.
- First Nations Gaming Commissions have been created and will continue to license charitable organizations on-reserve pursuant to section 207(1)(b) of the Criminal Code and the respective Gaming Commission Agreements with the Manitoba government.
- Pursuant to section 207(4)(c) of the Criminal Code, only a provincial government may conduct and manage “a lottery scheme” that is operated on or through a computer, video device or slot machine.
- First Nation VLT sites and casinos will be subject to Manitoba Gaming Control Commission regulatory authority and the Manitoba Gaming Control Act.
- The Native Gaming department (now part of the Manitoba Gaming Control Commission), established by the Manitoba government in 1992 to deal with all native gaming issues, should continue its mandate and implement oversight policies and procedures and continue in an advisory capacity for implementation for any approved expansion of gaming activities on-reserve.
- The type of table games and slot machines, as well as rules of play and betting limits and hours of operation, will be determined by the Manitoba Gaming Control Commission and are not expected to be different from those applying to the existing government-run casinos.
- The regulatory system should be adequately funded and staffed with costs borne primarily by the industry.

FIRST NATION DESTINATION CASINOS

Poverty and chronic unemployment are characteristic of life in many First Nation communities. Manitoba First Nations have looked at the economic self-reliance and the positive economic impact that gaming has given the First Nations communities in other provinces and other American Indian tribes. Accordingly, they have requested a change to the gaming status quo so that they too could use casino gaming as a tool to move their communities off of unemployment.

Demographics show that Manitoba's First Nations population is proportionately younger and growing at a faster rate than that of non-Aboriginal Manitobans. This trend is projected to continue over the next twenty years. The hopelessness created by chronic unemployment is particularly acute among Manitoba's First Nations youth. This need to seek jobs drives many First Nations youth to leave the community and the consequences are additional strain on family, culture and the vitality of the whole community.

First Nation leaders look to casino gaming as an economic development tool. Casino development on a reserve can provide employment in the service sector for First Nations residents and in particular Aboriginal youth. Full and part-time jobs can also be created in ancillary sectors such as in the hospitality area. These opportunities may help stem the flow of youth from reserves to major urban centres and thus provide the community with some stability and economic self-sufficiency.

Beyond substantial payrolls, casinos dramatically improve the host communities' attractiveness as a tourist destination, hold great opportunity for re-development and rejuvenation, provide a base for retail and commercial project spin-offs and create a new source of wealth that can be used to enhance the quality of life for First Nation residents.

The Committee has determined that, as an economic development strategy, casino gaming at present appears to represent one of the best strategies available to create employment and hope for the future for First Nations people. Accordingly, we are recommending that the Manitoba government consider a moderate, measured and coordinated expansion of gaming by allowing up to 5 destination gaming facilities for on-reserve development to be strategically located within the Province of Manitoba based on market.

The Committee is recommending on-reserve destination casinos that have a significant focus on community benefit from the perspective of local and regional economic development. The Committee is recommending that each facility should be allowed up to 30 table games and up to 300 slot machines. Any VLTs on reserve would be included in that total. While the limit was viewed as too restrictive by some members of the Committee, on balance it was viewed as sufficiently high enough to act as a catalyst for the development of multi-function destination complexes that may include new or existing hotels, marinas, recreation facilities, convention facilities and tourist attractions. These limits should be reviewed to ensure that they reflect market conditions. Any gaming facility proposal would have to include a feasibility study which identifies the viability based on a credible market analysis. The development of these destination casino complexes is expected to create direct employment as well as spin-off jobs and benefits for people and businesses in the surrounding areas.

The Committee believes that the development of these new destination casinos must be accomplished in a socially responsible way and in a manner to protect the public interest. Accordingly, the Committee is recommending that prior to any casino proposal being considered for evaluation the host First Nation government demonstrate (by resolution of council) that community support for a casino project exists. In addition, casino proposals must demonstrate that material issues and concerns of adjacent local governments (e.g. social and environmental impacts, crime, etc.) have been dealt with. Where some degree of impact may still occur, the proposed project must articulate what efforts will be undertaken to minimize these potential impacts. Community standards should play an important role in the operation of the casinos. Again, casino facilities should only be considered for introduction in communities that support them.

The Committee also recognizes that the establishment of First Nation destination casinos will create some social costs. For most adults, gaming is a form of entertainment with only small amounts being wagered. Studies have indicated that, for a small minority of the population, gaming can become addictive and a problem. Addiction can have serious negative impacts on individuals, families, businesses and communities. Good public policy requires that preventative and intervention treatments or programs are available to those who are or are at risk of addiction. Accordingly, the Committee recommends that any First Nation destination casino proposal must demonstrate how and to what extent gaming addiction programs will be established within and for the host community and those communities adjacent to the host community.

Entrance to the new casinos should be restricted to those 18 years and older as recent reports indicate that teens may be disproportionately vulnerable to problem gaming.

The Committee also recommends that any increased infrastructure and policing costs should be taken into account when proposals for destination casinos are assessed.

With respect to the operation of the casinos, the Committee recommends that, while the type of table games and slot machines as well as rules of play and betting limits and hours of operation will be determined by the Manitoba Gaming Control Commission, they should not be expected to be different from those applying to the existing government-run casinos. Consideration should be given to the development of culturally appropriate games in First Nations casinos.

One of the primary objectives of the destination casino development should be to maximize revenue for First Nations people. In order to ensure this is the case, experienced and capable developers and gaming operators can submit creative proposals for the new casinos but the Committee recommends that, as a general guideline, operators should not receive more than 40% of the table win, and 25% of the slot win plus 3% of each for a Facility Development Fund (on which each operator must report expenditures and action annually) as compensation.

