

**Senate Committee on Governmental Organization
Informational Hearing
Tribal-State Gaming Compact Between the State of California and the Yurok Tribe of the
Yurok Reservation, California**

**August 11, 2026 – 9:00 a.m.
Suite 1200, 1021 O Street**

Compact Overview

SUMMARY

The Tribal-State Gaming Compact (hereafter “Compact”) between the Yurok Tribe of the Yurok Reservation, California (hereafter “Tribe”) was executed on August 04, 2026. The Compact authorizes the Tribe to operate a maximum of 349 slot machines at no more than three gaming facilities located on eligible Indian lands held in trust for the Tribe.

The Tribe has agreed to pay the State its pro rata share of costs the State incurs for the performance of its duties under the Compact. The Compact does not require the Tribe to pay into the Revenue Sharing Trust Fund (RSTF) or the Tribal Nation Grant Fund (TNGF).

Certain terms of the Compact related to licensing, regulatory, patron protection, and public health provisions are substantially the same as recent compacts. Specifically, the Compact includes a Tribal Labor Relations Ordinance (TLRO), which provides that gaming may commence only after the Tribe has adopted a TLRO that allows for a secret ballot election and union neutrality.

The Compact’s preamble notes that the Tribe and the State have concluded that this compact protects the interests of the Tribe and its members, the surrounding community, and the California public, and will promote and secure long-term stability, mutual respect, and mutual benefit.

The Tribe currently operates the Redwood Hotel Casino which consists of two separate entities, the Redwood Holiday Inn Express and the Redwood Casino. The Redwood Holiday Inn Express is a 60-room hotel complete with exercise room and pool. The Redwood Casino, located in Klamath, CA, currently hosts 99 Class III machines and includes the Abalone Bar and Grill. The development of the Redwood Hotel Casino is only a portion of a broader master plan for the Tribe, community, which also includes the Yurok Construction Corporation, Yurok Indian Housing Authority, Yurok Language Department, Yurok Office of Emergency Services, Yurok Telecommunications Corp, and the Yurok Tribal Court.

Once effective (legislative ratification and federal approval required), this Compact will be in full force and effect for 25 years following the effective date.

The vehicle identified for providing the constitutionally required legislative ratification of this tribal-state gaming compact is AB 2539 (Ramos).

EXISTING LAW

Existing law provides, under the Indian Gaming Regulatory Act (IGRA), for the negotiation and conclusion of compacts between federally recognized Indian tribes and the state for the purpose of conducting Class III gaming activities on Indian lands within a state as a means of promoting tribal economic development, self-sufficiency, and strong tribal governments. Existing law expressly authorizes a number of tribal-state gaming compacts between the State of California and specified Indian tribes.

Existing law authorizes the conduct of Class III gaming activities to the extent such activities are permitted by state law, a gaming compact has been concluded by a federally recognized tribe and the state, and the compact has been approved by the Secretary of the Interior.

Existing law limits the operation of Class III gaming activities to Indian lands acquired on or before October 17, 1988. Existing law also provides for certain exceptions to conduct gaming activities on Indian lands acquired after October 17, 1988.

Existing law defines Indian lands to mean all lands within the limits of any Indian reservation, and any land which is either held in trust by the United States for the benefit of any Indian tribe or individual, or held by any Indian tribe or individual subject to restriction by the United States against alienation and over which an Indian tribe exercises governmental power.

Existing law requires the state to negotiate and to conclude a compact in good faith with an Indian tribe having jurisdiction over the Indian lands upon which the Class III gaming activity is to be conducted. Existing law also provides the United States district courts with jurisdiction over any cause of action initiated by a tribal government alleging that the state failed to negotiate in good faith to conclude a compact. Furthermore, existing law prescribes the remedy, mediation supervised by the courts, if it is found that the state failed to negotiate in good faith to conclude a compact.

Existing law authorizes the Governor, under the California Constitution, to negotiate and conclude compacts, subject to ratification by the Legislature.

