



State of Louisiana
Gaming Control Board

BOBBY JINDAL
GOVERNOR

DALE A. HALL
CHAIRMAN

**DECISION OF THE
LOUISIANA GAMING CONTROL BOARD**

**IN RE: USA RACEWAY FLEET FUEL/LUBE EXPRESS, INC.
D/B/A GOLDEN PALACE CASINO
NO. 5000511661**

This matter is before the Louisiana Gaming Control Board on appeal by USA Raceway Fleet Fuel Lube Express, Inc. d/b/a Golden Palace Casino ("Golden Palace Casino"), License No. 5000511661, from the Hearing Officer's decision dated July 2, 2012 in which he imposed a penalty of \$32,500.00 for numerous violations of gaming law and regulation.

In its appeal, Golden Palace Casino argues that (1) the matter is not properly before the board; (2) the matter is moot; and, (3) if the matter is not moot and is properly before the board, the penalty should be no greater than \$2,500.00.

At the Board meeting to consider the appeal, Golden Palace Casino withdrew its first 2 assignments of error and only requested that the penalty imposed by the Hearing Officer be reduced to \$2,500.00.

Considering the record and applicable law and reviewing prior decisions and settlement approvals, we find the appropriate penalty to be \$5,000.00.

LGCB-1643-12-C

ORDER

This matter having been considered by the Louisiana Gaming Control Board in open meeting of September 20, 2012:

IT IS ORDERED THAT the decision of the Hearing Officer is **AMENDED** to impose a civil penalty of \$5,000.00. Payment of the civil penalty shall be made by certified check, cashier's check, or money order, payable to the Louisiana Gaming Control Board, within fifteen days from the rendition of this decision. Failure to pay the civil penalty within fifteen days will result in the revocation of the license without further action.

THUS DONE AND SIGNED on this the *20th* day of *September, 2012*.

LOUISIANA GAMING CONTROL BOARD

BY:



DALE A. HALL, CHAIRMAN

LOUISIANA GAMING CONTROL BOARD
I HEREBY CERTIFY THAT A CERTIFIED
COPY HAS BEEN MAILED OR SERVED ON
ALL PARTIES THIS 21st DAY
OF September, 2012
APPEAL DOCKET CLERK

