



# 2008 Indian Gaming Revenues



**Phil Hogen  
Chairman**



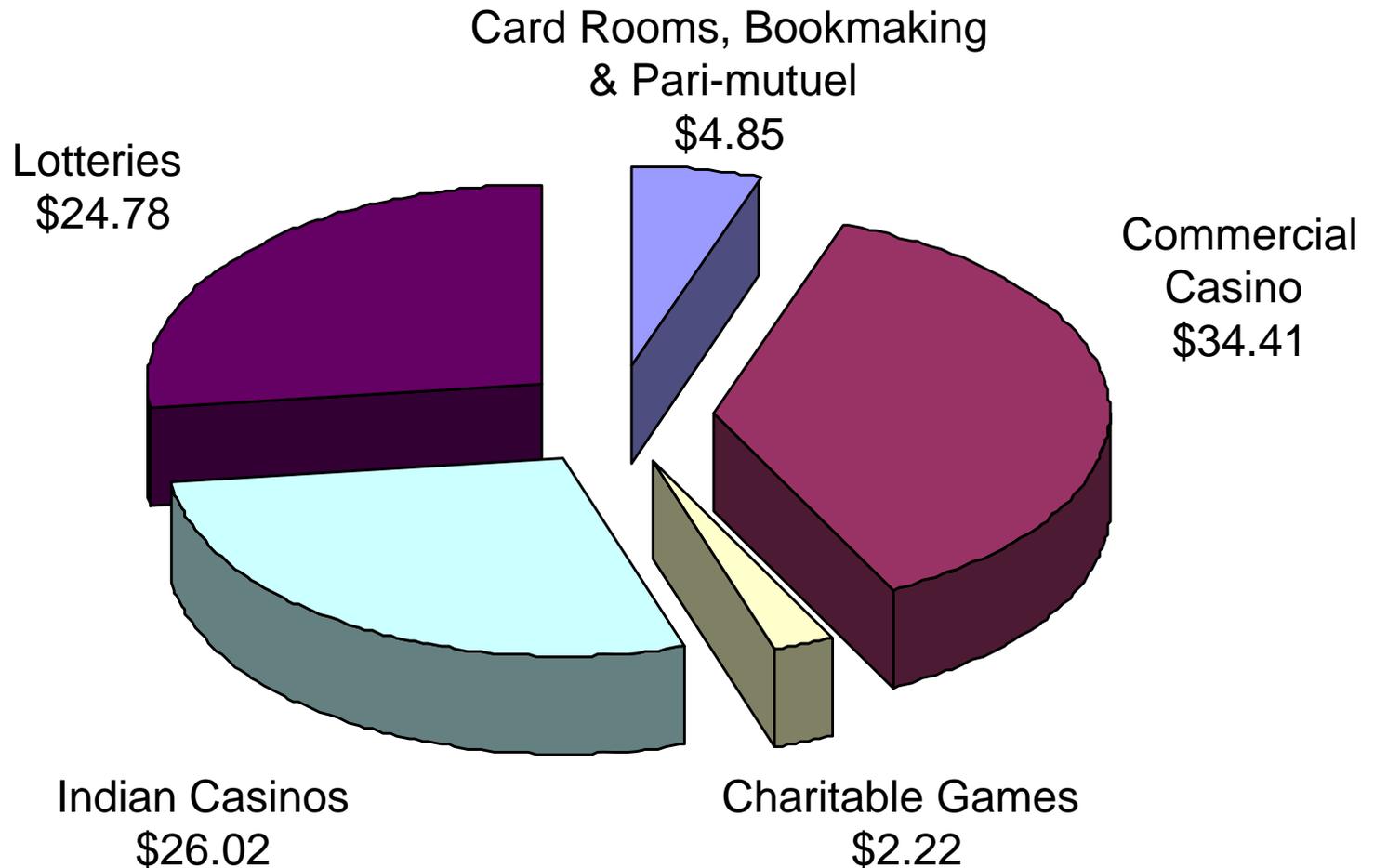
**National Indian Gaming Commission**

**North American Gaming Regulators Association Annual  
Conference**

**Washington, DC  
June 3, 2009**



# 2007 Gaming Revenues\* (billions)

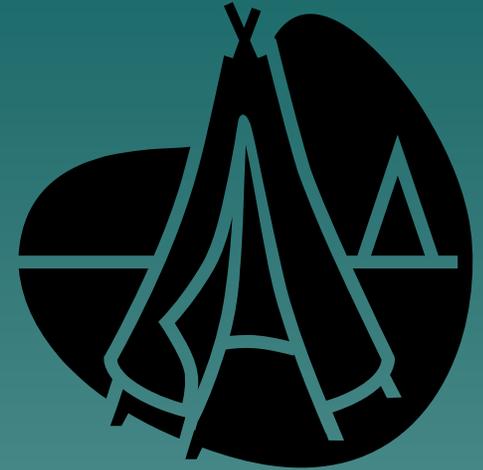


\* Industry data from the American Gaming Association and Christensen Capital Group – all are estimates

