



STATE OF MICHIGAN
EXECUTIVE OFFICE
LANSING

RICK SNYDER
GOVERNOR

BRIAN CALLEY
LT. GOVERNOR

EXECUTIVE ORDER
No. 2012 - 7

CRIMINAL INVESTIGATIONS SUBUNIT
MICHIGAN GAMING CONTROL BOARD
CRIMINAL JUSTICE AGENCY
DEPARTMENT OF TREASURY

WHEREAS, Section 1 of Article V of the Michigan Constitution of 1963 vests the executive power of the state of Michigan in the Governor; and

WHEREAS, the Michigan Gaming Control Board is responsible for enforcing the Michigan Gaming Control & Revenue Act, 1997 PA 1969, MCL 432.201 et seq.; and

WHEREAS, all of the authority, powers, and duties of the Office of Racing Commissioner created within the Department of Agriculture under Section 3 of the Horse Racing Act, 1995 PA 279, MCL 432.201 et seq. were transferred to the Executive Director of the Michigan Gaming Control Board by Executive Order 2009-45; and

WHEREAS, organized crime has historically targeted gambling as a source of illegal revenue to fund its criminal enterprises; and

WHEREAS, the Michigan Gaming Control & Revenue Act and the Horse Racing Act require the Michigan Gaming Control Board and Executive Director of the Michigan Gaming Control Board to identify criminals, detect criminal activity, and disseminate the results of its investigations; and

WHEREAS, the Michigan Gaming Control Board and Executive Director of the Michigan Gaming Control Board currently lack access to available tools that would greatly increase their ability to perform their statutory obligations; and

WHEREAS, the Michigan Gaming Control Board's and the Executive Director of the Michigan Gaming Control Board's limited ability to conduct full and complete criminal background checks is inefficient, not cost effective, and potentially harmful to the people of Michigan;

NOW, THEREFORE, I, Richard D. Snyder, Governor of the state of Michigan by virtue of the power and authority vested in the Governor by the Michigan Constitution of 1963 and the laws of the state of Michigan, do hereby order the following:

I. CREATION

A. The Criminal Investigations Subunit is created within the Michigan Gaming Control Board.

B. The Executive Director of the Michigan Gaming Control Board shall have responsibility for, and direct control of, the Subunit.

C. The Executive Director of the Michigan Gaming Control Board shall arrange for proper staffing of the Subunit.

II. PURPOSE

A. The Criminal Investigations Subunit, including the Executive Director of the Michigan Gaming Control Board, is a criminal justice agency and shall have full access to criminal justice information and criminal justice information systems. The Executive Director of the Michigan Gaming Control Board and the Michigan State Police will work together to develop appropriate agreements so as to adhere to state and federal laws for access to these systems.

B. The purpose of the Criminal Investigations Subunit is to investigate criminal activity relating to any matter under the jurisdiction and authority of the Michigan Gaming Control Board or the Executive Director of the Michigan Gaming Control Board, including, but not limited to:

1. Conducting criminal background checks on applicants for licenses and current licensees in accordance with state and federal laws for submitting fingerprints to the Michigan State Police for the processing of state and federal background checks;
2. Investigating claims of unlawful gaming or racing practices that, if true, would constitute a violation of the Michigan Penal Code;
3. Maintaining records of its criminal investigations;
4. Sharing records of its investigations with other criminal justice agencies; and
5. Reviewing information from other criminal justice agencies to assist in the enforcement and investigation of all matters under the authority of the Executive Director of the Michigan Gaming Control Board.

This Executive Order shall become effective upon filing.



Given under my hand and the Great Seal of the state of Michigan this 3rd day of May, in the Year of our Lord Two Thousand Twelve.


 RICHARD D. SNYDER
 GOVERNOR

BY THE GOVERNOR:


 SECRETARY OF STATE