

# Seneca-Cayuga Nation Raises Minimum Wage for Many Employees at Grand Lake Casino

The Seneca-Cayuga Nation has announced an increase in its minimum wage for personnel at Grand Lake Casino to \$11.00 per hour. General Manager Dusty Logan said the increase, effective immediately, will apply to all regularly scheduled, non-tipped positions. The increase sets minimum pay for impacted employees at \$3.75 per hour more than the \$7.25 per hour minimum throughout the State of Oklahoma.

“We are proud of the workplace culture and high-character team members of Grand Lake Casino and Lodge.” said Logan. “This minimum wage increase will improve the work lives of our team members and benefit their families at home.”

Seneca-Cayuga Nation Chief William Fisher said the pay increase is part of the tribe’s continuing commitment to providing improved quality of life for tribal members and employees.

“Every day, in every way possible, we are working to promote the well-being of all Seneca-Cayuga people and the employees of our tribal enterprise. Increasing the minimum wage at Grand Lake Casino will impact a substantial number of lives and illustrates our commitment to providing meaningful employment within our local community. I am thrilled that our tribal administration values the contributions of our staff and has made it a priority to reinvest in our employees and our community.”

“Our aim is to provide world-class working conditions, career development and income potential that will grow our community and allow our members and employees to continue to live and raise their families in the beautiful Grand Lake area,” said Dusty Logan. “This increase in our minimum wage is certainly a big step toward enhancing that opportunity for team members at Grand Lake Casino.”

Grand Lake Casino is located eight miles north of Grove, Oklahoma on Highway 10. The casino features 45,000 square feet of games including slot machines and board games. The facility also includes live entertainment, dining venues, and a 30-room lodge.

