STATE OF NORTH DAKOTA
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North Dakota State Gaming Commission

Regular Meeting Minutes
November 4, 2026 – 1:00 pm
Microsoft Teams

1. Call to Order

Chairman Jamie McLean called the meeting to order.

2. Roll Call

Present: Chairman Jamie McLean and Commissioners Dan Kovash, Deb McDaniel, and Mike Seminary.

Absent: Commissioner Norrell.

Also present: Aaron Hummel, Gaming Division Director, and Lacee Dutchak, Administrative Assistant/Secretary.

3. Approval of Agenda

Commissioner Dan Kovash moved to approve the agenda. Commissioner Deb McDaniel seconded the motion. The motion carried unanimously by roll call vote.

4. Approval of Previous Minutes

Commissioner Deb McDaniel moved to approve the August 25, 2026, meeting minutes. Commissioner Dan Kovash seconded the motion. The motion carried unanimously by roll call vote.

5. Gaming Division Updates

Aaron Hummel provided updates on division activities and staffing.

- Gaming Conference: Nearly all division staff attended the recent conference and assisted organizations with licensing questions and other gaming-related matters. One organization completed its licensing process at the conference. Feedback was positive, and a survey was distributed to gather suggestions for future conferences and training.
- Staffing: A new auditor began work during the week of the meeting. Interviews for another auditor position were scheduled for the following week. An additional Tax Audit Technician position is expected to be advertised in December. Filling these positions would bring the division to full staffing.

- Legislative Preparation: The division has begun receiving requests for information and data for the 2027 legislative session. Requests are expected to increase as the session approaches. Additional staffing included in the department's budget request is expected to help support this work.

6. Boards, Commission, and Task Force Update

Chairman McLean reported that the Commission will remain in place following the Boards and Commissions Task Force review. The task force recommended clarifying or possibly expanding the Commission's duties during the upcoming legislative session.

Commission discussion included the importance of seeking input from the gaming industry, avoiding duplication of duties handled by the Gaming Division, and maintaining the Commission's role in the administrative rules process. The Commission will review any proposed legislation affecting its responsibilities.

7. Proposed 2027 Meeting Schedule and Administrative Rules

Aaron Hummel presented a proposed meeting schedule and timeline for the 2027 administrative rules process.

- January–March 2027: A Commission meeting during the legislative crossover period to review gaming-related legislation.
- June 3, 2027: Public hearing on proposed administrative rules.
- July 8, 2027: Review public comments and proposed rules.
- July 15, 2027: Tentative additional meeting, if needed, to finalize rule changes.
- December 16, 2027: Review final rule changes and the Legislative Rules Committee process.

The division plans to begin drafting rules after the 2027 legislative session, expected to conclude around May 1. Proposed rules must be published at least 20 days before the public hearing. After the hearing and public comment period, the rules will be submitted to the Attorney General's Office and Legislative Council. The goal is to submit the rules by November 1, 2027, for Legislative Rules Committee review, with revised rules taking effect January 1, 2028.

The division also plans to develop a more structured process for industry input. Gaming organizations, distributors, and manufacturers would be able to submit suggestions for the Commission to review before formal rule drafting. Chairman McLean supported the approach and emphasized that Commission meetings should focus on meaningful work. The Commission generally agreed with the proposed schedule and approach.

8. Legislative Session Discussion

The Commission discussed anticipated gaming-related legislation for the 2027 session. Chairman McLean estimated that approximately 10 to 12 gaming-related bills may move forward.

Discussion included possible changes to the Commission's responsibilities, the potential need for Commissioners to provide testimony, and the importance of remaining available during the session. The Commission also discussed holding a meeting during the legislative crossover period to review active bills.

Aaron Hummel will coordinate possible meeting dates and share them with the Commissioners.

Commissioner Deb McDaniel asked whether the Gaming Division would provide legislative updates. Aaron confirmed that updates will be shared by email and through the division newsletter. Updates may include hearing dates, bill numbers and titles, and information on tracking legislation.

9. Other Business

No additional business was brought forward.

10. Adjournment

Commissioner Deb McDaniel moved to adjourn. Commissioner Dan Kovash seconded the motion. The motion carried by voice vote. The meeting adjourned at approximately 1:22 p.m.

Respectfully submitted,

Lacee Dutchak
North Dakota State Gaming Commission

Draft Minutes – Subject to Commission Approval