



## Letter From The Chairwoman



It is our pleasure to present the third Annual Report for the Arizona Indian Gaming Association (AIGA). This report celebrates the contributions that gaming tribes are making for all Arizonans. Native people have a tradition of sharing with the community, whether we are sharing our knowledge and wisdom, artistic heritage or our natural or manmade resources. This tradition of cooperation and sharing is common to all tribes and is part of our culture. In Arizona, for example, in the 1800s, when the Pima people saw the needs of the military and settlers, they willingly shared their water and food with them. Sharing is a tradition that repeats throughout our history.

With the passage of the Indian Gaming Regulatory Act (IGRA) and the subsequent agreements reached with the state of Arizona for tribes to establish and continue gaming on their lands, we are now sharing the benefits from our successful enterprises with our own people and with others throughout our state. The magnitude of sharing represents a remarkable change in a very short time frame. Twenty-five years ago, no one could have imagined that Arizona tribes, always the poorest of the poor, would be contributing millions of dollars every year to support education, health care, conservation and tourism to the state of Arizona. Or that hundreds of charities would be helped every year by generous grants and donations from individual tribes.

While this report is a celebration of sharing, it is also a call to action. Tribal leaders are aware that, in sharing our resources, we are also making decisions that impact our own people. Tribal people have serious, unmet needs, whether they are living on the vast Tohono O'odham Nation in Southern Arizona, on the Fort Mojave tribal lands in the far Northwest or in the tiny Havasupai reservation located in the bottom of the Grand Canyon or on any of the other reservations in this state. Many of our people still live in substandard housing and suffer from a lack of adequate health care and basic social services. Some are still waiting for telephone service.

Since the passage of Proposition 202 in 2002, our industry is generating revenue for gaming and non-gaming tribes to help meet these unmet needs. But problems on Arizona's reservations are hundreds of years old. It will take many more years to correct centuries of neglect.

This report is a statement of progress made and promises still to keep. Above all, it affirms that the Arizona tribes are working hard to realize the full intent of IGRA which is to increase economic opportunities for Indian people so that our children and their children will have a better future. On behalf of the 19 tribes that are members of the Arizona Indian Gaming Association, thank you for your support and your interest in our industry.

Sincerely,

Delia Carlyle  
Chairwoman, Arizona Indian Gaming Association

## Letter From The Executive Director



With the fine leadership of our board of directors of the Arizona Indian Gaming Association (AIGA), AIGA completed another year of accomplishments. Under the direction of our executive committee, Chairwoman Delia Carlyle; Vice Chairwoman Bernadine Burnette; Secretary Herminia Frias; and Treasurer Carleton P. Albert Sr., the 19 member tribes continued to work with each other and with the state of Arizona to improve our industry, and comply with all tribal, state and federal regulations.

When I am asked to speak about tribal gaming, I always emphasize that governmental gaming on tribal lands was designed to help Native American tribes generate revenues to provide for basic governmental services because so many tribes continue to have such dire needs. In an article in the *Wall Street Journal*, October 11, 2006, Victoria Wight, director of Merrill Lynch's Native American Banking and Financial Services Group, stated this well. "[financial] Advisors can sometimes forget that the tribe is a government and that the money is flowing back to provide services such as schools, hospitals and housing," she noted.

I also describe how gaming on tribal lands is expected to help tribes move beyond a dependence on gaming for their economic livelihood in the long term. That same *Wall Street Journal* article quoted Steve Stallings, director of Native American Banking Services at Wells Fargo who emphasized, "Tribes are looking to diversify into areas where they can make attractive returns, and they also want to be viewed as good tribal corporate citizens by making investments in local communities."

This report details how gaming tribes in Arizona are using their revenues to provide for basic governmental services for their members while diversifying their economies and also helping others. Four years after the voters of Arizona passed Proposition 202, AIGA member tribes are making a positive difference for all of Arizona.

Thank you for your support of our industry.

Sincerely,

Sheila Morago  
Executive Director AIGA

## Arizona Indian Gaming Association

The Arizona Indian Gaming Association (“AIGA”), a 501 ( c ) 6 non-profit organization, has a membership of 19 tribes representing 90% of the Indian people living on reservations in Arizona.

AIGA was established in November 21, 1994 by Arizona tribal leaders. The Association is committed to advancing the lives of Indian peoples—economically, socially and politically—so Indian tribes in Arizona can achieve their goal of self-reliance.

The Association is committed to protecting and promoting the general welfare of tribes striving for self-reliance by supporting tribal gaming enterprises on Arizona Indian lands. Speaking on behalf of its member tribes with one, unified voice, AIGA serves as a clearinghouse and educational, legislative and public policy resource for tribes, policymakers and the public on Indian gaming issues and tribal community development. This organization is deeply committed to maintaining and protecting Indian sovereign governmental authority.

Current membership includes: Ak-Chin Indian Community, Cocopah Tribe, Fort McDowell Yavapai Nation, Fort Mojave Tribe, Gila River Indian Community, Havasupai Tribe, Hualapai Tribe, Kaibab-Paiute Tribe, Navajo Nation, Pascua Yaqui Tribe, Quechan Tribe, Salt River Pima-Maricopa Indian Community, San Carlos Apache Tribe, San Juan Southern Paiute, Tohono O’odham Nation, Tonto Apache Tribe, White Mountain Apache Tribe, Yavapai-Apache Nation and the Zuni Tribe.

Sheila Morago is the Executive Director of the Arizona Indian Gaming Association





## We have needs that we are working to meet.

Note: All national facts are from A Quiet Crisis. Federal Funding and Unmet Needs in Indian Country, U.S. Commission on Civil Rights, July 2003 and We the People: American Indians and Alaska Native in the U.S., U.S. Census Bureau

### Health Care

#### A national snapshot of Native America

- Native Americans have a lower life expectancy (nearly 6 years) than any other group and have higher rates of many diseases, including diabetes, tuberculosis and alcoholism.
- Native Americans lag 20 - 25 years behind the general population in health status. The unmet health care needs of Native Americans remain among the most severe of any group in the United States. Most Native Americans do not have private health insurance and rely on the Indian Health Service for health care.
- Native American adults are more than 3 times as likely to have diabetes as the U.S. population in general. Native American children also experience higher, and growing, rates of diabetes. It is estimated that it would cost \$425 million per year to care for those who are currently diagnosed with the disease.
- Health facilities are frequently inaccessible and medically obsolete, and preventive care and specialty services are not readily available. It is estimated that \$1 billion is needed for construction of health facilities.



*Left: Ladies from the Yavapai Apache Nation work out on new fitness equipment that Nation has purchased with revenues from gaming.*

*Below: Vickie Seccombe, Director, Fort Mojave Indian Health Center, is pleased that the Tribe's pediatric patients enjoy the care and facilities at the new health care clinic.*

- In 2004, according to the Health Status Profile of American Indians in Arizona, 2004 Data Book, American Indian residents in the state ranked worse than the statewide average 48 times on 70 health indicators including maternal lifestyle and health, diabetes, chronic liver disease, infant mortality, median age at death from all causes, cervical cancer, SIDS, and chronic hypertension.

#### Arizona gaming tribes: Working to meet our health care needs.

To encourage a healthier lifestyle and fight diabetes, the TOHONO O'ODHAM NATION completed five recreational centers located throughout the far-flung Nation. These centers include new amenities for the Nation such as swimming pools, basketball courts, exercise rooms and lighted softball and soccer/football fields.



To meet the health care needs of its elders, in 2006 the YAVAPAI-APACHE NATION began construction on a new center for elders that includes offices for medical staff.

