

**Senate Joint Resolution No. 20**

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Adopted in Senate June 19, 1997

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*Secretary of the Senate*

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Adopted in Assembly June 12, 1997

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*Chief Clerk of the Assembly*

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This resolution was received by the Secretary of  
State this \_\_\_\_ day of \_\_\_\_\_, 1997,  
at \_\_\_\_ o'clock \_\_M.

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*Deputy Secretary of State*

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## RESOLUTION CHAPTER \_\_\_\_\_

Senate Joint Resolution No. 20—Relative to Indian gaming.

## LEGISLATIVE COUNSEL'S DIGEST

SJR 20, Polanco. Indian gaming.

This measure would memorialize the President of the United States to issue an executive order permitting the California Indian tribes to continue to operate and regulate their respective gaming operations until appropriate legislation is enacted and compact remedies have been exhausted.

WHEREAS, One of the most shameful chapters in our nation's history was a hostile policy of the United States government against Native American Indian tribes, and a product of these historic wrongs is that Indian tribal lands in California are primarily small, located in remote areas of the state, and lack the most basic resources that would foster employment and opportunity, and as a result, California Indian tribes were forced into an existence of poverty and despair symbolized by high unemployment, illiteracy, and substandard health care; and

WHEREAS, The United States Supreme Court in 1987 reaffirmed the right of sovereign Indian nations to operate high-stakes gaming activities; and

WHEREAS, Congress passed, and the President of the United States signed into law, the federal Indian Gaming Regulatory Act (25 U.S.C. Sec. 2701 et seq.) that has as a principal goal the promotion of tribal economic development, tribal self-sufficiency, and strong tribal government; and

WHEREAS, Revenues from gaming are replacing welfare with employment, illiteracy with education, substance abuse with treatment, poverty with prosperity, and despair with hope, and have created over 15,000 jobs



in gaming enterprises and over 25,000 jobs in related industries providing services to gaming operations; and

WHEREAS, The federal Indian Gaming Regulatory Act provides a statutory basis for the conduct and oversight of gaming on Indian lands, and that statute requires tribal-state compacts for conducting certain forms of gaming; and

WHEREAS, The impact of Indian gaming on state public policy is presently the subject of federal and state scholarly research studies; and

WHEREAS, The Governor and the Attorney General of the State of California are currently negotiating a tribal-state compact with the government of the Pala Band of Mission Indians that may serve as the framework for the negotiations of other sovereign tribal governments; now, therefore, be it

*Resolved by the Senate and Assembly of the State of California, jointly,* That as sovereign governments California Indian tribes have a fundamental right to conduct gaming operations on their sovereign reservation lands and to foster future economic development, and gaming that results in revenues used to improve housing, education, and health care for California Indian tribes has the support of the majority of the Members of the Legislature of the State of California; and be it further

*Resolved,* That the President of the United States is requested to issue an executive order permitting the tribes to continue to operate and regulate their respective gaming operations until appropriate legislation is enacted and all other compact remedies have been exhausted; and be it further

*Resolved,* That the Secretary of the Senate transmit copies of this resolution to the President and Vice President of the United States, the Speaker of the House of Representatives, to each Senator and Representative from California in the Congress of the United States, and to the Secretary of the Interior.



Attest:

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*Secretary of State*

