



# CALIFORNIA NATIONS INDIAN GAMING ASSOCIATION

## *Basic Fact Sheet*

The California Nations Indian Gaming Association (CNIGA), founded in 1988, is a non-profit organization made up of federally-recognized tribal governments. The California Nations Indian Gaming Association is dedicated to the purpose of protecting tribal government gaming on federally-recognized Indian lands. It acts as a planning and coordinating agency for legislative, policy, legal and communications efforts on behalf of its members and serves as an industry forum for information and resources. The association holds an annual conference and trade show each January.

According to the National Indian Gaming Association (NIGA), there are about 290 gambling operations on Indian lands in the United States. The NIGA reports the national annual gross revenues in Indian gaming to be \$12.7 billion. By comparison, the national gaming industry is a \$500 billion dollar business with state lotteries generating roughly 40 percent and traditional gaming centers like Las Vegas and Atlantic City capturing about 55 percent of that revenue. Indian gaming accounts for only 10% percent.

In 1988, Congress formally recognized but limited the inherent right of tribal governments to conduct gaming operations on Indian lands with the passage of the Indian Gaming Regulatory Act (IGRA). The IGRA requires Indian nations to negotiate with states concerning gaming to be played (scope of games), and regulation (level of regulation) while it ensures that tribal governments are the sole owners and primary beneficiaries of Indian gaming, and legislatively recognizes tribal gaming as a way of promoting economic development for tribes.

On September 10, 1999, fifty-eight (58) tribal governments signed tribal-state gaming compacts with the state of California. Since September, three additional tribes have signed tribal-state gaming compacts bringing the total number of compacts in California to sixty-one (61). Included in the compacts are provisions for revenue sharing with non-gaming tribes, environmental protections, and labor agreements. As a result, California Indian tribes, once impoverished and dependent on government subsidies, are finding prosperity and self-sufficiency through tribal government gaming.

The CNIGA executive offices are located in Sacramento at 1215 "K" Street Suite 1020, Sacramento, CA 95814. Our phone is (916) 448-8706 and our fax is (916) 448-8758. CNIGA also maintains a web site at [www.cniga.com](http://www.cniga.com)



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## *Economic & Fiscal Benefits Of Indian Gaming*

- Seventy-four percent of Indian gaming customers surveyed indicated that if Indian gaming were not available in California they would go instead to a casino in Nevada, thereby reducing income, jobs, and tax receipts in California.
- Total casino revenue generated directly by Indian gaming in California, including in-casino concessions, approached an estimated \$1.4 billion in 1997.
- Additional direct revenue is created by gaming patrons' expenditures at local non-casino businesses which totaled an estimated \$273 million in 1997.
- The total positive impact of Indian gaming on the output of final goods and services in California, both directly and indirectly through subsequent rounds of spending, is estimated to equal approximately \$4.4 billion
- Indian casinos employ an estimated 14,571 California residents, 90 percent of whom are not Indians.
- In addition to those directly employed at casinos, Indian gaming supports an estimated 33,800 additional jobs in California through subsequent rounds of spending by employees, vendors, construction firms, tribal governments and other affected businesses.
- The jobs created by Indian gaming are predominantly located in counties with historically high rates of unemployment and low per capita income.
- Casino employees, 92 percent of whom hold full-time positions, earn wages comparable to the wages of workers in other similar service industries.

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## *Executive Officers*

### **Chairman**

Anthony Miranda  
Pechanga Band of Luiseno Indians

### **Treasurer**

Ken Gilbert  
Mooretown Rancheria

### **Vice Chairperson**

Mary Ann Martin Andreas  
Morongo Band of Mission Indians

### **Executive Director**

Jacob L. Coin  
CNIGA  
1215 "K" Street, Suite 1020  
Sacramento, CA 95814



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## *Member Tribes*

1. Augustine Band of Mission Indians\*
2. Barona Band of Mission Indians \*
3. Bear River Band of the
4. Rohnerville Rancheria\*\*
5. Big Lagoon Rancheria
6. Big Sandy Rancheria \*
7. Big Valley Rancheria \*
8. Bishop Paiute Tribe \*
9. Buena Vista Rancheria of Me-Wuk Indians \*\*
10. Cabazon Band of Mission Indians \*
11. Cahuilla Band of Mission Indians \*
12. Chemehuevi Indian Tribe \*
13. Colorado River Indian Reservation
14. Colusa Indian Community Council \*
15. Coyote Valley Band of Pomo Indians \*
16. Cuyapipe Band of Mission Indians \*\*
17. Dry Creek Rancheria \*\*
18. Elk Valley Rancheria \*
19. Enterprise Rancheria
20. Greenville Rancheria
21. Grindstone Indian Rancheria
22. Hopland Band of Pomo Indians \*
23. Inaja-Cosmit Band of Mission Indians
24. Ione Band of Miwok Indians
25. Jamul Indian Village \*\*
26. La Jolla Indian Reservation \*
27. Laytonville Rancheria\*
28. Los Coyotes Band of Indians
29. Lytton Rancheria
30. Manzanita Band of Mission Indians \*\*
31. Mechoopda Indian Tribe
32. Mesa Grande Band of Mission Indians
33. Middletown Rancheria \*
34. Mooretown Rancheria \*
35. Morongo Band of Mission Indians \*
36. North Fork Rancheria
37. Paskenta Band of Nomlaki Indians \*
38. Pechanga Band of Luiseño Indians \*
39. Pit River Tribe \*
40. Potter Valley Rancheria
41. Ramona Band of Cahuilla Indians
42. Redding Rancheria \*
43. Redwood Valley Little River Band of Pomo Indians
44. Robinson Rancheria \*
45. San Pasqual Band of Mission Indians \*
46. Santa Ysabel Band of Diegueno Indians
47. Scotts Valley Band of Pomo Indians
48. Sherwood Valley Rancheria \*
49. Shingle Springs Rancheria \*\*
50. Smith River Rancheria \*
51. Sycuan Band of Kumeyaay Indians \*
52. Table Mountain Rancheria \*
53. Torres Martinez
54. Tule River Indian Reservation \*
55. Tuolumne Band of Me-Wuk Indians \*
56. Tyme Maidu / Berry Creek \*
57. Upper Lake Rancheria
58. Yurok Tribe