Because the Community is committed to providing an environmentally healthy place for its members to live and work, the AK-CHIN INDIAN COMMUNITY was honored by the U.S. Environmental Protection Agency for creating an effective environmental department. The honor noted that illegal dump sites were prevented, an illegal dump was cleaned up, more than 90 vehicles and 184,000 pounds of auto scrap and farm and truck tires were removed, and 53,030 pounds of scrap metal, 46,000 pounds of scrap appliance and 432 batteries were



*Gaming dollars help pay for the services of Dr. Scheweda, a full-time physician for the Yavapai Apache Nation.*



*Left: A new home under construction on the Yavapai Apache Nation, one of 35 built in 2006.*

*Below: In Phase II on the Ak-Chin Indian Community, 26 more homes will be built at a cost of \$7.2 million. If the Community depended solely on HUD funds to develop these homes, the Community would only be able to build one-to-two houses each year.*

removed. In addition all underground storage and septic tanks in the community were cleaned.

Because adequate medical care has not been available on the reservation, in August, 2006, the SAN CARLOS-APACHE TRIBE constructed and dedicated a new outpatient clinic with 18 exam rooms to meet the growing needs of its community. The tribe is also planning to renovate the old patient business office and waiting room and will expand the emergency room.

The AK-CHIN INDIAN COMMUNITY is using its revenues from gaming and other enterprises to renovate its old Community Center so that it can serve the membership as a new home for Cultural Resources, Diabetes Prevention and Social Services.

To meet the health care needs of its population on the west side of the Nation who would have to travel for more than an hour to get medical attention, a new hospital/clinic was recently opened on the TOHONO O'ODHAM NATION. This modern facility provides a wide range of services to the entire western half of the Nation.

## Housing

### A national snapshot of Native America

- Approximately 40% of reservation housing is considered inadequate compared with 6% nationwide. One in five reservation homes lacks plumbing and 16% lack telephone service. 8% of Native American homes still

lack safe water as compared to 1% of all U.S. homes.

- Overcrowding on Indian lands is six times the national rate. More than 1/3 of the homes on Indian trust lands are overcrowded.
- It is estimated that the level of funding needed for housing in Native American communities is \$1.1 billion. Some families remain on the waiting lists for housing for a decade or more.
- In addition to housing construction issues, large investments are needed for construction of water lines, sewage, sanitation facilities, electricity and roads.
- According to the 2000 Arizona Affordable Housing Profile, the total affordability gap in Arizona is estimated at about 10.3% of all households. The affordability gap on Native American Indian reservations in Arizona is estimated at 56.7%. The study defines the affordability gap as “the difference between the number of households within each income range and the number of housing units affordable to those households.” It noted some of the factors affecting housing affordability including home prices increasing faster than wages and the cost of living; household incomes below the national average and losing ground to inflation; explosive population growth with an increasing proportion of low incoming households; and “Native American households that are facing



similar, if not more severe, housing affordability issues.”

### Arizona gaming tribes: Working to meet our housing needs.

In 2006 the YAVAPAI-APACHE NATION built 35 new homes for tribal members.

The AK-CHIN INDIAN COMMUNITY is building 25 new three and four-bedroom homes on the Community in Phase I for its members who had previously lived in older HUD homes. The company, Pace Pacific Corporation, is Native American owned and is headquartered in Tempe, Arizona. The development includes 52 lots and features four styles of homes.

Because many Community members historically have had little access to bank financing and are inexperienced in financial matters, the SALT RIVER PIMA-MARICOPA INDIAN COMMUNITY created the Salt River Financial Services Institution in 2006 to provide the Community with home and home improvement loans, along with business loans and business development coaching, financial education, credit counseling and savings programs.





*Left: Gaming revenues are being directed to improve basic services, such as police and fire, for the people of the Yavapai Apache Nation.*

*Below: A member of the Tohono O'odham Nation police department stands in front of confiscated drugs from a major drug raid that took place in 2006.*



## Law Enforcement

### A national snapshot of Native America

- The typical Native American police department serves an area the size of Delaware. These areas are patrolled by no more than three police officers, and as few as one at a time.
- Native American communities, many of which occupy border lands, have been left out of the homeland security funding pool.
- Native Americans are twice as likely as any other racial/ethnic group to be victims of crime.
- Per capita spending on law enforcement in Native American communities is roughly 60% of the national average.
- The population served by Indian police agencies is larger than the Indian population itself because many non-Indians use tribal services, roads, land, and public places.
- Tribal justice systems have been underfunded for decades, which has hampered the effectiveness of tribal

courts. When surveyed about the most urgent needs, tribal court officials responded that the most critical was funding for construction and renovation of tribal justice facilities. This was followed by funding to employ and train judicial and court personnel. Tribal courts are key to economic development and self-sufficiency.

- Native Americans experience the highest meth usage rates of any ethnic group in the nation because Mexican drug cartels purposefully target rural Native American reservations, both for the sale of meth and as distribution hubs. Native communities are targeted because of the complex nature of criminal jurisdiction on Indian reservations, and because Tribal governmental police forces have been historically underfunded and understaffed.
- In Arizona, The YAVAPAI-APACHE NATION estimates that approximately 90% of their open child welfare cases are related to methamphetamine.

### Arizona gaming tribes: Working to meet our law enforcement needs.

The FORT MCDOWELL YAVAPAI NATION'S police, fire, court and prosecutor's offices have been housed in temporary trailers for many years. This year construction began on a permanent justice center. The \$7 million building is being built near the casino on Fort McDowell Road and will serve the needs of this nation.

With the second-largest land base of any tribe in the U.S., the TOHONO O'ODHAM NATION is the only Indian tribe or nation that has 75 miles along the U.S.-Mexico border. With up to 1,500 people crossing from Mexico through the Nation's lands each day, the Tohono O'odham continue to be overwhelmed by this issue. The Tohono O'odham Police Department continues to play a major role in protecting the U.S. border and the Nation spends more than \$3 million annually for this protection. In addition to paying to patrol the border, the Nation pays for all the expenses associated with people who die on the Nation while trying to cross into the U.S., which is about 155 people a



*Members of the Yavapai Apache forest fire fighting team provide a service for all Arizonans.*

year. The Nation's police officers are also on the front line of the drug war. In 2006, more than 300,000 pounds of narcotics coming from Mexico were confiscated on the Nation.

More than 500,000 doses of methamphetamine were removed from the SALT RIVER PIMA-MARICOPA INDIAN RESERVATION after a seven-month investigation by tribal police and federal narcotics agents. The bust was the work of a multiagency task force created through the Drug Enforcement Agency and was thought to be the first to specifically target meth on an Arizona reservation. Mesa and Scottsdale police contributed to the investigation, along with Immigrations and Customs Enforcement; the Bureau of Alcohol, Tobacco and Firearms; the Federal



*Trash left from people passing through the Nation from Mexico continues to be a major expense and problem for the Tohono O'odham Nation.*

*Right: Revenues from gaming are being spent by the Yavapai Apache Nation to help children get the best educational start.*

*Below: Gaming dollars are building a better future for children like this Yavapai Apache young girl.*



Bureau of Investigation; Fort McDowell police; Tohono O'odham police; and the U.S. Attorney's Office. Officials said the partnership between tribal police and federal authorities could become a model for other tribes.

## Education

### A national snapshot of Native America

- Native American students face deteriorating school facilities, weak curricula, underpaid teachers, outdated learning tools, and cultural isolation. As a result, achievement gaps persist with Native American students scoring lower than any other racial/ethnic group in basic levels of reading, math and history.
- Native American students are less likely to graduate from high school and more likely to drop out than other students.
- 33% of Native Americans have less than a high school degree (U.S. Census Bureau)
- While the Indian graduation rate in Arizona climbed 13% statewide from



2000 to 2004, that rate still trails the overall graduation rate of 77%. In Arizona, slightly more than 63% of Indians in the class of 2004 (the last year with complete statistics) graduated in four years.

### Arizona gaming tribes: Working to meet our education needs.

To help their children succeed in school, the TOHONO O'ODHAM NATION has built three new head start facilities. Since the land base of the Nation is larger than the state of Connecticut, these facilities are of great importance as parents were previously required to travel great distances.

