

Santa Clara Pueblo Gaming Commission



Active Shooter

Revised 7/21/2022

CHAPTER IV – GENERAL PROVISIONS

SECTION 31: ACTIVE SHOOTER

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CHAPTER V – GENERAL PROVISIONS

SECTION 31: ACTIVE SHOOTER

31.1 Purpose. The purpose of these regulations is to require for the Commission to adopt and enforce procedures, to ensure the safety and protection of patrons, visitors and employees from potential active shooter situation occurring on the gaming premises and for the conduct of Class III Gaming that are in compliance with the Tribal/State Compact approved on October 23, 2015.

31.2 Authority. The Commission has authority to regulate and to promulgate and enact regulations pursuant to delegated authority from the Santa Clara Pueblo Tribal Council and the Santa Clara Pueblo Gaming Code. The Commission has the responsibility under the Gaming Code to enforce all policies and procedures for potential active shooter situation applicable to the gaming operation occurring at the gaming facility. The Commission also has the authority to issue regulations, not inconsistent with the Gaming Code, the Compact, and IGRA, to govern the operation and management of each gaming operation and gaming facility. The Commission shall work with each gaming enterprise or management contractor to establish policies and procedures for potential active shooter situation applicable to the gaming operation and/or occurring on the gaming premises.

31.3 Active Shooter Preparedness and Response.

- (1) All employees shall receive guidance from their managers and supervisors in the recognition of behavioral indications of a potential active shooter situation and the actions necessary to report these situations. Guidance shall be included in department policies, new hire orientation, and information distributed by the Public Safety Department.
- (2) When a potential active shooter situation is suspected on the gaming premises, employees will report it to the Public Safety Department immediately.
- (3) The gaming operation shall submit a copy of its procedures established pursuant to the requirements of this Section to the Commission. Any amendments to said procedures shall be submitted to the Commission prior to their implementation.
- (4) The gaming operation shall post at all public entrances and exits of each gaming facility, signs in both English and Spanish, stating the importance to report emergencies, provide an appropriate telephone number and information on how to alert the Public Safety Department.
- (5) As approved by the Commission, the gaming operation shall establish an active shooter preparedness and response training program and identify a person to be responsible for training, or coordination of training to ensure that regulatory requirements of this section are implemented, administered, and monitored to maintain compliance.
- (6) The active shooter preparedness and response training program established by the gaming operation shall include training manuals and other materials necessary to educate employees about a potential active

shooter situation. The program shall include, but not be limited to, instruction in the methods of recognizing active shooter situations, response techniques and other relevant subjects.

- (a) The program should include specific, detailed procedures to determine appropriate response techniques and policy concerning carrying out the response techniques in a given circumstance where an active shooter situation is known or suspected;
 - (i) Specific resources and training on how to be prepared and respond during and active shooter situation; and
 - (ii) Printed materials to educate patrons about emergency situations shall be conspicuously displayed and available to the public. The materials may include signs and posters located inside the gaming operation premises, brochures discussing emergencies and sources for reporting suspicious activity.
- (b) The following persons shall be required to complete active shooter preparedness and response training:
 - (i) All gaming employees whose primary responsibilities require that they be present on the gaming floor;
 - (ii) All gaming employees whose primary duties require that they perform their job functions on the gaming floor;
 - (iii) Gaming employees working in player services, surveillance; and
 - (iv) Any other person(s) that the gaming operation may designate shall attend training sessions.
- (c) A record of all persons having successfully completed the required active shooter preparedness and response training shall be maintained by the person designated by the gaming operation as the trainer or coordinator of training and a copy of that record shall be supplied to the Human Resources Department, and to the Commission, upon request.
- (d) Active shooter preparedness and response training shall be completed:
 - (i) Within ninety (90) days of date of hire or promotion; and
 - (ii) Not less than annually thereafter for refresher training.

31.4 Employee Training. Each gaming enterprise shall see that all of its applicable employees are fully trained in the requirements of these regulations pertaining to active shooter situations applicable to the gaming operation and/or occurring on the gaming premises. Such training shall be updated regularly by the gaming enterprise.

31.5 Role of the Commission. The Commission shall ensure the gaming enterprise has procedures established to administer, monitor and ensure compliance with this regulation.