

Chapter 1 : Visions and Revisions of the End of Pygmalion

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Findings The Congress finds that— 1 numerous Indian tribes have become engaged in or have licensed gaming activities on Indian lands as a means of generating tribal governmental revenue; 2 Federal courts have held that section 81 of this title requires Secretarial review of management contracts dealing with Indian gaming, but does not provide standards for approval of such contracts; 3 existing Federal law does not provide clear standards or regulations for the conduct of gaming on Indian lands; 4 a principal goal of Federal Indian policy is to promote tribal economic development, tribal self-sufficiency, and strong tribal government; and 5 Indian tribes have the exclusive right to regulate gaming activity on Indian lands if the gaming activity is not specifically prohibited by Federal law and is conducted within a State which does not, as a matter of criminal law and public policy, prohibit such gaming activity.

Short Title Section 1 of Pub. Declaration of policy The purpose of this chapter is— 1 to provide a statutory basis for the operation of gaming by Indian tribes as a means of promoting tribal economic development, self-sufficiency, and strong tribal governments; 2 to provide a statutory basis for the regulation of gaming by an Indian tribe adequate to shield it from organized crime and other corrupting influences, to ensure that the Indian tribe is the primary beneficiary of the gaming operation, and to assure that gaming is conducted fairly and honestly by both the operator and players; and 3 to declare that the establishment of independent Federal regulatory authority for gaming on Indian lands, the establishment of Federal standards for gaming on Indian lands, and the establishment of a National Indian Gaming Commission are necessary to meet congressional concerns regarding gaming and to protect such gaming as a means of generating tribal revenue. For complete classification of this Act to the Code, see Short Title note set out under section of this title and Tables.

F If, during the 1-year period described in subparagraph E , there is a final judicial determination that the gaming described in subparagraph E is not legal as a matter of State law, then such gaming on such Indian land shall cease to operate on the date next following the date of such judicial decision.

A a Chairman, who shall be appointed by the President with the advice and consent of the Senate; and **B** two associate members who shall be appointed by the Secretary of the Interior.

B The Secretary shall publish in the Federal Register the name and other information the Secretary deems pertinent regarding a nominee for membership on the Commission and shall allow a period of not less than thirty days for receipt of public comment. At least two members of the Commission shall be enrolled members of any Indian tribe.

B Of the initial members of the Commission— i two members, including the Chairman, shall have a term of office of three years; and ii one member shall have a term of office of one year. A member may serve after the expiration of his term of office until his successor has been appointed, unless the member has been removed for cause under subsection b 6 of this section. The Vice Chairman shall serve as Chairman during meetings of the Commission in the absence of the Chairman.

Powers of Chairman a The Chairman, on behalf of the Commission, shall have power, subject to an appeal to the Commission, to— 1 issue orders of temporary closure of gaming activities as provided in section b of this title; 2 levy and collect civil fines as provided in section a of this title; 3 approve tribal ordinances or resolutions regulating class II gaming and class III gaming as provided in section of this title; and 4 approve management contracts for class II gaming and class III gaming as provided in sections d 9 and of this title.

Powers of Commission a Budget approval; civil fines; fees; subpoenas; permanent orders The Commission shall have the power, not subject to delegation— 1 upon the recommendation of the Chairman, to approve the annual budget of the Commission as provided in section of this title; 2 to adopt regulations for the assessment and collection of civil fines as provided in section a of this title; 3 by an affirmative vote of not less than 2 members, to establish the rate of fees as provided in section of this title; 4 by an affirmative vote of not less than 2 members, to authorize the Chairman to issue subpoenas as provided in section of this title; and 5 by an affirmative vote of not less than 2 members and after a full hearing, to make permanent a temporary order of the Chairman closing a gaming

activity as provided in section b 2 of this title. For complete classification of this Act to the Code, see Short Title of Amendment note set out under section of Title 31 and Tables. See, also, page of House Document No. Commission staffing a General Counsel The Chairman shall appoint a General Counsel to the Commission who shall be paid at the annual rate of basic pay payable for GSâ€™18 of the General Schedule under section of title 5. Such staff shall be paid without regard to the provisions of chapter 51 and subchapter III of chapter 53 of such title relating to classification and General Schedule pay rates, except that no individual so appointed may receive pay in excess of the annual rate of basic pay payable for GSâ€™17 of the General Schedule under section of that title. Commission; access to information The Commission may secure from any department or agency of the United States information necessary to enable it to carry out this chapter. Upon the request of the Chairman, the head of such department or agency shall furnish such information to the Commission, unless otherwise prohibited by law. Interim authority to regulate gaming Notwithstanding any other provision of this chapter, the Secretary shall continue to exercise those authorities vested in the Secretary on the day before October 17, , relating to supervision of Indian gaming until such time as the Commission is organized and prescribes regulations. The Secretary shall provide staff and support assistance to facilitate an orderly transition to regulation of Indian gaming by the Commission. Tribal gaming ordinances a Jurisdiction over class I and class II gaming activity 1 Class I gaming on Indian lands is within the exclusive jurisdiction of the Indian tribes and shall not be subject to the provisions of this chapter. A separate license issued by the Indian tribe shall be required for each place, facility, or location on Indian lands at which class II gaming is conducted. No person or entity, other than the Indian tribe, shall be eligible to receive a tribal license to own a class II gaming activity conducted on Indian lands within the jurisdiction of the Indian tribe if such person or entity would not be eligible to receive a State license to conduct the same activity within the jurisdiction of the State. B i The provisions of subparagraph A of this paragraph and the provisions of subparagraphs A and B of paragraph 2 shall not bar the continued operation of an individually owned class II gaming operation that was operating on September 1, , ifâ€™ I such gaming operation is licensed and regulated by an Indian tribe pursuant to an ordinance reviewed and approved by the Commission in accordance with section of this title, II income to the Indian tribe from such gaming is used only for the purposes described in paragraph 2 B of this subsection, III not less than 60 percent of the net revenues is income to the Indian tribe, and IV the owner of such gaming operation pays an appropriate assessment to the National Indian Gaming Commission under section a 1 of this title for regulation of such gaming. B The Chairman shall approve any ordinance or resolution described in subparagraph A , unless the Chairman specifically determines thatâ€™ i the ordinance or resolution was not adopted in compliance with the governing documents of the Indian tribe, or ii the tribal governing body was significantly and unduly influenced in the adoption of such ordinance or resolution by any person identified in section e 1 D of this title. Upon the approval of such an ordinance or resolution, the Chairman shall publish in the Federal Register such ordinance or resolution and the order of approval. C Effective with the publication under subparagraph B of an ordinance or resolution adopted by the governing body of an Indian tribe that has been approved by the Chairman under subparagraph B , class III gaming activity on the Indian lands of the Indian tribe shall be fully subject to the terms and conditions of the Tribal-State compact entered into under paragraph 3 by the Indian tribe that is in effect. D i The governing body of an Indian tribe, in its sole discretion and without the approval of the Chairman, may adopt an ordinance or resolution revoking any prior ordinance or resolution that authorized class III gaming on the Indian lands of the Indian tribe. The Chairman shall publish such ordinance or resolution in the Federal Register and the revocation provided by such ordinance or resolution shall take effect on the date of such publication. Upon receiving such a request, the State shall negotiate with the Indian tribe in good faith to enter into such a compact. B Any State and any Indian tribe may enter into a Tribal-State compact governing gaming activities on the Indian lands of the Indian tribe, but such compact shall take effect only when notice of approval by the Secretary of such compact has been published by the Secretary in the Federal Register. C Any Tribal-State compact negotiated under subparagraph A may include provisions relating toâ€™ i the application of the criminal and civil laws and regulations of the Indian tribe or the State that are directly related to, and necessary for, the licensing and regulation of such activity; ii the allocation of criminal and civil

