

**JANUARY 2010 SESSION OF THE
CROW TRIBAL LEGISLATURE**

LEGISLATIVE RESOLUTION NO. LR10-05

INTRODUCED BY THE CROW LEGISLATIVE BRANCH AND
SENATOR OLIVER HALF, JR.

A LEGISLATIVE RESOLUTION OF THE CROW TRIBAL LEGISLATURE
ENTITLED:

“A LEGISLATIVE RESOLUTION ESTABLISHING A GAMING COMMITTEE”

WHEREAS, the Crow Tribal Legislature is authorized to adopt resolutions, regulations and guidelines for the governance of the Crow Tribe of Indians pursuant to Article V, Section 2(a) of the Constitution and Bylaws of the Crow Tribe of Indians; and

WHEREAS: the Legislature has reviewed the issues related to Gaming; and

WHEREAS: the issues related to Gaming are unique and should be reviewed separately because of the magnitude of issues related thereto, and

NOW THEREFORE, BE IT RESOLVED:

BY THIS ACTION THE CROW LEGISLATURE DOES HEREBY ESTABLISH THE GAMING COMMITTEE.

THE GAMING COMMITTEE SHALL BE PRIMARILY RESPONSIBLE FOR THE REVIEW, CONSIDERATION AND DEVELOPMENT OF LEGISLATION AND RECOMMENDATIONS FOR APPROVAL RELATING TO ALL ISSUES INVOLVING ON-RESERVATION GAMING.

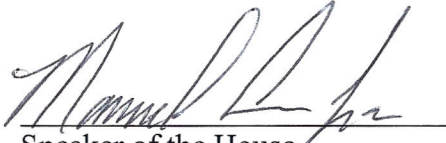
THE ESTABLISHED CROW LEGISLATURE RULES OF ORDER SHALL APPLY AT ALL TIMES TO THIS ESTABLISHED GAMING COMMITTEE.

THE ATTACHED, INCORPORATED BY REFERENCE AS IF STATED HEREIN BYLAWS ARE HERBY ESTABLISHED, ADOPTED AND APPROVED.

THIS RESOLUTION SHALL TAKE EFFECT IMMEDIATELY UPON PASSAGE BY THE CROW LEGISLATURE.

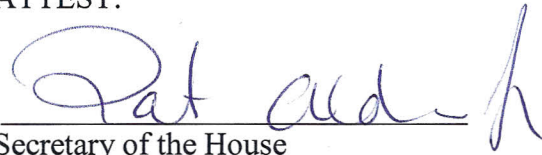
CERTIFICATION

I hereby certify that this LR10 -05 "A LEGISLATIVE RESOLUTION
ESTABLISHING A GAMING COMMITTEE" was duly approved by the Crow Tribal
Legislature with a vote of 16 in favor, 0 opposed, and 0 abstained and that a
quorum was present on this 13TH day of January 2010.



Speaker of the House
Crow Tribal Legislature

ATTEST:

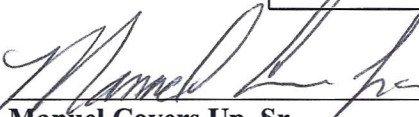
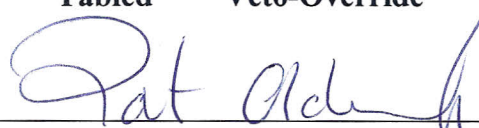


Secretary of the House
Crow Tribal Legislature



Bill or Resolution**Number:** LR10-05 **Introduced by:** Oliver Half, Jr. **Date of Vote:** January 13, 2010