In its continuing quest to provide more educational opportunities for its members, the YAVAPAI-APACHE NATION is building a community resource and learning center that will house education programs.

Since the 1960s, programs for pre-school children of the AK-CHIN INDIAN COMMUNITY have been housed in the old Community Center. In September, the Community broke ground for a separate school for the Ak-Chin Early Childhood Development Program which is designed to better meet the needs of this new generation.

The PASCUA YAQUI TRIBE gave money this year to buy computer equipment for Tucson neighborhood centers.



**Arizona gaming tribes:  
Working to build a community for  
our people.**

Because the Community administration building was physically deteriorating and the Community had no central focal point for gathering, in August, 2006, the SALT RIVER PIMA-MARICOPA INDIAN COMMUNITY started work on new tribal government and administration campus. When completed, it will house many of the Community's administrative departments in two, three-story

structures connected by a two-story, shaded outdoor bridge. The project includes a new Council Chambers, a cafeteria that will be open to the public, a renovated Friendship Park and an outdoor amphitheater.

To better serve the needs of its elders and other members, the YAVAPAI-APACHE NATION is constructing two new community buildings, a center for elders and a community resource and learning center.

The TOHONO O'ODHAM NATION is building a new 38,000 square foot Cultural Center and Museum to preserve and share its culture. The main building has a perfect view of the Baboquivari mountains, which are sacred to the Nation. The 30-acre site has a rich variety of desert plants and the new buildings disturb just six acres. To teach the Nation's children and adults about their heritage, the center will include desert trails and an area for storytelling since the Nation's culture and tradition

have largely been carried on through its oral tradition. The state-of-the-art complex includes a reading room, archives and a special collections library for historical documents and 3,000 historical and contemporary photos. The Nation is encouraging families to bring their artifacts to the Cultural Center for preservation and storage. Other museums in the region house extensive collections of the Nation's ancestors and the Cultural Center will be working with these entities to obtain these artifacts. Among other exhibits, the Cultural Center will have an exhibit on traditional housing styles. It will also collaborate with the Tohono O'odham Community College on language lessons and introduce a curriculum on museum studies. Because no movie theater exists on the Nation, the outdoor patio area was designed with a drop-down movie screen with rear projection to show outdoor movies.



*Above: The interior of the new Cultural Center and Museum for the Tohono O'odham Nation under construction in 2006.*

*Right: Revenues from gaming are financing the construction of the new Tohono O'odham Cultural Center and Museum.*





*Revenues from gaming helped construct a new Elderly Center for members of the Ak-Chin Indian Community.*



*Above: Gaming revenues are often used by tribes in Arizona to improve basic services such as sewers which are often inadequate on tribal lands.*



*Left: The Ak-Chin Indian Community spent revenue from their gaming enterprise to build a new combination preschool and multi-purpose building.*

*With revenues from gaming, the Salt River Indian Community is building a new tribal government and administrative center that will become a focal point for the Community.*





## As we diversify our economy, we positively impact neighboring economies.

*The Saguaro Course at the Fort McDowell Yavapai Nation is designed by Bill Coore and Ben Crenshaw and is located just north of the original We-Ko-Pa course, near the practice facility.*

### Poverty & Employment

#### A national snapshot of Native America

- According to the 2000 census, average unemployment on reservations is 14%, more than twice the national rate.
- Native Americans are more than twice as likely as the general population to face hunger and food insecurity at any given time.
- 31% of reservation inhabitants live in poverty, in contrast with the national poverty rate at 12%.

#### Arizona gaming tribes: Working to diversify our economies.

The FORT MOJAVE TRIBE, which has its land in Arizona, California and Nevada, opened the Mojave Crossing Event Center in June 2006 to attract national equine events and other arena-style programs to the Fort Mojave area. The \$25 million arena with its sand-and-clay mix floor covers 12,000 square feet and provides seating for 3,000. It also includes an 800-stall barn. In addition to equine events, Mojave Crossing Event Center will host dog shows, motocross, go-karts and tractor pulls and other events, attracting national and international audiences to the region. According to the Economic Impact of the Fort Mojave Tribal Economy, prepared by Russell Gum and Charles McCauley, ERCC Analytics L.L.C. March 2005, the impact on the local economy of the Tribe and associated business enterprises located on the reservation and other properties owned by the tribe is over \$190 million in terms of income, over \$102 million in terms of



wages and approximately 3,600 jobs. This is the equivalent in size to about 8% of the economy of Mohave County.

GILA RIVER INDIAN COMMUNITY is relocating its largest casino, Wild Horse Pass, next to Interstate 10 and plans to turn it into a “casino resort” with a 250-room hotel, 2,300-seat entertainment hall, conference facilities, spa, health club and multiple resorts, bringing another full-service entertainment venue to the Valley. THE GILA RIVER INDIAN COMMUNITY also gave a grant of \$170,000 to the City of Phoenix to expand the Downtown Phoenix Public Market.



*Above and right: Mojave Crossing Event Center. Arizona's horse industry expenditures exceed \$1.3 billion annually in direct, indirect and induced expenditures according to the Arizona Equine Economic Report in 2000. This amount is larger than the combined revenue of the Super Bowl, Fiesta Bowl, Phoenix International Raceway, and the FBR Open. In 2007, the center will add an RV park with 150 hook-ups.*







## HOTEL ELEVATIONS

The TOHONO O'ODHAM NATION broke ground this year on a new Desert Diamond casino, the first casino in southern Arizona to include a hotel. The \$120 million project totals more than 320,000 square feet. The 170,000-square-foot casino is scheduled to open by September 2007 and the 150,000-square-foot hotel is expected to open in October 2007. The 151 room, four-story hotel will feature standard and executive suites, banquet and conference facilities, fitness area, coffee bar and shops.

FORT MCDOWELL YAVAPAI NATION opened its second 18-hole golf course in December, 2006. The new course adds another attraction for residents and visitors, increasing the Valley's reputation as one of the world's best golf destinations.

The PASCUA YAQUIS operate Casino del Sol and Casino of the Sun, employing about 1,300 workers on the southwest side, while the TOHONO O'ODHAM NATION operates the two Desert Diamond Casinos and Golden Ha:san Casino near Why. The casinos employ about 1,200. Both tribes ranked in the top 20 in this year's *Tucson Daily Star* 200 survey of the area's largest employers.

*Gaming revenues are financing the new Desert Diamond hotel and resort for the Tohono O'odham Nation.*

**We are sharing our resources to meet our shared concerns.**

**ARIZONA BENEFITS FUND**

In November 2002, Arizona voters passed Proposition 202 which enabled the tribes to sign new compacts with the state of Arizona. The terms of the compacts state that Arizona’s 15 tribes with gaming operations will contribute a portion of their Class III Net Win to the Arizona Fund.

Fifty-six percent (56%) of the contribution to the Arizona Benefits Fund is deposited into the Instructional Improvement Fund. Twenty-eight percent (28%) reimburses hospitals for uncovered trauma and emergency services. Eight percent (8%) is deposited into the Arizona Wildlife Conservation Fund and another 8% is deposited into the Tourism Fund. Tribal gaming contributions also fund the administrative and regulatory expenses of the Arizona Department of Gaming, and provide educational, prevention, and treatment resources for problem gambling.

Tribes submit these contributions to the Arizona Department of Gaming (ADOG) on a quarterly basis. ADOG then transfers the funds to the appropriate entities.

**Tribal Contributions FY 2006**



**Tribal Contributions FY 2004 - FY 2006**





Children from the Yavapai-Apache Nation are benefiting from improvements in educational instruction.