Pursuant to Section 207(4)(c) of the Criminal Code, only a provincial government may conduct and manage "a lottery scheme" that is operated on or through a computer, video device or slot machine. The Government has designated the Manitoba Lotteries Corporation (MLC) as its agent to conduct and manage all electronic gaming in the Province including those in the First Nation destination casinos. The Committee recommends that the MLC should set appropriate fees to recover its costs associated with owning and managing the electronic games. This cost recovery could be based on a flat fee basis or as the formula used in British Columbia - a contribution of 11% of slot machine win to cover the costs of purchase, installation, maintenance and associated business expenditures. Proponents would be responsible for all other costs associated with the development and operation of the casino.

The Proponents should clearly outline expenses which they do not consider to be the responsibility of the Proponent but would have to be absorbed by the federal or provincial governments or the MLC. This will ensure that the Selection Committee is fully apprised of any future costs and liabilities of the MLC, governments or other third parties. The Committee also recommends that casino Proponents explore any additional role the MLC can play with respect to start-up, management and the ongoing operation of any proposed casino projects.

The Committee recommends that the destination casino profit or revenue (net of prizes and operating costs) accrue to First Nations people. The Committee is of the opinion and recommends that 90% of the profit go to the host community or collection of communities comprising the First Nation host community and 10% to a First Nations Trust Fund to be administered by a Board of Trustees appointed by the Lieutenant Governor in Council for the benefit of First Nations people in Manitoba, other than the host community and collection of communities comprising the First Nations host community (who benefit from the 90% share).

The Proponents must provide details on how and to what extent casino profits will be distributed to benefit First Nations communities, e.g. economic development, education, health, sustainable development, infrastructure, senior and youth programs, etc. The Committee recognizes that this formula may not meet the expectations of all adjacent local governments and/or the provincial government but reiterates that it is guided by a desire to optimize the financial returns to the First Nations people as well as to optimize the economic development benefits resulting from the gaming facility and the other development components associated with it.

THE SELECTION PROCESS AND EVALUATION CRITERIA

I. THE PROCESS:

The Committee recommends that an RFP process should be used to select, through a comprehensive evaluation process, Proponents to develop and operate up to 5 destination gaming facilities on-reserve in the Province of Manitoba.

The Committee recommends that an evaluation framework should be applied to all proposals. Proponents should have the flexibility to develop and define the most appropriate project proposal within the regulatory and operational framework set out in this report. Each proposal should be assessed individually, as well as comparatively, with the others. The evaluation process should recognize the potential for widely varying responses from Proponents, depending on their individual strengths, creativity, corporate vision, past experience and capabilities. Proponents should be made aware that both the qualitative and quantitative aspects of a proposal are important.

The Committee recommends that a Selection Committee be composed of members with casino and/or gaming experience and which come from a variety of occupational and professional backgrounds. In particular, they should include representatives from First Nations, business, government and the general public. The Selection Committee can be assisted by external advisors with expertise in relevant areas. The Selection Committee should then present its findings and recommendations to the Manitoba government in priority order. The Manitoba government should then select successful proposals from the prioritized list.

II. EVALUATION CRITERIA: (As recommended by the Committee)

- Host community (First Nation) and collection of communities comprising the First Nations host community Criminal Code compliance with respect to gaming.
- Relevant corporate development experience/expertise (includes expertise and experience of the Proponent, and the track record of the Proponent's other properties/projects).
- Relevant executive development experience/expertise (includes expertise and experience of individuals assigned by the Proponent to the project).

- Strategic and operational business plans (includes plans for the development of the project, operating, marketing and human resource management plans).
- Financial strength and capacity (includes financial arrangements for the project, financial strength of the Proponent, and financial projections for the project).
- Knowledge of relevant Manitoba markets (includes relevant experience of the Proponent and key executives assigned by the Proponent to the project).
- Market assessment and the potential negative impact on any existing gaming facilities within the same market.
- The degree to which the project satisfies the economic benefit objectives of the project to create jobs and act as a catalyst for regional economic development. This will include an assessment of the direct and indirect benefits and jobs related to the construction and operation of the gaming complex and other ancillary developments (restaurants, hotels, convention facilities, recreation facilities and tourist attractions).
- The degree to which the project generates casino profits including how and to what extent those profits will benefit First Nations peoples (i.e., economic development, health, education, etc.).
- Registered with the Manitoba Gaming Control Commission.
- Content of the proposal which should include the following:

A. Identification and Qualification of Proponents

The following information must be provided by the Proponent. If the Proponent is newly incorporated, made up of several individuals or corporate entities, or is a joint venture, partnership, consortium or a subsidiary of another entity(ies), responses in this section must be provided for each individual, entity, joint venturer, partner, consortium member and parent company (the participants) where appropriate.

- > The full name, address, telephone and facsimile number of the Proponent.
- > Whether the Proponent is a corporation, partnership, consortium, joint venture or other, and the Proponent's fiscal year end.

