



TE-MOAK TRIBE OF WESTERN SHOSHONE

RESOLUTION OF THE GOVERNING BODY OF THE TE-MOAK TRIBE OF WESTERN SHOSHONE INDIANS OF NEVADA

RESOLUTION NO: 16-TM-33

BE IT RESOLVED BY THE TE-MOAK TRIBAL COUNCIL OF THE TE-MOAK TRIBE OF WESTERN SHOSHONE INDIANS OF NEVADA; THAT

WHEREAS, this organization is a recognized Indian Organization as defined under the Indian Reorganization Act of 1934, as amended, and exercises rights of home rule and is responsible for the promotion of the economic and social welfare and well-being of its members, **and**

WHEREAS, the Te-Moak is composed of four (4) constituent Bands, Elko, Battle Mountain, South Fork and Wells and is the parent council of said bands, **and**

WHEREAS, as per the Te-Moak Constitution Article 9, Section 3(d) - To charter and regulate independent organizations, subordinate organizations, committees, and boards of officials of the Tribe; and to delegate powers as appropriate, retaining the right to supervise and to rescind delegated powers, **and**

WHEREAS, this organization is an Indian Organization as defined under the Indian Reorganization Act of June 18, 1934, as amended, to exercise certain rights of home rule and to be responsible for the promotion of economic and social welfare of its Tribal members, **and**

WHEREAS, the Te-Moak Tribe of Western Shoshone Tribal Council (Council) is composed of Constituent Bands known as the Battle Mountain Band Council, Elko Band Council, South Fork Band Council and Wells Band Council; **and**

WHEREAS, on January 7, 2009 the Te-Moak Tribal Council approved the Te-Moak Tribe of Western Shoshone Gaming Ordinance No. 09-TM-ORD-01 ("Gaming Ordinance"), and this Gaming Ordinance was subsequently approved by the National Indian Gaming Commission under the Indian Gaming Regulatory Act on May 13, 2009; **and**

WHEREAS, Section 5 of the Gaming Ordinance sets out the general requirements for authorizing and regulating gaming of the Tribe and its Bands, and Subsection 5.D of the Gaming Ordinance requires that the Tribal Council authorize and approve any proposal to open a new Class II or Class III gaming operation on the Reservation; **and**

WHEREAS, the Battle Mountain Band proposes to open a new Class II and Class III gaming operation on the Band's Colony Lands which are within the Reservation; **and**

WHEREAS, the Battle Mountain Band proposes that this gaming operation will consist of 220 Class III electronic games (slot machines), 68 Class III electronic games that will be wide area progressives or titles that can only be on a revenue share program, 60 Class II electronic games, 6 Blackjack tables as commonly played in Nevada, 2 Novelty games as commonly played in Nevada (for example: Caribbean Stud, Spanish 21 etc.), 1 Craps table as commonly played in Nevada, 1 Roulette game as commonly played in Nevada, one Bingo Hall with approximately 300 seats utilizing paper bingo as commonly played with a blower unit to determine the numbers called, approximately 100 electronic handheld bingo devices to be played in conjunction with the Paper/Blower Bingo, and 1 Sports Book Kioske.

NOW THEREFORE BE IT RESOLVED, pursuant to Section 5.D of the Gaming Ordinance, the Tribal Council authorizes and approves the Battle Mountain Band's proposal to open a new Class II or Class III gaming operation, as described and set out in this resolution, on the Band's Colony Lands on the Reservation.

C-E-R-T-I-F-I-C-A-T-I-O-N

I, the undersigned, as Chairperson of the Te-Moak Tribal Council, do hereby certify that the Tribal Council is composed of nine (9) members of whom 8 were present at the meeting which constituted a quorum held **September** , **2016**, and the foregoing resolution was adopted at such meeting by a vote of 7 **FOR**, 0 **AGAINST**, 0 **ABSTENTION** pursuant to the authority of Article 4, Section 3 of the Constitution of the Te-Moak Tribe of Western Shoshone Indians of Nevada.



Lydia Johnson
Lydia Johnson, Chairman
Te-Moak Tribe of Western Shoshone

ATTEST:

Phaline Conklin
Phaline Conklin, Recording Secretary
Te-Moak Tribal Council