Brief History and Background – The Yurok Tribe of the Yurok Reservation, California

According to the Tribe's website, the Tribe is currently the largest Tribe in California, with more than 5,000 enrolled members. The Tribe provides numerous services to the local community and membership with its more than 200 employees. The Yurok Reservation is located in one of the most isolated regions of Northwest California, consisting of lands one mile on each side of the lower forty-four (44) miles of the Klamath River from just above the confluence of the Trinity River at Weitchpec to the mouth of the river as it flows into the Pacific Ocean. Reservation lands include parts of Humboldt and Del Norte Counties, two of the largest land-based counties in the state of California.

The Tribe is culturally known as great fishermen, eelers, basket weavers, canoe makers, storytellers, singers, dancers, healers, and strong medicine people. Before European contact, the tribe referred to themselves as Oohl, meaning Indian people. The Klamath-Trinity River is the lifeline of the Tribe because the majority of the food supply, like ney-puy (salmon), Kaa-ka (sturgeon), and kwor-ror (candlefish) all come from these rivers.

In 2006, the Tribe entered into a tribal-state compact [SB 106 (Wiggins, Chapter 37, Statutes of 2007)] that authorized it to operate one gaming facility at a future site and an additional one at an ancillary facility (a fuel mart), both of which are located within its existing reservation. The compact authorized the Tribe to operate no more than 99 gaming devices (slot machines) and prohibited anyone under the age of 21 from being present in any room.

Following ratification of its 2006 tribal-state gaming compact, the Tribe opened the Redwood Hotel Casino in 2014 which consists of two separate entities, the Redwood Holiday Inn Express and the Redwood Casino. The Redwood Holiday Inn Express is a 60-room hotel complete with exercise room and pool. The Redwood Casino, located in Klamath, CA, currently hosts 99 Class III machines and includes the Abalone Bar and Grill. The development of the Redwood Hotel Casino is only a portion of a broader master plan for the Tribe, community, which also includes the Yurok Construction Corporation, Yurok Indian Housing Authority, Yurok Language Department, Yurok Office of Emergency Services, Yurok Telecommunications Corp, and the Yurok Tribal Court.

Key Provisions of the Compact

Scope of Class III Gaming Authorized - The Tribe is authorized to operate up to 349 slot machines, banking or percentage card games, and any devices or games that are authorized under state law to the California State Lottery, provided that the Tribe will not offer such games through use of the Internet unless others in the state not affiliated with or licensed by the California State Lottery are permitted to do so under state and federal law. The Tribe can operate off-track wagering on horse races at a satellite wagering facility pursuant to the requirements outlined in the Compact. The Tribe shall not engage in Class III Gaming that is not expressly authorized in the Compact.

Authorized Gaming Facility - The Tribe may establish and operate no more than three gaming facilities and engage in Class III gaming only on eligible Indian lands held in trust for the Tribe, located within the boundaries of the Tribe's reservation.

Payments to the Special Distribution Fund (SDF) - The Tribe shall pay to the State, on a pro rata basis, the costs the State incurs for the performance of all its duties under this Compact, as established by the monies appropriated in the annual Budget Act for the performance of their duties under Class III Gaming Compacts.

Payments to the RSTF or the TNGF - The Compact does not require the Tribe to pay into either the RSTF or the TNGF.

Distribution by Tribe to Local Governments – Under the terms of this Compact, the Tribe will remain a Limited-Gaming Tribe. Accordingly, the Tribe has no obligation under this Compact to distribute funds to mitigate impacts of gaming on local governments.

Exclusivity - Provides that in the event the exclusive right of Indian tribes to operate Class III gaming in California pursuant to the California Constitution is abrogated by the enactment, amendment, or repeal of a state statute or constitutional provision or the conclusive and dispositive judicial construction of a statute or the State Constitution by a California appellate court after the effective date of this Compact, that gaming devices may lawfully be operated by non-Indian entities, the Tribe shall have the right to terminate this Compact, as specified.

