

112TH CONGRESS
2D SESSION

H. R. 4033

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

FEBRUARY 15, 2012

Mr. SULLIVAN 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. SHORT TITLE.**

4 This Act may be cited as the “Giving Local Commu-
5 nities a Voice in Tribal Gaming Act”.

6 **SEC. 2. COMMUNITY APPROVAL OF TRIBAL-STATE COM-**
7 **PACTS.**

8 Section 11(d) of the Indian Gaming Regulatory Act
9 (25 U.S.C. 2710(d)) is amended by adding at the end the
10 following new paragraph:

1 “(10)(A) No Class III gaming activities may
2 commence, irrespective of an approved Tribal-State
3 Compact, unless the elected governing body and
4 elected executive officials of each county, city, or
5 other general purpose political subdivision in which
6 a class III gaming activity under the Tribal-State
7 Compact is to occur have approved the Class III
8 gaming facility.

9 “(B) The manner in which a Class III gaming
10 facility is approved under subparagraph (A) shall be
11 determined by each political subdivision.

12 “(C) Each political subdivision shall have 120
13 days after the date that a Tribal-State Compact is
14 approved by the Department of Interior Bureau of
15 Indian Affairs and National Indian Gaming Com-
16 mission or the site of a class III gaming facility is
17 identified, whichever comes later, to raise objection.

18 “(D) For the purposes of subparagraph (A), a
19 Tribal-State Compact includes a compact approved
20 under paragraph (8) or consented to under para-
21 graph (7)(B)(vi), and the procedures for a class III
22 gaming activity prescribed under paragraph
23 (7)(B)(vii).”.

1 **SEC. 3. EFFECTIVE DATE.**

2 The amendments made by this Act shall apply to any
3 Tribal-State compact that has not been entered into under
4 the Indian Gaming Regulatory Act before January 1,
5 2011.

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