jurisdiction between the State and the Indian tribe necessary for the enforcement of such laws and regulations; iii the assessment by the State of such activities in such amounts as are necessary to defray the costs of regulating such activity; iv taxation by the Indian tribe of such activity in amounts comparable to amounts assessed by the State for comparable activities; v remedies for breach of contract; vi standards for the operation of such activity and maintenance of the gaming facility, including licensing; and vii any other subjects that are directly related to the operation of gaming activities. No State may refuse to enter into the negotiations described in paragraph 3 A based upon the lack of authority in such State, or its political subdivisions, to impose such a tax, fee, charge, or other assessment. B i An Indian tribe may initiate a cause of action described in subparagraph A i only after the close of the day period beginning on the date on which the Indian tribe requested the State to enter into negotiations under paragraph 3 A. In determining in such an action whether a State has negotiated in good faith, the courtâ€” I may take into account the public interest, public safety, criminality, financial integrity, and adverse economic impacts on existing gaming activities, and II shall consider any demand by the State for direct taxation of the Indian tribe or of any Indian lands as evidence that the State has not negotiated in good faith. The mediator shall select from the two proposed compacts the one which best comports with the terms of this chapter and any other applicable Federal law and with the findings and order of the court. B The Secretary may disapprove a compact described in subparagraph A only if such compact violatesâ€” i any provision of this chapter, ii any other provision of Federal law that does not relate to jurisdiction over gaming on Indian lands, or iii the trust obligations of the United States to Indians. C If the Secretary does not approve or disapprove a compact described in subparagraph A before the date that is 45 days after the date on which the compact is submitted to the Secretary for approval, the compact shall be considered to have been approved by the Secretary, but only to the extent the compact is consistent with the provisions of this chapter. D The Secretary shall publish in the Federal Register notice of any Tribal-State compact that is approved, or considered to have been approved, under this paragraph. Any such ordinance or resolution not acted upon at the end of that day period shall be considered to have been approved by the Chairman, but only to the extent such ordinance or resolution is consistent with the provisions of this chapter. Probably should be followed by a comma. Probably should not be capitalized. Management contracts a Class II gaming activity; information on operators 1 Subject to the approval of the Chairman, an Indian tribe may enter into a management contract for the operation and management of a class II gaming activity that the Indian tribe may engage in under section b 1 of this title, but, before approving such contract, the Chairman shall require and obtain the following information: A the name, address, and other additional pertinent background information on each person or entity including individuals comprising such entity having a direct financial interest in, or management responsibility for, such contract, and, in the case of a corporation, those individuals who serve on the board of directors of such corporation and each of its stockholders who hold directly or indirectly 10 percent or more of its issued and outstanding stock; B a description of any previous experience that each person listed pursuant to subparagraph A has had with other gaming contracts with Indian tribes or with the gaming industry generally, including specifically the name and address of any licensing or regulatory agency with which such person has had a contract relating to gaming; and C a complete financial statement of each person listed pursuant to subparagraph A. Except as otherwise provided in this subsection, such fee shall not exceed 30 percent of the net revenues. The Chairman may extend the day period by not more than 90 days if the Chairman notifies the Indian tribe in writing of the reason for the extension. The Indian tribe may bring an action in a United States district court to compel action by the Chairman if a contract has not been approved or disapproved within the period required by this subsection. Review of existing ordinances and contracts a Notification to submit As soon as practicable after the organization of the Commission, the Chairman shall notify each Indian tribe or management contractor who, prior to October 17, , adopted an ordinance or resolution authorizing class II gaming or class III gaming or entered into a management contract, that such ordinance, resolution, or contract, including all collateral agreements relating to the gaming activity, must be submitted for his review within 60 days of such notification. Any activity conducted under such ordinance, resolution, contract, or agreement shall be valid under this chapter, or any amendment made by this chapter, unless disapproved under this section. If a management contract has been

approved by the Secretary prior to October 17, , the parties shall have not more than days after notification of necessary modifications to come into compliance. The allegation shall be set forth in common and concise language and must specify the statutory or regulatory provisions alleged to have been violated, but may not consist merely of allegations stated in statutory or regulatory language. Not later than sixty days following such hearing, the Commission shall, by a vote of not less than two of its members, decide whether to order a permanent closure of the gaming operation. Judicial review Decisions made by the Commission pursuant to sections , , , and of this title shall be final agency decisions for purposes of appeal to the appropriate Federal district court pursuant to chapter 7 of title 5. Subpoena and deposition authority a Attendance, testimony, production of papers, etc. By a vote of not less than two members, the Commission shall have the power to require by subpoena the attendance and testimony of witnesses and the production of all books, papers, and documents relating to any matter under consideration or investigation. Witnesses so summoned shall be paid the same fees and mileage that are paid witnesses in the courts of the United States. The Commission may request the Secretary to request the Attorney General to bring an action to enforce any subpoena under this section. Such depositions may be taken before any person designated by the Commission and having power to administer oaths. Reasonable notice must first be given to the Commission in writing by the party or his attorney proposing to take such deposition, and, in cases in which a Commissioner proposes to take a deposition, reasonable notice must be given. The notice shall state the name of the witness and the time and place of the taking of his deposition. Any person may be compelled to appear and depose, and to produce books, papers, or documents, in the same manner as witnesses may be compelled to appear and testify and produce like documentary evidence before the Commission, as hereinbefore provided. His testimony shall be reduced to writing by the person taking the deposition, or under his direction, and shall, after it has been reduced to writing, be subscribed by the deponent. All depositions shall be promptly filed with the Commission. Investigative powers a Confidential information Except as provided in subsection b of this section, the Commission shall preserve any and all information received pursuant to this chapter as confidential pursuant to the provisions of paragraphs 4 and 7 of section b of title 5. Commission funding a 1 The Commission shall establish a schedule of fees to be paid to the Commission annually by each gaming operation that conducts a class II or class III gaming activity that is regulated by this chapter. B The total amount of all fees imposed during any fiscal year under the schedule established under paragraph 1 shall not exceed 0. B and struck out former subpar. B which read as follows: Application to Self-Regulated Tribes Pub. Availability of class II gaming activity fees to carry out duties of Commission In fiscal year and thereafter, fees collected pursuant to and as limited by section of this title shall be available to carry out the duties of the Commission, to remain available until expended. Codification Section was enacted as part of the Department of the Interior and Related Agencies Appropriations Act, , and not as part of the Indian Gaming Regulatory Act which comprises this chapter. Authorization of appropriations a Subject to section of this title, there are authorized to be appropriated, for fiscal year , and for each fiscal year thereafter, an amount equal to the amount of funds derived from the assessments authorized by section a of this title. The amounts authorized to be appropriated in the preceding sentence shall be in addition to the amounts authorized to be appropriated under subsection a of this section. Prior to amendment, subsec. Notwithstanding the provisions of section of this title, there are authorized to be appropriated such sums as may be necessary to fund the operation of the Commission for each of the fiscal years beginning October 1, , and October 1, Croix Chippewa Indians of Wisconsin v. The Secretary shall publish in the Federal Register the legal description of any lands that are declared held in trust by the Secretary under this paragraph. Dissemination of information Consistent with the requirements of this chapter, sections , , and of title 18 shall not apply to any gaming conducted by an Indian tribe pursuant to this chapter. Severability In the event that any section or provision of this chapter, or amendment made by this chapter, is held invalid, it is the intent of Congress that the remaining sections or provisions of this chapter, and amendments made by this chapter, shall continue in full force and effect.