Labor Provisions – Provides that the gaming activities authorized by this Compact may only commence after the Tribe has adopted an ordinance identical to the TLRO, referenced as Appendix D of the Compact, and the gaming activities may only continue as long as the Tribe maintains the ordinance. If the Tribe employs 250 or more persons in a tribal casino facility, then the provisions of the TLRO become effective. The TLRO makes it clear that employees shall have the right to self-organization, to form, to join, or assist employee organizations, to bargain collectively through representatives of their own choosing. The TLRO provides for a secret ballot election and union neutrality. After the certification that 30% of the eligible employees in a bargaining unit have expressed an interest in the union, a notice of election shall be issued and the election shall be concluded within 30 calendar days thereafter. Employees may mail in ballots provided they are received by election day. Union representation requires an affirmative vote of 50% plus one of all votes cast.

Additional Compact Components

Gaming Ordinance and Regulations – All gaming activities conducted under this Compact shall, at a minimum, comply with a gaming ordinance duly adopted by the Tribe and approved in accordance with IGRA and all applicable rules, regulations, procedures, specifications, and

standards duly adopted by the National Indian Gaming Commission (NIGC), the Tribal Gaming Agency, and the State Gaming Agency, and with the provisions of this Compact, as specified.

Prohibitions Regarding Minors – The Tribe shall prohibit persons under the age of 21 years from being present in any room or area in which gaming activities are being conducted unless the person is en route to a non-gaming area of the Gaming Facility, or is employed at the Gaming Facility in a capacity other than as a gaming employee. If the Tribe permits the consumption of alcoholic beverages in the Gaming Facility, the Tribe shall prohibit persons under the age of 21 from purchasing, consuming, or possessing alcoholic beverages. The Tribe shall also prohibit persons under the age of 21 from being present in any room or area, in which alcoholic beverages may be consumed, except to the extent permitted by the Gaming Facility's California Department of Alcoholic Beverage Control license.

Licensing Requirements and Procedures – All persons in any way connected with the gaming operation or gaming facility who are required to be licensed or to submit to a background investigation under IGRA, and any others required to be licensed under this Compact, including, without limitation, all gaming employees, gaming resource suppliers, financial sources, and any other person having a significant influence over the gaming operation, must be licensed by the Tribal Gaming Agency. Also, every gaming employee must obtain, and thereafter maintain current, a valid tribal gaming license, as specified.

Inspection and Testing of Gaming Devices – Gaming devices will have to be tested, approved and certified by an independent gaming test laboratory or state governmental gaming test laboratory to ensure they are being operated according to specified technical standards. Also, requires the Tribal Gaming Agency to maintain adequate records that demonstrate compliance with software and hardware specifications. The State Gaming Agency is authorized to inspect gaming devices in operating at the gaming facility.

Minimum Internal Control Standards (MICS) – The Tribe must conduct its gaming activities pursuant to an internal control system that implements MICS that are no less stringent than those contained in the MICS of the federal NIGC standards, as specified. It requires gaming to operate pursuant to a written internal control system that reasonably assures that assets are safeguarded and accountability over assets is maintained; liabilities are properly recorded and contingent liabilities are properly disclosed; financial records are accurate and reliable; transactions are performed in accordance with the Tribal Gaming Agency's authorization; access to assets is permitted only in accordance with the Tribal Gaming Agency's approved procedures; recorded accountability for assets is compared with actual assets; and, functions, duties and responsibilities are appropriately segregated and performed by qualified personnel.

Problem Gambling – The gaming operation must establish a program, approved by the Tribal Gaming Agency, to mitigate pathological and problem gaming by implementing specified measures.

Patron Disputes – The Tribal Gaming Agency must promulgate regulations governing patron disputes over the play or operation of any game, including any refusal to pay to a patron any alleged winnings from any gaming activities that includes specified minimum standards.

