

**MISSISSIPPI GAMING COMMISSION**  
**PROCEDURAL FACT SHEET FOR**  
**GAMING LICENSE**

1. Request Notice of Intent Form (in writing) from the Gaming Commission
2. Complete and submit Notice of Intent to the Gaming Commission. Information identifying the exact site, the exact location of the boat at the site and related infrastructure plans must be submitted with the Notice of Intent. Maps and pictures of the area, marked clearly for this identification, must be included with the Notice of Intent.
3. Approved or disapproved to publish Notice of Intent in local newspaper for three (3) consecutive weeks. Provide gaming application and fingerprint cards if approved.
4. After three (3) consecutive weeks of publication, submit written request for site assessment to the Gaming Commission. Applicant also files application (\$5,000.00) and fingerprint cards with the Gaming Commission.
5. Executive Director will notify Board of Supervisors of the County and, if applicable, the Chief Executive of the municipality in which the proposed gaming operation will be located, of the receipt of the application.
6. Site assessment and site development approval - The Gaming Commission conducts a hearing to determine whether to approve the proposed site and site development plan for a casino. The hearing will consist of presentation by the applicant to include:
  1. The specific location of the property.
  2. The current use of any adjacent property as well as the location of the nearest residential area, church and school.
  3. The complete site development plan to include all structures planned and their expected completion date.
  4. Evidence that the following agencies (if applicable) do not oppose the site development plan:
    - a. U.S. Corps of Engineers
    - b. U.S. Coast Guard
    - c. Mississippi Department of Transportation
    - d. Mississippi Department of Environmental Quality
    - e. Bureau of Marine Resources
    - f. Board of Supervisors
    - g. Port and Harbor Commission
    - h. Levee Board
    - I. Mayor's Office

- j. City and County Planning Commission and  
Preservation Commission

Following the presentation, the public will be provided time to comment on the proposal.

**(8" x 10" COPIES OF ALL PHOTOGRAPHS AND OTHER MATERIAL USED FOR THIS PRESENTATION MUST BE PROVIDED TO THE MGC STAFF TO BE PLACED IN THE APPLICANTS FILE.)**

The Executive Director will present a recommendation to the Commission, and the Commission will approve or disapprove the recommendation. The Commission may request the staff or the applicant to submit additional information. An approval does not exempt the applicant from other State, Federal or local laws, regulations or ordinances.

7. After site development is approved, application is placed on a list with other applicants for the investigative process.
8. Gaming Commission provides applicant with projected investigative costs to determine suitability of the individuals. Applicants then submit requested deposit to be used for investigative expenses to determine suitability.
9. Investigation Process Implemented
  1. Interview
    - A. Corporate
    - B. Personal
  2. Financial
    - A. Corporate
    - B. Personal
  3. Background Check
    - A. Corporate
    - B. Personal
  4. Development Plan
    - A. Vessel (Specification & Design)
    - B. Shore Development Plans
    - C. Infrastructure Plans
    - D. Operation/Implementation Timetable to include A, B and C.
10. Provide detailed description of the games to be played (House Rules) to the Gaming Commission.
11. Executive Director makes recommendation whether or not to issue a license to the applicant. If approved, licensee pays license fee (\$5,000.00) and fees for approved games.

12. If approved by the Gaming Commission, Executive Director monitors the implementation of the approved Operation/Implementation Timetable. Provide status report to the Gaming Commission.
13. Gaming Commission makes final inspection of the vessel and reviews compliance with all federal, state and local laws, regulations and ordinances before giving final approval to open.