



Today, August 10<sup>th</sup>, the National Indian Gaming Commission announced the Indian Gaming industry's gross gaming revenue report for fiscal year 2021. I was happy to be joined by the NIGC Vice Chair and NIGC leadership team as I made the announcement at the Oklahoma Indian Gaming Association's conference in Tulsa, Oklahoma. I want to say a special thank you to the NIGC CFO Yvonne Lee who spearheaded bringing together the independently audited gaming operation revenue data to produce the NIGC report and analysis.

Last year's Indian gaming gross revenue was a record \$39 billion. This marked a significant increase over the prior fiscal year, which showed a record decline due to the historic closures across Indian Gaming because of the pandemic. It was also an increase over all pre-pandemic years' revenues, an indication of the Indian gaming industry's strength and resilience.

Indian Gaming is licensed by 248 Tribes at over 500 gaming casinos and operations on Indian land in 29 states. Indian Gaming is unique when compared to other parts of the gaming industry:

- Its regulatory framework is inter-jurisdictional and includes a federal regulatory body.
- Specific statutes limit how Tribal governments can use gaming revenues.
- Federal courts have affirmed Indian Gaming as governmental enterprise.

I was grateful to the Oklahoma Indian Gaming Association's Chairman, Matthew Morgan, and to the organization's executive director, Sheila Morago, for the opportunity to make this important announcement in the heart of Indian country and an area with a long history of Indian gaming.

Additional information about the gross gaming revenue report and NIGC analysis are [available](http://www.NIGC.gov) on the NIGC website at [www.NIGC.gov](http://www.NIGC.gov).

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Visit [www.NIGC.gov](http://www.NIGC.gov) to learn more about the NIGC 3 For 35 Project— a year-long project emphasizing the importance of conversations among the tribal gaming regulatory community about workforce preparedness.

