

103^D CONGRESS
2^D SESSION

H. R. 5262

To amend the Indian Gaming Regulatory Act to provide for community approval before Indian class III gaming operations may take effect.

IN THE HOUSE OF REPRESENTATIVES

OCTOBER 7, 1994

Mr. EVERETT (for himself and Mr. BROWDER) introduced the following bill;
which was referred to the Committee on Natural Resources

A BILL

To amend the Indian Gaming Regulatory Act to provide for community approval before Indian class III gaming operations may take effect.

1 *Be it enacted by the Senate and House of Representa-*
2 *tives of the United States of America in Congress assembled,*

3 **SECTION 1. COMMUNITY APPROVAL OF TRIBAL-STATE**
4 **COMPACTS.**

5 Section 11(d) of the Indian Gaming Regulatory Act
6 (25 U.S.C. 2710(d)) is amended by adding at the end the
7 following new paragraph:

8 “(10)(A) A Tribal-State compact may not take effect
9 until after—

1 “(i) the elected governing body and elected ex-
2 ecutive officials (including the city council, county
3 commissioner, mayor, and similar positions) in the
4 political jurisdiction in which a class III gaming ac-
5 tivity under the compact is to occur have approved
6 the compact; and

7 “(ii) the compact is then approved by majority
8 vote in a referendum held in each such political sub-
9 division in the first general election (with respect to
10 which the filing deadline has not passed) occurring
11 after the date on which the compact is approved
12 under clause (i).

13 “(B) For the purposes of subparagraph (A), a Tribal-
14 State compact includes a compact approved under para-
15 graph (8) or consented to under paragraph (7)(B)(vi), and
16 the procedures for a class III gaming activity prescribed
17 under paragraph (7)(B)(vii).”.

18 **SEC. 2. EFFECTIVE DATE.**

19 The amendments made by this Act shall apply to any
20 Tribal-State compact which has not been entered into
21 under the Indian Gaming Regulatory Act before January
22 1, 1994.

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