

## SACRAMENTO REGION DIRECTOR ERIC SCHALANSKY



Eric Schalansky is the Region Director of the Sacramento Region of the National Indian Gaming Commission, which includes the regional office in Sacramento and a satellite office in Temecula, Calif. As Region Director, he is responsible for providing technical assistance, training and compliance to 68 tribal gaming facilities owned and operated by 64 tribes in California and one individually owned gaming facility located on Indian land in northern Nevada.

Schalansky started with the NIGC in April 2000 as a Compliance Officer (formerly Field Investigator) with the Sacramento Region, where he served until being selected as Region Director in December 2005. Prior to joining the NIGC, Schalansky was a Supervising Special Agent with the California Department of Justice for over 35 years.

In 2004, Schalansky was recognized by the NIGC for implementing the Commission's Environment, Public Health and Safety Program. Additionally, he has received numerous commendations as a Peace Officer with the California Department of Justice.

Schalansky is a graduate of California State University, Sacramento, Calif., with a Bachelor of Arts degree in Public Administration.

The <u>Indian Gaming Regulatory Act</u> created the National Indian Gaming Commission to support tribal self-sufficiency and the integrity of Indian gaming. The NIGC has developed four initiatives to support its mission including (1) To protect against anything that amounts to gamesmanship on the backs of tribes; (2) To stay ahead of the Technology Curve; (3) Rural outreach; and (4) To maintain a strong workforce within NIGC and with its tribal regulatory partners. NIGC oversees the efficient regulation of 497 gaming establishments operated by 244 tribes across 29 states. The Commission's dedication to compliance with the Indian Gaming Regulatory Act ensures the integrity of the growing \$29.9 billion Indian gaming industry. To learn more, visit <u>www.nigc.gov</u> and follow us on <u>Facebook</u> and <u>Twitter</u>.