# Gaming Operation Statistics

- ◆ Number of Gaming Tribes

241



- ◆ Number of Gaming Operations



405

- ◆ Number of States with Indian Gaming

28

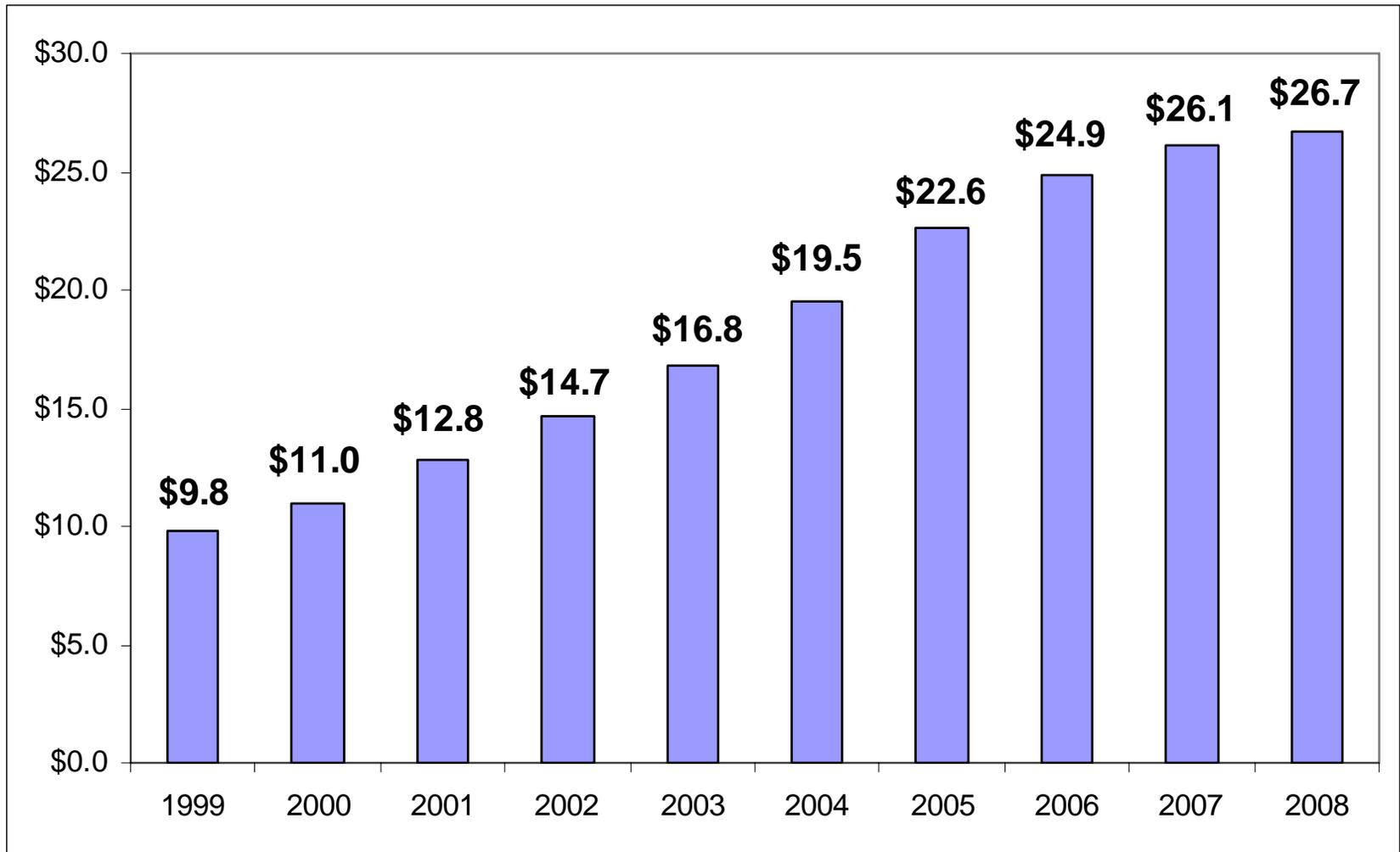
# Tribal Gaming Facilities



0 200 400 600 Miles



