



## MINNESOTA INDIAN GAMING ASSOCIATION

February 28, 2019

Madam Chair Halverson and Representative Lien:

The Minnesota Indian Gaming Association (MIGA) represents all eleven of the federally recognized Native American tribes across the state. On behalf of our elected tribal leaders, the association appreciates the ability to provide concerns regarding HF356, a bill that would authorize an electronic form of paddlewheel.

Since its inception, MIGA has opposed all expansion of gambling in Minnesota. After careful study and review of HF356, MIGA believes the change in law would drastically alter the nature of the current Paddlewheel game and would in fact expand gambling in the state.

If enacted, HF365 would authorize an increase in the number of electronic gaming devices in bars and restaurants and raise prize limits on an individual wager from \$70 to \$1,000. The bill would also allow players to bet on up to 10 upcoming spins on one "ticket," and allow the use of symbols on the wheel instead of the simple numbers currently allowed. These updates would change the play and look of the game significantly. Also concerning is the use of random number generation (RNG) through a central server. RNG technology in gaming devices is generally associated with video slot machines, and is the same technology used in similar class III video roulette games found in casinos across the country.

Again, MIGA appreciates the Committee's attention to its concerns with HF356. The bill's author, Rep. Lien, has always made good faith efforts to consult the state's tribes to craft legislation that would strengthen Minnesota's charitable gaming industry without harming the critically important tribal gaming operations that support tribal members and communities. MIGA and its representatives hope to continue these discussions in the future, but at this time must oppose HF356.

Sincerely,

John McCarthy  
Executive Director  
Minnesota Indian Gaming Association