

GAMING COMMISSION REGULATIONS
REGULATING THE USE OF CHIPS AND TOKENS

Coyote Valley Gaming Commission
Coyote Valley Band of Pomo Indians

Chapter 3

CHIPS AND TOKENS

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3.010 Definitions. As used in this Chapter:

1. "Chairman" means the chairman of the Coyote Valley Gaming Commission or his designee.
2. "Chip" means a non-metal or partly metal representative of value, redeemable for cash, and issued and sold by a licensee for use at table games at the licensee's gaming facility.
3. "Gaming Enterprise" or "Enterprise" means a commercial enterprise of the Coyote Valley Band of Pomo Indians authorized by the Band to engage in gaming of every variety of Class II and Class III gaming as defined by the Indian Gaming Regulatory Act, 25 U.S.C. §2703.
4. "Gaming Facility" means any location, building or structure of any kind, located on the Coyote Valley Indian Reservation, where Class II and/or Class III gaming activities as defined by the Indian Gaming Regulatory Act, 25 U.S.C. §2703 is conducted.
5. "General Manager" means the person or persons who has ultimate responsibility for the day-to-day operation and management of a gaming facility or enterprise and who holds a Class A gaming license from the Commission pursuant to Chapter 2 of the Commissioners' Regulations.

6. "Licensee" means any person who has or is required to have a Class A or B license from the Coyote Valley Gaming Commission pursuant to Chapter 2 of the Commission's Regulations to work at particular gaming facility.

7. "Indian Reservation" means all lands within the exterior boundaries of the Coyote Valley Indian Reservation.

8. "Token" means a metal representative of value, redeemable for cash, and issued and sold by a licensee for use in an electronic gaming device and at table games at the licensee's gaming establishment.

3.020 Approval of chips and tokens; applications and procedures.

1. A licensee shall not issue any chips or tokens for use in any gaming facility, or sell or redeem any such chips or tokens, unless the chips or tokens have been approved in writing by the chairman. A licensee shall not issue any chips or tokens for use in any gaming facility, or sell or redeem any such chips or tokens, that are modifications of chips or tokens previously approved by the chairman, unless the modifications have been approved in writing by the chairman.

2. Applications for approval of chips, tokens, and modifications to previously-approved chips or tokens must be made, processed, and determined in such manner and using such forms as the Commission may prescribe. Only a Class A licensed General Manager of a gaming facility or enterprise may apply for such approval. Each application must include, in addition to such other items or information as the Commission may require:

(a) An exact drawing, in color or in black-and-white, of each side and the edge of the proposed chip or token, drawn to actual size or drawn to larger than actual size and in scale, and showing the measurements of the proposed chip or token in each dimension;

(b) Written specifications for the proposed chips or tokens;

(c) The name and address of the manufacturer; and

(d) The gaming facility's intended use for the proposed chips or tokens.

3. If, after receiving and reviewing the items and information described in subsection 2 above, the chairman is satisfied that the proposed chips or tokens conform with the

requirements of this Chapter, the chairman shall notify the General Manager in writing and shall request, and the General Manager shall thereupon submit, a sample of the proposed chips or tokens in final, manufactured form. If the chairman is satisfied that the sample conforms with the requirements of this Chapter and with the information submitted with the General Manager's application, the chairman shall approve the proposed chips or tokens and notify the General Manager in writing. As a condition of approval of the chips or tokens issued for use at the gaming facility's specific table game, the chairman may prohibit all licensees of the gaming facility or enterprise from using the chips or tokens other than at the specified game. The Commission shall retain the sample chips and tokens submitted pursuant to this subsection.

3.030 Specifications for chips and tokens.

1. Chips and tokens must be designed, manufactured, and constructed in compliance with all applicable statutes, regulations, and policies of the United States, any State, and other Indian Tribes, and so as to prevent counterfeiting of the chips and tokens to the extent reasonably possible. Chips and tokens must not deceptively resemble any current or past coinage of the United States or any other nation.

2. In addition to such other specification as the chairman may approve:

(a) The name of the issuing gaming facility must be inscribed on each side of each chip and token, and the name of the Coyote Valley Band of Pomo Indians and the Coyote Valley Indian Reservation must be inscribed on at least one side of each chip and token;

(b) The value of the chip or token must be inscribed on each side of each chip and token;

(c) The manufacturer's name or a distinctive logo or other mark identifying the manufacturer must be inscribed on at least one side of each chip and token; and

(d) Each chip must be designed so that when stacked with chips and tokens, of other denominations and viewed on closed-circuit, black-and-white television, the denomination of the chip or token can be distinguished from that of the other chips and tokens in the stack.

3.040 Specifications for chips.

1. Unless the Commission approves otherwise, chips must be disk-shaped, must be .130 inch thick, and must have a diameter of 1.55 inches.

2. Each side of each chip issued for use exclusively at a particular game must bear an inscription clearly indicating the use of the chip is so restricted.

