

## **GUYMON TRUST APPLICATION**

### **BACKGROUND**

The fee-to-trust application review and approval process generally consists of the following 3 major components. Below is a status update on the process:

1. **Part 292 Review (Gaming Eligibility Determination) – Status: Completed.** On January 19, 2017, the Assistant Secretary–Indian Affairs issued a favorable Two-Part Determination/Secretarial Determination, which was transmitted to the State of Oklahoma Governor’s office for concurrence. On March 3, 2017, Governor Mary Fallin provided the required concurrence.
2. **NEPA Review – Status: Completed.** On January 19, 2017, the Assistant Secretary – Indian Affairs issued a Finding of No Significant Impact (“FONSI”).
3. **Part 151 Review (Taking Land into Trust) – Status: Pending.** The Office of Indian Gaming is preparing a Recommendation to the Deputy Secretary for approval of the Guymon trust application pursuant to 25 C.F.R. Part 151. Upon receipt of this Recommendation, the Deputy Secretary of the Interior will issue a final decision regarding the trust request (see below).

### **REMAINING STEPS**

**The only remaining item we need from D.C. is a final decision letter signed by the Deputy Secretary of the Interior.** The local BIA office cannot commence the closing work until this final decision letter has been issued.

1. **Final Decision Letter** – The Deputy Secretary will sign and issue a final decision letter determining that all statutory and regulatory requirements for acquiring the Guymon property in trust have been satisfied, and authorizing the local BIA office to complete the trust conveyance process. It is critically important to ensure that the Deputy Secretary’s office is fully briefed and prepared to issue a favorable final decision. The local BIA office cannot commence the closing process until this final decision has been issued.
2. **Closing** – As soon as the final decision letter is issued, the local BIA office can begin the process for accepting the Guymon property into trust.