



CWYA DBR JØLG&œY DhØIbh
CHEROKEE NATION GAMING COMMISSION

MEETING DATE / LOCATION:

June 26, 2026
Cherokee Casino Tahlequah
3307 Seven Clans Ave
Tahlequah, Ok 74464

COMMISSIONERS PRESENT:

John Sparks, Chairman
Linda O'Leary, Commissioner
Richard Hull, Commissioner
Dwight Birdwell, Commissioner
Frank DeLozier, Commissioner

COMMISSION STAFF:

Audra Imhoff, Executive Director
Cody Quetone, Licensing Manager
Tim Forrest, Audit Manager
Matthias Garcia, Compliance Officer
Amy Calico, Executive Assistant

CHEROKEE NATION ENTERTAINMENT: Angela Jobe, CNE IT

BJ Harrington, Corporate Gaming
Bear Christensen, CNE Compliance
Reba Chambers, CNE Compliance
Brian Bork, CNE Marketing
Kyle Culver, CNE Marketing

VISITORS:

Paiten Qualls, CN Office of the Attorney General
Todd Hembree, CNB Legal
Jack Boland, Legal Intern

**CHEROKEE GAMING COMMISSION
MEETING MINUTES**

June 26, 2026

I. CALL TO ORDER:

Chairman Sparks called the meeting to order at 9:38am.

II. ROLL CALL:

Amy Calico called Roll.

Present: Chairman Sparks
Commissioner O'Leary
Commissioner Hull
Commissioner Birdwell
Commissioner DeLozier

Five (5) Commissioners were present, and a quorum was established.

III. APPROVAL OF AGENDA:

The Chair entertained the Motion to approve the Agenda. Commissioner Hull made the motion to approve the Agenda; Seconded by Commissioner DeLozier. Any questions, any debate. Motion passes.

IV. APPROVAL OF MINUTES:

The Chair entertained the Motion to approve the May 29, 2026, Minutes. Commissioner DeLozier made the Motion to approve the Minutes; Seconded by Commissioner O'Leary. Any questions, any debate. Motion passes.

V. INTRODUCTION OF GUESTS:

VI. CNE REPORTS:

The Chair entertained the Motion to enter into Executive Session for the purpose of receiving the CNE Reports and Executive Director's report. Commissioner DeLozier made the Motion to enter into Executive Session; Seconded by Commissioner O'Leary.

The Motion carried and the Commission entered into Executive Session to discuss items VI.A-E, and VII at 9:41am.

- A. Financial
- B. Facilities
- C. Marketing Project Updates
- D. Litigation
- E. Compacts

VII. EXECUTIVE DIRECTOR'S REPORT:

The reports under items VI.A-E, and VII. A-B were received in Executive Session, and no action was taken. The Chair entertains the Motion to exit Executive Session. Commissioner O'Leary made the Motion; Seconded by Commissioner Hull. The Motion passes to exit Executive Session and Enter Open Session at 10:03am.

VIII. OLD BUSINESS:

IX. NEW BUSINESS:

A. Permits & Licenses-

1. Employees Temporary:

The Chair entertained the Motion to approve the Twenty-Three (23) Temporary Orders; Fifteen (15) Suitability Orders and Twenty (20) Licensing Orders effective June 26, 2026. Commissioner Hull made the Motion to Approve; Seconded by Commissioner O'Leary. Motion passes.

2. Employees Renewal:

The Chair entertained the Motion to Approve the One Hundred and Fourteen (114) Renewals effective June 26, 2026. Commissioner O'Leary made the Motion to Approve; Seconded by Commissioner Birdwell. Any questions; any debate. Motion passes.

3. Vendor New Company:

The Chair entertained the Motion to Approve the One (1) Company Order and Eighteen (18) Individual Orders for June 26, 2026. Commissioner DeLozier made the Motion; Seconded by Commissioner O'Leary. Any questions; any debate. Motion passes.

4. Vendor Renewals:

The Chair entertained the Motion to Approve the One (1) Company Renewals and Twenty-Five (25) Individual Renewals for July 24, 2026. Commissioner Hull made the Motion; Seconded by Commissioner O'Leary. Any questions; any debate. Motion passes.

5. License Classifications

The Chair entertained a Motion to Affirm the previously provided approval from the Executive Director. Commissioner O'Leary made the Motion; Seconded by Commissioner Hull. Any questions; any debate. Motion passes.