\* Gaming Tribe

\*\*Compacted Tribe who is not engaged in gaming



# CALIFORNIA NATIONS INDIAN GAMING ASSOCIATION

## *Answers to Common Questions About Tribal Government Gaming*

**Q. Did the Indian Gaming Regulatory Act (IGRA) create Indian gaming?**

**A.** No. Gaming is a right of Indian nations. Large-scale Indian gaming, mainly in the form of bingo, predated IGRA by about 10 years. The U.S. Supreme Court in 1987 recognized Indian people's right to run gaming when it ruled that states had no authority to regulate gaming on Indian land if such gaming is permitted outside the reservation for any other purpose (*California v. Cabazon*). Congress established the legal basis for this right when it passed IGRA in 1988.

**Q. How many tribes have signed compacts with the State of California?**

**A.** On September 10, 1999 fifty-eight (58) tribal governments signed tribal-state compacts with Governor Gray Davis. The compacts were signed by the Secretary of the Interior Bruce Babbitt, and printed in the Federal Register on May 16, 2000. Since September of 1999, three additional tribes have signed tribal-state gaming compacts bringing the total number of compacts in California to sixty-one (61).

**Q. Will non-gaming tribes benefit from Indian gaming?**

**A.** Yes. For the first time in United States history, the compacts negotiated between the California tribal governments and the state of California included a provision for revenue sharing with non-gaming tribes.

**Q. How do tribes use the revenue generated from Indian gaming?**

**A.** Gaming on Indian reservations is operated by tribes to fund governmental programs. IGRA requires that all revenues from tribal gaming operations be used solely for governmental or charitable purposes. Much like state governments determine the use of lottery revenues tribal governments determine how gaming proceeds are to be spent. Indian tribes are using gaming revenue to build houses, schools, roads and sewer and water systems; to fund the health care and education for their people; and to develop a strong, diverse economic base for the future.

**Q. Are Indians required to pay taxes?**

**A.** Yes. All Indian people pay federal income, FICA and social security taxes. Only the small percentage of Indians who live and work on their own federally recognized reservations - not unlike soldiers and their families living on military installations - are exempt from paying state income and property taxes. However, they still pay taxes such as sales and all other special and excise taxes.

According to the National Indian Gaming Commission, Tribal government gaming Operations generated 12.7 billion-dollars in revenue in 2001. Indian gaming creates jobs, increases economic activity and generates tax revenue both on and off the reservation. Consider the following: in San Diego county alone, tribal gaming has been responsible for the creation of more than



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## *Answers to Common Questions About Tribal Government Gaming*

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5,000 well-paying jobs, with a payroll of \$44 million per year (and the associated payroll taxes and employee income taxes).

**Q. Who supports Indian gaming?**

**A.** A majority of Americans support Indian gaming. Public opinion surveys both nationally and with in various states, conclusively demonstrate that the public strongly supports gaming on Indian reservations. In the 1998 elections, 13 state and local referendums that dealt with gaming and Indian gaming won with overwhelming support from people of all walks of life. In 1998 California voters passed Proposition 5 with more than 63% voter approval. The following year Proposition 1A was passed with 64% of the votes.

**Q. How is Indian Gaming regulated?**

**A.** The tribes, as governments, are the first to be vigilant in protecting the integrity of projects they rely upon to feed, clothe, educate and employ their people. Tribal governmental gaming is regulated on three separate and distinct levels, in contrast to the single level of commercial gaming. The first level of regulation comes from the tribes themselves. With the establishment of the Indian gaming Regulatory Act (IGRA), tribes are mandated to establish a regulatory body (tribal regulators and commissions) to keep operations in compliance with local ordinances and state compacts. The second level is the State Gaming Department. The state will regulate the areas that have been negotiated with the tribes in the tribal-state compacts. The third level is the National Indian Gaming Commission, which became operable in February 1993 to oversee the regulation of Indian gaming. Other oversight entities include the federal government, the Department of Justice, FBI, and Bureau of Indian Affairs.

**Q. Does Indian gaming work as a means of economic development for tribes and states?**

**A.** Yes. Indian gaming is providing substantial economic benefits in states where the tribes and states have worked together to develop mutual goals. IGRA is working to the benefit of Indians and non-Indians in several states, including California, Washington, Arizona, Minnesota, Wisconsin, Michigan, and Connecticut. Reservations are slowly recovering from decades of failed well-meaning governmental programs. Indians and non-Indians are proudly leaving welfare rolls and getting payroll checks. They are taxpayers instead of tax users. Local and state governments are enjoying increased tax revenues. Only in those few instances where states failed to negotiate fair compacts in "good faith" in violation of IGRA has the process not worked.

**Q. Are better economic development alternatives to gaming available to tribes?**

**A.** Indian gaming is the first - and only - economic development tool that has ever worked on reservations. The majority of reservations are in remote, inconvenient locations on land that nobody else wanted. Before tribal government gaming, there had been little success with



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public or private sector economic development on reservations. The states have not proposed any specific or credible alternatives to Indian gaming as a meaningful source of tribal revenues and jobs. The National Gambling Impact Study Commission found that "no other economic development other than gaming has been found." Moreover, tribal governments are using gaming proceeds to diversify and conduct other economic enterprises.