- > The date the Proponent was incorporated or created.
- > The province, state or other jurisdiction of incorporation of creation.
- > All names under which the Proponent is carrying on business in any jurisdiction.
- > A description of the businesses carried on by the Proponent, directly or indirectly, in any jurisdiction.
- > The names and the respective positions of individuals who are authorized to represent the Proponent, along with their address, telephone and facsimile numbers if different from that of the Proponent.
- > A summary of the legal agreements that describe the relationships between the Proponent and any participants.
- > An ownership chart indicating the ownership structure of the Proponent. The chart must indicate the names of the persons who have direct or indirect ownership interests in the Proponent. If the Proponent is publicly-owned, it is only necessary to indicate the individuals or other persons who beneficially own or control 5% or more of the shares of any class of shares.
- > A full description of the Proponent's experience as it pertains to all aspects of the proposal. For example, provide information on corporations, partnerships, joint ventures, consortiums and other corporate/ownership structures, project locations, concept and expectations, size, construction time and costs, project values, role of the Proponent after construction, consultants employed, current relationship to project, co-operative work with local government and regional interests. Include reasonable illustrative material where relevant.
- > The name, address, and a brief description of each gaming establishment owned and/or operated by the Proponent or with which the Proponent is otherwise involved. (Note: If the Proponent is an entity newly-created for the purpose of responding to this proposal call, then the above information should be provided for each of the participants.)

- > Proponents based in any Canadian jurisdiction must provide the following information for up to the last five years:
 - » annual audited financial statements;
 - » year-end income statements, balance sheets, and cash flow statements; and
 - » if applicable, copies of any filing as required under the relevant securities legislation (including information circulars, prospectus, etc.).

- > Proponents based in the United States must provide the following information for up to the last five years:
 - » annual report and annual audited financial statements;
 - » year-end income statements, balance sheets, and cash flow statements; and
 - » Securities and Exchange Commission 10-K filings, if applicable.

- > If a Proponent is not a reporting issuer in any Canadian jurisdiction and is not required to file a 10-K with the Securities and Exchange Commission, Proponents must include a copy of their audited financial statements for the last five years, including year-end income statements, balance sheets, cash flow statements and notes thereto, and the report of the Proponent's auditors thereon.

- > If the Proponent has been formed to respond to the RFP, provide a pro-forma opening balance sheet for the Proponent.

- > If the Proponent is currently engaged in or proposing to construct a new project or to materially expand an existing project, indicate for each:
 - » a brief description (location, concept, size);
 - » the estimated cost of the project;
 - » the scheduled dates of construction and completion of each phase;
 - » the current status of the project development, including completion date;
 - » the financing arrangements of the project and the financing commitments made;
 - » the role of Proponent, identification of partners and their roles; and
 - » how the existing or proposed development(s) might benefit or affect the proposed gaming project.

- > **Current detailed financial statements for each gaming establishment currently owned or operated by the Proponent. Provide revenues and operating income for the gaming, food and beverage and other departments. Also provide gaming device mix (e.g. casino: tables, slots; paper bingo), square footage information, development schedule, capital investment, financing details and other relevant data for each establishment.**
- > **The organizational characteristics, objectives and management approach seen as appropriate or relevant to the gaming facility(ies) being proposed. In addition, discuss how the proposed gaming facility(ies) will be operated in relation to the Proponents' other gaming and/or non-gaming facilities.**

B. Evidence of Host First Nation Support

Prior to a proposal being considered for evaluation, a proposal must demonstrate community support (resolution of council) from the local government in which the proposed gaming facility is to be located. If a proposal does not contain the necessary community approval documentation, it will not be considered for evaluation.

C. Response to Adjacent Local Government Input

In addition, proposals must demonstrate that all demonstrable material, issues and concerns of adjacent local governments have been dealt with. Where some degree of impact may still occur, the proposal must also indicate efforts to be undertaken to minimize these potential impacts.

D. Location/Description of Gaming and Other Related Facilities

Proponents must provide a detailed description of the proposed development concept in narrative and graphic description, including the following details where appropriate:

- > A description of the proposed site. The description must include, at a minimum, the following information:
 - » municipal address and postal code;
 - » zoning approvals, including size of property;
 - » functional uses for venue;
 - » floor plans (including space allocation and major functions, e.g. gaming floor and back-of-house, circulation, accessibility to adjacent components);
 - » copies of all lease agreements, options, or agreements of purchase and sale;
 - » parking plan; and
 - » distance from existing gaming facilities.

- > A detailed project budget as to the costs for financing, design, construction, furnishing and equipping of the gaming facility(ies). Include any costs related to necessary infrastructure improvements required to accommodate the proposed development. Explain fully all material assumptions on which the projected budget is based. Proponents should outline those expenses which they believe are not their responsibility.

- > An outline of how the design of each gaming facility will incorporate the features necessary to ensure barrier-free access for persons with disabilities.

- > A description of each of the proposed facility components included in the gaming facility(ies), its mix of games, etc., and other supportive facilities such as restaurants, lounges and other related food and beverage and entertainment venues. The selection committee will favour those proposed developments that will provide a catalyst for economic development (jobs and other additional benefits). Destination gaming facilities should address the following criteria:
 - » Facility Standards
 - up-market positioning;
 - theming;
 - customer comforts;
 - needs of defined market;
 - community standards;
 - appropriate zoning and space requirements.

- » **Siting**
 - conforms with Host Local Government by-laws and development requirements
 - complements and supports a new or existing destination:
 - * hotel;
 - * marina;
 - * recreational facilities;
 - * convention or conference facilities;
 - * cruise.

- » **Ancillary Amenities within Destination Casino Complex**
 - restaurant(s);
 - lounges;
 - theatre/cabaret;
 - other entertainment venue(s).

- » **Ancillary Development Projects**
 - hotel;
 - recreation facilities;
 - convention or conference facilities;
 - tourist attractions.

