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For more information on Michigan's gaming industry, please visit www.michigangaming.com

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The _____ MICHIGAN GAMING _____ Newsletter



MICHIGAN TRIBAL COMMUNITIES SHARED \$28.6 MILLION OF GAMING REVENUE WITH LOCAL COMMUNITIES IN 2015

On October 20, 2016 the Michigan Gaming Control Board (“MGCB”) reported that during 2015, Michigan tribal governments sent \$28.6 million in gaming-related payments to local governments and revenue sharing boards.

According to the report published by the MGCB, *Receipts and Distribution of Indian Casino Revenue by Local Revenue Sharing Boards*, The Pokagon Band of Potawatomi distributed \$5.9 million, the largest amount amongst the twelve Native American tribes.

Since 1994, Native American tribes operating in Michigan have shared more than \$408 million in revenue sharing payments to local units of government and revenue sharing boards.

The tribes are:

- Bay Mills Indian Community
- Grand Traverse Band of Ottawa and Chippewa Indians
- Match-E-Be-Nash-She-Wish band of Pottawatomi (Gun Lake Tribe)
- Hannahville Indian Community
- Keweenaw Bay Indian Community
- Lac Vieux Desert Band of Lake Superior Chippewa Indians
- Little River Band of Ottawa Indians
- Little Traverse Bay Band of Odawa Indians
- Nottawaseppi Huron Band of the Potawatomi
- Pokagon Band of Potawatomi
- Saginaw Chippewa Indian Tribe

- Sault Ste. Marie Tribe of Chippewa Indians

Overall, revenue sharing was down 1.8 percent from 2014.

MGCB RELEASES NOTICE OF PUBLIC MEETING FOR TUESDAY, NOVEMBER 1, 2016

The Michigan Gaming Control Board (“MGCB”) announced that it will hold its regular public meeting on **Tuesday, November 1, 2016** at the MGCB Detroit office, Cadillac Place, 3062 West Grand Blvd., Suite L-700, in Detroit.

The meeting will begin at 9:30 a.m. with the staff briefing, followed immediately by the agenda items. The Cadillac Place is in Detroit's New Center Area near the John Lodge Freeway (M-10), between Second Avenue and Cass Avenue. The Fisher Building and the Albert Kahn Building are nearby landmarks.

For more information regarding the MGCB, please visit their website at www.michigan.gov/mgcb.

GLOBAL GAMING EXPO 2016 ATTRACTED 27,000 GAMING PROFESSIONALS - A SEVEN PERCENT INCREASE FROM 2015

On October 18, 2016, Global Gaming Expo (“G2E”) announced that it nearly 27,000 gaming professionals attended, marking a seven percent increase in attendance over last year. The event, presented by the American Gaming Association (“AGA”), highlighted the industry’s evolving innovation, the prospect of nationwide sports betting, and ways to combat illegal gambling.

Features from G2E 2016 include:

- Game and product demonstrations from University of Nevada, Las Vegas (UNLV) students and academics in the first-ever Innovation Lab on the expo floor;
- Educational program tracks that explored current and future trends, such as eSports and the 2016 election; and

- Products and technologies from more than 450 exhibitors showcasing table games, slots, iGaming and other non-gaming solutions

Each year G2E showcases cutting-edge developments in gaming technology and features keynote addresses by leaders both in and outside of the gaming industry. G2E continues to be an important platform for the industry to share its positive story and economic impact across the country. For information about attending or exhibiting at the 2017 G2E, please visit: www.globalgamingexpo.com