Compliance Enforcement – It is the responsibility of the Tribal Gaming Agency to conduct on-site gaming regulation and control in order to enforce the terms of this Compact, IGRA, NIGC gaming regulations, state gaming agency regulations, and the gaming ordinance, to protect the integrity of gaming activities and the gaming operation for honesty and fairness, and to maintain the confidence of patrons that tribal governmental gaming in California meets the highest standards of fairness and internal controls. To meet those responsibilities, the Tribal Gaming Agency shall promulgate rules and regulations for these purposes.

Tobacco Provisions – The Tribe is required to provide a non-smoking area in the gaming facility. The Tribe shall utilize a ventilation system throughout the gaming facility that exhausts tobacco smoke.

Alcohol Provisions – Makes it explicit that the purchase, sale, and service of alcoholic beverages shall be subject to state law – the Alcoholic Beverage Control Act.

Workers' Compensation – The Tribe agrees to participate in the State's workers' compensation program with respect to employees at the casino. All disputes arising from the workers' compensation laws shall be heard by the State Workers' Compensation Appeals Board (Board) pursuant to the California Labor Code. The Tribe acknowledges the jurisdiction of the Board in such manners. In lieu of participation in the State's system, the Tribe may create and maintain a system through self-insurance, which includes specified provisions, including hearings before an independent tribunal. Furthermore, the Tribe agrees that it will participate in the State's unemployment compensation program for providing benefits and unemployment compensation disability benefits to employees at the casino. The Tribe shall withhold all taxes due to the State, except for Tribal members living on the Tribe's reservation, and forward such amounts to the State.

Health and Safety Standards – The Tribe must establish procedures for addressing harassment, discrimination, and retaliation for all classifications protected under federal and state law. Furthermore, the Tribe must maintain a \$2 million insurance policy for these purposes and adopt an ordinance that includes a dispute resolution process.

Building Codes and Fire Safety – In order to assure the protection of the health and safety of all gaming facility patrons, guests, and employees, the Tribe shall adopt and shall maintain throughout the term of this Compact, an ordinance that requires any covered gaming facility construction to meet or exceed the applicable codes. Gaming facility construction, expansion, improvement, modification or renovation must also comply with the federal Americans with Disabilities Act.

Emergency Services Accessibility and Possession of Firearms – The Tribe must make reasonable provisions for adequate emergency fire, medical, and related relief and disaster services for patrons and employees. Also, the Compact prohibits the possession of firearms by any person in the gaming facility at all times except for federal, state, or local law enforcement personnel, or tribal law enforcement or security personnel, as authorized.

Force Majeure Clause – The Compact states that in the event of a force majeure beyond the Tribe's control that cause the Tribe's gaming facility to be inoperable or operate at significantly less capacity, the Tribe and the State agree to meet and confer for the purposes of discussing the event and appropriate actions. In the instance that a force majeure event impacts more than 50% of tribal gaming operations located in California, the State and the Tribe agree to allow the State to elect to meet and confer with several or all tribes that have been impacted by the force majeure event for the purpose of discussing the event and appropriate actions, given the circumstances.

Changes in Market Conditions – The Compact requires the State, within 45 days of the Tribe's written request, to participate in good faith negotiations with the Tribe to amend its compact where the state basis for the Tribe's request is changed conditions that adversely affects the Tribe's gaming operation and the Tribe's obligations under this Compact therefore becomes unduly onerous or creates new opportunities to expand its gaming operation beyond the limitations on gaming devices or gaming facilities of this compact. The State has no obligation to enter into negotiations unless the Tribe provides information adequate to prove that its request meets required basis for negotiations.

Entitlement to Renegotiate – If the State authorizes any person to conduct a new form of Class III Gaming not expressly authorized in this Compact, the parties, at the Tribe's request, shall enter into good-faith negotiations pursuant to IGRA to amend this Compact for the purpose of adding the newly authorized Class III gaming activity and make other appropriate related amendments.

Effective Date – This Compact shall not be effective unless and until all of the following have occurred: the Compact is ratified by statute in accordance with state law and notice of approval or constructive approval is published in the Federal Register. Once effective, this Compact shall be in full force and effect for 25 years following the effective date.

