

109TH CONGRESS  
1ST SESSION

# S. 1260

To make technical corrections to the Indian Gaming Regulatory Act, and  
for other purposes.

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IN THE SENATE OF THE UNITED STATES

JUNE 16, 2005

Mr. VITTER introduced the following bill; which was read twice and referred  
to the Committee on Indian Affairs

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## A BILL

To make technical corrections to the Indian Gaming  
Regulatory Act, and for other purposes.

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 “Common Sense Indian  
5 Gambling Reform Act of 2005”.

6 **SEC. 2. CONSULTATION WITH STATE, LOCAL, AND TRIBAL**  
7 **GOVERNMENTS.**

8 Section 20 of the Indian Gaming Regulatory Act (25  
9 U.S.C. 2719) is amended—

1 (1) in subsection (a), by striking paragraph (2)  
2 and inserting the following:

3 “(2) the Indian tribe has no reservation as of  
4 October 17, 1988, and the land is located in the  
5 State of Oklahoma and—

6 “(A) is within the boundaries of the former  
7 reservation of the Indian tribe, as defined by  
8 the Secretary; or

9 “(B) is contiguous to other land held in  
10 trust or restricted status by the United States  
11 for the benefit of the Indian tribe in the State  
12 of Oklahoma.”;

13 (2) in subsection (b)—

14 (A) by redesignating paragraphs (2) and  
15 (3) as paragraphs (3) and (4), respectively;

16 (B) in paragraph (4) (as redesignated by  
17 subparagraph (A)), by striking “paragraph  
18 (2)(B)” and inserting “paragraph (3)(B)”; and

19 (C) by striking “(b)(1) Subsection” and all  
20 that follows through clause (iii) of paragraph  
21 (1)(B) and inserting the following:

22 “(b) EXCEPTIONS.—

23 “(1) IN GENERAL.—

24 “(A) EFFECT ON COMMUNITY.—Subject to  
25 subparagraph (B) and paragraph (2), sub-

1 section (a) shall not apply to Indian lands for  
2 which the Secretary, after consultation with the  
3 Indian tribe and officials of all State, local, and  
4 tribal governments that have jurisdiction over  
5 land located within 60 miles of such Indian  
6 lands, determines that a gaming establishment  
7 on that land—

8 “(i) would be in the best interest of  
9 the Indian tribe and its members; and

10 “(ii) taking into consideration the re-  
11 sults of a study of the economic impact of  
12 the gaming establishment, would not have  
13 a negative economic impact, or any other  
14 negative effect, on any unit of government,  
15 business, community, or Indian tribe lo-  
16 cated within 60 miles of the land.

17 “(B) CONCURRENCE OF AFFECTED  
18 STATE.—For a determination of the Secretary  
19 under subparagraph (A) to become valid, the  
20 Governor and legislative body of the State in  
21 which a gaming activity is proposed to be con-  
22 ducted shall concur in the determination.

23 “(C) EFFECT OF PARAGRAPH.—This para-  
24 graph shall not apply to any land on which a  
25 gaming facility is in operation as of the date of

1 enactment of the Common Sense Indian Gam-  
2 bling Reform Act of 2005.

3 “(2) PRIMARY NEXUS.—

4 “(A) IN GENERAL.—The land described in  
5 paragraph (1) shall be land—

6 “(i) within a State in which the In-  
7 dian tribe is primarily located, as deter-  
8 mined by the Secretary; and

9 “(ii) on which the primary geographic,  
10 social, and historical nexus to land of the  
11 Indian tribe is located, as determined in  
12 accordance with subparagraph (B).