### Where the Money Goes

Prior to the vote on Proposition 202, tribal leaders carefully considered how and where the shared revenues from gaming should be distributed. They determined immediately that, because they wanted these funds to have a direct and lasting impact, revenue from tribal gaming operations would fund specific needs rather than be absorbed into the General Fund. To identify these areas, tribal leaders reviewed major needs of the state and compared these to their own list of priorities. The final choice – education, health care, conservation, economic development and help for problem gamblers – reflects pressing needs for Arizonans while also meeting the cultural and societal concerns of tribes. This approach also allows tribes to track to the penny the impact that these shared revenues have on the state.

### Instructional Improvement Fund

Education, through the Instructional Improvement Fund, receives the largest portion of funds that tribes contribute to the Arizona Benefits Fund. These monies are distributed on a per capita basis to all state public and charter schools. Funds may be used by the schools in any of four different areas: teacher compensation, class size reduction, drop out prevention, and instructional improvement.

In 2006, tribes contributed \$40,021,044.55 to the Instructional Improvement Fund.

### Trauma & Emergency Services

In 2006, Arizona gaming tribes contributed \$20,020,522.28 to the Trauma & Emergency Services Fund. Since 2004, when the Arizona Benefits Fund was inaugurated, nearly 60 hospitals throughout Arizona have received funding for trauma centers and emergency departments.

This year, individual awards to hospitals and medical centers for trauma and emergency services ranged from \$1,008 award to the Benson Hospital Emergency Department to \$4,453,435 given to St. Josephs Hospital and Medical Center Trauma Center. All funds are awarded to the Arizona Health Care Cost Containment System (AHCCS) which then makes the grants.

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*I cannot tell you how important these funds are to support trauma care for Southern Arizona. The money the University Medical Center receives from Indian gaming is crucial to support the operations of the trauma center which treats over 4,500 injured patients each year. This money is used to support the infrastructure necessary to support services so that all specialties and services are available 24 hours a day seven days a week. It helps support the education of health care workers to maintain an expertise in trauma as well as community efforts supporting injury prevention.*

Michelle Ziemba RN, MSN  
Director of Trauma Program,  
University Medical Center, Tucson

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*Rather than having 35 (students), we have 25 in classroom, and we'll be able to give more students individual attention and help with dropout prevention to keep students in school.*

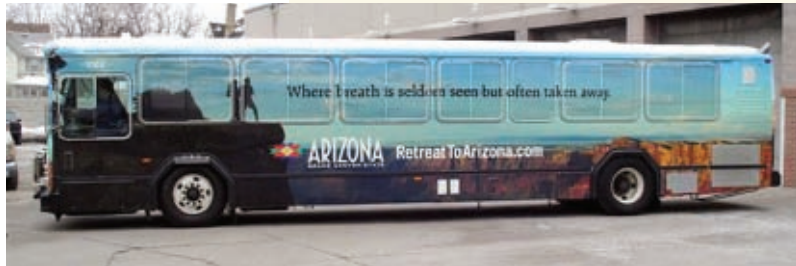
Chyrl Hill Lander, spokeswoman for Tucson Unified School District, commenting on TUSD receiving \$2.5 million in funding in 2006 from Arizona tribes.

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Right AOT takes its message on the road with enhanced funding from gaming dollars.

Below: Gaming dollars are being used to enhance marketing efforts to lure travelers from Las Vegas to Arizona.



### Arizona Office of Tourism

AOT uses funding from the Arizona Benefits Fund to develop and implement new and unique programs to position Arizona as a premier travel destination to in-state, national and international audiences. Because tribal tourism is an integral part of AOT's overall marketing and tourism development program, these marketing efforts also have a direct impact on Arizona tribes. AOT continually works to position Arizona as a leader in culture and heritage as this is a key area that sets Arizona apart from many of its competitors.



In 2006, AOT received \$5.7 million from the Arizona Benefits Fund.

In 2006, revenue from the Arizona Benefits Fund supported these key programs:

**Target Cities Campaign:** In 2006, this campaign reached Minneapolis, Chicago and Seattle with an integrated media mix of print, radio outdoor, broadcast and online advertising.

**Print:** Funding helped pay for advertisements placed in a wide variety of in-state and out-of-state daily newspapers and regional and national magazines.

**Radio:** Funds helped AOT buy radio time which is used primarily for in-state and regional marketing efforts.

**Broadcast:** Funding helped AOT buy television advertising to supplement the media activities in each target city.

**In-State Campaign:** This included a mix of media efforts using outdoor boards, print and radio.

**International Consumer Advertising:** With additional funds from the Arizona Benefits Fund, AOT conducted international consumer advertising for the first time ever in FY 2006. The focus was in Canada, Mexico and the UK.

**Online Campaign:** Web features such as banner advertisements and streaming video are part of this media mix.

**Sponsorships:** AOT is utilizing key strategic sponsorships to gain exposure for the state, as a travel destination.

**B-Roll/Photos:** Funds were used to add to the images that AOT makes available to promote the state.

**Segmented Marketing:** AOT is spending some of the funds to target the domestic Hispanic traveler market to develop meaningful and relevant messages for this high value visitor.

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*The Prop 202 dollars have allowed us to increase our ad buy and have a lot more value added in advertorial, which is where we can write about the destination and all the great opportunities visitors can have in traveling throughout Arizona. An ad is static photo of the experience, but advertorial brings the destination to life and helps us tell our story. This is the greatest thing that has happened with Prop 202 dollars.*

Margie Emmermann, Director  
Arizona Office of Tourism

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*Gaming revenues are helping AOT tell its story in San Diego.*



*Left: Gaming revenues are benefiting Arizona's Bighorn sheep population.*

*Below: Wildlife Conservation funds are also being used to study animals such as Bisons and Coyotes.*

### **Arizona's Wildlife Conservation Fund**

This fund is administered by the Arizona Game and Fish Department which uses these revenues to fund many important projects. Since the first quarterly payment in 2003, the Wildlife Conservation Fund has funded almost \$12.5 million in Conservation Programs.

Money received from the passage of Proposition 202 supports a variety of programs including restoring the site for Bighorn sheep in the Silver Bell Mountains and reintroducing Gould's turkey on Mount Graham and in the Huachuca and Chiricahua Mountains. The Arizona Wildlife Conservation Fund has also created a new generation of outdoors sportsmen by sponsoring the Scholastic Clay Target Program which introduced more than 400 youth to the opportunity to compete as a team in trap, skeet and sporting clays for state and national championships and for college scholarship money.

In 2006, the Arizona Game and fish Department's Wildlife Conservation Fund received \$5.7 million.

In addition to the above examples, projects funded by revenues from Tribal Governmental gaming include:

**Fish and Wildlife Health Program** – helps determine the causes of death and declines in fish and wildlife populations across the state via laboratory diagnostics, necropsies, and field investigations

**Invasive Species Program** – developing a consensus based definition of Invasive Species for Arizona and produce a report for the Governor with recommendation



for a coordinated policy to manage these Invasive Species

**Bison Study** – monitors bison movements to determine use on the Grand Canyon and opportunities for changing the harvest at the House Rock Wildlife area.

**Catchable Catfish Stocking** – purchases catchable catfish through the Urban Fish Program's contract. In 2006, fish were stocked in Francis Short Pond, Santa Fe Lake and Kaibab Lake.

**Support for Birding and Nature Festivals**

**Support for the Arizona Watchable Wildlife Tourism Association**

**Black Bear Study** – estimating black bear abundance

**Other Wildlife Studies** – tracks changes in trends in bobcats, coyote, and fox populations in Arizona

**Forest Restoration Research**



*Monies from Proposition 202, which the Arizona Game and Fish Department has dubbed the Wildlife Conservation Fund, are being used to conserve wildlife, to improve wildlife habitats and to enable more people to enjoy our unique and beautiful wild animals. Projects funded with Indian gaming monies include fish and game management, forest restoration research, wildlife disease monitoring, public access improvements, water development initiatives, and support for shooting ranges and the shooting sports.*

Bob Miles  
Arizona Game & Fish Department



**Grassland Restoration throughout the State**

**Land Acquisition** – for perpetual easements and road maintenance for projects under the Landowner Relations Program

**Improving Communications** – upgrade the radio system to improve law enforcement

**Wildlife Catchments** – develop necessary water infrastructure

**Arizona gaming tribes:  
Giving back to our neighbors.**

By the terms of our compact, 12 percent of the state shared revenues are directed to city, town and county governments for government services benefiting the general public such as public safety and promotion of commerce and economic development. Tribes also have the option of contributing these revenues to the Arizona Department of Commerce. Every tribe makes its own decisions regarding distribution of “12%” funds.