3.050 Specifications for tokens.

1. Unless the Commission approves otherwise, tokens must be disk-shaped and must measure as follows:

(a) No token may be smaller than 1.459 inches or larger than 1.95 inches in diameter, and no token may be from 1.475 through 1.525 inches in diameter;

(b) One dollar denomination tokens must be from 1.459 through 1.474 inches in diameter, from .0985 through .115 inches thick, and, if the token has reeds or serrations on its edges, the number of reeds or serrations must not exceed 150;

(c) Five dollar denomination tokens must be 1.75 inches in diameter, from .115 through .135 inch thick, and, if the token has reeds or serrations on its edges, the number of reeds or serrations must not exceed 175;

(d) Twenty-five dollar denomination tokens must be larger than 1.75 inches but no larger than 1.95 inches in diameter (except that such tokens may be 1.654 inches (423 millimeters) in diameter if made of 99.9 percent pure silver), must be .10 inch thick, and, if the token has reeds or serrations on its edges, the number of reeds or serrations must not exceed 200; and

(e) Tokens of other denominations must have such measurements and edge reeds or serrations as the chairman may approve or require.

2. The chairman shall not approve any tokens of denominations lower than one dollar.

3. Tokens must not be manufactured from material possessing sufficient magnetic properties so as to be accepted by a coin mechanism, other than that of an approved electronic gaming device.

4. Tokens must not be manufactured from a three-layered material consisting of a copper-nickel alloy clad on both sides of a pure copper core, nor from a copper-based material, unless the total of zinc, nickel, aluminum, magnesium, and other alloying materials is at least twenty percent (20%) of the token's weight.

3.060 Use of chips and tokens.

1. A Gaming Enterprise or any licensee that uses chips or tokens at any gaming facility shall:

(a) Comply with all applicable statutes, regulations, and policies of the Coyote Valley Band of Pomo Indians and of the United States pertaining to chips or tokens;

(b) Sell chips and tokens only to patrons of a gaming facility owned and operated by the Coyote Valley Band of Pomo Indians that the licensee is licensed to work at, and only at the patron's request;

(c) Promptly redeem the chips and tokens from its patrons;

(d) Post conspicuous signs at the gaming facility notifying patrons that federal law prohibits the use of the tokens, and that Tribal law prohibits the use of the chips, outside the gaming facility for any monetary purpose whatever; and

(e) Take reasonable steps, including examining chips and tokens and segregating those issued by other States or Tribes to prevent sales to its patrons of chips and tokens issued by another State or Tribe.

2. A Gaming Enterprise or any licensees shall not accept chips or tokens as payment for any goods or services offered at any gaming facility with the exception of the specific use of which the chips or tokens were issued, and shall not give chips or tokens as change in any other transaction.

3. A Gaming Enterprise or any licensee shall not redeem its chips or tokens if presented by a person who the licensee knows or reasonably should know is not a patron of its gaming facility, except that a licensee shall promptly redeem its chips and tokens if presented by:

(a) An employee of another gaming enterprise located off the Reservation who represents that it redeemed the chips and tokens from its patrons or received them unknowingly, inadvertently, or unavoidably;

(b) A person engaged in the business of collecting chips and tokens issued by other gaming facilities and presenting them to the issuing gaming facility on the Reservation for redemption.

4. A Gaming Enterprise or any licensee shall not knowingly sell, use, permit the use of, accept, or redeem chips or tokens issued by another gaming facility, except as follows:

(a) A licensee may redeem tokens issued by another gaming facility if:

(1) The tokens are presented by a patron for redemption to a cashier of the licensee's gaming facility, and the patron states that he or she received the tokens at the licensee's gaming facility from the payout chutes of electronic gaming devices or from an employee of the issuing gaming facility; or

(2) The tokens are presented by a patron at a table game, and the licensee redeems the tokens with tokens of its own, places the redeemed tokens in the table's drop box, and separates and properly accounts for the redeemed tokens during the count performed pursuant to the licensee's system of internal control required by regulations of the Commission; and

(b) A licensee may redeem chips issued by another gaming facility if:

(1) The chips are presented by a patron for redemption at the cashier's cage of the licensee's gaming facility; or

(2) The chips are presented by a patron at a table game and the licensee redeems the chips with chips of its own, places the redeemed chips in the table's drop box, and separates and properly accounts for the redeemed chips during the count performed pursuant to the gaming facility's system of internal control submitted pursuant to regulations of the Commission.

5. Chips whose use is restricted to uses other than at table games or other than at specified table games may be redeemed by the issuing gaming enterprise at table games or non-specified table games if the chips are presented by a patron, and the licensee of any such enterprise redeems the chips with chips issued for use at the game, places the redeemed chips in the table's drop box, and separates and properly accounts for the redeemed chips during the count performed pursuant to the gaming enterprise's system of internal control required by regulation of the Commission.

