Mille Lacs Band of Ojibwe Indians
Gaming Regulatory Authority
Office of Gaming Regulation and Compliance

November 05, 2026

NOTICE OF ADOPTION

Pursuant to 15 MLBS § 306(b)(2), this serves as the official Notice of Adoption the following:

Changes to:
DETAILED GAMING REGULATION – 25a Traditional Games
(Formerly DGR 13)

Summary of changes, to DGR 25a Traditional Games include:

1. New numbering and easy to read format.
2. Number change from DGR 13 to 25a until repeal of current DGR 25.
3. Change to 2.1.1 a iii and b xix and xx from marble to ball for consistency with the rest of the DGR.

Effective Date: January 04, 2027.

The GRA attached the final version illustrating the updates made as a result of reviewing the comments submitted. Copies of this regulation can be obtained at the GRA Office of Gaming Regulation & Compliance and at https://millelacsband.com/home/indian-gaming-regulation/gaming-regulations-resolutions

Gaming Regulatory Authority Board

11/05/2026
Date

Mille Lacs Band of Ojibwe Indians

Gaming Regulatory Authority

Detailed Gaming Regulations

DGR 25a - Traditional Games

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1. Authority to Regulate

1.1. Pursuant to 15 MLBS 103(a), Class I traditional games ("Class I" as defined by the Indian Gaming Regulatory Act (IGRA)) are permitted on Band lands to the extent consistent with tribal custom and practice. The Gaming Regulatory Authority (GRA) may prohibit and prevent any conduct which is claimed to be Class I gaming if it finds that such conduct is not in accordance with tribal customs or practice or violates IGRA, 15 MLBS and any regulations promulgated pursuant thereto, or other applicable law.

2. Games Consistent with Band Custom and Practice

2.1. Pursuant to 15 MLBS § 103(a), the GRA is required to list and define Class I traditional games that are consistent with Band custom and practice. In compliance with this mandate, the GRA Board has determined that the following traditional games are consistent with Band custom and practice:

2.1.1. MOCCASIN GAME

a. THINGS YOU NEED:

i. 3 people per game.

ii. 4 moccasin pads.

iii. 4 balls- one marked differently.

iv. 20 long counter sticks.

v. 10 short game sticks.

vi. 2 hitting sticks.

vii. 1 or 2 hand drums.

b. RULES:

i. Toss a coin to determine who will start first.

ii. The one who starts hides the balls first.

iii. The other team tries to find the marked ball.

iv. The hitter can open two pads before he hits.

v. When he finds the ball, he pays three sticks.

vi. When he does not find the ball, he pays four sticks.

vii. When he opens one or two pads and he finds the ball by hitting it is there and that becomes the high ball.

viii. For instance, the high ball was on the outside, the two outside pads become the high ball.

ix. If the high ball is on the inside pads, the inside pads become the high ball.

x. The highest ball is eight sticks and the other high ball becomes six.

xi. The other pads become four sticks.

xii. If the hider puts the marked ball on the six pad, you miss or pay six.

xiii. If the hider puts in six and you hit it, you only pay three sticks.

xiv. If the hider puts in the eight and you hit it, you only pay four sticks.

xv. If the hider puts in eight or high ball and you miss, you pay eight sticks.

xvi. As a hitter, you can open two or more pads.

xvii. But if you open the pad with the high one, you pay eight sticks.

xviii. The drummer may help you. He has four balls and one is marked. He also tries to guess where the ball is at.

xix. 3 man team, one hitter, one hides the ball, one drums or one sings.

xx. The shooter tries to guess where the marked ball is.

xxi. When you have only three shooting sticks you must double up.

xxii. When you have one shooting stick you keep playing until you miss and each time you find the marked ball it is a double.

xxiii. Double means you can hide the ball two times before you lose your turn.

xxiv. Shooting for a double you must indicate with two fingers, and you do not ask your partner or anyone else for help.

xxv. The twenty sticks are counter sticks.

xxvi. The hider earns sticks according to where he puts the marked ball.

xxvii. When either hider earns twenty sticks, it becomes game one.

xxviii. A short stick is earned for each part of a game won.

xxix. You have to win five short sticks to win the whole game.

xxx. Mille Lacs Band rules prevail.

2.1.2. BAGESWIN (Fish Game)

a. The object of the game is for one player to collect all the sticks. Once a player loses all of his/her sticks, he/she is eliminated from the game. You can begin with 50 or 100 sticks or more.

b. There are four different shapes of carved pieces. Each piece has a red side and a white side. Each shape has its own combination of values.

c. The pieces are “shuffled” by flipping the shapes with one tap of the bowl on a surface (if you attempt to flip them more than once you lose your turn). Place a cloth/towel under the bowl for padding. The amount of sticks a player wins per round depends on how the pieces land after the player shuffles. If you score, play again, if you don’t, pass the bowl. Play continues to the left.

d. You want to isolate the pieces by color and shape, i.e., getting the uniquely shaped pieces to show their same side(s) up while all the other pieces have their other side up. It doesn’t matter if the red side or white side is up as long as all the other pieces have their opposite side facing up. Leaners are losers, pass the bowl. Sticks are as follows:

    i. All one color up is worth 50 sticks.

    ii. Only the woman is worth 20 sticks.

    iii. Only the fish is worth 20 sticks.

    iv. One knife is worth 15 sticks.

    v. Both knives are worth 30 sticks.

    vi. 1 button is worth 1 stick.

    vii. 2 buttons is worth 2 sticks.

    viii. 3 buttons is worth 3 sticks.

    ix. 4 buttons are worth 4 sticks.

e. For more than two players, assign a banker to distribute the sticks. Once the banker is out of sticks, players collect sticks from their opponents. Each opponent must relinquish the value of the piece to the active player, however, if one player has only partial payment to offer he/she gives his/her remaining sticks and then is out of the game. The other players need only relinquish as many sticks as the losing player. The player obtaining all the sticks from his/her opponents is the winner.

f. For two players, divide the sticks evenly then play as described above.

History:

New numbering and easy to read format.

Number change from DGR 13 to DGR 25a

Change in 2.1.1 a iii and b xix and xx from marble to ball for consistency with the rest of the DGR

GRA Board approved on 11/05/26. Effective date of January 04, 2027