

SENATE BILL REPORT

SB 5301

As of February 1, 1995

Title: An act relating to compacts limiting tribal gaming activities.

Brief Description: Limiting tribal gaming activities.

Sponsors: Senators Heavey, Pelz, Winsley, Hochstatter and Oke.

Brief History:

Committee Activity: Labor, Commerce & Trade: 2/6/95.

SENATE COMMITTEE ON LABOR, COMMERCE & TRADE

Staff: Traci Ratzliff (786-7452)

Background: The Indian Gaming Regulatory Act (IGRA), passed by Congress in 1988, provides a comprehensive scheme to govern gambling on Indian reservations.

IGRA allows tribes to conduct class I and class II gaming without state approval as long as the state permits such gaming. Class III gaming may be operated on tribal lands only if a number of conditions are met. Among these is a requirement that the activities be conducted in compliance with a tribal-state compact entered into by the tribe and the state. A tribe desiring to conduct class III gaming must request the state to negotiate a compact.

Under current law, the Gambling Commission is authorized to negotiate tribal compacts on behalf of the state. Proposed compacts must be approved by the Gambling Commission and finally by the Governor. Current law does not place any restrictions on the Gambling Commission in negotiating tribal gaming compacts.

Summary of Bill: The Gambling Commission is authorized to negotiate tribal compacts that include, but do not exceed, the following specific limitations: Wager limits of \$100 per wager; operating hours for the gaming facility of not more than 80 hours per week; 32 Class III gaming stations; and one gaming facility per tribe.

Appropriation: None.

Fiscal Note: Not requested.

Effective Date: Ninety days after adjournment of session in which bill is passed.