13 “(B) DETERMINATION.—For purposes of  
14 subparagraph (A), a geographic, social, and his-  
15 torical nexus to land of an Indian tribe shall  
16 exist with respect to land that is—

17 “(i)(I) owned by, or held in trust by  
18 the United States for the benefit of, an In-  
19 dian tribe;

20 “(II) located within the boundaries  
21 of—

22 “(aa) the geographical area, as  
23 designated by the Secretary, in which  
24 financial assistance and social service  
25 programs are provided to the Indian

1                   tribe, including land on or contiguous  
2                   to a reservation; or

3                   “ (bb) the geographical area des-  
4                   ignated by the Indian tribe during the  
5                   Federal acknowledgment process of  
6                   the Indian tribe as the area in which  
7                   more than 50 percent of the members  
8                   of the Indian tribe reside in a group  
9                   composed exclusively or almost exclu-  
10                  sively of members of the Indian tribe;  
11                  and

12                  “ (III) located within the geographical  
13                  area in which the Indian tribe dem-  
14                  onstrates that the Indian tribe has histori-  
15                  cally resided, as determined by the Sec-  
16                  retary; or

17                  “ (ii) located—

18                         “ (I) in a State other than the  
19                         State of Oklahoma; and

20                         “ (II) within the boundaries of the  
21                         last recognized reservation of the In-  
22                         dian tribe in any State in which the  
23                         Indian tribe is located as of the date  
24                         on which a determination under this  
25                         subparagraph is made.”;

1           (3) by redesignating subsections (c) and (d) as  
2 subsections (d) and (e), respectively; and

3           (4) by inserting after subsection (b) the fol-  
4 lowing:

5           “(c) CONTIGUOUS LAND REQUIREMENT.—Notwith-  
6 standing any other provision of this Act, an Indian tribe  
7 shall conduct any gaming activity subject to regulation  
8 under this Act on 1 contiguous parcel of Indian lands.”.

9 **SEC. 3. TRIBAL GAMING ORDINANCES.**

10          Section 11 of the Indian Gaming Regulatory Act (25  
11 U.S.C. 2710) is amended—

12           (1) in subsection (b)(1)—

13               (A) in subparagraph (A), by striking “,  
14 and” and inserting a semicolon;

15               (B) in subparagraph (B), by striking the  
16 period at the end and inserting “; and”; and

17               (C) by adding at the end the following:

18                   “(C) the class II gaming is conducted—

19                       “(i) on lands that were Indian lands  
20 before the date of enactment of this sub-  
21 paragraph; or

22                       “(ii) on land taken into trust for the  
23 benefit of the Indian tribe after the date of  
24 enactment of this subparagraph, but only  
25 if the application of the Indian tribe re-

1           questing that the land be taken into trust  
2           for the benefit of the Indian tribe stated  
3           the intent of the Indian tribe to conduct  
4           class II gaming activities on the land.”;  
5           and

6           (2) in subsection (d)—

7           (A) in paragraph (1)—

8           (i) in subparagraph (A)—

9           (I) in clause (i), by striking  
10           “such lands,” and inserting “the In-  
11           dian lands;”;

12           (II) in clause (ii), by striking “,  
13           and” and inserting “; and”; and

14           (III) in clause (iii), by striking  
15           the comma at the end and inserting a  
16           semicolon;

17           (ii) in subparagraph (B), by striking  
18           “, and” and inserting a semicolon;

19           (iii) in subparagraph (C), by striking  
20           the period at the end and inserting “;  
21           and”; and

22           (iv) by adding at the end the fol-  
23           lowing:

24           “(D) conducted—

1                   “(i) on lands that were Indian lands  
2                   before the date of enactment of this sub-  
3                   paragraph; or

4                   “(ii) on land taken into trust for the  
5                   benefit of the Indian tribe after the date of  
6                   enactment of this subparagraph, but only  
7                   if the application of the Indian tribe re-  
8                   questing that the land be taken into trust  
9                   for the benefit of the Indian tribe stated  
10                  the intent of the Indian tribe to conduct  
11                  class III gaming activities on the land.”;  
12                  and

13                  (B) by adding at the end the following:

14                  “(10) DEFINITION OF STATE.—In this sub-  
15                  section, the term ‘State’ means the Governor of the  
16                  State and the legislative body of the State.”.

