

CHAPTER 569

INDIAN GAMING

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569.01 Definitions. In this chapter:

(1) "Indian gaming compact" means a compact entered into under s. 14.035.

(1m) "Indian gaming receipts" means any of the following:

(a) Moneys received by the state from Indian tribes as reimbursement for state costs of regulation of Indian gaming under Indian gaming compacts, except moneys received as direct reimbursements to the department of justice.

(b) Moneys received by the state from Indian gaming vendors and from persons proposing to be Indian gaming vendors as reimbursement for state costs of certification and background investigations under s. 569.04, except moneys received as direct reimbursements to the department of justice.

(2) "Indian gaming vendor" means a person who enters into a contract with an Indian tribe for materials, supplies, equipment or services which are unique to the gaming operations of the Indian tribe and not common to the other operations of the Indian tribe, including security services, management contractors, management consulting services regarding the administration, supervision or training of one or more functions relating to gaming management or operations, financing of facilities in which gaming is conducted except for financing by a state or federally chartered financial institution, prize payout agreements or annuity contracts and materials, supplies, equipment or services involving marketing, the printing of gaming tickets or receipts, the receiving or recording of a player's selection in any game conducted by the Indian tribe and the determination of winners of a game conducted by the Indian tribe.

(3) "Indian tribe" means a federally recognized Indian tribe in this state.

History: 1993 a. 16 ss. 3540, 3544.

Cross-reference: See definitions in s. 561.01.

569.02 Indian gaming; general duties of commission. Under the direction of the commission, the separate subunit established in the commission under s. 561.14 shall do all of the following:

(1) Coordinate all of the state's regulatory activities regarding Indian gaming.

(2) Function as an Indian gaming liaison between Indians, the general public and the state.

(3) Function as a clearinghouse for information on Indian gaming.

(4) Assist the governor in determining the types of gaming that may be conducted on Indian lands and in entering into Indian gaming compacts.

History: 1991 a. 269; 1993 a. 16.

If any element of an Indian tribe's television bingo game occurs off the reservation, it is subject to prosecution under Wisconsin criminal law. 80 Atty. Gen. 332.

569.04 Certification and background investigation of Indian gaming employes and vendors. (1) In accordance with an Indian gaming compact or with the regulations of or an agreement with the national Indian gaming commission, the commission shall certify and conduct background investigations of a person proposing to be an Indian gaming vendor and of employes of Indian tribes who are engaged in the conduct of gaming.

(2) The commission shall require the persons who are subject to the background investigations under sub. (1) to be photographed and fingerprinted on 2 fingerprint cards, each bearing a complete set of the person's fingerprints. Notwithstanding ss. 111.321, 111.322 and 111.335, the department of justice may submit the fingerprint cards to the federal bureau of investigation for the purpose of verifying the identity of the persons fingerprinted and obtaining records of their criminal arrests and convictions.

(3) If the results of a background investigation under this section disclose information that, under the Indian gaming compact, disqualifies the person from becoming an Indian gaming vendor, any certificate authorizing the person to be an Indian gaming vendor that was issued before that disclosure is void.

History: 1991 a. 320; 1993 a. 16 ss. 3538, 3541 to 3543.

569.06 Indian gaming receipts. Indian gaming receipts shall be credited to the appropriation under s. 20.197 (1) (h).

History: 1993 a. 16.