

## **Cherokee Nation Code Annotated**

### **Title 4: Amusements and Sports**

#### **Chapter 1: General Provisions**

#### **§ 3. Legislative history**

Cite as: 4 CNCA § 3

A. IGRA was enacted on October 17, 1988, establishing the NIGC. Under the IGRA, the NIGC is charged with regulating Class II gaming and certain aspects of Class III gaming.

B. The NIGC adopted certain regulations in Chapter III of Title 25, Code of Federal Regulations (Parts 500–599), to provide purpose and scope, procedures for service of NIGC determinations, requirements for submitting new and existing gaming ordinances to the Chairman for approval, requirements for background investigations on primary management officials and key employees, and requirements for licensing employees of Indian gaming operations.

C. Cherokee Nation enacted Legislative Act 30–89, on April 8, 1989, known as the "Cherokee Nation Tribal Gaming Act," to regulate the conduct of gaming owned and operated by the Cherokee Nation.

D. On October 22, 1990, the Cherokee Nation amended the Gaming Act with Legislative Act 9–90, to comply with P.L. 100–497, October 17, 1988, 102 Stat. 2467, and to establish the Cherokee Nation Gaming Commission.

E. On April 11, 1994, the Cherokee Nation amended the Gaming Act with LA 1–94.

F. On October 16, 1995, the Cherokee Nation adopted Resolution 126–95 to authorize Class III gaming on Indian lands under its jurisdiction in the State of Kansas and other states where such gaming is permitted.

G. On October 2, 2003, the Cherokee Nation amended the Act with LA 29–03 to authorize and provide for the regulation of Class III gaming which had been compacted for with the State of Oklahoma and/or authorized by legislative action.

H. On November 10, 2003, the Cherokee Nation amended the Gaming Act with LA 37–03 to clarify the activities that fall under the jurisdiction of the Cherokee Nation Gaming Commission.

I. On November 15, 2004, the Cherokee Nation amended the Gaming Act with LA 44–04 to provide technical amendments to the Gaming Act and provide for the regulation of Class III gaming that had been compacted for with the State of Oklahoma and/or authorized by legislative acts.

J. On August 21, 2006, the Cherokee Nation amended the Gaming Act with LA 20–06 relating to gaming on lands within the jurisdiction of the Cherokee Nation.

K. On March 12, 2007, the Cherokee Nation amended the Gaming Act with LA 15–07 to clarify that the Cherokee Nation Gaming Commission shall issue a separate license to each place, facility, or location in which Class II or Class III gaming is conducted.

L. On September 13, 2010, the Cherokee Nation repealed and replaced Title 4-Amusements and Sports and the above gaming acts with the passage of Legislative Act 26–10.

M. On May 19, 2011, the Cherokee Nation enacted LA 10–11, which repealed and replaced LA 30–89, LA 9–90, LA 1–94, R 126–95, LA 29–03, LA 37–03, LA 44–04, LA 20–06, LA 15–07 and amended LA 26–10.

N. On April 24, 2014, the Cherokee Nation enacted LA 07–14 which amended LA 10–11.

#### Historical Data

LA 26–10, eff. September 13, 2010. Amended LA 10–11, eff. June 19, 2011; LA 07–14, eff. April 24, 2014; LA 17–14, eff. July 18, 2014.

#### Derivation

LA 30–89.

LA 01–94.