

103<sup>D</sup> CONGRESS  
1<sup>ST</sup> SESSION

# H. R. 1261

To prohibit any type of class III gaming on Indian lands within a State except for the type of class III gaming specifically allowed by that State.

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IN THE HOUSE OF REPRESENTATIVES

MARCH 9, 1993

Mr. MACHTLEY introduced the following bill; which was referred to the Committee on Natural Resources

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## A BILL

To prohibit any type of class III gaming on Indian lands within a State except for the type of class III gaming specifically allowed by that State.

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. PROHIBITION ON CLASS III GAMING.**

4       (a) PROHIBITION.—

5               (1) IN GENERAL.—Paragraph (1) of section  
6       11(d) of the Indian Gaming Regulatory Act (25  
7       U.S.C. 2710(d)) is amended in the matter preceding  
8       subparagraph (A) by striking out “Class III gaming  
9       activities shall be lawful on Indian lands only if such  
10       activities are—” and inserting in lieu thereof “All

1 types of class III gaming activity on Indian lands is  
2 prohibited unless a particular type of class III gam-  
3 ing activity is—”.

4 (2) CONFORMING AMENDMENT.—Section  
5 11(d)(1)(B) of the Indian Gaming Regulatory Act  
6 (25 U.S.C. 2710(d)) is amended by striking out  
7 “such gaming” and inserting in lieu thereof “such  
8 type of gaming activity”.

9 (b) EFFECTIVE DATE.—

10 (1) RETROACTIVITY.—The amendment made by  
11 subsection (a) shall apply at the end of the 180-day  
12 period beginning on the date of enactment of this  
13 Act to any class III gaming activity occurring on In-  
14 dian lands on or before the date of enactment of this  
15 Act.

16 (2) TRIBAL-STATE COMPACT NEGOTIATIONS.—  
17 A Tribal-State compact under section 11(d)(3) of  
18 the Indian Gaming Regulatory Act not in effect on  
19 or before the date of enactment of this Act shall be  
20 subject to the amendment made by subsection (a).

21 (3) DEFINITION.—For the purposes of this Act,  
22 the term “class III gaming” has the same meaning  
23 given such term by section 4 of the Indian Gaming  
24 Regulatory Act (25 U.S.C. 2703).

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