# Growth in Gaming Revenues (in Billions)



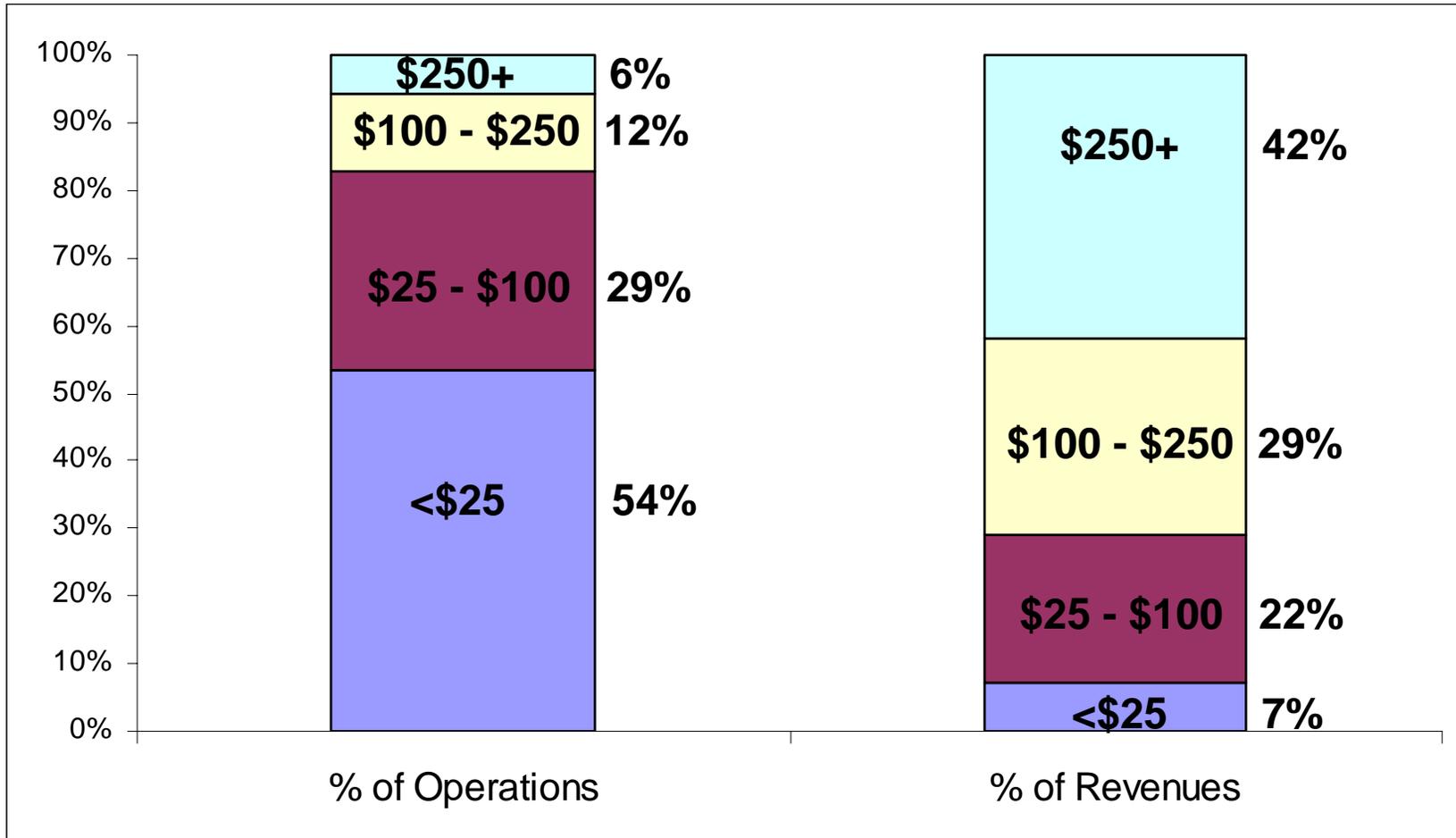


# Audited Financial Statements' Fiscal Year End Dates

Number of Operations	Percentage of Operations	Fiscal Year End
9	2%	3/31; 4/30; or 5/31
13	3%	6/30
227	56%	9/30
156	39%	12/31
405	100%	