Chapter 2 : Shaw's guide to the Gaming act / by Lord Meston - Details - Trove

Public Private login. e.g. test cricket, Perth (WA), "Parkes, Henry" Separate different tags with a comma. To include a comma in your tag, surround the tag with double quotes.

Share Robert Shaw, before his exploits gained him fame and fortune. Robert Archibald Shaw 9 August 1828 August was an English jack-of-all-trades [1] whose exploits, including military, academic, athletic, and monetary successes, are renowned the world over. Each time he encountered hard times, he bounced back via another career, except for the last time, in which he met his violent death. Contents [show] Early life As a child, Shaw dreamed of being a famous film actor. However, that aspiration died early, as he was thrown out of acting school at a very young age for "being such a lousy actor. His least successful venture of this time was his attempt to become a world-renowned shoe repairman, which resulted in quite a few nights coming home smelling of shoe polish to a still-hungry family. Shaw felt he was unfairly treated by the British government, which may explain many of his actions throughout his illustrious career. In particular, he was unsatisfied by the British welfare system, whose only contribution to his family was a harsh "Get a job , you gits! By , Shaw felt he could no longer let his family down, and also could no longer keep his displeasure with the English government to himself. He decided to move to Germany. Shaw joined the German military shortly after arriving in the country. He had no problem passing himself off as a Nazi due to his blonde hair, blue eyes, and stylish moustache. In December of , the Allies began their attack, but were unprepared for the massive German counterattack. Shaw led his tank division through the dense, snowy forests of the Ardennes, driving back the Allied forces and terrifying the poor Ardennian rabbits. The battle plan involved sandwiching the four English and American armies into a delicious wedge , and then serving that wedge of anti- Nazi -ism a routing they would never forget, with cream if time permitted. This use of horses in cavalry had never been attempted before in the history of warfare,[citation needed] but it quixotically proved to be ineffective. The Germans were bombarded by Allied artillery and air fire, and a rather close call with an enemy grenade caused Shaw to tragically lose his moustache. Quickly losing control over his men, who were unwilling to follow a man with a bare upper lip, Shaw retreated behind German lines and soon deserted the army. His hate for the British not satisfied, Shaw relocated to Northern Africa and waited for another opportunity. Super-Assassin Shaw on the left, confronting nemesis James Bond. In particular, his changes in the areas of Inept Henchmen Recruitment and Unnecessarily Slow Protagonist Death were paralleled by none. His work as an assassin drew critical acclaim in the evil community, particularly for his unorthodox yet effective methods such as Guns Disguised As Everyday Items. When Bond went to Turkey in attempts to obtain a secret decoding device, Shaw followed him inconspicuously. Robert Shaw was a master of disguise, and likely appeared to Bond to be a harmless elderly woman or a medium-sized potted plant. During their secret-agent-versus-super-assassin game of cat and mouse , both men used everything at their disposal, including bombs, briefcase-knives, periscopes, gorgeous women, and lethal hat-throwing Asian midgets. His work complete, Shaw headed for America to hide out from European authorities. Mega-Tycoon Seen here placing a bet, Shaw was known for his love of gambling. Shaw spent the better part of two decades amassing a small fortune in the Chicago area. He rose through the ranks of the American mafia , becoming a mob boss who was feared by all. Using methods that to this day remain a mystery , Newman and Redford were able to learn the winners of horse races before they were announced. Beaten and penniless, Shaw gave up the mobster gig shortly after. Fisherman Becoming one of the most well-known big game fishers in America, Shaw is seen here with Chief Scheider After losing his entire fortune, Shaw ended up becoming a fisherman in Massachusetts. With his trademark hat, a pot full of piping-hot alcohol, and a drunken song about Spanish prostitutes, he grew to be the most respected big-game fisherman on the American Eastern Seaboard. He won several prominent fishing competitions, even appearing on ESPN during its first national broadcast, which covered the Northeast Regional Dogfish Open. Shaw secured a sponsorship from Narragansett Beer in , allowing him to upgrade his equipment and purchase his famous fishing trawler, named The Orca. He teamed up with aquaphobic island sheriff Roy Scheider and a young oceanography student with everything to prove by the name of Richard

Dreyfuss. Together the three set out to take out the comically large shark before it struck another unsuspecting skinny dipper. After several uneventful days filled with sea shanties and grog, they finally encountered the shark just a few miles offshore. After circling the boat several times, the C. Despite his best effort, Shaw ended up being a delicious meal. During the night, Shaw gained the trust of Scheider and Dreyfuss with a fabrication of his service in the American Navy during World War II. After several drinks and much more open ocean music, the shark attacked again just before dawn. The three men put up a brave fight, but the Great White ended up boarding The Orca and devouring Shaw whole. Scheider and Dreyfuss escaped with their lives, but neither lived long after the horror of that day. Dreyfuss was abducted and murdered by aliens, and Scheider was gunned down after a transfer to the New York City detective department.

