

GENERAL ASSEMBLY OF NORTH CAROLINA  
SESSION 2025

H.B. 224  
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HOUSE PRINCIPAL CLERK

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HOUSE BILL DRH10088-LGa-17A

Short Title: Strengthen Our Tribal Communities Act. (Public)

Sponsors: Representative Lowery.

Referred to:

1 A BILL TO BE ENTITLED  
2 AN ACT TO CHANGE THE NAME OF THE NORTH CAROLINA GAMING EDUCATION  
3 REVENUE FUND AND TO APPROPRIATE ADDITIONAL FUNDS FROM THAT  
4 FUND.

5 The General Assembly of North Carolina enacts:

6 **SECTION 1.** G.S. 143C-9-7 reads as rewritten:

7 "**§ 143C-9-7. Indian Gaming ~~Education Revenue~~ Fund.**

8 (a) The "Indian Gaming ~~Education Revenue~~ Fund" is established in the State Treasury.  
9 Funds shall be expended from the Indian Gaming ~~Education Revenue~~ Fund only by specific  
10 appropriation by the General Assembly.

11 (b) Upon Except as provided in subsection (c) of this section, upon appropriation by the  
12 General Assembly, funds received in the Indian Gaming ~~Education Revenue~~ Fund shall be  
13 allocated quarterly by the State Board of Education to local school administrative units, charter  
14 schools, and regional schools on the basis of allotted average daily membership. The funds  
15 allotted by the State Board of Education pursuant to this section shall be nonreverting. Funds  
16 received pursuant to this section by local school administrative units in this State shall be  
17 expended for the sole purpose of educating children in the classroom.

18 (c) Except as provided in subsection (b) of this section, upon appropriation by the  
19 General Assembly, funds received in the Indian Gaming Fund shall be allocated quarterly to the  
20 North Carolina State Commission of Indian Affairs, the non-gaming Indian tribes recognized by  
21 the State in Chapter 71A of the General Statutes, and the four Urban Indian Organizations that  
22 are members of the North Carolina Commission of Indian Affairs. Funds received pursuant to  
23 this section by the North Carolina State Commission of Indian Affairs shall be expended for the  
24 Commission's operating expenses and programs. Funds received pursuant to this section by the  
25 non-gaming Tribes and Urban Indian Organizations shall be expended to support cultural and  
26 economic development."

27 **SECTION 2.(a)** There is appropriated from the Indian Gaming Fund, as renamed in  
28 Section 1 of this act, to the Department of Administration, North Carolina State Commission of  
29 Indian Affairs, the sum of two million dollars (\$2,000,000) in recurring funds for each year of  
30 the 2025-2027 fiscal biennium for the Commission's operating expenses and programs.

31 **SECTION 2.(b)** There is appropriated from the Indian Gaming Fund, as renamed in  
32 Section 1 of this act, to the Office of State Budget and Management the sum of five million two  
33 hundred fifty thousand dollars (\$5,250,000) in recurring funds for each year of the 2025-2027  
34 fiscal biennium to provide directed grants to the seven non-gaming Indian tribes to be used for  
35 cultural, educational, and economic development. These funds shall be divided equally among  
36 the following:



- 1 (1) The Coharie of Sampson and Harnett Counties.
- 2 (2) The Haliwa-Saponi of Halifax, Warren, and adjoining counties.
- 3 (3) The Lumbee of Robeson, Hoke, and Scotland Counties.
- 4 (4) The Meherrin of Hertford, Bertie, Northampton, and Gates Counties.
- 5 (5) The Waccamaw-Siouan from Columbus and Bladen Counties.
- 6 (6) The Sappony of Person County.
- 7 (7) The Occaneechi Band of the Saponi Nation of Orange and surrounding
- 8 counties.

9 **SECTION 2.(c)** There is appropriated from the Indian Gaming Fund, as renamed in  
10 Section 1 of this act, to the Office of State Budget and Management the sum of four hundred  
11 thousand dollars (\$400,000) in recurring funds for each year of the 2025-2027 fiscal biennium to  
12 provide directed grants to the four Urban Indian Organizations to be used for cultural,  
13 educational, and economic development. These funds shall be divided equally among the  
14 following:

- 15 (1) The Cumberland County Association for Indian People of Cumberland
- 16 County.
- 17 (2) The Guilford Native Americans Association of Guilford and surrounding
- 18 counties.
- 19 (3) The Metrolina Native Americans Association of Mecklenburg and
- 20 surrounding counties.
- 21 (4) The Triangle Native American Society of Wake and surrounding counties.

22 **SECTION 3.** There is appropriated from the Indian Gaming Fund, as renamed in  
23 Section 1 of this act, the sum of one hundred thousand dollars (\$100,000) in recurring funds for  
24 each year of the 2025-2027 fiscal biennium to support the State Advisory Council on Indian  
25 Education.

26 **SECTION 4.** There is appropriated from the Indian Gaming Fund, as renamed in  
27 Section 1 of this act, to the Office of State Budget and Management the sum of one million one  
28 hundred thousand dollars (\$1,100,000) in nonrecurring funds for the 2025-2026 fiscal year to  
29 provide directed grants as follows:

- 30 (1) Five hundred thousand dollars (\$500,000) to the Haliwa-Saponi Tribe,
- 31 Incorporated, for operating costs and capital needs of the Haliwa-Saponi
- 32 Tribal School.
- 33 (2) Five hundred thousand dollars (\$500,000) to Old Main STREAM Academy,
- 34 Inc., for operating costs and capital needs of the Old Main STREAM
- 35 Academy.
- 36 (3) One hundred thousand dollars (\$100,000) to the Waccamaw-Siouan Indian
- 37 Tribe, Inc., to support the Waccamaw Siouan Daycare.

38 **SECTION 5.** This act becomes effective July 1, 2025.