The TOHONO O'ODHAM NATION and its casino operations are also leading financial supporters of community programs and local governments in the region. This support has positively impacted hundreds of important organi-

zations across southern Arizona and will continue into the future.

This year the FORT MCDOWELL YAVAPAI NATION delivered \$260,000 to four Fountain Hills programs including \$140,000 to the Fountain Hills School District \$85,000 to the Town of Fountain Hills Tourism Association; \$25,000 to Fountain Hills Sheriff Posse; and \$10,000 to the Fountain Hills Community Theatre.

The computer lab at the Paiute Neighborhood Center has been refurbished with 30 new computers including monitors and printers, chairs and desks from a grant from the SALT RIVER PIMA-MARICOPA INDIAN COMMUNITY. A separate grant enabled the center to purchase a new 15-passenger, wheelchair-equipped vehicle to transport seniors and children for field trips.

The GILA RIVER INDIAN COMMUNITY awarded Apache Junction a \$77,958 grant to buy two new state-of-the-art live scan identification systems. Police will be able to retrieve up to 8 million images including mug shots, fingerprints, scars, marks and other data with the new system. The new technology will enable police to capture fugitives more efficiently and effectively. The Community also awarded \$275,000 to the West Valley Child Crisis Center to be used for operating costs and purchase of essential supplies including beds, food, clothing, medical and dental care.

“

*We all have shared quite a bit. Although we like to say that Fountain Hills is a suburb of Fort McDowell, the reality is that our two communities have many ties, including economic, education and transportation. We're good neighbors and we are becoming better neighbors.*

Raphael Bear, President Fort McDowell Yavapai Nation

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“

*This is one community; we have something special going on here.*

Wally Nichols  
Mayor Fountain Hills

*These [teacher training and teacher mentoring programs] are things we couldn't do without Fort McDowell's help. Fort McDowell sees these funds should be for all children, not just those on their side of the cattle guard.*

Dr. Marian K. Hermie  
Superintendent Fountain Hills Unified School District

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Every year since 2000 the YAVAPAI-APACHE NATION awards college scholarships to three, non-Indian graduating seniors, one from each of the Verde Valley High Schools. The four-year scholarship is valued at up to \$12,000 per year. This year's recipients will join 18 other Verde Valley students who have been supported by the Nation over the last six years, six of whom have already graduated. The program seeks to promote higher education and build

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*Most of the kids that use the computers don't have computers at home. Or, if they do, many don't have internet access or just have dial-up access. We try to keep everything working so they can have fun in the lab.*

Kurt Hartung  
Paiute Neighborhood Center  
Recreation Leader

”

bridges between the Yavapai-Apache culture and the greater community.

The TONTO-APACHE TRIBE'S recently remodeled and expanded recreation center and youth activities building proved popular with Payson residents. The facility includes a nearly Olympic-sized swimming pool and a weight room as well as activity rooms for activities from traditional and electronic games to crafts and study materials.

In 2006 the YAVAPAI-APACHE NATION contributed more than \$170,000 to support a wide variety of projects including infrastructure in Camp Verde, athletic programs in the Clarkdale-Jerome schools, public safety in Sedona and the remodeling of the Yavapai County Senior Center.

Since 2003, the SALT RIVER PIMA-MARICOPA INDIAN COMMUNITY has provided substantial funding to nearly 60 organizations in the metropolitan area to support health care, education, social services, infrastructure, science, the arts and culture.

The PASCUA YAQUI TRIBE gave \$200,000 to South Tucson to buy a garbage truck to help meet the needs of that growing community.

The Gilbert Fire Department was awarded a \$65,000 grant from the GILA RIVER INDIAN COMMUNITY to

purchase a fire-safety trailer to give children hands-on lessons in safety, such as getting out of a burning house and identifying dangers in the home “I want them to be able to know what to do when the smoke detector goes off,” said Jean Machnicki, community services coordinator for the Gilbert Fire Department. “That's a huge thing. Some kids will roll over and go back to sleep.” The trailer simulates a home, with a stove, dog water bowls and other elements that can be used as an interactive quiz on dangers.

## Arizona Department of Gaming (ADOG)

The terms of the compacts state that \$8 million or 9% of tribal contributions to the Arizona Benefits Fund, whichever is greater, go towards the payment of ADOG's regulatory and administrative costs. The Arizona Department of Gaming is the state agency which, along with the Tribal Gaming Offices and the National Indian Gaming Commission (for Class II games only), regulates Indian gaming in Arizona.

Under the tribal-state compacts, the Department's regulatory responsibilities include:

**Certification** – to ensure that unsuitable individuals and businesses are not involved in Class III gaming

**Regulation** – to ensure that the gaming operation is conducted in compliance with provisions of the compacts and to investigate reported violations

The Department does not receive any tax revenue or general fund monies for its support. ADOG receives its funding from the tribal contributions formula specified in Proposition 202 and passed by the voters in the 2002 General Election.

### Preventing and Treating Problem Gambling

The compact terms state that 2% of the tribal contributions to ADOG are to be used to fund programs for the prevention and treatment of, and education concerning, problem gaming.

In Arizona, three distinct but complementary approaches are in place to prevent and treat problem gambling. These include the efforts of the Arizona Office of Problem Gambling, the Arizona Council on Compulsive Gambling and training and education programs at all of Arizona's tribal casinos. AIGA directly and indirectly supports all three efforts.

In 2006, tribal contributions to the Arizona Office of Problem Gambling accounted for \$1,621,758.14. The program includes treatment and counseling; Gamblers Anonymous; help for families and a self-ban program. From July 2005 to June 2006, the helpline responded to 4,277 calls. Of these, 72% were from gamblers, 52% of whom are male.

“

*This program has been a life-saver. I tried to abstain from gambling by attending Gamblers Anonymous (GA) meetings alone, but I relapsed when personal problems became overwhelming. It wasn't until I participated in this counseling program that my recovery truly began. My counselor was very astute at reorganizing the issues and helping me figure out how to process things and let go. I recommend this program to everyone in GA that I speak to, especially newcomers.*

Arizona Office of  
Problem Gambling  
August 2004

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*The Arizona Department of Gaming has developed a successful partnership with the Arizona Indian Gaming Association and its member Tribes to promote the effective oversight of Indian gaming. We work jointly to address issues and solve problems to maintain a strong and proactive regulatory environment.*

Paul Bullis  
Director Arizona Department  
of Gaming

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## Arizona Council on Compulsive Gambling

Arizona Indian tribes have a long history of supporting the Arizona Council on Compulsive Gambling. A charitable, non-profit organization, it provides grass roots, immediate hotline help for problem gamblers and their families. An affiliate of the National Council on



***The tribal contributions for problem gambling make possible treatment for hundreds of individuals each year, a 24/7 crisis and referral help line, research, and community outreach throughout Arizona. Without these tribal contributions there would be no comprehensive state-wide problem gambling program.***

Rick Pyper, Director  
Arizona Office of Problem Gambling

***All compulsive gambling treatment, counseling, awareness and help is result of partnerships and funding from Indian gaming.***

Don Hulén  
Executive Director, Arizona Council  
on Compulsive Gambling



Problem Gambling, the program is staffed by local men and women who are recovering gamblers and trained to work with gamblers in crisis.