Chapter 3 : Indian Gaming | Industry Overview

*Shaw's Guide to the Betting and Gaming Act [Lord Meston] on calendrierdelascience.com *FREE* shipping on qualifying offers.*

National Labor Relations Board instructive on several fronts. Clearly, becoming familiar with the nuances of the National Labor Relations Act is required, but the case also serves as a wake up call for tribal employers to examine the applicability of other federal employment laws. Tribal employers should review federal employment laws, determine which apply, and ensure that all tribal laws, ordinances, regulations, or policies and procedures provide comparable protections for the existing workforce. Federal Laws NOT Applicable to Tribal Employers Although few and far between, there are a few federal employment laws tribal employers do not have to worry about. Title VII prohibits discrimination in employment because of race, color, sex including pregnancy, national origin, and religion. Title VII applies to federal, state, and local governments, and to private employers. However, as mentioned, Indian tribes, their governments, and their tribal enterprises are excluded from the Act. Title I of the ADA seeks to ensure that individuals with disabilities will be treated as equals and afforded the ability to compete in the workplace with those not considered disabled. Although Title I of the ADA applies to all private employers, and state and local governments with 15 or more employees, Indian tribes and their governments are excluded from the definition of employer in Title I of the ADA. The exclusion of tribal governments is no mistake. This portion of the ADA requires places of public accommodation to be accessible to people with disabilities. Although there is no mention of Indian tribes, one federal appellate court has ruled that Title III can apply to public accommodations run by Indian tribes. The court held that Congress intended Title III to be a general statute of applicability, and as mentioned earlier in this article, such statutes have been determined by the federal courts to apply to Indian tribes. The WARN Act requires employers with 100 or more full-time employees to give their workforce and local government officials a 60-day advance notice of plant closings or mass layoffs. The FLSA establishes employment requirements regarding minimum wage, overtime compensation, and child labor. This activity would include producing, packaging, or warehousing goods for interstate commerce, or the handling or selling of goods or materials originating out of state. The most common exemptions are for employees classified as executive, administrative, or professional. However, specific requirements must be satisfied for an employer to classify an employee in any one of these categories. Regarding child labor, although exceptions exist, as a general rule, employers may not hire children until they are fourteen years old, and then various restrictions are placed on their employment until they reach the age of eighteen. A federal appellate court recently confirmed that the FLSA applies to tribal business on tribal land. The facts of the case concerned the failure to pay overtime wages to employees. Prior to this ruling, the National Labor Relations Board, along with the federal courts, had long recognized that the National Labor Relations Act, which neither expressly applies to Indian tribes nor exempts them from its coverage, does not apply to tribal enterprises that are owned by the tribe, directed by tribal council, and are located on reservation lands. The FMLA requires private employers, federal civil service employees, state and local governments, with 50 or more employees to provide up to 12 weeks per year of unpaid family and medical leave to eligible employees, and to restore those employees to the same or an equivalent position upon their return. Although the statute makes no mention of its applicability to Indian tribes, the Secretary of Labor has taken the position that the FMLA applies to Indian tribes. Additionally, in *Sharber v. Spirit Mountain Gaming, Inc.* The Employee Retirement Income Security Act of 1974 sets minimum standards for most voluntarily established pension and health plans in private industry, and provides protections for individuals in these plans. ERISA requires plans to provide participants with plan information including important information about plan features and funding; provides fiduciary responsibilities for those who manage and control plan assets; requires plans to establish a grievance and appeals process for participants to get benefits from their plans; and gives participants the right to sue for benefits and breaches of fiduciary duty. A federal appellate court has held that the application of ERISA to pensions for tribal employees does not interfere with tribal self-governance. Although the tribe argued that ERISA must give way

to a tribal pension plan ordinance, the court rejected the argument, again relying on the notion that a statute of general application applies to Indian tribes and their businesses, unless the federal law encroaches on exclusive rights of self-governance, abrogates treaty rights, or was intended by Congress not to apply to Indians. The ADEA prohibits discrimination in hiring, promotion, assignment, compensation, discharge, and in the working environment against persons who are age 40 and over. The ADEA does not prohibit age discrimination applied to individuals under the age of Indian tribes are not excluded from the definition of employer. Although some circuits have viewed this in favor of Indian tribes, given the trend within the courts, this treatment can no longer be expected. Although in the case *EEOC v. The matter involved a housing function of tribal government, most employees were tribal members, nearly all the tenants were tribal members, and the charging party was a tribal member. Since the Karuk Tribe Housing Authority case involved very special facts intimately tied to tribal self-governance, tribal employers should respect the protections articulated in the ADEA and enact an appropriate tribal ordinance. Since it is clear that the federal courts are more willing to find federal labor and employment laws applicable to Indian tribes, tribal governments must proactively exercise their ability, as a sovereign, to draft, enact, and enforce tribal law that addresses sensitive workplace issues. His areas of practice include management-side labor and employment law and Indian law. He can be reached by calling or email kallis.pilieromazza.*

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Class I [edit] Class I gaming is defined as 1 traditional Indian gaming, which may be part of tribal ceremonies and celebrations, and 2 social gaming for minimal prizes. Class II gaming also includes non-banked card games , that is, games that are played exclusively against other players rather than against the house or a player acting as a bank. The Act specifically excludes slot machines or electronic facsimiles of any game of chance from the definition of class II games. Tribes retain their authority to conduct, license, and regulate class II gaming so long as the state in which the Tribe is located permits such gaming for any purpose, and the Tribal government adopts a gaming ordinance approved by the National Indian Gaming Commission NIGC. Tribal governments are responsible for regulating class II gaming with Commission oversight. Only Hawaii and Utah continue to prohibit all types of gaming. It includes all forms of gaming that are neither class I nor II. Games commonly played at casinos , such as slot machines , blackjack , craps , and roulette , clearly fall in the class III category, as well as wagering games and electronic facsimiles of any game of chance. Generally, class III is often referred to as casino-style gaming. Before a Tribe may lawfully conduct class III gaming, the following conditions must be met: The Particular form of class III gaming that the Tribe wants to conduct must be permitted in the state in which the tribe is located. The Tribe and the state must have negotiated a compact that has been approved by the Secretary of the Interior, or the Secretary must have approved regulatory procedures. The Tribe must have adopted a Tribal gaming ordinance that has been approved by the Chairman of the Commission. The regulatory scheme for class III gaming is more complex than a casual reading of the statute might suggest. Although Congress clearly intended regulatory issues to be addressed in Tribal-State compacts , it left a number of key functions in federal hands, including approval authority over compacts, management contracts, and Tribal gaming ordinances. Congress also vested the Commission with broad authority to issue regulations in furtherance of the purposes of the Act. FBI jurisdiction[edit] The Act provides the Federal Bureau of Investigation FBI with federal criminal jurisdiction over acts directly related to Indian gaming establishments, including those located on reservations under state criminal jurisdiction. This total exceeds the combined gaming revenues of Las Vegas and Atlantic City. This growth, coupled with confusing jurisdictions and limited regulatory resources, has generated great concern over the potential for large-scale criminal activity and influence in the Indian gaming industry. The revenues generated in these establishments can be substantial. Most of the revenues generated in the Indian gaming industry are from Indian casinos located in, or near, large metropolitan areas. Indian gaming operations located in the populous areas of the West Coast primarily California represent the fastest growing sector of the Indian gaming industry. There are federally recognized tribes in the United States. While not all tribes will seek to establish tribal gaming establishments, it is likely that more may do so. Additionally, many of the non-federally recognized tribes are seeking federal recognition to gain access to Indian gaming opportunities and other benefits of the federal relationship. IGRA provides a basis for the regulation of Indian gaming adequate to: Tribes are responsible to keep their casinos honest and under control; however, with the rapid growth of Indian gaming, federal agencies became involved in keeping Indian casinos crime-free. It is managed by a chairman, appointed by the President of the United States , and has five regional divisions. Paul , Minnesota; and Tulsa , Oklahoma. It also seeks to ensure that Indian tribes are the primary beneficiaries of gaming revenue and to assure that gaming is conducted fairly and honestly. To accomplish this, NIGC auditors conduct yearly audits of gaming records maintained by Indian gaming establishments and, when appropriate, investigate regulatory matters. To fulfill its mission, the NIGA works with the federal government and members of congress to develop sound policies and practices and to provide technical assistance and advocacy on gaming issues. The NIGA headquarters building was purchased by a tribal collective. It is the first structure to be owned by Native Americans in Washington, D. This group consists of representatives from a variety of FBI subprograms i. The IGWG meets monthly to review Indian gaming cases deemed to have a significant

