



AREAS SUBJECT TO INDIAN JURISDICTION

The General Plan and Area Plan maps depict some properties as “Areas Subject to Indian Jurisdiction”. Properties so depicted are, according to best available records, either located within the boundaries of Indian reservations or owned by Indian tribes. Within Indian reservation boundaries, properties so depicted include properties owned by non-Tribal members (“*Fee Lands*”), as well as properties owned by Tribal members (“*Allotment Lands*”), and properties owned by the Tribe as a unit (“*Trust Lands*”). This depiction is specifically designed to acknowledge the sovereignty of the various Tribes relative to state and local government. ~~Some Tribes have specifically requested that the County of Riverside avoid designation of properties within reservation boundaries.~~ It is the position of the County of Riverside that each Tribe maintains land use jurisdiction over properties within reservation boundaries, regardless of the ownership of such properties, ~~just as cities maintain land use jurisdiction over properties inside city limits, whether or not the property owner is a resident of that city; unless the property is owned by a non-Tribal member.~~

Policies:

LU ~~33.135.1~~* The County of Riverside will continue to work with Tribal authorities to forge inter-governmental agreements in situations where such agreements would be mutually beneficial. In the absence of agreements specifying otherwise, questions regarding development within areas subject to Indian jurisdiction should be referred to the applicable Tribal authorities *except in case of fee lands where the local jurisdiction and tribe share the land use authority.*(AI 4).

LU 35.2 All new development proposals within fee lands should be consistent with the land use pattern and designations of the surrounding areas of the tribal and county jurisdiction. Developments of the fee lands shall be subject to the current Riverside County development and permitting procedures.

[*GPA 960, BOS RSLN #, dd/mm/yy]