B. Game & System Approvals

1. Electronic Gaming Machine Approvals – C. Quetone

The Chair entertained the Motion to Approve the following items as listed in EGM Memo:

- 35 new electronic game themes
- 2 new gaming components
- 1 new OS/Main programs
- 2 new gaming cabinets

Commissioner DeLozier made the Motion; Seconded by Commissioner O'Leary. Any questions or debate. The Motion passes.

2. Electronic Gaming Machine Affirmations – C. Quetone

The Chair entertained the Motion to Affirm the Executive Director's approvals previously granted as listed in EGM Memo:

- 3 new electronic game themes
- 1 new OS/Main programs
- 4 new gaming components

Commissioner DeLozier made the Motion; Seconded by Commissioner Hull. Any questions or debate. The Motion passes, the approvals were affirmed.

3. Status + Rewards (Name and Tiers) – T. Trumbla

The Chair entertained the Motion to Approve the request as stated in the packet. Commissioner O’Leary made the Motion; Seconded by Commissioner Hull. The Motion passes.

C. IHP Transfer Request Memo – C. Quetone

The Chair entertained the Motion to Release The Requested Retired Progressive Funds to Promotions. Commissioner DeLozier made the Motion; Seconded by Commissioner Birdwell. Motion passes.

D. Promotions – C. Quetone

The Chair entertained the Motion to Affirm the previously provided Executive Director Approval for the COR Promotions enclosed in the packet. Commissioner O’Leary made the Motion; Seconded by Commissioner DeLozier. Motion passes.

The Chair entertained the Motion to Affirm the previously provided Executive Director Approval for the WSS Promotions enclosed in the packet. Commissioner Hull made the Motion; Seconded by Commissioner O’Leary. Motion passes.

E. Tournaments – C. Quetone

The Chair entertained the Motion to Affirm the Executive Director’s Approval for the Tournaments enclosed in the packet. Commissioner Hull made the Motion; Seconded by Commissioner DeLozier. Motion passes.

F. SICS – C. Quetone

The Chair entertained the Motion to Approve the SICS listed in the packet. Commissioner DeLozier made the Motion; Seconded by Commissioner O’Leary. Any questions or debate. Motion passes.

G. Comp Matrix – C. Quetone

The Chair entertained the Motion to Affirm the previously provided Executive Director Approval for the Comp Matrix. Commissioner DeLozier made the Motion; Seconded by Commissioner Birdwell. Any questions or debate. Motion passes.

H. 26-05AP Card Games and Tournaments Final Audit Report – T. Forrest

The Chair entertained the Motion to Release the Final Audit Report.
Commissioner O’Leary made the Motion; Seconded by Commissioner DeLozier.
Any questions or debate. Motion passes.

I. Implementation Follow-Up Memo Q3 - Information Only - T. Forrest

The Chair requested unanimous consent to let the record reflect that the receipt of information was without objection and the order reflected in the minutes. Any questions.

J. Investigations, Licenses, & Hearings – C. Quetone

The Chair entertained the Motion to move into Executive Session for the purpose of receiving the Investigations, Licenses, and Hearings. Commissioner O’Leary made the Motion to enter Executive Session; Seconded by Commissioner Hull. The Motion carried and the Commission entered Executive Session at approximately 10:40am.

The Chair entertained the Motion to exit Executive Session. Commissioner O’Leary made the Motion; Seconded by Commissioner Hull. The Motion carried and the Commission exited Executive Session at approximately 11:23am.

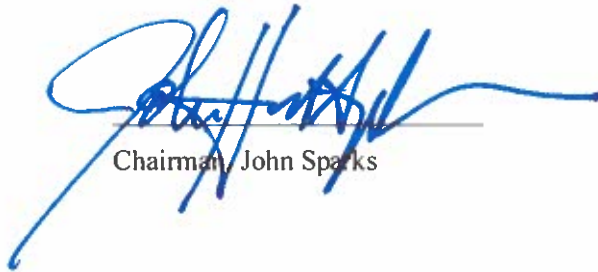
X. OPEN SESSION

1064522 – Motion to Approve the License, conditioned upon resolution of criminal case at District Court Cherokee County in the state of Oklahoma. Conditional License is for 6 months, conditioned upon successful resolution of the criminal case and no other acts or omissions resulting in non-suitability determination. The Licensee is to reappear at the September meeting to provide status. Commissioner DeLozier made the Motion; Seconded by Commissioner O’Leary.

XI. ADJOURNMENT

The Chair entertained the Motion to Adjourn. Commissioner O’Leary made the Motion; Seconded by Commissioner DeLozier. The Motion carried and the Commission adjourned the meeting at 11:28am.

Approval of Minutes:



Chairman, John Sparks

July 24, 2026

Date