impact on the Indian gaming industry. As a result of these meetings, several investigations have been initiated. The IGWG through its member agencies has provided financial resources, travel funds, liaison assistance, personnel resources, coordination assistance and consultation. The IGWG works as follows: This contact may come from the FBI or an outside source or agency. A small group of IGWG members will convene to determine if the alleged criminal violation is a matter of "national importance" in its effects on the Indian gaming industry. During this review, the agency eliciting the support of the IGWG will make a case presentation. Throughout the investigation, the IGWG will assist by providing "experts" to assist in the investigation; allocating special funding i. To properly detect the presence of illegal activity in the Indian gaming industry law enforcement offices with jurisdiction in Indian gaming violations should: Identify the Indian gaming establishments in their territory. Establish liaison with representatives from the NIGC and regional Indian gaming intelligence committees. Both will provide valuable information on scams, allegations of criminal wrongdoing, and other patterns of illegal activity. Make proactive attempts during crime surveys to identify criminal activity in Indian gaming establishments. Send investigators and financial analysts to training which provides them with the knowledge and skills they need to effectively investigate criminal activity in Indian gaming establishments. According to Census Bureau data, the inflation-adjusted income of Native Americans living on reservations grew by 83 percent from to Census, 24 percent of American Indian families were living in poverty in According to the earliest report by the Bureau of Indian Affairs in , the unemployment level of American Indians living on or near a reservation was about 31 percent. In , just prior to the IGRA, unemployment was 38 percent. By , the year following the enactment of the IGRA, it had increased to 40 percent. Census reported unemployment of Native Americans including those living both on and off reservations and Alaskan Natives to be Chief Justice John Marshall stated that Native American tribes are "domestic dependent nations under the umbrella of U. Tribes, state governments, the federal government, and businesses disagree about who should be given regulatory power over the thriving Indian gaming industry. To understand the issues of gaming regulatory power and sovereignty, both state and tribal rights must be considered. State rights[edit] Wayne Stein, professor of Native American Studies at Montana State University , says that the purpose of states is to benefit their citizens, especially in economic matters. According to his article titled "Gaming: The Apex of a Long Struggle," states are likely the largest "opponent of Indian nations, their governments, and their new efforts in the gaming world. Stein argues that Native Americans are still state citizens, regardless of tribal affiliation, and therefore, like any other state citizen should be benefitted by the state. The only exception is when an Indian both works and lives on a reservation. In that case, Indians are exempt from income taxes. Native Americans are likewise exempt from paying taxes on gaming revenue. Some even cite the tenth amendment "the right for states to have all other powers not specifically designated to the federal government" to fight against gambling. Others feel the federal government is forcing states to enter into unfair gaming-related compacts with Native American tribes. A few states, like Utah and Hawaii, do not permit gambling or casinos. State officials, in general, do not believe Native Americans should be exempt from state laws. Gambling, in general, has been known to lead to "compulsive addiction, increased drug and alcohol abuse, crime, neglect and abuse of children and spouses, and missed work days. Many believe that because states are forced to deal with the negative consequences of Native American gaming, states should have greater power to regulate the Indian gaming industry. Native American tribes enjoy a limited status as sovereign nations but are legally considered as "domestic dependent nations" as opined by the Marshall Court in Native Americans have always had difficulty finding a source of steady income. Traditional Native American ways of life had been taken away, and so a new way to be economically independent was needed. Widespread poverty among Native Americans continues today, nearly two hundred years later. Gaming is one way to alleviate this poverty and provide economic prosperity and development for Native Americans. The act forces tribes to depend on both federal and state governments. Many Native Americans give up rights in order to receive government financial assistance. The controversy and concerns come from the following three main areas: These compacts affect the balance of power between states, federal, and tribal governments. Although the compact must receive final approval from the U. This right may conflict with tribal law enforcement jurisdictions and legal procedures. Since enforcement of

gambling-related laws requires resources, states make sure to include language in the compact that requires tribes to financially compensate the state for regulation and law enforcement. Some public voices oppose the current practice of government. One reason for the opposition comes from the fact that the Bureau of Indian Affairs grants tax-payer money to tribes for economic development purposes. Some tribes take that money and use it to create casinos and other gaming establishments. Certain citizens reject the idea of using tax payer money to build tax-exempt tribal casinos which generate tax-exempt revenues. They argue that casinos increase the amount of traffic, pollution, and crime. As a result, cities find themselves paying the cost of dealing with these issues. Such high-stakes gambling in tribal areas and tax-exempt policy give Indian casinos great advantages in this competition. Consequently, Non-Indian casinos have lobbied the government to strengthen the regulatory power of the states toward Indian gaming. Congress has discussed proposals to impose a moratorium on any new tribal-state compacts or on new Indian gaming operations. The Indian Trust Lands Reform Act was introduced in and , marking an attempt to deny the Secretary of Interior the power to take additional lands in trust for Native American tribes if it were for "commercial" purposes such as gaming. Several Congressional members have expressed concern about the lack of regulation related to revenue sharing from funds generated by gaming.

Chapter 5 : Caroline Shaw's "Blueprint" (Attacca Quartet) : classicalmusic

There are currently no known outstanding effects for the Gaming Act (repealed). Changes to Legislation Revised legislation carried on this site may not be fully up to date.

