

SENATOR WILL: Thank you, Mr. Speaker, members of the body. Senator Maurstad, I think I have an answer to your concern. If you look on...and maybe if you'd feel free to respond. Or lines 11 and 12 of page 1 of the amendment the language reads the commission shall have such powers and duties as the Legislature may direct, including the regulation of any new form of gaming activity, and so on. I think the implication there would be that the regulatory power of the commission would be strictly directed by the Legislature. So the Legislature would have...would be the ultimate authority when it comes to regulation, and would give the commission the powers and duties to carry out that authority, much as we do with any agency currently. Would that be...would that be your understanding as you read that?

SENATOR MAURSTAD: Yeah, I don't disagree with that section of what you're talking about. What I'm trying to say is later we also talk about, on page 3, that the Legislature may authorize and regulate, again there. Now, from what your explanation to me was, are you saying that the Legislature could say the Gaming Commission is going to regulate in this particular manner? The Legislature could also say that someone else is going to regulate, and you know, something else dealing with gambling, that has to do with this whole issue of expansion.

SENATOR WILL: Are you saying that your interpretation of the language, on page 3, because it says not only may authorize but also regulate, that there may be extra regulatory duties that the Legislature could confer upon an entity, other than the Gaming Commission?

SENATOR MAURSTAD: That's my...that's my question and concern.

SENATOR WILL: That is...

SENATOR MAURSTAD: I want to make...my point is that I want to make it clear that the Gaming Commission, and only the Gaming Commission will regulate whatever comes out of this whole episode.

SENATOR WILL: My interpretation would be that the regulatory policies would be established by the Legislature. The administrative duties of carrying out that regulation would be