Amendment by Agreement – The terms and conditions of this Compact may be amended at any time by the mutual and written agreement of both parties, provided that each party voluntarily consents to such negotiations in writing. Any amendments to this Compact shall be deemed to supersede, supplant and extinguish all previous understandings and agreements on the subject.

ADDITIONAL BACKGROUND INFORMATION

Indian Gaming Regulatory Act

In 1988, Congress enacted IGRA to provide a statutory basis for the operation and regulation of gaming on Indian lands. IGRA provides that an Indian tribe may conduct gaming activity on Indian lands if the activity “is not specifically prohibited by federal law and is conducted within a State which does not prohibit such gaming activity.”

IGRA distinguishes between three classes of gaming (Class I, Class II, and Class III) and provides for different forms of regulation for each class. Class I gaming includes “social games” for minor prizes or “traditional forms of Indian gaming.” Class II gaming is defined to include bingo and card games that are explicitly authorized by the laws of the state, or that are not explicitly prohibited by the laws of the state and are played at any location in the State, so long as the card games are played in conformity with those laws and regulations. Class III gaming includes such things as slot machines, casino games, and banked card games such as black jack and baccarat. Class III gaming may only be conducted under terms of a compact negotiated between an Indian tribe and a State.

IGRA was enacted against a legal background in which Indian tribes and individuals generally are exempt from state taxation within their own territory. IGRA provides that with the exception of assessments permitted under the statute, to defray the State’s costs of regulating gaming activity, IGRA shall not be interpreted as conferring upon a State authority to impose any tax, fee, charge, or other assessment upon an Indian tribe to engage in Class III activity. Nor may a State refuse to enter into negotiations based on the lack of authority to impose such a tax, fee, charge, or other assessment.

When a tribe requests negotiations for a Class III compact, IGRA requires the State to negotiate with the Indian tribe in good faith. IGRA provides a comprehensive process to prevent an impasse in compact negotiations, which is triggered when a tribe files suit alleging that the State has refused to negotiate or has failed to negotiate in good faith.

Before 2000, the California Constitution prohibited Class III gaming. In 2000, California voters approved Proposition 1A, proposed by the Governor and passed by the Legislature. Proposition 1A amended the California Constitution to permit the Governor to negotiate compacts with federally recognized Indian tribes for certain Class III gaming activities. Because non-Indian parties were still forbidden from operating gaming facilities, Proposition 1A granted Indian tribes a “constitutionally protected monopoly on most types of Class III games in California.”

Rincon Decision

The U.S. Supreme Court in July 2011 refused to consider the decision of the Ninth Circuit Court of Appeals rejecting a Class III Tribal-State Gaming Compact negotiated by then Governor Schwarzenegger with the Rincon Band of Luiseno Mission Indians. The issue of this case's impact on Indian gaming throughout the country has been a topic of great debate.

As noted, IGRA authorizes states to receive compensation for costs related to tribal gaming such as regulation and gaming addiction, and to offset the effects of casinos on surrounding communities. However, states are prohibited from assessing taxes on tribal casino revenues, so unjustified payments to a state's General Fund are no longer permissible unless the tribes are getting something in return for the required payments, such as those authorized by IGRA.

Any payments to the State, above those needed to mitigate impacts of gaming must be in exchange for a benefit deemed "exclusive" to the tribe.

The Rincon Band challenged the legality of California's "second generation" compacts pursuant to which the signatory tribes would be entitled to increase their slot machine count in return for paying percentages of the new slot machine revenue to the state's General Fund. The Ninth Circuit had affirmed a lower court decision that the new financial concessions were nothing more than a state tax on tribal casino revenues which is prohibited by IGRA.

The Rincon Band refused to sign the amended compact which had already been executed by several other tribes choosing instead to demand that it be given the expanded gaming opportunity without making the new financial concessions. The Ninth Circuit Court of Appeals concluded that a "non-negotiable, mandatory payment of 10% of net win into the State treasury for unrestricted use yields public revenue, and is [therefore] a tax, and that the court was therefore required to consider the State's demand as evidence of bad faith under IGRA's statutes."