- > **The proposed investment in each facility (new construction or renovations) showing both hard costs (e.g. construction and site improvement) and soft costs (e.g. legal and architectural fees).**

- > **Disclosure as to whether the Proponent, or any persons interested in the Proponent, has direct or indirect financial interests in the premises from which the Proponent will be operating each and every gaming facility.**

- > **A development timetable including all ancillary components. The timetable should include:**
 - » a list of any assumptions made/criteria used in preparing the development schedule;
 - » the assurances that will be made for timely completion; and
 - » plans, if any, for the use of a temporary facility during development and construction of the project.

E. Business Plan

Proponents must provide the following information in the business plan:

a) Operations

- > A description of the key management staff required to operate each department of each proposed gaming facility and their main areas of responsibility.
- > Detailed narratives regarding the backgrounds of executives to be assigned to develop and operate the proposed gaming facility(ies).
- > For each department, indicate the number of non-management staff required, broken down by the full-time and part-time positions (identify full-time, part-time and full-time equivalents), general classifications, estimated wage/salary rates per job classification, and the estimated total annual salaries and benefits.
- > An outline of the Proponent's principles with respect to staff training and development and staff relations, including local hiring and training. If the Proponent has gaming operations in other jurisdictions, specifics of staff development and training programs implemented in those jurisdictions should be included in the proposal.
- > An outline of the proposed number and type of public education and problem gambling prevention strategies, including prevention and education strategies for employees, that would be implemented as part of the operation of the gaming facilities. If the Proponent has gaming operations in other jurisdictions, specifics of the programs implemented in those jurisdictions should be included in the proposal. The Proponent must outline intervention and treatment strategies and programming that will be made available to problem gamblers.
- > An outline as to how the Proponent plans to ensure that persons under the age of 18 years will be identified and prohibited from gambling. If the Proponent has gaming operations in other jurisdictions, specifics of programs implemented in those jurisdictions should be included in this proposal.

- > An outline of the Proponent's proposed operating policies, programs and procedures for dealing with security inside and surrounding the facility, including the proposed surveillance and alarm systems to be installed. Explain any assumptions made regarding building layout and floor plans.
- > A description of the Proponent's proposed internal control and standard operating procedures relating to the handling, movement, counting and recording of money and money equivalents. Provide an outline on the proposed internal control procedures and standards.

b) Marketing

- > A detailed description of the proposed theme and market positioning of the gaming facility(ies).
- > An analysis of the mix and number of table games and slot machines proposed for each casino and the number of paper seats proposed for each bingo component. Provide a narrative explaining the assumptions on which the proposed gaming device mix is based.
- > A description of the proposed operating and marketing plans for each gaming facility including: the amounts, kinds and types of general promotion and advertising campaigns to be undertaken within the regulatory and operational framework; the market to be reached; and any strategies to respond to the unique nature of various Manitoba markets. Assumptions in respect to target markets and implementation should be clearly stated.
- > An analysis of the benefits or advantages, if any, projected to be derived from the Proponent's existing business activities.
- > A detailed market assessment highlighting the total market potential of the proposed facility and the potential impact on any existing gaming facility, charitable gaming or VLT operations within the same market.

c) Projections

- > All projections must be in Canadian dollars.
- > Provide a detailed projected budget as to costs for the financing, design, construction, furnishing and equipping of the project. Include costs of projected infrastructure improvements. Explain all material assumptions on which the projected budget is based, including assumptions of market size and competition.
- > Projected balance sheets, income statements (detailed on a departmental basis) and cash flow statements for the first 5 years of the operation of the gaming facility(ies) using Canadian generally accepted accounting principles. The financial statements for the first and second fiscal years should be prepared on a monthly basis.
- > A detailed description of all material assumptions used in the preparation of the financial projections, including detailed assumptions regarding operating performance (i.e. dates of opening of the gaming facility(ies), slot and table win, number and type of table games and slot machines, number of employees per department, visitation, win per person, seasonality, etc.).

d) Financing

- > A summary of the anticipated sources of financing for the project. Provide evidence of availability of financing and pertinent details (i.e. terms, rates, security, covenants, lenders, guarantors, investors, line of credit, etc.). Note: MLC will own and manage all slot machines and electronic gaming equipment.
- > Information regarding the Proponent's financing commitments in other projects and the terms of these actual and contingent commitments.
- > Acknowledgment that the Manitoba Government and/or the Manitoba Lotteries Corporation and/or the Manitoba Gaming Control Commission will not be responsible for funding losses associated with the proposed gaming facility(ies) and that those bodies will not be providing any forms of assistance to enable the Proponents to support or secure financing.

F. Assessment of Impact on Existing Gaming Facilities

A proposal must include a detailed market assessment highlighting total market potential of the proposed facility and the potential impact on any existing gaming facility, charitable gaming or VLT operations within the same market.

G. Economic Benefits

Proponents must provide details of how the proposed project satisfies the objectives stated in the proposal call, including regional economic benefits. Proponent responses should include, to the extent that they can be defined, the resultant direct and indirect benefits and jobs related to the construction and operation of the gaming complex and any other ancillary development (restaurants, hotels, recreational and entertainment facilities, etc.). Additional details should address how the gaming component of the total project will provide an economic catalyst for other developments, as well as how the total project will provide an economic catalyst for the region in which the total project is located.

VIDEO LOTTERY TERMINALS (VLTs)

At present, the Manitoba Lotteries Corporation (MLC) conducts and manages all video lottery terminals (VLTs) in the Province.