6. Tokens may be used only at a gaming facility expressly authorized by Tribal law to use tokens and in conformity with the provisions of any applicable Tribal-State Compact.

3.070 Redemption and disposal of discontinued chips and tokens.

1. A gaming enterprise that permanently removes from use or replaces approved chips or tokens, or that ceases operating

its gaming facility whether because of closure or any other reason, must prepare a plan for redeeming discontinued chips and tokens that remain outstanding at the time of discontinuance. The General Manager of the gaming facility or enterprise must submit the plan in writing to the chairman not later than thirty (30) days before the proposed removal, replacement or closure, unless the closure or other cause for discontinuance of the chips or tokens cannot reasonably be anticipated, in which event the General Manager must submit the plan as soon as reasonably practicable. The Commission may approve the plan or require reasonable modifications as a condition of approval. Upon approval of the plan, the General Manager of the gaming facility shall implement the plan as approved.

2. In addition to such other reasonable provisions as the chairman may approve or require, the plan must provide for:

(a) Redemption of outstanding, discontinued chips and tokens in accordance with this Chapter for at least one hundred twenty (120) days after operations cease, as the case may be, or for such longer or shorter period as the chairman may for good cause approve or require;

(b) Redemption for the chips and tokens at the premises of the gaming facility or at such other location as the chairman may approve;

(c) Publication of notice of the discontinuance of the chips and tokens and of the redemption and pertinent times and locations in a newspaper of general circulation in Mendocino County at least twice during each week of the redemption period, subject to the chairman's approval of the form of the notice, the newspaper selected for publication, and the specific days of publication;

(d) Conspicuous posting of the notice described in paragraph (c) at the gaming facility or other redemption location; and

(e) Destruction or such other disposition of the discontinued chips and tokens as the chairman may approve or require.

3.080 Destruction of counterfeit chips and tokens.

1. As used in this section, "counterfeit chips or tokens" means any chip- or token-like objects that have not been approved pursuant to this Chapter, including objects commonly referred to as "slugs," but not including coins of the United States or any other nation.

2. Unless a peace officer instructs or a court of competent jurisdiction orders otherwise in a particular case,

licensees shall destroy or otherwise dispose of counterfeit chips and tokens discovered at their gaming facilities in such manner as the chairman may approve or require.

3. Unless a peace officer instructs or a court of competent jurisdiction orders otherwise in a particular case, licensees may dispose of coins of the United States or any other nation discovered to have been unlawfully used at the gaming facility where they are employed by including them in their coin inventories or, in the case of foreign coins, by exchanging them for United States currency or coins and including same in their currency or coin inventories, or by disposing of them in any other lawful manner.

4. Each gaming facility shall record, in addition to such other information as the chairman may require:

(a) The number and denominations, actual and purported, of the coins and counterfeit chips and tokens or otherwise disposed of pursuant to this section;

(b) The month during which they were discovered;

(c) The date, place, and method of destruction or other disposition, including, in the case of foreign coin exchanges, the exchange rate and the identity of the bank, exchange company, or other business or person at which or with whom the coins are exchanged; and

(d) The names of the persons carrying out the destruction or other disposition on behalf of the gaming facility.

5. Each gaming facility shall maintain each record required by this subsection for at least five (5) years, unless the chairman approves or requires otherwise.

3.090 Promotion and tournament chips and tokens.

1. As used in this section, "promotional chip" means a chip- or token-like object issued by a gaming facility for use in promotions or tournaments at its gaming facility.

2. Promotional chips must be designed, manufactured, approved, and used in accordance with the provisions of this Chapter applicable to chips and tokens, except as follows:

(a) Promotional chips must be of such shape and size and have such other specifications as the chairman may approve or require;

(b) Each side of each promotional chip must conspicuously bear the inscription "No Cash Value;"

(c) Promotional chips must not be used, and licensees shall not permit their use, in transactions other than the promotions or tournaments for which they are issued; and

(d) They provisions of section 3.070 of this Chapter shall not apply to promotional chips.

3.100 Other instrumentalities. Other instrumentalities with which gaming is conducted must be designed, manufactured, approved, used, discontinued, destroyed, or otherwise disposed of in accordance with the provisions of this Chapter, applicable to chips and tokens, except as follows:

1. Such other instrumentalities must be of such shape, size, and design and have such other specifications as the Commission may approve or require; and

2. The Commission, in its sole and absolute discretion, may deny approval of the instrumentalities other than chips and tokens or may grant approval subject to such conditions as it considers appropriate.

CERTIFICATION

The foregoing Regulations were adopted at a regular meeting of the Coyote Valley Gaming Commission held on November 14, 1995, by the following vote:

AYES: 5
NOES: 0
ABSTAIN: 0
ABSENT: 0

Ruth Alcantara
Chairman of the Coyote Valley
Gaming Commission

ATTESTED:

Bernita A. Garcia
Secretary of the Coyote Valley Gaming Commission