ACCG is not in the treatment business. It runs a 24 hour 1-800 crisis phone help for gamblers with problems and provides education to the general public about the myths and seriousness of problem and compulsive gambling in Arizona. The organization has trained over 400 health care professionals in the proper treatment of Pathological Gambling and has established the Certification Board for Arizona Professional Counselors in the treatment of Pathological Gambling and implemented the certification process. ACCG has plans for an educational program to secondary schools because of the significant rise in teenage gambling in Arizona.

### Arizona Casinos

Arizona Tribal Casinos aggressively support prevention and treatment of problem gambling through in-house programs. Casinos disseminate information on problem gambling to customers and to their staff. They provide training for employees to recognize problem gamblers and learn basic intervention techniques. Arizona casinos also support an Employee Assistance Program designed to help casino employees and their families cope with and find effective treatment for problem gambling.



***All of these programs complement each other. Not only do they work together, but most importantly, they are working.***

***Our casino employees are trained to recognize problems and provide assistance through the self-exclusion program we run. We also provide information about other programs that are helping problem gamblers. It's critical that we have all these programs available to help.***

Jon Jenkins  
President & CEO Casino Arizona





## 2006 AIGA HIGHLIGHTS

### Arizona Indian Nations and Tribes Legislative Day

Arizona Indian Nations and Tribes Legislative Day was held at the Arizona State Capitol in January, 2006. As part of the day's activities, Tribal leaders hosted a breakfast with Arizona Attorney General Terry Goddard. Tribal representatives addressed the legislature and met with legislative leaders throughout the day.



Arizona Attorney General Terry Goddard addresses Tribal leaders on Arizona Indian Nations and Tribes Legislative Day.



Fort McDowell Yavapai Nation President Raphael Bear and Salt River Pima-Maricopa Indian Community President Joni Ramos listen intently to the discussion.



Royalty from several tribes attend Arizona Indian Nations and Tribes Legislative Day.

### Governor Works With AIGA Tribes



Throughout the year, Governor Janet Napolitano continued to meet and work with Arizona Tribal leaders on issues that affect Arizona tribes. Governor Napolitano is the only governor who has instituted quarterly summits with Tribal leaders.



*Left: More than 60 vendors showed the latest technologies for gaming.*

*Below: NIGA Chairman Ernie Stevens, Jr. and Yavapai-Apache Chairman Jamie Fullmer attend the Southwestern Expo and show.*

### Southwestern Trade Show

More than 400 people attended the 9th Annual Southwestern Indian Gaming Conference & Expo held in Scottsdale on February 13 - 15, 2006. Sponsored by the Arizona Indian Gaming Association (AIGA) and the New Mexico Indian Gaming Association (NMIGA), the conference took place at the Radisson Fort McDowell and Casino. It marked the first time Arizona hosted this program.

The show was sold out weeks in advance with more than 60 vendors in attendance and conference attendees who came from more than 27 states. Panels showcased 40 leading experts on all aspects of gaming, casino CEO's of tribal governmental gaming nation-wide, and directors of nearly every regional gaming association. The golf tournament attracted 120 golfers.

Opening day included a welcome by Ernie Stevens, Jr., Chairman of the National Indian Gaming Association, Delia Carlyle, Chairwoman of the Arizona Indian Gaming Association and Charlie Dorame, Chairman of the New Mexico Indian Gaming Association. Speakers included Keller George, President, United South & Eastern Tribes, Phil Hogen, Chairman, National

Indian Gaming Commission, Deron Marquez, Chairman, San Manuel Band of Mission Indians, and Mark Van Norman, Executive Director, National Indian Gaming Association, among others. Conference topics ranged from a timely update on recent legislation on gaming by the Department of Justice by Phil Hogen to strategic discussions of how to streamline the internal audit process of a casino and improve marketing of table games.

### Global Gaming Expo

AIGA was well represented at the Global Gaming Expo (G2E) with both AIGA Chairwoman Delia Carlyle and AIGA Executive Director Sheila Morago on the program.



*Chairwoman Delia Carlyle is the only woman Tribal leader asked to serve on the keynote panel of the G2E.*



## BRIEF TIMELINE: Indian Gaming In the U.S. and Arizona

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### 1987 U.S. Supreme Court ruling in *California vs. Cabazon*

- Tribes could engage in forms of gambling that were not expressly prohibited by the state in which the tribe is located.
- If a state regulates gaming, in any form, then gaming falls under civil law for which Indian tribes cannot be prosecuted and the state is obligated under federal law to enter into compact negotiations with a tribe.
- If a form of gambling sought by a tribe is expressly prohibited by the state under criminal law, then the state can refuse negotiations for particular games on that basis.

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### 1988 Indian Gaming Regulatory Act, IGRA

- In response to *California vs. Cabazon* ruling, IGRA was passed to create a balance between the tribe's right to conduct gaming on their reservation and the public interest of the states in which the tribes are located.
- IGRA provided for the conduct of Class III gaming on Indian lands if tribal-state compacts are entered into and only if similar games are offered in that state.
- Stipulates that if a state refuses to negotiate in good faith with a tribe, the tribe can sue the state.
- Stipulates that the Secretary of the Interior can offer alternative compacting if regulations are in place and a state refuses to negotiate in good faith with a tribe.
- Identifies the ways in which Indian gaming revenues can be spent.
- Identifies three regulatory systems: the tribal regulatory office, State Department of Gaming, and the National Indian Gaming Commission.

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### 1992 Negotiations begin between the state of Arizona and the tribes

- Governor Fife Symington was granted legislative authority (H.B. 2352) for negotiating and signing compacts.
- First compact signed with Yavapai Prescott awarding them 250 slot machines.
- U.S. Attorney's office begins to seize Arizona Indian reservation slot machines. May 12, 1992, Fort McDowell refuses to turn over machines and a stand off begins.

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### 1993 Chief Justice Frank Gordon rules slot machines are permitted in Arizona

- Tribes must have a compact with the state of Arizona.
- Eight tribes sign compacts with the state of Arizona.
- Eight more sign compacts with the state of Arizona.

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### 1994 *Rumsey Indian Rancheria of Wintum Indian v. Wilson*

- Ninth Circuit Court of Appeals rules that "a state need only allow Indian tribes to operate games that others can operate, but need not give tribes what others cannot have."
- Governor Symington refuses to sign 17th tribal compact with Salt River Pima-Maricopa Indian Community, claiming that *Rumsey* prohibits him from signing.



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### **1996 Seminole Tribe of Florida vs. the state of Florida**

- Seminole tribe of Florida is denied a tribal state gaming compact from the state of Florida. The state refuses to negotiate in good faith and the lawsuit goes up to the U.S. Supreme Court. The Court rules that if a state refuses to negotiate in good faith, the tribe **cannot sue** the state.

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### **1996 Salt River Pima-Maricopa Indian Community places Proposition 201 – the Fairness Initiative – on the statewide ballot and sues the State of Arizona**

- Initiative allows the five remaining tribes (Navajo, Hopi, Havasupai, San Juan Southern Paiute and Salt River Pima-Maricopa Indian Community) to have a gaming compact if they want one.
- Prop 201 wins by 64% of the vote.

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### **1998 The Arizona Supreme Court rules in favor of Salt River Indian Community**

- A lawsuit is filed against Salt River and Governor Fife Symington prohibiting the provision of Prop 201 from being implemented, even though Symington signs 201 into law. The State Supreme Court rules in favor of Salt River.
- June 1998, Governor Jane Hull signs a compact with the Salt River Pima-Maricopa Indian Community.

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### **2002 17 Tribes in Arizona place Proposition 202 on statewide ballot**

- Initiative placed on ballot after two and one-half years of negotiation
- Initiative represents more than 90% of all Indians living on reservations in Arizona and more than 240,000 Arizona citizens who signed petitions to place it on the state ballot.

