

**Title 16 - Gaming**  
**Chapter 9 – Repealer, Severability and Effective Date**

**Sec.**

- 16-09.010 Repealer
- 16-09.020 Severability
- 16-09.030 Effective Date

**Legislative History**

**Enacted:**

Gaming Ordinance, Ord. 171 (6/30/03), BIA (7/3/03), NIGC (10/3/03).

**Repealed or Superseded:**

Ord. 151 (4/9/02), BIA (6/7/02), NIGC (7/17/02) (amending Ord. 103).  
Ord. 130 (12/1/98), BIA (1/25/99), NIGC (3/10/99) (amending Ord. 103).  
Ord. 118 (5/7/96), BIA (5/23/96), NIGC (not required, 8/15/96) (amending Ord. 103).  
Ord. 104 (11/3/93), BIA (11/8/93), NIGC (11/10/93) (amending Ord. 103).  
Gaming Ordinance, Ord. 103 (10/5/93), BIA (10/14/93), NIGC (11/10/93) (repealing Ord. 50).  
Gaming Ordinance, Ord. 50 (3/5/85), Enacting Res. 85-3-13, BIA (3/25/85).

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**16-09.010 Repealer.**

Ordinance Nos. 103, 104, 118, 130 and 151 are hereby repealed and superseded.

[History] Ord. 171 (6/30/03).

**16-09.020 Severability.**

Invalidation of any clause, paragraph, or part of this Title or any application thereof shall in no way affect any other clause, paragraph or part thereof, or their application to other persons or circumstances, but such other clauses, paragraphs and parts shall remain in full force and effect.

[History] Ord. 171 (6/30/03); Ord. 103 (10/5/93).

**16-09.030 Effective Date.**

This Title shall be effective upon approval by the Secretary of the Department of the Interior, or the Secretary's designee, and upon approval by the Chairman of the NIGC.

[History] Ord. 171 (6/30/03); Ord. 151 (4/9/02); Ord. 130 (12/1/98); Ord. 118 (5/7/96); Ord. 104 (11/3/93); Ord. 103 (10/5/93).