

Committee: JUD
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PROPOSED COMMITTEE AMENDMENT
Rep. Talbot Ross

File Name: G:\COMMITTEES\JUD\BILL WORKING FILES\129th\Implementing Act TF\LD 2118 Amendment (Rep. Talbot Ross).docx (8/6/2020 08:13:00 AM)

COMMITTEE AMENDMENT “.” To LD 2118, An Act To Establish an Enhanced Process for Tribal-State Collaboration and Consultation and To Develop a Process for Alternative Dispute Resolution

Amend the bill by striking out the title and inserting in its place the following:

An Act Concerning Gaming under the Indian Gaming Regulatory Act

Amend the bill by striking out everything after the enacting clause and inserting in its place the following:

Sec. 1. 30 MRSA §6206, sub-§4 is enacted to read:

4. Gaming. Nothing in this Act or in any other provision of Maine law affects, limits, alters or preempts the ability or authority of the Penobscot Nation, Passamaquoddy Tribe or Houlton Band of Maliseet Indians to conduct gaming activities on their respective Indian territory or Trust lands subject to the Indian Gaming Regulatory Act, Pub.L. 100–497, 25 U.S.C. § 2701 et seq.

Sec. 2. Contingent effective date. This Act takes effect 120 days after adjournment of the Second Special Session of the 129th Legislature only if, within 90 days after the adjournment of the Second Special Session of the 129th Legislature, the Secretary of State receives written certification from: the Joint Tribal Council of the Passamaquoddy Tribe that the tribe has agreed to the provisions of this Act; the Governor and the Council of the Penobscot Nation that the nation has agreed to the provisions of this Act; and the Houlton Band Council of the Houlton Band of Maliseet Indians that the band has agreed to the provisions of this Act, copies of which must be submitted by the Secretary of State to the Secretary of the Senate, the Clerk of the House and the Revisor of Statutes.

SUMMARY

This amendment replaces the bill and amends the Maine Implementing Act to provide that the Maine Implementing Act and all other laws in this State do not affect, limit, alter or preempt the ability or the authority of the Penobscot Nation, Passamaquoddy Tribe and the Houlton Band of Maliseet Indians to conduct gaming activities on their respective Indian territory or Trust lands subject to the Indian Gaming Regulatory Act.