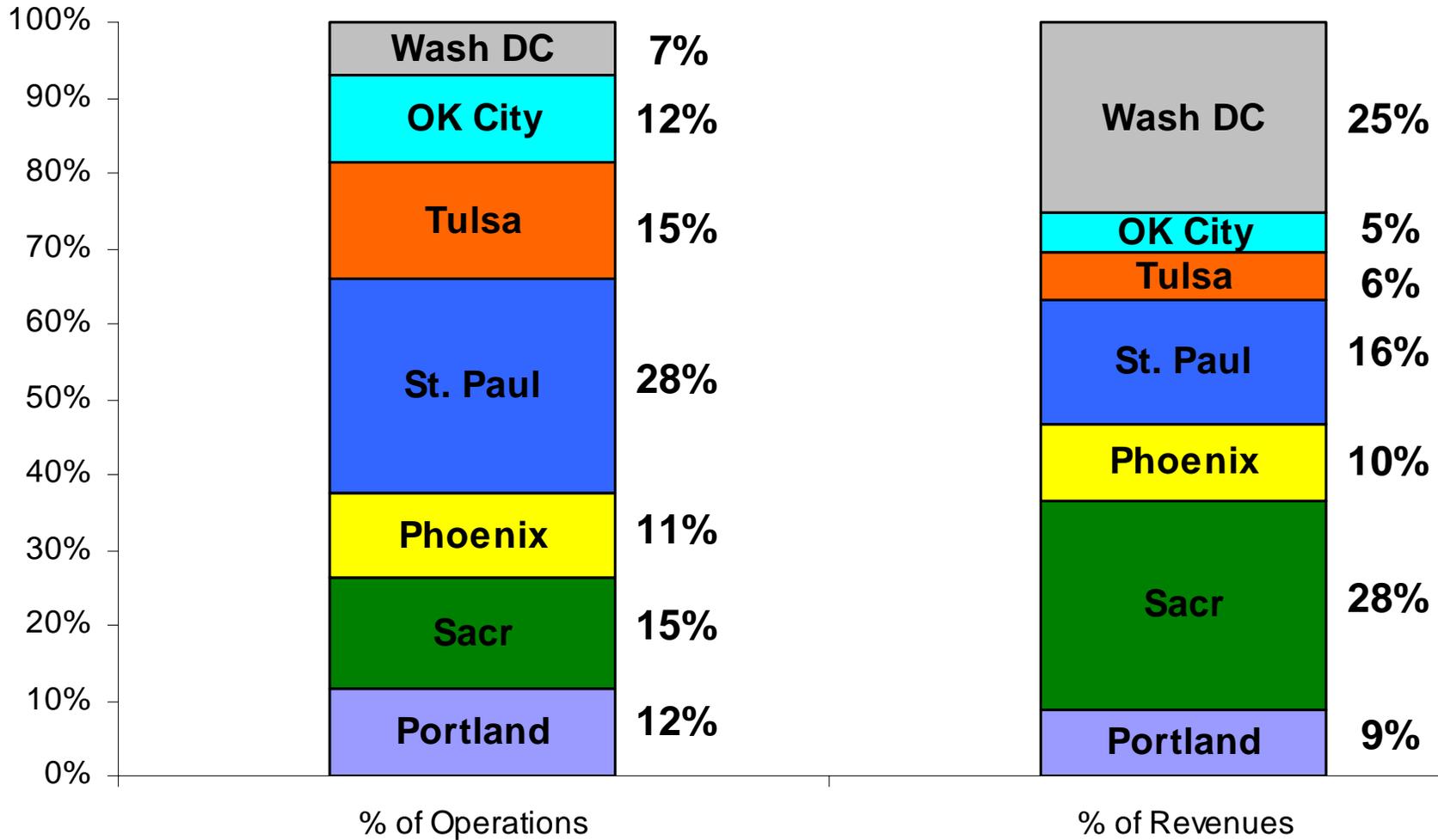
# 2008 Gaming Operations & Revenues in Millions by Range