The court noted that "the State could rebut the presumption of bad faith by demonstrating that the revenue demanded was to be used for the public interest, public safety, criminality, financial integrity, and adverse economic impacts on existing activities, but the State's need for general tax revenue was insufficient to demonstrate good faith."

Chicken Ranch Rancheria Decision.

In 2021, the Chicken Ranch Rancheria of Me-Wuk Indians, along with four other tribes—the Blue Lake Rancheria, Chemehuevi Indian Tribe, Hopland Band of Pomo Indians, and Robinson Rancheria—filed suit against the State of California and Governor Gavin Newsom. The tribes alleged that the state violated IGRA by failing to negotiate new Class III gaming compacts in good faith.

According to the complaint, California insisted on compact terms covering family law, environmental regulation, and tort liability—subjects that the tribes argued were outside IGRA's limited scope, which allows negotiation only on matters directly related to the operation of gaming activities. In July 2022, the Ninth Circuit Court of Appeals upheld the district court's finding that California's demands exceeded IGRA's bounds and therefore constituted bad-faith negotiations. The court ordered the parties to move forward under IGRA's remedial process. Under that process, if the parties are ultimately not able to agree on a compact, a mediator

reviews each side's "last best offer" and selects the proposal that best aligns with federal law, and the U.S. Department of the Interior (through the Assistant Secretary for Indian Affairs) issues Secretarial Procedures regulating the tribe's gaming operation without state involvement.

This outcome was viewed by Indian tribes as a significant affirmation of tribal sovereignty and a rejection of state overreach in tribal gaming regulation. The Governor's office believes the terms of this Compact are consistent with this court decision.

Special Distribution Fund

Existing law creates the SDF in the State Treasury for the receipt of revenue contributions made by tribal governments pursuant to the terms of the 1999 model Tribal-State Gaming Compacts and authorizes the Legislature to appropriate money from the SDF for the following purposes: grants for programs designed to address gambling addiction; compensation for regulatory costs incurred by the CGCC and the Department of Justice (DOJ) in connection with the implementation and administration of compacts; payment of shortfalls that may occur in the RSTF; disbursements for the purpose of implementing the terms of tribal labor relations ordinances promulgated in accordance with the terms of the 1999 compacts; and, any other purpose specified by law. (Pursuant to compact renegotiations that took place with several of the larger gaming tribes during the Schwarzenegger administration, revenue from those tribes is directed into the state General Fund, instead of the SDF.)

Current law establishes a method of calculating the distribution of appropriations from the SDF for grants to local government agencies impacted by tribal gaming. This method includes a requirement that the State Controller, in consultation with the CGCC, deposit funds into County Tribal Casino Accounts and Individual Tribal Casino Accounts based upon a process that takes into consideration whether the county has tribes that pay, or do not pay, into the SDF.

Revenue Sharing Trust Fund

Existing law creates in the State Treasury the RSTF for the receipt and deposit of monies derived from gaming device license fees that are paid into the RSTF pursuant to the terms of specified tribal-state gaming compacts for the purpose of making distributions to non-compacted California tribes (e.g., federally-recognized non-gaming tribes and tribes that operate casinos with fewer than 350 slot machines). Revenue in the RSTF is available to CGCC, upon appropriation by the Legislature, for making distributions of \$1.1 million annually to non-compact tribes. The RSTF was created as part of the 1999 compacts, which, in conjunction with the passage of Proposition 1A, created gaming compacts with approximately 60 California tribes. Non-compact tribes are considered third-party beneficiaries of the 1999 compacts.

Tribal Nation Grant Fund

This particular fund (referenced in recent compacts) was created to complement the RSTF and provides for the distribution of funds to non-gaming tribes, upon application of such tribes for purposes related to effective self-governance, self-determined community, and economic development. Payments from this fund are intended to be made to non-gaming tribes on a “need” basis, upon application.

