



# Biography

## VICE CHAIR KATHRYN ISOM-CLAUSE



Kathryn Isom-Clause (Taos Pueblo) is the Vice Chair of the National Indian Gaming Commission. As such, she is one of three commissioners responsible for regulating and ensuring the integrity of the more than 497 Indian gaming facilities, associated with nearly 244 tribes across 29 states. Isom-Clause was appointed by the Secretary of Interior on March 14, 2016 for a three-year term.

Prior to joining the NIGC, Isom-Clause served as a senior counselor to the Assistant Secretary – Indian Affairs at the U.S. Department of the Interior. In this position, she advised the Assistant Secretary on Indian gaming matters, including tribal-state gaming compacts, environmental compliance issues and revenue allocation plans. She also chaired interagency working groups on sacred sites and homelessness, and coordinated listening sessions and roundtables with tribal stakeholders. In addition, her portfolio included the restoration and protection of tribal homelands. Prior to joining the federal government, Isom-Clause provided legal advice and representation to tribal clients on a wide range of federal Indian law and policy issues important to Indian Country.

Isom-Clause graduated with a B.A. from Wellesley College, Mass. and received her J.D. from Columbia University School of Law, N.Y.

*The [Indian Gaming Regulatory Act](#) 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 [www.nigc.gov](http://www.nigc.gov) and follow us on [Facebook](#) and [Twitter](#).*

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