

INDIAN GAMING OVERVIEW

Enacted in 1988 as Public Law 100-497 and codified at 25 U.S.C. 2701, the Indian Gaming Regulatory Act established the jurisdictional framework that presently governs Indian gaming.

ABOUT:

NIGC regulates Indian gaming to promote tribal economic development, self-sufficiency and strong tribal governments; to maintain the integrity of the Indian gaming industry; and to ensure that tribes are the primary beneficiaries of their gaming activities.



OVER 500 GAMING OPERATIONS
LICENSED BY 248 TRIBES ON INDIAN
LAND IN 29 STATES.

GAMING CLASSES

CLASS I:

Traditional Indian gaming & social gaming for minimal prizes.

CLASS II:

Game of chance commonly known as bingo, & if played in the same location as pull tabs, punch boards, tip jars, instant bingo, & other games similar to bingo. Class II gaming also includes non-banked card games.

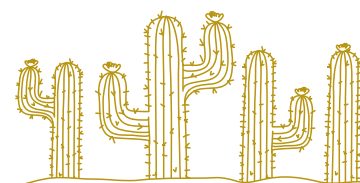
CLASS III:

All forms of gaming that are neither Class I nor Class II. Commonly played in casinos.

INDIAN GAMING'S NATIONAL FOOTPRINT



RECORD HIGH GGR FOR FY 21 WAS:
- \$39 BILLION -
40% GROWTH FROM FY 20 & 19% FROM FY 19



INDIAN GAMING AND ECONOMIC DEVELOPMENT IN ARIZONA

15 TRIBES
&
27 GAMING
OPERATIONS

- Indian gaming's success also often means benefits to surrounding communities & regional economies.



ARIZONA GAMING REVENUE FY21:
\$2,453,909,959



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NATIONAL INDIAN GAMING COMMISSION
REGULATORY COMPLIANCE ★ GAMING INTEGRITY