Off-reserve VLTs are placed on "sites" which are defined as a hotel beverage room or cocktail lounge or other premises approved by the Corporation, for which the applicant holds a license under The Liquor Control Act for the sale and consumption of alcoholic beverages. There are no limits to the number of sites located in an off-reserve community but the number of VLTs has been capped. A maximum of thirty VLTs may be placed in each off-reserve site. The limit was reduced from forty machines in June, 1996 as a result of the Lotteries Policy Review Committee Report. Siteholders receive a commission of 20% of net proceeds and the remaining 80% is retained by the MLC.

For the purposes of on-reserve VLTs, a site is currently determined to be the entire reserve, regardless of the number of buildings or premises or eligible sites available.

Reserve VLT sites are not required to be licensed under The Liquor Control Act and a maximum of forty VLTs are permitted per site. In order to be eligible to receive VLTs, all gaming on a reserve must be regulated. This can be achieved through a First Nations Gaming Commission appointed by the Lieutenant Governor in Council or through licenses issued by the MLC. The MLC currently enters into a VLT siteholder agreement with Chief and Council on behalf of the First Nation. On-reserve siteholders currently pay an initial administrative fee of \$5,650 per VLT and receive 90% of the net proceeds as their commission. The remaining 10% is retained by the MLC to cover the cost of administering the program and provide ongoing support and system maintenance.

The application of the site limit which defines a reserve as a site is inconsistent with the application of the site limit for off-reserve locations where more than one site can be controlled by a single corporation, person or business entity.

In order to minimize the discrepancies between on- and off-reserve sites, it is recommended that the application of VLT on-reserve site limits be changed to reflect the fact that a First Nations community may have more than one acceptable site on a reserve. Therefore, the Committee recommends a limit of 60 VLTs per reserve located in sites that are not contiguous. As a reserve would now be entitled to have more than one site, the Committee recommends that the limit of forty VLTs per site be reduced to a maximum of thirty, consistent with the off-reserve site limit. The Chief and Council should be responsible for identifying the acceptable site(s) on their reserve. While not required to be licensed under The Liquor Control Act, all sites should also be age-controlled.

First Nations would continue to reap the maximum benefits from the VLT program and retain 90% of the machines' net proceeds. In keeping with the current program, First Nations will still be required to pay an administrative fee of \$5,650 per machine in order to receive the maximum profit. The Committee encourages the MLC to continue to assist with the financing of the administrative fee by agreeing to recover the fee, on an interest-free basis, from the weekly net profit.

The Committee is also recommending that the days of VLT operation be increased to include Sunday gaming. The increased number of days of operation would assist First Nations in maximizing their revenue by enabling them to draw tourist traffic on weekends. The MLC and the Manitoba Gaming Control Commission are encouraged to work with First Nations to increase the number and variety of games, including the development of culturally appropriate games.

The Committee recommends that the current moratorium regarding the placement of VLTs on-reserve be removed immediately. The MLC currently has 650 machines in storage which were removed in response to the recommendations of the Lottery Policy Review Committee (the Desjardins Report). These machines should be used to satisfy the backlogged demand for VLTs created by the extended moratorium which applied only to First Nation sites.

REGULATORY FRAMEWORK

As a term of reference the Committee was tasked with developing recommendations reflecting that the Manitoba Gaming Control Commission (MGCC) will oversee First Nations gaming in Manitoba. Committee members believe it is critically important to regulate and control gaming activity with the aim of ensuring that gaming activity is conducted honestly, with integrity and in the public interest. By having First Nations casino and VLT operations regulated by the MGCC, locals and visitors alike are assured that the same high standards for gaming control are applicable wherever they gamble in the Province. This is a positive situation for the long-term health of the industry and will help foster customer confidence in the gaming product being offered by First Nations gaming operations. First Nations casinos and VLT sites should contribute to offset the costs associated with the MGCC providing those services.

Notwithstanding the fact that the MGCC should regulate First Nations casino and VLT operations, individual First Nation Gaming Commissions will and should continue to have exclusive licensing authority to license organizations to manage and conduct specified lottery schemes on reserves according to agreements signed with the Manitoba government. There are now 27 First Nations that regulate their gaming through First Nation Gaming Agreements and the Committee recommends that this process continue.

The Native Gaming department (now part of the Manitoba Gaming Control Commission), established by the Manitoba government in 1992 to deal with all native gaming issues, should continue its mandate and implement oversight policies and procedures and continue in an advisory capacity for implementation and operations for any approved expansion of gaming activities on-reserve.

The regulatory framework governing gaming in Manitoba is comprised of federal legislation, namely the Criminal Code and provincial legislation which includes the Manitoba Lotteries Corporation Act and the Gaming Control Act.

As part of its terms of reference, the Committee was tasked with developing recommendations in compliance with the existing Criminal Code of Canada. Key elements of the Code as it concerns gaming are:

- Section 207(1)(a) of the Criminal Code permits a provincial government to conduct and manage "a lottery scheme".

- Section 207(1)(b) permits charitable gaming when it is conducted and managed by a licensed charitable or religious organization where the proceeds are used for a charitable or religious purpose. A provincial government may license, or may specify another licensing authority to license, a charitable or religious organization.
- Manitoba has agreed to specify by Order-in-Council that First Nation Gaming Commissions are authorized as a licensing authority pursuant to Section 207(1)(b).
- Pursuant to Section 207(4)(c) of the Criminal Code, only a provincial government may conduct and manage “a lottery scheme” that is operated on or through a computer, video device or slot machine.
- The Government has designated the MLC as its agent to conduct and manage all electronic gaming in the Province.