<u>Representative:</u>	Yes	No	Abstained
H. Two Leggins	<u>X</u>	<u> </u>	<u> </u>
V. Pretty Paint	<u>X</u>	<u> </u>	<u> </u>
C. J. Stewart	<u>X</u>	<u> </u>	<u> </u>
K. Shane	<u>X</u>	<u> </u>	<u> </u>
S. Backbone, Sr.	<u> </u>	<u> </u>	<u> </u>
O. Half, Jr.	<u>X</u>	<u> </u>	<u> </u>
W. Plainfeather	<u>X</u>	<u> </u>	<u> </u>
R. Old Crow, Sr.	<u>X</u>	<u> </u>	<u> </u>
M. Not Afraid	<u>X</u>	<u> </u>	<u> </u>
V. Crooked Arm	<u>X</u>	<u> </u>	<u> </u>
L. De Crane	<u>X</u>	<u> </u>	<u> </u>
C. Goes Ahead	<u> </u>	<u> </u>	<u> </u>
B. Hugs	<u>X</u>	<u> </u>	<u> </u>
G. Real Bird, Jr.	<u>X</u>	<u> </u>	<u> </u>
M. Backbone	<u>X</u>	<u> </u>	<u> </u>
D. Wilson	<u>X</u>	<u> </u>	<u> </u>
P. Alden, Jr. <i>Secretary of the House</i>	<u>X</u>	<u> </u>	<u> </u>
M. Covers Up, Sr. <i>Speaker of the House</i>	<u>X</u>	<u> </u>	<u> </u>
Totals:	<u>16</u>	<u>0</u>	<u>0</u>

Result of Vote:**Passed****Not Passed****Tabled****Veto-Override**
Manuel Covers Up, Sr.
Speaker of the House**Date**
Patrick Alden, Jr.
Secretary of the House**Date**

1-28-10

BY-LAWS OF THE GAMING COMMITTEE
OF THE CROW TRIBAL LEGISLATURE

I. Establishment.

The Committee is hereby established as a standing committee of the Crow Tribal Legislature.

II. Membership; Advisors

- A. The Committee shall consist of members of the Crow Tribal Legislature.
- B. The Committee shall coordinate with the Economic Development Cabinet Head, Executive Branch General Counsel and Legislative Branch Attorney and any other entity managing or regulating gaming operations on the Reservation on matters within the Committee's authority and may request appropriate support, advice and counsel on all matters.

III. Purposes.

The purposes of the Committee are:

- A. To establish, amend, and foster policies pertaining to the development of the GAMING economy of the Crow Tribe.
- B. To recommend to the Crow Tribal Legislature the adoption of legislation designed to strengthen the GAMING economic development of the Crow Tribe and to promote the development of GAMING-related businesses and employment for the Crow Tribe and its members.

IV. Powers.

The Committee shall have all powers necessary and proper to carry out the purposes set forth above, including:

- A. To recommend legislation implementing and enforcing the gaming compact including leasing, permitting, licensing and withdrawing of licensure on Crow Tribal lands for gaming and related business purposes and projects, for final approval by the Legislature. Such legislation may set forth the policies and standards to be followed in approving, amending, transferring or terminating GAMING business site leases, permits and licenses.
- B. To review and recommend for approval or disapproval all GAMING compacts, GAMING economic development plans which require the use of Crow Tribal funds and/or assets; to develop priority lists for all economic and business development projects related to GAMING and funded by the Crow Tribe and/or federal government.
- C. To review proposed polices and regulations concerning GAMING development matters, including but not limited to taxation proposals, enterprise development, etc., of the Crow Tribe.
- D. To propose or review all legislation relating to this subcommittee and business within the Crow Tribe and shall recommend the adoption or amendment of such laws to the Crow Tribal Legislature,

- E. To receive reports from and to review the operations of all offices, divisions, departments, enterprises, committees, boards, commissions or entities having oversight or control over GAMING development or administration.
- F. To maintain oversight of the functioning, excluding internal personnel and/or wholly administrative matters, of any tribal entity managing or regulating GAMING operations on the Reservation.
- G. To hold hearings relative to the functioning, excluding internal personnel and/or wholly administrative matters, of any other entity managing or regulating GAMING operations on the Reservation.
- H. To review any and all legislative proposals concerning GAMING operations upon referral by the Crow Tribal Legislature.

VI. Meetings.

Meetings shall be scheduled regularly on the _____ of each month.