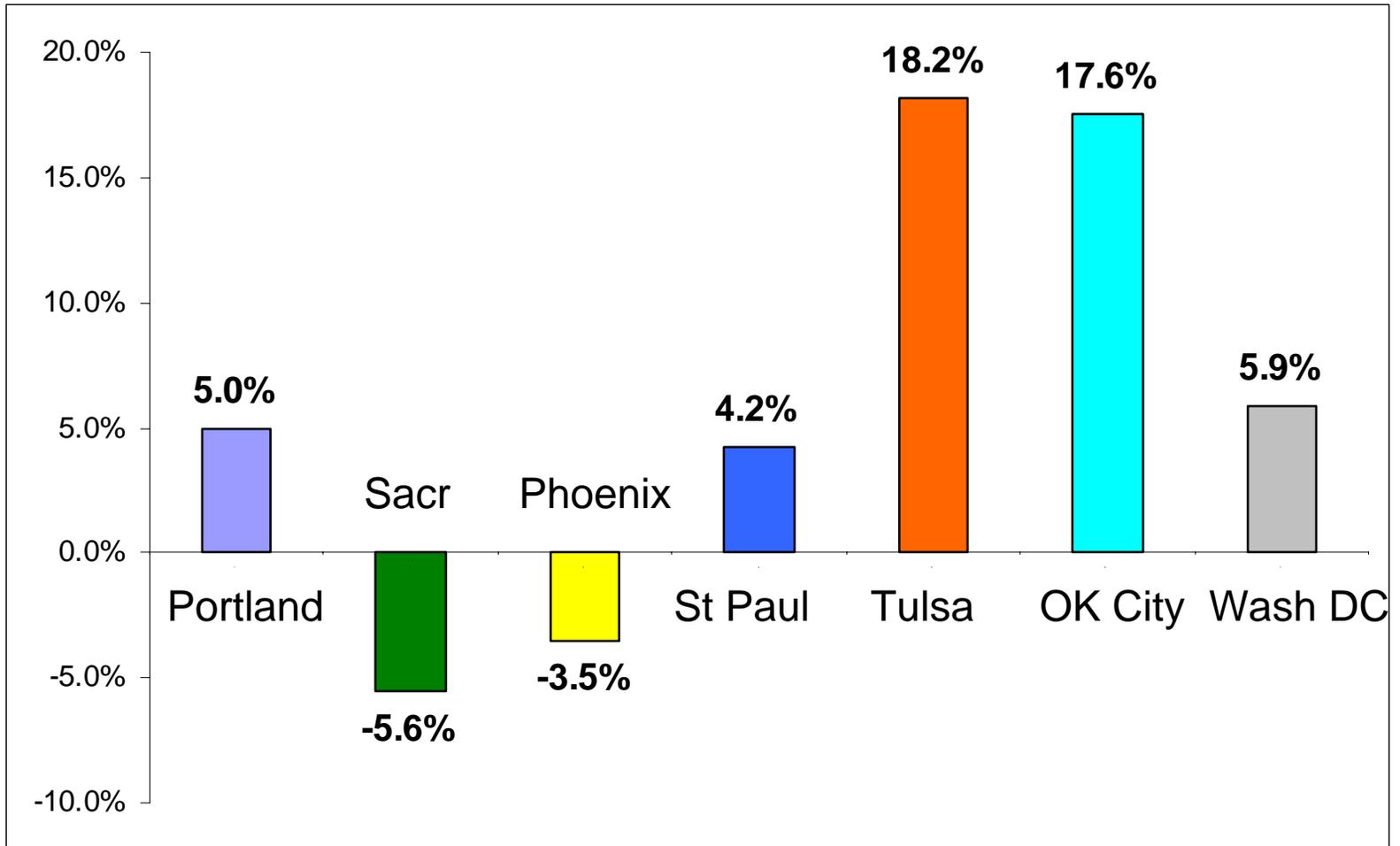


# 2008 Gaming Operations & Revenues by Regions





# NIGC Regional Offices Gaming Revenue Growth 2007 and 2008



# Limits on Use of Tribal Gaming Revenue

- (i) to fund tribal government operations or programs;
- (ii) to provide for the general welfare of the Indian tribe and its members;
- (iii) to promote tribal economic development
- (iv) to donate to charitable organizations; or
- (v) to help fund operations of local government agencies.



# PER CAPITA PAYMENT/REVENUE ALLOCATION PLANS (RAPs)

Net revenues from tribal gaming **may be used to make per capita payments** to members of the Indian tribe only **if--**

- (A) the Indian tribe has **prepared a plan** to allocate revenues
- (B) the **plan is approved by the Secretary**
- (C) the **interests of minors** and other legally incompetent persons **are protected** and preserved and
- (D) the per capita **payments** are **subject to Federal taxation** and tribes notify members of such tax liability when payments are made.





# Growth in Gaming Revenues (in Billions)

**THANK YOU**