The duties of the MGCC are:

- (a) at the request of the Minister, to provide advice and recommendations as to gaming activity;
- (b) at the request of the Minister, to conduct public meetings or hearings for the purpose of clause (a);
- (c) to conduct independent or joint research projects;
- (d) at the request of the Lieutenant Governor in Council, to conduct public inquiries into matters of gaming activity;
- (e) to issue policy directives as to the administration of the Gaming Control Act and the regulations;
- (f) to perform a licensing function;
- (g) to perform a registration function;
- (h) to perform a dispute resolution function;
- (i) to inspect or audit gaming activity as it deems necessary;
- (j) to ensure the technical integrity of lottery schemes;
- (k) to monitor and enforce compliance with the Gaming Control Act;
- (l) to fulfill such further and other duties assigned to it under the Gaming Control Act or any other Act.

The MGCC has the responsibility for conducting gaming audits, reviewing compliance procedures, carrying out background and security clearance investigations and consumer complaint investigations.

APPENDICES

- A. GAMING LAW AND REGULATION IN CANADA
- B. FIRST NATIONS GAMING POLICY DEVELOPMENT
- C. GAMING DEVELOPMENT IN MANITOBA
- D. FIRST NATIONS GAMING COMMISSIONS
- E. FIRST NATIONS VLT SITEHOLDER AGREEMENTS
- F. FIRST NATIONS VLT STATUS REPORT
- G. FIRST NATION RESERVE POPULATION (MB Census 1996)
- H. MAP - LOCATIONS OF FIRST NATIONS COMMUNITIES

APPENDIX A: GAMING LAW AND REGULATION IN CANADA

- Prior to 1969 the Criminal Code of Canada made all lottery schemes in Canada illegal. Section 206(1).
- 1969 - Criminal Code amended to legalize some forms of gaming in Canada as long as specified conditions are met; provinces authorized to conduct lottery schemes and to license charities for certain games of chance. Section 207(1).
- Government run gaming operations and charitable gaming operations are subject to two different provisions of the Code.
- Sub-section (a) permits governments to conduct gaming, if it is approved by their legislature.
- Sub-section (b) permits the Lieutenant Governor in Council of a province to specify a licensing authority which is responsible for licensing charitable gaming. Provincial governments do not need a license; charities do.
- Under sub-section 207(4)(c) governments can conduct and manage lottery schemes conducted on or through a computer (VLT, slot machine), they cannot license charities or other bodies to do the same.
- In the recent (1996) Pamajewan and Jones case, the Supreme Court of Canada upheld the current provisions of the Criminal Code by ruling that on-reserve gaming must be licensed by an authority specified by the Province despite claims of sovereignty with respect to gaming on reserves.
- It is within this legal context that gaming policy and activity has developed both off and on reserves in Manitoba.

APPENDIX B: FIRST NATIONS GAMING POLICY DEVELOPMENT

- In 1986 conflict arose when gaming activities on The Pas Band Indian Reserve (now known as the Opaskwayak Cree Nation) were attended by the RCMP and gaming products seized.
- In an effort to allow gaming to continue on-reserve, Provincial and First Nation authorities agreed to work on a method to bring First Nations gaming within the law.
- In 1987 a Memorandum of Understanding was signed between the Province of Manitoba, Indian Affairs and Northern Development, Manitoba Keewatinowi Okimakanak (MKO), The Pas Indian Band, First Nations Confederacy Inc. and The Brotherhood of Indian Nations Inc.
- The objective was to develop an interim agreement which addresses the interest of First Nation people residing on reserves and the general public interest.
- In 1988 the Manitoba Department of Northern Affairs (Native Affairs Secretariat), Attorney General's Department and the MLF (now MLC) met with Band representatives to pursue the development of First Nation Gaming Commissions which would provide the legal mechanism to license gaming on-reserve and provide direct native control of licensed gaming.
- 1990 - January. First First Nation Gaming Agreement in Canada signed with The Pas Band to establish The Pas Band Indian Gaming Commission (later changed to the Opaskwayak Cree Nation Gaming Commission - OCNGC).
- In 1991 shortly after the introduction of VLTs in rural Manitoba, the Provincial government approves a policy to allow placement of VLTs on-reserve. Placement is under the same general operational guidelines as off-reserve sites and as a prerequisite all gaming on-reserve must be regulated.
- Under Criminal Code provisions, the MLC must manage and conduct VLT operations but a principal of maximum economic benefit to participating bands is adopted.

- First Nations receive a commission of 90% of net proceeds; the MLC cost recovery requires that Bands pay a one-time administration fee of \$5,650 per VLT to include the cost of the machine, shipping, stand, locks, installation, etc.; the 10% retained by the MLC covers the cost of administering the central system and ongoing assistance including training of staff and site support.
- 1992 - September. Opaskwayak Cree Nation signed the first First Nation VLT Agreement in Canada.
- Also in 1992, in response to First Nations' concerns, the MLC removed bingo prize limits for on and off reserve licensees.
- In January, 1992 the MLC established the first and only First Nations Gaming department in Canada to assist First Nations in gaming self-regulation, compliance and gaming operational training.
- The MLC provides First Nation Gaming Commissions and on-reserve licensees with breakopen and bingo product at cost and through the economies of scale provide higher levels of return on First Nations gaming operations.
- In response to some First Nations concerns regarding financing, the MLC agrees to finance the administration fee by collecting 50% of the Band's 90% portion until the full amount is paid; interest is not charged.
- Since 1990, 27 First Nation Gaming Commissions have been established governing gaming on 29 of the Province's 61 reserves.
- From September, 1992 to March, 1995, 15 First Nations signed VLT agreements in Manitoba with the 331 machines generating annual net proceeds of approximately \$11 million for the participating bands.
- In March, 1995 the Government of Manitoba announces a moratorium on the expansion of all VLT and casino gaming pending a report by the Lotteries Policy Review Committee chaired by Mr. Larry Desjardins.
- In January, 1996 the Lotteries Policy Review Committee released its report to government. The report is silent on the specific issue of First Nations gaming.