SUPPORT

None received

OPPOSITION

None received

PRIOR AND CURRENT LEGISLATION

AB 1579 (Valencia, 2026) ratifies the second amendment to the tribal-state gaming compact entered into between the State of California and the Yuhaaviatam of San Manuel Nation, executed on June 23, 2026. (Pending on the Senate Floor)

SB 49 (Grove, Chapter 3, Statutes of 2025) ratified the tribal-state gaming compact between the State of California and the Big Sandy Rancheria of Western Mono Indians of California, executed on December 12, 2024. This bill also ratified the third and fourth amendment to the 1999 tribal-state gaming compact between the State of California and the Tribe.

SB 864 (Padilla, Chapter 244, Statutes of 2025) ratified the Tribal-State Gaming Compact between the State of California and the Cher-Ae Heights Indian Community of the Trinidad Rancheria, California, executed on July 11, 2025. The bill also ratifies two separate amendments to the tribal-state gaming compacts entered into between the State of California and the Pinoleville Pomo Nation, California, and the Sycuan Band of Kumeyaay Nation.

AB 1527 (Soria, Chapter 137, Statutes of 2025) ratified the fourth amendment to the tribal-state gaming compact entered into between the State of California and the Picayune Rancheria of Chukchansi Indians of California, executed on June 4, 2025.

SB 931 (Dodd, Chapter 320, Statutes of 2024) ratified four separate tribal-state gaming compacts between the State of California and the Campo Band of Diegueno Mission Indians of the Campo Indian Reservation, California, the La Posta Band of Diegueno Mission Indians of the La Posta Indian Reservation, California, the Timbisha Shoshone Tribe, and the Elem Indian Colony of Pomo Indians of the Sulphur Band of Rancheria, California. Additionally, the bill ratified three separate amendments to the tribal-state gaming compacts entered into between the State of California and the Augustine Band of Cahuilla Indians, California, the Picayune Rancheria of Chukchansi Indians of California, and the Cher-Ae Heights Indian Community of the Trinidad Rancheria, California.

AB 2032 (Jim Patterson, Chapter 304, Statutes 2024) ratified the tribal-state gaming compact between the State of California and the Big Sandy Rancheria of Western Mono Indians, executed on January 16, 2024.

AB 2656 (Ramos, Chapter 313, Statutes of 2024) ratified the tribal-state gaming compact between the State of California and the Table Mountain Rancheria, executed on November 1, 2023.

AB 3276 (Ramos, Chapter 319, Statutes of 2024) ratified the tribal-state gaming compact between the State of California and the Tule River Tribe, executed on June 25, 2024.

SB 771 (Dodd, Chapter 888, Statutes of 2023) ratified the tribal state gaming compacts between the state of California and between the State of California and the Cahto Tribe of the Laytonville Rancheria, the Ewiiapaayp Band of Kumeyaay Indians, California, the Manchester Band of Pomo Indians of the Manchester Rancheria, California, the Resighini Rancheria, and the Sherwood Valley Rancheria of Pomo Indians of California, as specified.

SB 736 (McGuire, Chapter 11, Statutes of 2023) ratified the amendment to the existing tribal-state gaming compact entered into between the State of California and the Middletown Rancheria of Pomo Indians of California, executed on May 15, 2023. The bill also ratified the new tribal-state gaming compact entered into between the State of California and the Middletown Rancheria of Pomo Indians of California, executed on March 30, 2023.

AB 498 (Aguiar-Curry, Chapter 9, Statutes of 2023) ratified the tribal-state gaming compact between the state of California and the Federated Indians of Graton Rancheria, executed on March 9, 2023.

AB 854 (Ramos, Chapter 272, Statutes of 2023) ratified the tribal-state gaming compact between the State of California and the Redding Rancheria, California, executed on March 30, 2023.

AB 1658 (Santiago, Chapter 852, Statutes of 2023) ratified 22 separate amendments to extend the terms, until December 31, 2024, of the 1999 tribal-state gaming compacts between the State of California and specified tribes.