Gaming parties for private gain were made illegal by Defence Regulation 42CA emergency wartime regulations in 1940. The Police had to prove that games of chance were being played, that they were being played for private gain and that ten or more people were present, so it became difficult to enforce. The Royal Commission on Betting, Lotteries and Gaming, chaired by Henry Wilink, described the state of the then current gaming legislation as overly complex. They recommended new legislation that would outlaw gaming if a game had unequal chances for the bank or had a levy on the stakes. They were not against private gaming and would allow a minimal charge to play, enough to cover the costs. Off-course betting had been illegal since the middle of the 19th Century, yet the demand for it was endemic and illegal bookmakers were everywhere. Unlike the previous Royal Commission of 1908, this Royal Commission recommended the legalisation of betting shops, which was supported by both the Home Office and the Police. The case was eventually dismissed with all charges dropped, the law being found inadequate. It is argued that if the principles put forward in the Royal Commission Report on Bankers' Games – all players having equal chances then the Act would probably have succeeded in outlawing commercial gaming. The legislators had disastrously added a variable to the law. This was intended to allow small scale gaming in members clubs or not for profit societies for worthy causes. Unfortunately there was no definition of what a members club was, just that a member had to have applied for membership at least 24 hours before commencing gaming or was a bona fide guest of a member. This meant that many commercial clubs turned themselves into members clubs so they could charge what they liked for partaking in gaming. Basically two types of strategies were employed by operators to get round the poorly written law; one where players would be offered the bank but also informed sometimes threateningly of the financial liabilities that go with being the banker having to pay out and thus most would defer their opportunity and so the operator would remain banker for the majority of game play. The other most common approach would be for the operator to charge for each session of gambling, sometimes for even just one spin of the roulette wheel roulette having been made equal chance gaming by the removal of the zero. Some of these approaches would eventually be found illegal, some even found legal, but new variations or devices to get round the law would be continually invented. The impact of the Act The impact of the Betting and Gaming Act was to see, by 1968, off course betting now legal in licensed betting offices, with bookmakers being personally licensed and paying tax and a levy to horseracing. The juxtaposition was gaming, with hundreds of commercial gaming clubs around the country offering casino gambling as well as alcohol and entertainment. Thus the number of gaming establishments mushroomed, with there being an estimated 1, by 1968 and the criminal element infiltrated the industry, meaning crooked games, money laundering and associated criminal activity e.g. The Labour Government had too smaller majority to do anything in but when elected with a workable majority in 1964 it became interested in the opportunities for gambling taxation. That purpose was to prevent the exploitation of gaming by commercial interests. The Act was a thoroughly well-intentioned Measure and the authors must be astonished to find that the consequences of their actions are so different from their intentions. For the Act precipitated the very evil it was meant to prevent. The Home Secretary of the day determining the qualifications to be fulfilled by those seeking registration or a licence and the conditions that they must then observe. The industry would be regulated and inspected by a Gaming Board who could object to licences being issued or maintained. Members clubs where gaming was incidental would have to be registered and commercial gaming establishment would have to be licensed. Originally these were 30 local authority areas the main cities and towns proposed by the Gaming Board. Many members of Parliament were upset that their constituencies had not been included and on the 1st January 1968, the Board added to the existing gaming areas, any county borough in England or Wales outside Greater London with a population of 100,000 or more and any county of a city in Scotland. The new regulations refer to the counties of cities in Scotland as a class without qualification because they all have populations of 100,000 or more and there are no burghal areas in Scotland which

meet that population standard. This meant that from until the law was changed in when the Gambling Act came into force , casino could only be located within 52 permitted areas.

Chapter 6 : Indian Gaming Regulatory Act - Wikipedia

The Gaming Act James Callaghan MP, Home Secretary launched the Second Reading of the Gaming Bill on the 13th February by laying out the problem; "the origin of this Bill is the failure of the Betting and Gaming Act, , to achieve its purpose.

The simple answer is yes but only under licence. If you gamble with an agent that does not possess a licence they are operating illegally and you risk losing your funds. You can also search for licences of operators not in the table. What is a Gambling Licence This is a licence that all gambling providers who are based in or operate in the UK are required to have. This came in to force under the Gambling Act of and stipulates that anyone wishing to commercially advertise to or transact with customers for the purposes of gambling must carry a licence. To apply for a licence companies are required to demonstrate they have several protections in place for the prevention of crime and protection of customers. The Gambling Commission was set up to issue and administer licences. You can check if an operator has a licence by visiting their site. Operators must also display their licence details properly on their website or premises. In the table at the top of this page we list all the licence numbers for bookmakers reviewed on our site. Clicking the number will take you to their individual licence. Often licences are held by holding companies that then operate several branded gambling entities. Each bookmaker listed on this site have a full UK gambling licence, details of which can be found in the table or in our betting site reviews. It is quite amazing in a way to think that internet gambling went unregulated until and in many countries it still is. This is why betting in the UK betting and gaming industry is now one of the safest in the world. The body is an independent non-departmental public body that receives funding and support from the UK governments department for culture, media and sport. The commission acts as regulator for all commercial gambling operators including bingo, bookmakers, casinos, gaming arcades, etc. The commission is also responsible for regulating lotteries in the UK including the National Lottery since taking over the responsibilities of the National Lottery Commission in The commission employ over people, are based in Birmingham and are largely funded by licence fees paid by bookmakers and other operators. The gambling commission do not cover spread betting and other forms of index betting, this falls under the jurisdiction of the financial conduct authority FCA. What Do the Gambling Commission Do? The GC have some principal objectives: Crime Prevention – This is both in terms of preventing illegal bookmaking protecting the punter and betting fraud from punters protecting the bookie. Promote and Open Industry – This includes promoting honesty about betting operations and gambling including responsible gambling. For example offers, terms and bonuses need to be clear and transparent without conflicting or false language. Protect Vulnerable People – Possibly the most important aim of the commission ensure children under the age of 18 and vulnerable people are prevented from gambling. This includes age and identity checking and monitoring. The commission is there to ensure a safe and responsible industry they will not: Mediate Customer Complaints – Operators must have their own systems in place to properly handle complaints. Read our complaints article for more. Legal Advice – They will not give advice but they will give general information pertaining to the Gambling Act or any relevant legislation. Check Every Gambling Website – Whilst it is the law that operators need to possess a licence to operate in the UK it is up to you to check there is a licence in place before you gamble. The commission is limited in its scope and resources so they will always attempt to mediate disputes and will only take legal action in cases that present the greatest risks to the licensing objectives. If operators fail to comply with the Licence conditions and codes of practice LCCP then the commission will step in. If you feel you know of an operator who are not meeting the LCCP you can report them anonymously to the commission. In rare events where illegal activity is serious enough the GC has the power to revoke licences and issue legal action against operators. All major legal action and information is published on their website. In general the GC are seen as a body that are trying to work with bookmakers and other gambling agents to ensure a safe industry rather than being an enforcement agency. Gambling Law and Legislation in the UK There are specific laws on all aspects of commercial gambling from prizes and games run in public houses to gaming machines, remote operators and fees and duty charges. For a full list of all

