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.

**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.

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

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

**INDIAN GAMING’S NATIONAL FOOTPRINT**

**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