

Indian Gaming Facts

National Indian Gaming Association

SIZE:

- Total number of federally-recognized Indian Tribes: 567
- Number of Tribal Governments engaged in gaming (Class II or Class III): 223
- Number of Tribal Governmental gaming operations: 411 (several Tribes operate more than one facility)
- Number of states with Tribal Governmental gaming: (Class II or Class III) 28
- Number of Tribal-State gaming compacts: 249

REVENUE:

- Tribal Governmental gaming revenue in 2004: \$18.5 billion (23% of total gaming industry)
- Tribal government hospitality, restaurant and entertainment enterprises related to the gaming industry in 2004 generated an additional \$2.5 billion in total revenue.
- Many Tribes operate gaming facilities primarily to generate employment

EMPLOYMENT:

- Tribal gaming and ancillary businesses have directly and indirectly created over 553,000 jobs.
- National percentage of Indian to non-Indian employees: 75% non-Indian, 25% Indian
- In areas of high unemployment like North and South Dakota, 80% of Tribal governmental gaming employees are Indian.

TAXES

Tribal government gaming and ancillary businesses in 2004 generated:

- \$5.5 billion in Federal taxes (including employer and employee Social Security taxes, personal income taxes, corporate income taxes and excise taxes)
- \$1.8 billion in state government revenue (including state income, sales and excise taxes generated by wages, vendor payments and purchases by Tribal gaming operations and related businesses, taxes on ancillary economic activity generated by gaming, and revenue sharing).
- more than \$100 million for local governments as a result of local taxes and government service agreements.

LAND:

The IGRA requires that land taken into trust status must 1) benefit the Tribe, 2) NOT be detrimental to the surrounding community and 3) be approved by the State Governor

- Only 23 total land-into-trust acquisitions since 1988 for gaming purposes.
- Only 3 off-reservation land-into-trust acquisitions since 1988 (Only 78 total acres)

FEDERAL RECOGNITION:

- Only 15 Tribes have received Federal Recognition through the "Federal Acknowledgement Process" since 1978
- Only one of those Tribes has gaming
- 16 petitions for Recognition have been denied since 1978

USE OF NET REVENUES

Revenues from Tribal Governmental gaming use of revenue generated by Indian gaming revealed that Indian Tribes spend net government revenue as follows:

- 20 percent of net revenue is used for education, child and elder care, cultural preservation, charitable donations and other purposes;
- 19 percent goes to economic development;
- 17 percent to health care;
- 17 percent to police and fire protection;
- 16 percent to infrastructure; and
- 11 percent to housing.

PER CAPITA PAYMENTS:

- Three-fourths of gaming Tribes devote all of their revenue to Tribal governmental services, economic and community development, to neighboring communities and to charitable purposes and do not give out per capita payments
- Tribal Government services, Economic and Community development, general tribal welfare, charitable donations and any requirements for aid to Local governments must be provided for before a Tribe can file for a "Revenue Allocation Plan"
- The Secretary of Interior must approve any per capita payments as part of a "Revenue Allocation Plan"
- Only about one-fourth of Tribes engaged in gaming distribute per capita payments to tribal members (73 Tribes)
- Tribal members receiving per capita payments Pay Federal income tax on these payments

REGULATION:

Tribal Governmental gaming is regulated on three levels.

- Indian Nations are primary regulators of Indian gaming. Under the Indian Gaming Regulatory Act (IGRA), Tribes establish the basic regulatory framework for Indian gaming.
- State regulation may be included in Tribal/State compacts for Class III gaming.
- Federal agencies enforce laws relating to Indian gaming, including the National Indian Gaming Commission, the Interior Department, The Justice Department, FBI, IRS, Secret Service and the Treasury Department's Financial Crimes Enforcement Network. Federal law makes it a crime punishable by up to ten years in prison to steal, cheat, or embezzle from an Indian gaming operation, and that law is enforced by the FBI 18 USC ss. 1163.