gambling legislation see the commissions own gambling related legislation page. Gambling Act The act of was brought in to give the UK government greater means of regulating a diverse gambling industry. This was the first major piece of legislation since the Betting and Gaming Act In fact it legislated the creation of the Gambling Commission itself as an independent body to enforce and regulate the contents of the Act. The country had reached a point where gaming needed renewed legislation with the new millennium seeing a glut of new ways to gamble from fixed odds terminals in shops, new lottery games and more advanced gaming arcades. The act was also brought in to also regulate online betting for the first time. Basically the gambling act is designed to enforce the principal objectives of the gambling commission described above with specific legislation such as fee limits, payout limits etc. This is more encompassing and more focused towards online and remote betting to ensure all gambling companies that operate in the UK fall under the law and the GC, wherever they are actually bases. This makes it easier to define what gambling is and whether a company and its advertisers are permitted to operate in Great Britain. One important aspect of the act is to ensure that off shore operators are also required to have a UK gambling licence to advertise in the UK. As most online bookmakers are based in the likes of Gibraltar or Malta this was a critical piece of legislation. It has been banned or restricted several times by various monarchs and the republican Oliver Cromwell, who banned most sports and betting with his puritan ways. In the Unlawful Games Act was enacted by the parliament of England and was designed to restrict several new games. The idea at the time was new games and sports were causing the death of archery as young adolescents became distracted by newer ventures. It took however until for the British establishment to issue binding legislation on gambling in the Gaming Act of The gaming act was actually designed to discourage betting. It made a bet unenforceable as a contract under law and therefore an illegal action. Basically meaning if you bet it is illegal under law and you do so at your own risk meaning someone could walk off with your cash. The Gaming Act created an exception for the Totalisator tote board. This allowed on track betting at race courses in Great Britain but betting and gambling off course was still illegal up until with the exception of the football pools The Act saw the final repeal of the gaming act. Up until it was however legal to place bets by post or over the telephone. Mr William Hill is a famous early bookie who did what he could to circumvent these laws. The Betting and Gaming Act of famously removed the restriction on offsite betting and led to the opening of the first betting shops in Many cite this as the beginning of the end for greyhound racing and some smaller horse racing meetings in particular. This worked well enough until the end of the 20th Century, however new forms of betting such as gaming machines and critically the internet meant that new legislation was needed. This was seen in the form of the Act and Bill. The gambling commission will not however mediate individual customer complaints over disputed funds. You can however report gambling operators either online or physical if you think they are contravening the gambling code and putting people at risk. Responsible Gambling A core objective of the GC is to ensure all operators actively promote responsible gambling. See our article for all features and information relating to responsible gambling.

Chapter 7 : Gaming Act (repealed)

The Indian Gaming Regulatory Act of 1988, which recognizes Indian gaming as a vehicle for achieving economic self-sufficiency on reservations, and details the authority and role of tribal governments, the federal governments and the states in Indian gaming.

Industry Overview Regulation Tribal gaming is regulated by tribal governments, Congress, the Interior Department, and the National Indian Gaming Commission, as well as by states under the terms of negotiated tribal-state gaming compacts. Other federal agencies enforce laws affecting Indian gaming, including the U.S. Department of Justice. To fund tribal government operations or programs. To provide for the general welfare of the tribe and its members. To promote tribal economic development. To donate to charitable organizations. To help fund operations of local government agencies providing services to tribes. State governments, frustrated at their lack of authority over these activities, appealed to Congress for legislation to give them more power over tribal gaming. Contrary to popular perception, the IGRA did not expand the power of tribal governments; in fact, it curtailed them by giving state governments unprecedented authority over tribal gaming activities. Social gaming, such as traditional Indian games played as part of tribal ceremonies and celebrations. Tribes have exclusive authority to regulate Class I gaming. Bingo, pull-tabs and other similar games, including non-banking card games not prohibited by state law. Expressly excluded from Class II gaming are banking card games, such as blackjack, or slot machines of any kind. Self-regulatory ordinances adopted by tribal governments must be approved by the Commission. All forms of gaming that are not included under Class I or Class II, such as blackjack and slot machines. Class III games are legal on tribal lands only if the games are authorized by the governing body of the tribe; the games are located in a state that permits gaming for any purpose by any person, organization or entity; and the games are conducted in conformance with a tribal-state compact entered into by the tribe and the state in which the gaming is conducted. Class III gaming compacts negotiated under the IGRA include stringent provisions ranging from application of criminal and civil laws regarding licensing and regulation of gaming, to standards for the operation of gaming activities, and financial assessments by the state to defray the costs of background investigations or other expenses associated with enforcement of the compacts. Sovereignty as a Retained Right Long before there was a United States of America, tribes governed themselves, provided for their people and negotiated treaties with other nations such as England, France and Spain. When tribes signed treaties with the U.S. This means that their sovereign rights are retained, not granted. Tribes and the Federal Government Throughout much of the 19th century, federal policy toward Indians and tribal governments was inconsistent. Then, in a major policy change enacted between 1830 and 1850, reservations were surveyed and lands deeded to Indian and non-Indian individuals. Tribal land holdings were vastly diminished, and tribal governments were greatly weakened or eliminated. Indian children were taken from their homes, moved to federal schools, and barred from using their native language or visiting their reservation homes. During this period, Indian social and economic problems skyrocketed. The Cornerstones of Tribal Self-Government In 1975, federal policy changed again with passage of the Indian Reorganization Act, which restored tribal lands and permitted tribes to reorganize under federal law for purposes of self-government. Since 1975, Congress has passed several other landmark statutes to strengthen tribal self-government, including: The Indian Child Welfare Act of 1978, which established federal rules to ensure that Indian children removed from their homes are placed with Indian families whenever possible to preserve cultural values. The Indian Gaming Regulatory Act of 1988, which recognizes Indian gaming as a vehicle for achieving economic self-sufficiency on reservations, and details the authority and role of tribal governments, the federal governments and the states in Indian gaming. This information was provided courtesy of the Minnesota Indian Gaming Association. For more information, visit www.mingaming.org.

Chapter 8 : Indian Gaming | Regulatory Update

Shaw's guide to the law of betting and lotteries, by Lord Meston Shaw's guide to the Gaming act , by Lord Meston Risalah/hasil pleno Dewan Perwakilan Rakyat Daerah Propinsi Daerah Tingkat I Sumatera Barat tentang pene.