17 **SEC. 4. INVESTIGATION AND APPROVAL.**

18                  (a) POWERS OF THE CHAIRMAN.—Section 6(a) of the  
19 Indian Gaming Regulatory Act (25 U.S.C. 2705(a)) is  
20 amended—

21                  (1) in paragraph (3), by striking “and” at the  
22                  end;

23                  (2) in paragraph (4), by striking the period at  
24                  the end and inserting “; and”; and

25                  (3) by adding at the end the following:

1           “(5) approve or disapprove the involvement in  
2           a gaming activity subject to regulation by the Com-  
3           mission of any 1 of the 10 persons or entities that  
4           have the highest financial interest in the gaming ac-  
5           tivity, as identified by the Commission under section  
6           7(b)(3)(A).”.

7           (b) POWERS OF THE COMMISSION.—Section 7(b) of  
8           the Indian Gaming Regulatory Act (25 U.S.C. 2706(b))  
9           is amended by striking paragraph (3) and inserting the  
10          following:

11           “(3) shall—

12                   “(A) identify the 10 persons or entities  
13                   that have the highest financial interest (includ-  
14                   ing outstanding loans, debt-based financing,  
15                   and other financial interests) in each gaming  
16                   activity subject to regulation by the Commis-  
17                   sion; and

18                   “(B) conduct a background investigation  
19                   of—

20                           “(i) each of the persons and entities  
21                           identified under subparagraph (A); and

22                           “(ii) any other person or entity, as the  
23                           Commission determines to be appro-  
24                           priate.”.

1 (c) TRIBAL GAMING ORDINANCES.—Section  
2 11(b)(2)(F) of the Indian Gaming Regulatory Act (25  
3 U.S.C. 2710(b)(2)(F)) is amended by striking clause (i)  
4 and inserting the following:

5 “(i) ensures that—

6 “(I) a background investigation  
7 will be conducted by the Commission  
8 on—

9 “(aa) each tribal gaming  
10 commissioner;

11 “(bb) key tribal gaming em-  
12 ployees, as determined by the  
13 Commission;

14 “(cc) primary management  
15 officials; and

16 “(dd) key employees of the  
17 gaming enterprise; and

18 “(II) oversight of the individuals  
19 described in subclause (I) will be con-  
20 ducted on an ongoing basis; and”.

21 (d) COMMISSION FUNDING.—Section 18(a)(2)(B) of  
22 the Indian Gaming Regulatory Act (25 U.S.C.  
23 2717(a)(2)(B)) is amended by striking “\$8,000,000” and  
24 inserting “\$16,000,000”.

1 **SEC. 5. CHANGING USE OF INDIAN LAND.**

2 The Indian Gaming Regulatory Act (25 U.S.C. 2701  
3 et seq.) is amended—

4 (1) by redesignating sections 21 through 24 as  
5 sections 22 through 25, respectively; and

6 (2) by inserting after section 20 the following:

7 **“SEC. 21. CHANGING USE OF INDIAN LANDS.**

8 “Before an Indian tribe uses any Indian lands for  
9 purposes of class II or class III gaming, the Indian tribe  
10 shall—

11 “(1) submit to the Secretary an environmental  
12 impact statement that the Secretary determines to  
13 be in accordance with the National Environmental  
14 Policy Act of 1969 (42 U.S.C. 4321 et seq.) relating  
15 to that use; and

16 “(2) obtain the consent of the Secretary with  
17 respect to the change in use of the Indian lands.”.

18 **SEC. 6. EFFECT OF ACT.**

19 This Act, and the amendments made by this Act,  
20 shall not affect any compact or other agreement relating  
21 to gaming subject to regulation under the Indian Gaming  
22 Regulatory Act (25 U.S.C. 2701 et seq.) in existence on  
23 the date of enactment of this Act.

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