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### **November 5, 2002**

- Voters approve Prop 202.
- Ensures that gaming on Indian land continues providing jobs and generating vitally needed funding for such basic services such as education, housing and health care.
- Provides a mechanism for non-gaming tribes located in more remote areas of the state to benefit from gaming revenues.
- Shares a portion of gaming revenues with the State of Arizona and local governments. Initiative stipulates that 12% of state-shared gaming revenues are earmarked for city, town and county government services. After Department of Gaming administrative and regulatory costs, eighty-eight percent (88%) of the Arizona Benefits Fund is dedicated to local school districts for statewide dropout prevention programs, school readiness and reading programs, and classroom reduction programs; emergency services and trauma centers, wildlife and habitat conservation, tourism promotion and education, prevention and treatment of problem gambling.
- Provides additional regulatory oversight by the Arizona Department of Gaming.
- Allows gaming tribes to continue to make voluntary donations to local charities, community programs and the state university system. To date, these contributions have totaled millions of dollars each year.

## FACTS ABOUT NATIVE AMERICA

- ▶ By all statistical measures, American Indians are among the poorest people in the country.
- ▶ Despite the historic trust status with the U.S. government, tribal governments struggle to provide health, education, housing and related programs for their people.
- ▶ There are 2 million American Indians living in America today and 567 federally recognized tribes.
- ▶ Arizona has 22 federally recognized American Indian tribes.
- ▶ 38 percent of Indians, 6 to 11 years old, live below the poverty level, more than twice the number of the average U.S. citizen.
- ▶ 16 percent of Indian males and 13 percent of Indian females 16 years and older are unemployed as compared to 6 percent for average Americans.
- ▶ The suicide rate for 15 to 24 year-old Indians is more than twice that of any other American or ethnic group.
- ▶ Indians die younger than any other segment of the population. 13 percent of Indian deaths are under the age of 25. This compares to 4 percent of the U.S. population.
- ▶ The alcoholism death rate for Indians age 15-24 years old is more than 17 times the comparable rate for other Americans.
- ▶ Homicide is the second leading cause of death among Indians 14 years old and younger and the third leading cause of death for Indians 15-24 years old.
- ▶ Before World War I, Indians living on Arizona reservations were not legal U.S. citizens.
- ▶ Although Indians were exempt from the draft when the country entered the war in 1917, more than 8,000 Indian men and women voluntarily served in the Armed Forces.
- ▶ Congress passed the Indian Citizenship Act in 1924. Despite their being made U.S. citizens, Indians were not eligible to vote in Arizona.
- ▶ Facing World War II and the need for a universal draft, Congress again affirmed the citizenship of all Indian people “on or off reservation” in the Nationality Act of 1940.
- ▶ More than 25,000 Indian men and women served in the armed forces in World War II. But in Arizona, Indians were still not allowed to vote.
- ▶ After a lawsuit filed by two Yavapai men, Frank Harrison and Harry Austin, the Supreme Court of Arizona ruled on July 15, 1948, that Indians had the right to vote.

## Facts about Tribal Governmental Gaming

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567 federally-recognized Indian Tribes located in 35 states

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Represents about 2.3 million tribal members

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223 Tribal governments engaged in gaming (Class II or Class III)

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413 Tribal governmental gaming operations

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28 Tribal-State gaming compacts

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Revenue in 2005: \$22.6 billion

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600,000 plus jobs created – 75% held by non-Indians. (In some remote areas, where unemployment is rampant, 80% of the Tribal governmental gaming employees are Indian).

Source on statistics: National Indian Gaming Association (NIGA).

# TRIBAL LANDS



Ak-Chin Indian Community <i>Harrah's Ak-Chin Casino</i>	Havasupai Tribe	San Juan Southern Paiute Tribe
Cocopah Tribe <i>Cocopah Casino</i>	Hualapai Tribe	Tohono O'odham Nation <i>Desert Diamond Casino I &amp; II and Golden Ha'San Casino</i>
Colorado River Indian Tribes* <i>Blue Water Casino</i>	Hopi Tribe*	Tonto Apache Tribe <i>Mazatzal Casino</i>
Fort McDowell Yavapai Nation <i>Fort McDowell Casino</i>	Navajo Nation	White Mountain Apache Tribe <i>Hon Dah Casino</i>
Fort Mojave Indian Tribe <i>Spirit Mountain Casino Valley, Avi Resort Casino</i>	Pascua Yaqui Tribe <i>Casino of the Sun Casino Del Sol</i>	Yavapai-Apache Nation <i>Cliff Castle Casino</i>
Fort Yuma-Quechan Tribe <i>Paradise Casino</i>	Salt River Pima-Maricopa Indian Community <i>Casino Arizona at Salt River Casino Arizona at Talking Stick</i>	Yavapai Prescott Tribe* <i>Yavapai Gaming Center &amp; Bucky's Casino</i>
Gila River Indian Community <i>Gila River Casinos at Wild Horse Pass, Lone Butte and Vee Quiva</i>	San Carlos Apache Tribe <i>Apache Gold Casino</i>	Zuni Tribe

\*Not a member of AIGA

## A SNAPSHOT: INDIAN GAMING IN ARIZONA 2006

- ▶ 21 tribes have compacts.
- ▶ 15 tribes operate 22 gaming facilities.
- ▶ Total slot machines in Arizona: 12,806
- ▶ Total table games: 459
- ▶ Indian gaming creates more than 11,000 first tier jobs.
- ▶ Only 43% of these jobs are filled by Native Americans.
- ▶ Tribal governmental gaming generated nearly \$40 million in payroll taxes.
- ▶ Tribal governmental gaming contributed more than \$110 million in employee benefits.
- ▶ Approximately \$247 million was spent on in-state vendors for food, merchandise and services.
- ▶ Arizona tribes and the state spent more than \$35 million in oversight.
- ▶ Arizona tribes spent more than \$25 million for tribal regulation.
- ▶ Arizona tribes contributed \$8 million of the \$10 million annual budget of the Arizona Department of Gaming.
- ▶ Arizona has 567 regulatory employees, which equates to one regulatory employee for every 23 games. In contrast, Atlantic City has 34,225 games in play and has only one regulatory employee for every 95 games; and Nevada, which has 211,760 games in play has one regulatory employee for every 492 games.
- ▶ Arizona spends roughly \$2600 per year per game for regulation, while Atlantic City, with a gaming industry three times the size, spends \$672 per game per year and Nevada, with twenty times the games, spends \$118 per game per year.



# The State Of Indian Gaming In Arizona



## Ak-Chin Indian Community

**Location:** Santa Cruz Valley, 35 miles south of Phoenix

**Reservation:** 21,840 acres; created in May 1912  
**Peoples:** Papago and Pima  
**Population:** 742

**Enterprises:** Agriculture, 109-acre industrial park  
**Attractions:** Him-Dak Museum displays tribal crafts and photos of the Ak-Chin people and a tribute to the Community's Veterans

**Gaming:**  
**Harrah's Ak-Chin Casino**  
[www.harrahs.com/our\\_casinos/akc/](http://www.harrahs.com/our_casinos/akc/)



## Cocopah Tribe

**Location:** Approximately 13 miles south of Yuma and bounded by the Colorado River

**Reservation:** 7,772 acres; created in 1917  
**Peoples:** Cocopah  
**Population:** 901

**Enterprises:** Farmland leases, convenience store, gas station and smoke shop  
**Attractions:** Tribal museum and tribal cultural center, golf course, swimming, tennis, Cocopah RV Park

**Gaming:**  
**Cocopah Casino**  
[www.cocopahresort.com](http://www.cocopahresort.com)



## Fort McDowell Yavapai Nation

**Location:** 23 miles northeast of Phoenix on Hwy 87  
**Population:** 960

**Reservation:** 24,000 acres; created in 1903  
**Enterprises:** Fort McDowell Farms, Fort McDowell Adventures, Yavapai Materials, Baja Gas Station, We-Ko-Pa Golf Course, Asah Gweh Oou-o RV Park, Radisson Fort McDowell Resort & Casino and Radisson