The question is what, exactly, that means. In my opinion, it may be possible for this aim to be achieved now, and the result would be an empowering play, unlike the film versions and many stage versions produced until now. In writing *Pygmalion*, George Bernard Shaw drew upon at least two myths: In the original *Pygmalion* myth, the eponymous sculptor creates Galatea as a statue, which then comes to life and they live happily ever after. We have a flower girl who is transformed into a lady. She gains a new way of speaking, new things to speak about, new clothes, and so on. And we are presented with a male lead who seems to fit the roles of *Pygmalion* and the prince. According to all the rules, we would expect them to get married and live happily ever after. As Maurice Valency put it in *A myth is ordinarily an organism of very precise form. All of this serves to remind the audience of the sort of play they are being denied*—the play that is being subverted by *Pygmalion*" In that scene, Nora, instead of allowing herself to be reconciled with her husband, "stops her emotional acting and says: With minor alterations to the final scene, it can be turned into a straightforward romance. And, as will be seen shortly, it was. After which, like Nora, she walks out the door. As Meisel wrote in *In a number of ways the original ambiguity is preferable to the alternative resolutions provided for readers and spectators. The deliberately unresolved ending tells much about the art of a play whose social and intellectual heterodoxies flourish in a traditional setting of orthodox popular appeal. As Bentley put it in , "Eliza wins her freedom. After this, it does not matter whether Eliza does the shopping or not. The situation is clear. The story of the experiment is over"* This point was lost on those who performed the play. Sir Herbert Beerbohm Tree, who originated the role of Higgins in *, "was a romantic and an incurable sentimentalist: And so he "[had] his romantic way by inflecting lines sentimentally, throwing flowers to Eliza just before the curtain dropped, and, in later performances, having her return prior to the end to ask Higgins about the size of gloves he has ordered"* Berst Shaw was unhappy with such alterations, to put it mildly. When Tree wrote him shortly afterwards saying "My ending makes money: You ought to be grateful," he responded with "Your ending is damnable: You ought to be shot" Berst He insisted that performances of the play were not to carry "any suggestion that the middleaged bully and the girl of eighteen are lovers" Berst As he wrote to his wife after the first performance: For the last two acts I writhed in hell. The last thing I saw as I left the house was Higgins shoving his mother rudely out of his way and wooing Eliza with appeals to buy a ham for his lonely home like a bereaved Romeo. Letters 8 Tree may have been the first to alter the ending, but he was to have plenty of company. Ditto *My Fair Lady*, which was made after Shaw was safely in his grave. Critics, too, have insisted that Tree got it right, and that romance was in the air. It almost functions like a Rorschach test; the interpretations of various critics reveal more about them than about the play. Take, for example, the case of St. But the facts of the play cry out against its author. This could only have come from his own expectations. That he can confidently ascribe this attitude to "all sensible people" suggests that this attitude was widespread in his social group, and it was part of the prevailing ideology to the extent that he took it for granted. He insists that *Pygmalion* can only be seen as a fairy tale, and refuses the notion that a fairy tale can be altered in the same way as a conventional drama In fact, Shaw was too canny a writer to spoil his play by tampering with the vital elements of the fairy tale. It is reasonably clear in the third act that Higgins, for all his protestations. For starters, he complained about the damage done to his play whenever he was given half a chance. As he did in a letter to William Archer: Letters But Shaw tried to salvage what he could. Actually Shaw took care to make the ending perfectly ambiguous on the stage, and was provoked into writing the long final note for the reader which now ends the play only by the ingenuity of the actors in finding ways to resolve the ambiguity. But the real danger, the interpretation he railed against at every opportunity, was that people would think she married Higgins. If people must have a romance, he might have reasoned, better it be with someone else. In fact, the possibilities of life are open to the New Woman at the end of the play" Freddy, then, is merely the only available foil to show that Eliza can be an emancipated woman and still get married, if she likes. The new

ending was a compromise; an attempt to counteract the interpretation already out there. As he wrote to Mrs. Patrick Campbell—who originated the role of Eliza—in *Besides, I have passed Pygmalion for press among the sheets of my new volume of plays; and it now has a sequel, not in dialogue, but in prose, which you will never be able to live up to. The publication of that sequel will be the end of the romance of Sir Herbert Tree; and you will have to play Eliza properly and seriously for ever after, which is impossible. And neither group was made any happier by the fact that Freddy was a minor, two-dimensional character, hardly worth the consideration of either the audience or Eliza. This is not entirely true. With the catalyst of the film version, Shaw did revise the play one more time, and many of the changes made for the film were incorporated into the play itself in its "definitive text. Similarly, Shaw tried to downplay suggestions that Eliza and Higgins were attracted to one another. In the version, she "goes down on her knees on the hearthrug to look for the ring," at which point the scene ends. However, in the "definitive text," this continues with "When she finds it she considers for a moment what to do with it. Finally she flings it down on the dessert stand and goes upstairs in a tearing rage" Berst Berst suggests that Shaw changed this specifically to remove this evidence from those looking for a romance between Eliza and Higgins. Still, the new ending has problems of its own. A compromise at best, the Sequel is not necessarily a good compromise. As Morgan points out, "marriage to Freddy. In , Gainor interpreted the entire play as one in which Eliza is controlled by the patriarchy—represented by Higgins, Pickering, and Doolittle—and pointed out that: Thus in the narrative resolving the conflicts of the play, Shaw reasserts literary control over the more balanced voices of the drama and removes the power Eliza seems to gain in her fight for independence. And while she takes the Sequel as being part of the play itself, I prefer to separate it as a stopgap compromise to avoid that worse ending. On the other hand, by removing it entirely, one is left with an ending in which Eliza breaks free of the patriarchal forces that control her throughout the play. I think Shaw would have preferred it that way. In reviewing a production of the play, Jeremy Kingston of *Punch* wrote: Independence is the theme. The ending in which Eliza returns to Henry Higgins despite his insistence on treating her like a servant is problematic and may disappoint if not infuriate children who have been raised at a time when gender equality is assumed. George Bernard Shaw also had a problem with this ending and wrote a sequel to the play in which Eliza marries Freddie [sic]. Perhaps, too, the public is now better able to appreciate plays with unconventional endings. It would be interesting to see what would happen if another film version were made, but this time the way Shaw intended, with Eliza leaving for good. It could be an empowering film, shattering the conventions of the romantic comedy. And then perhaps—just perhaps—Shaw could stop spinning in his grave. In fairness to Ervine, I recently learned that French fairy tales typically end with a phrase that translates as "and they lived happily and had many children," and I assume that he was playing on that. My overall point stands, though.*

Return to main text Footnote 1: Some critics caught on to what Shaw intended in his own time; some modern critics still see the play as a fairy-tale romance. Return to main text Footnote 2: This refusal to consider any non-romantic possibilities does illustrate, once again, why Shaw may have been driven to suggest an Eliza-Freddy match in the first place. Return to main text Footnote 3: Which, again, might only be desirable to pacify the romantics in the audience. After all, Higgins and Pickering seem to get on pretty well as—apparently—sexual beings. Indeed, says Edward Wagenknecht, "for Shaw the higher reaches in life are sexless" In any event, the point is that with or without sex, Eliza could be stronger without Freddy. Aspects of Shavian Drama. U of Missouri, Pennsylvania State UP, His Life, Work and Friends. Dramatic and Narrative Constructions of Gender. U of Michigan, Shaw and the Nineteenth-Century Theater.

Chapter 9 : Fast And Furious Spin-off Hobbs And Shaw Gets First Set Photo - GameSpot

Get this from a library! Shaw's guide to the law of betting and lotteries. [Dougall Meston Meston, Baron; Great Britain.]