

Cherokee Nation Code Annotated

Title 4: Amusements and Sports

Chapter 3: Licensing

§ 38. Use of gaming revenue

Cite as: 4 CNCA § 38

The Cherokee Nation will have the sole proprietary interest and responsibility for the conduct of any gaming activity under a Class II or Class III license and all net revenues from any such gaming are to be used for tribal purposes, including:

1. To fund tribal government operations or programs;
2. To provide for the general welfare of the Cherokee Nation and its tribal citizens;
3. To promote tribal economic development;
4. To donate to charitable organizations; or
5. To help fund operations of local government agencies.

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 01–94.

LA 44–04.

Former 4 CNCA § 26.