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43RD LEGISLATURE - STATE OF NEW MEXICO - FIRST SESSION, 1997

INTRODUCED BY

LEONARD TSOSIE

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AN ACT

RELATING TO GAMING; AUTHORIZING NEGOTIATION AND EXECUTION OF TRIBAL-STATE GAMING COMPACTS; RATIFYING TRIBAL-STATE GAMING COMPACTS; DECLARING AN EMERGENCY.

BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF NEW MEXICO:

Section 1. SHORT TITLE. -- This act may be cited as the "Gaming Compact Act".

Section 2. DEFINITIONS. -- As used in the Gaming Compact Act:

"compact" means a tribal-state gaming agreement, the terms of which conform to IGRA and are negotiated by a tribe and the state; "compact" includes any ancillary agreement related to that compact;

"gaming" means "class III gaming" as defined in IGRA:

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	C.	"I GRA"	means	the	federal	I ndi an	Gami ng	Regul ator	Ъ
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- D. "tribe" means an Indian nation, tribe or pueblo located in whole or in part within the state.
- Section 3. COMPACTS--AUTHORIZATION TO NEGOTIATE AND EXECUTE.--
- A. To initiate the process of negotiating a compact, a tribe shall give notice to the governor of New Mexico of its desire to enter into a compact regarding class III gaming pursuant to the provisions of IGRA.
- B. The governor or his designee shall represent the state in negotiating compacts or amendments to compacts pursuant to provisions of IGRA upon receiving notice from a tribe pursuant to Subsection A of this section.
- C. The governor may execute on behalf of the state compacts negotiated or amended pursuant to this section, provided that:
- (1) the compact authorizes a tribe to conduct only those forms of gaming authorized in Section 4 of the Gaming Compact Act;
- (2) the compact does not obligate the state to appropriate state funds;
- (3) the governor provides a copy of the compact by mail to each member of the legislature postmarked at least fourteen calendar days before the compact is signed by the

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governor; and
(4) the compact contains provisions requiring
that:
(a) the minimum age for placing bets in
any gaming establishment be twenty-one years of age;
(b) free liquor and food not be dispensed
in the casino as incentives to game;
(c) cashing a federal social security or
any government assistance check be prohibited and that the
prohibition be strictly enforced;
(d) automated teller machines in close
proximity to a casino be restricted from taking government
assistance debit or similar government assistance cards;
(e) the average payout for winnings be
equivalent to or greater than the average payout acceptable in
Nevada casinos;
(f) each casino has an on-line, on-site

- computer monitoring system for slot machines;
- compulsive gambler identification and (g) prevention programs be implemented by the casino;
- reasonable notice be provided to (h) tribal regulatory agencies for access by state gaming oversight officials to casinos and casino business areas;
- the term of a compact be fifteen (i) years with automatic renewals at five-year intervals, subject to

renegotiation or modification;

(j) casino gaming operations be closed for four hours per day on Monday through Thursday, with the exception of holidays that fall on those weekdays; and

- (k) an ancillary revenue sharing agreement be negotiated in conjunction with the compact that provides revenue to the state, in exchange for a limitation on expansion of non-Indian gaming.
- D. If a compact fails to meet any one of the criteria set forth in Subsection C of this section, it shall be void unless ratified by both houses of the legislature by bill and signed by the governor.
- E. When requested by a tribe, the governor may negotiate and execute on behalf of the state a compact with a tribe if the compact is identical to a compact previously approved by the governor pursuant to the provisions of this section or to a compact that has been ratified pursuant to the provisions of Section 5 of the Gaming Compact Act, except for the name of the compacting tribe, the names of the persons executing the compact on behalf of the tribe or on behalf of the state and the date of the compact.

Section 4. CLASS III GAMING--CLARIFICATION--SCOPE. --

A. The class III gaming activities listed in Subsection B of this section are permitted within the state, but only on Indian land:

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1	(1) under governmental control of a tribe that
2	has a compact with the state of New Mexico that was entered into
3	or ratified pursuant to the Gaming Compact Act; and
4	(2) the title to which is held in trust by the
5	federal government or is subject to restriction by the federal
6	government against alienation.
7	B. Class III gaming activities that are permitted
8	pursuant to the conditions stated in Subsection A of this
9	section are limited to:
10	(1) electronic video gaming machines;
11	(2) electronic, electromechanical or mechanical
12	slot machines; and
13	(3) casino games, including:
14	(a) baccarat;
15	(b) beat the banker;
16	(c) black jack;
17	(d) chemin de fer;
18	(e) chuck-a-luck
19	(f) craps;
20	(g) dai shu;
21	(h) fan-tan;
22	(i) faro;
23	(j) keno;
24	(k) kl ondi ke;
25	(1) lotteries;

2	(n) pai gow;
3	(o) pangui ni ;
4	(p) pari-mutuel gaming and simulcasting;
5	(q) poker, in any form;
6	(r) progressive forms of games listed in
7	this paragraph;
8	(s) red dog;
9	(t) roulette;
10	(u) seven and a-half;
11	(v) sic bo;
12	(w) twenty-one;
13	(x) wheels of fortune; and
14	(y) any table, dice or card game, whether
15	banked, percentage or offered by the house on other terms.
16	Section 5. COMPACTSRATIFICATIONCompacts signed by the
17	governor of New Mexico and the pueblos of Taos, San Juan, Santa
18	Clara, Pojoaque, Tesuque, San Felipe, Santa Ana, Sandia, Isleta,
19	Acoma, Nambe and San Ildefonso and the Mescalero and Jicarilla
20	Apache tribes that were approved by the secretary of the
21	interior and published in the federal register are hereby
22	ratified by the legislature of New Mexico.
23	Section 6. EMERGENCYIt is necessary for the public
24	peace, health and safety that this act take effect immediately.
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