- In June, 1996, the Government of Manitoba outlined plans in response to the Lotteries Policy Review Committee including the following impacts on First Nations gaming.
 - a) Despite a 15% network-wide reduction in the number of VLTs and site limit reduction to 30 terminals, First Nation VLTs remain unchanged, however, gaming moratorium remains in force.
 - b) The establishment of an independent Gaming Control Commission to regulate all gaming activity in the province including First Nations gaming.
 - c) The establishment of the First Nations Gaming Policy Review Committee to provide recommendations particularly as they relate to casino and VLT gaming development on-reserve.

- In May, 1997 members appointed to the First Nations Gaming Policy Review Committee chaired by Harvey Bostrom of the Native Affairs Secretariat.

APPENDIX C: GAMING DEVELOPMENT IN MANITOBA

- 1970 - Manitoba Centennial Act authorizes the Centennial Committee to conduct and manage lotteries in Manitoba during the Centennial year.
- 1971 - Manitoba Lotteries Act passed; Manitoba Lotteries Commission manages government lotteries; Manitoba Lotteries Licensing Board licenses charities to conduct certain lotteries.
- 1974 - The Western Canada Lottery Foundation formed to manage lottery ticket operations on behalf of Manitoba, Saskatchewan, Alberta and British Columbia.
- 1980 - Lotteries and Gaming Control Act passed; replaces the Manitoba Lotteries Act; establishes the Manitoba Lotteries Gaming Control Commission and the Manitoba Lotteries Gaming and Licensing Board.
- 1982 - Manitoba Lotteries Foundation Act passed; replaces the Lotteries and Gaming Control Act; MLF replaces the Manitoba Lotteries Gaming Control Commission and the Manitoba Lotteries Gaming and Licensing Board.
- 1982 - On-line lotteries (Lotto 6/49) introduced.
- 1983 - MLF formed and assumes direct responsibility for operating all casinos (tables only); becomes sole distributor of bingo and breakopen tickets in Manitoba; acquires 3 full time bingo facilities operated on behalf of charities.
- December, 1989 - The Crystal Casino, Canada's first full time casino, is opened.
- November, 1991 - VLTs introduced into rural Manitoba hotels and lounges. Siteholders receive 20% commission.
- September, 1992 - VLTs introduced into the City of Winnipeg hotels and lounges.
- In response to increasing casino style gaming competition from neighbouring jurisdictions, the MLC opens Club Regent and McPhillips Street Station in June, 1993.

- **March, 1995 - The Provincial government announces moratorium on the expansion of all VLT and casino gaming pending a report by the Lotteries Policy Review Committee.**
- **Casino development continues in neighbouring jurisdictions (Saskatchewan, Ontario, Minnesota, North Dakota).**
- **In response to Lotteries Policy Review Committee Report, the government announces the following in June, 1996:**
 - a) **Creation of an independent Gaming Commission.**
 - b) **VLT network and site limit reductions.**
 - c) **Exclusion of lifestyle advertising.**
 - d) **Feasibility study on the future of the Crystal Casino.**
 - e) **The intention to establish a Committee to determine the future of First Nations gaming.**
- **May, 1997 - Price Waterhouse feasibility study released recommending consolidation of the Crystal Casino into the existing operations at Club Regent and McPhillips Street Station.**
- **The Price Waterhouse Study concluded that little growth in casino style gaming could be expected in Manitoba and consolidation was the best option due to mature nature of the market in Manitoba and surrounding jurisdictions.**
- **Consolidation and refurbishment of Club Regent and McPhillips Street Station is expected to be complete by spring of 1999.**

APPENDIX D: FIRST NATIONS GAMING COMMISSIONS

1. The Opaskwayak Cree Nation
(formerly The Pas)
January 9, 1990
2. The West Region Economic Development Corporation (Represents three Bands: Gambler, Keeseekoowenin and Rolling River)
May 9, 1991
3. The Norway House Indian Band
June 7, 1991
4. The Roseau River Anishinabe First Nation
March 13, 1992
5. The Mathias Colomb Indian Band
April 6, 1992
6. The Nelson House First Nation
August 5, 1992
7. The Crane River First Nation
September 28, 1992 and November 2, 1992
8. The Moose Lake Indian Band
December 15, 1992
9. The Fox Lake First Nation
December 23, 1992
10. The Birdtail Sioux First Nation
March 8, 1993
11. The Sandy Bay First Nation
March 3, 1993
12. The Chemawawin First Nation
May 19, 1993
13. The Peguis Indian Band
June 24, 1993
14. The Pine Creek First Nation
August 16, 1993
15. The Grand Rapids First Nation
October 6, 1993
16. The Ebb and Flow First Nation
May 12, 1994
17. The Waywayseecappo First Nation
May 26, 1994
18. The Berens River First Nation
May 26, 1994
19. The Dakota Tipi First Nation
September 27, 1994
20. The Valley River First Nation
October 27, 1994
21. The Brokenhead Ojibway Nation
February 23, 1995
22. The Bloodvein First Nation
January 2, 1997
23. The Split Lake Cree First Nation
January 2, 1997
24. The Waterhen First Nation
February 11, 1997
25. The Hollow Water First Nation
March 10, 1997
26. The Fisher River First Nation
March 10, 1997
27. The Sagkeeng First Nation
July 3, 1997

APPENDIX E: FIRST NATION VLT SITEHOLDER AGREEMENTS

1. The Opaskwayak Cree Nation
(formerly The Pas)
September 16, 1992 (20 VLTs)
Addendum signed January 25, 1993
(20 additional VLTs)
2. The Crane River First Nation
September 28, 1992 (6 VLTs)
Addendum signed August 18, 1994
(14 additional VLTs)
3. The Pine Creek First Nation
December 4, 1992 (40 VLTs)
4. The Sandy Bay First Nation
May 14, 1993 (10 VLTs)
Addendum signed April 8, 1994
(15 additional VLTs)
5. The Peguis Indian Band
June 1, 1993 (20 VLTs)
Addendum signed August 9, 1993
(10 additional VLTs)
Addendum signed April 18, 1994
(10 additional VLTs)
6. The Buffalo Point First Nation
June 2, 1993 (20 VLTs)
7. The Waywayseecappo First Nation
July 13, 1993 (40 VLTs)
8. The Nelson House First Nation
August 6, 1993 (6 VLTs)
Addendum signed January 12, 1994
(4 additional VLTs)
9. The Chemawawin First Nation
December 3, 1993 (6 VLTs)
Addendum signed March 18, 1994
(4 additional VLTs)
10. The Ebb and Flow First Nation
December 10, 1993 (10 VLTs)
11. The Grand Rapids First Nation
February 2, 1994 (20 VLTs)
12. The Dakota Plains First Nation
March 18, 1994 (6 VLTs)
13. Roseau River Anishinabe First Nation
May 3, 1994 and August 11, 1994
(20 VLTs)
14. The Fairford First Nation
September 2, 1994 (10 VLTs)
15. The Norway House First Nation
Week of March 6, 1995 (20 VLTs)

APPENDIX F: FIRST NATIONS VLT STATUS REPORT

	FIRST NATION	GAMING COMMISSION	MLC LICENSE	VLT AGREEMENT	CURRENT # VLTs	REQUESTED # VLTs	GRAND TOTAL
1.	Berens River	x			nil	6	6
2.	Brokenhead Ojibway	x			nil	40	
3.	Buffalo Point			x	20	nil	
4.	Chemawawin	x		x	10	nil	10
5.	Dakota Plains			x	6	nil	
6.	Dakota Tipi	x			nil	40	40
7.	Ebb and Flow	x		x	10	nil	
8.	Fairford		x	x	10	nil	
9.	Fisher River	x			nil	10	10
10.	Fox Lake	x			nil	6	
11.	Grand Rapids	x		x	20	nil	20
12.	Hollow Water	x			nil	6	
13.	Lake Manitoba				nil	10	
14.	Mathias Colomb	x			nil	10	10
15.	Mosakahiken Cree (Moose Lake)	x	x		nil	6	
16.	Nelson House	x		x	10	30	
17.	Norway House*	x		x	20	30	50
18.	Oak Lake		x		nil	6	
19.	O-Chi-Chak-Ko-Sipi (Crane River)	x		x	20	nil	20
20.	Opaskwayak Cree*	x		x	40	60	100
21.	Peguis Indian Band*	x		x	40	40	80
22.	Pine Creek	x		x	40	nil	40
23.	Roseau River	x		x	20	nil	20
24.	Sagkeeng				nil	40	40
25.	Sandy Bay	x		x	25	nil	25
26.	Sioux Valley		x		nil	20	20
27.	Split Lake Cree	x			nil	10	10
28.	Waywayseecappo	x		x	40	nil	40
	TOTALS				331	370	701

APPENDIX G: FIRST NATION RESERVE POPULATION (MB Census 1996)

<u>Name</u>	<u>Population</u>	<u>Name</u>	<u>Population</u>
Cross Lake	3491	Red Sucker Lake	565
Norway House	3402	Moose Lake	556
St. Theresa Point/ Wassagamack	2884	Hollow River/Hollow Water	555
Sandy Bay	2227	Grand Rapids	546
Opaskwayak	2170	Roseau River	543
Peguis	2076	Shoal River	533
Garden Hill	1802	Waterhen	488
Nelson House	1760	God's River	455
Fort Alexander	1690	Bloodvein	451
Oxford House	1615	Little Saskatchewan	362
Split Lake	1500	Keeseekoowenin	351
Pukatawagan	1201	Pauingassi	351
God's Lake	1143	Black River	340
Sioux Valley	1030	Brokenhead	332
Fisher River	1023	Valley River	320
Waywayseecappo	964	Churchill	319
Ebb & Flow	871	Crane River	316
Chemawin	859	Birdtail Creek	306
Fairford	832	York Landing	300
Berens River	790	Oak Lake	290
Shamattawa	759	Rolling River	265
The Narrows	638	Brochet	242
Little Grand Rapids	634	Fox Lake	154
Lac Brochet	615	Dauphin River	89
Long Plains	597	Dakota Plains	84
Dog Creek	582	Buffalo Point	63
Pine Creek	575	Gambler	43