Poco Diablo Resort.  
**Attractions:** The Verde River, Fort McDowell Adventures and majestic view of Red Mountains

**Gaming:**  
**Fort McDowell Casino, "The Fort"**  
[www.fortmcdowellcasino.com](http://www.fortmcdowellcasino.com)



## Fort Mojave Indian Tribe

**Location:** Along the banks of the Colorado River, in both Arizona and Nevada

**Reservation:** 22,820 acres in Arizona; 3,862 acres in Nevada, and 6,298 acres in California  
**Peoples:** Ft. Mojave Population: 1,120

**Enterprises:** Agriculture, Mojave Crossing Event Center, Resort and Casino, Telecommunications and Retail.  
**Attractions:** Water activities; hiking, rock hounding and hunting in the Black Mountain Range east of the reservation

**Gaming:**  
**Spirit Mountain Casino**  
**Avi Resort Casino**  
[www.avicasino.com](http://www.avicasino.com)



## Fort Yuma-Quechan Tribe

**Location:** Along both sides of the Colorado River near Yuma.

**Reservation:** 43,958 acres total; 2,381 acres in Arizona; created in 1884  
**Peoples:** Quechan  
**Population:** 2,831

**Enterprises:** Tourism, agriculture (leased farm), sand and gravel (lease), utility company, and Quechan Market  
**Attractions:** Five trailer and RV parks, museum, bingo hall, water sports along the Colorado River

**Gaming:**  
**Paradise Casino**  
[www.paradise-casinos.com](http://www.paradise-casinos.com)



## Gila River Indian Community

**Located:** Just south of metro Phoenix, bordering Phoenix, Mesa, Gilbert, Coolidge, Casa Grande, Avondale and others  
**Reservation:** 373,365 acres; created in 1859.

**Peoples:** Pima-Maricopa  
**Population:** 16,500 (estimated)  
**Enterprises:** Agriculture, Health Care, Industrial Parks, Resorts, Golf and Entertainment, Telecommunications and others

**Attractions:** Sheraton Wild Horse Pass Resort and Spa, Whirlwind Golf Club, Toka Sticks Golf Course, Gila River Arts and Crafts Center, HuHugam Heritage Center, Firebird International Raceway, Bondurant School of High Performance Driving and Casa Grande Ruins National Monument

**Gaming:**  
**Gila River Casinos at Wild Horse Pass, Lone Butte and Vee Quiva**  
[www.wingilariver.com](http://www.wingilariver.com)



## Havasupai Tribe

**Location:** Southwest corner of Grand Canyon National Park.

**Reservation:** 185,516 acres, created in 1880  
**Peoples:** Havasupai  
**Population:** 650  
**Enterprises:** Government, packing and farming

**Attractions:** Four waterfalls with turquoise blue waters: the Navajo, Havasu, Mooney and Beaver, ranging from 1.8 miles to 8 miles from the village. Havasupai Tribal Museum offers tribal crafts  
[www.itcaonline.com](http://www.itcaonline.com)



## Hualapai Tribe

**Location:** Along 108 miles of the Colorado River and the Grand Canyon  
**Reservation:** 992,463 acres, created in 1883

**Peoples:** Hualapai  
**Population:** 2,210

**Enterprises:** Tourism, cattle ranching, timber sales and arts and crafts  
**Attractions:** Hunting, fishing, camping, river running  
[www.itcaonline.com](http://www.itcaonline.com)



## Kaibab-Paiute Tribe

**Location:** On the Utah border

**Reservation:** 120,413 acres; created in 1934  
**Peoples:** Paiute  
**Population:** 231  
**Enterprises:** Tourism, livestock, agriculture, fruit orchard, trailer park and campground

**Attractions:** Pipe Springs National Monument, Steamboat Rock, North Rim of Grand Canyon, Lake Powell, Glen Canyon all within easy touring distance  
[www.itcaonline.com](http://www.itcaonline.com)



## Navajo Nation

**Location:** Approximately the size of West Virginia, it spans Arizona, New Mexico and Utah  
**Reservation:** 17,686,465 acres total; 11,601,856 in Arizona; created in 1868

**Peoples:** Navajo  
**Population:** approximately 180,462  
**Enterprises:** Housing, utilities, arts & crafts business, lodging, radio, energy, retail centers, transit, engineering and construction.

**Attractions:** Monument Valley, Canyon de Chelly, Navajo National Monument, Chaco Culture National Historic Park, the Navajo Nation Fair, Navajo Tribal Museum, Four Corner's Monument Hubble Trading Post  
[www.navajo.org](http://www.navajo.org)



### Pascua Yaqui Tribe

**Location:** Pasqua Village in Tucson and Guadalupe near Phoenix.

**Reservation:** 892 acres total. A 222-acre reservation was created in 1964 in southeastern Arizona. In 1978, the Pascua Yaquis attained the same status as all other federally recognized U.S. Tribes. Additional acres were acquired in 1982.

**Peoples:** Pascua Yaqui  
**Population:** 12,918  
**Enterprises:** Gaming – Casino of the Sun and Casino Del Sol, AAA Pet Lodge, Del Sol Marketplace which includes a gas station, mini market and smoke shop.

**Gaming:**  
*Casino of the Sun*  
*Casino Del Sol*  
[www.casinodelsol.com](http://www.casinodelsol.com)



### Salt River Pima-Maricopa Indian Community

**Location:** 15 miles northeast of Phoenix; bordered by Scottsdale, Mesa, Tempe and Fountain Hills  
**Reservation:** 53,000 acres; created in 1879

**Peoples:** Pima and Maricopa  
**Population:** Membership 8,350 plus  
**Enterprises:** Salt River Materials Group, Red Mountain Trap & Skeet, Salt River Landfill, Cypress Golf Course, Talking Stick Golf Course, Saddleback Communication, Salt River Devco, Gaming Enterprise

**Attractions:** Hoo-Hoogam Ki Museum, Pavilions Shopping Center; Talking Stick Golf Club and Casino Arizona-Native art collection

**Gaming:**  
*Casino Arizona 101 & McKellips*  
*Casino Arizona 101 & Indian Bend*  
[www.casinoaz.com](http://www.casinoaz.com)



### San Carlos Apache Tribe

**Location:** Spans Gila, Graham and Pinal counties in southeastern Arizona.

**Reservation:** 1,826,541 acres; created in 1871  
**Peoples:** Apache  
**Population:** 11,328  
**Enterprises:** government, cattle ranching, gaming

**Attractions:** San Carlos Lake, Talkahai Lake, Seneca Lake, Point of Pines Lake, World Record Elk Harvest, hunting and fishing. The Culture Center in Peridot is one of two places in the world where peridot is mined.

**Gaming:**  
*Apache Gold Casino*  
[www.apachegoldcasinoresort.com](http://www.apachegoldcasinoresort.com)



### San Juan Southern Paiute Tribe

**Location:** For last hundreds of years, tribal members have lived in Northern Arizona, east of the Grand Canyon, bounded by the San Juan and Colorado Rivers.

**Reservation:** The Tribe is in litigation to establish and secure its land base.  
**Peoples:** Shares common heritage with Southern Paiutes of Utah, Nevada and California.  
**Population:** 265

**Enterprises:** None. Tribal members raise livestock; subsistence farming.  
**Attractions:** Can see native basket weaving at Paiute Canyon and Willow Springs

**Gaming:**  
*Desert Diamond Casino I and II*  
*Golden Ha'San Casino*  
[www.DesertDiamondCasino.com](http://www.DesertDiamondCasino.com)



### Tohono O'odham Nation

**Location:** Comparable in size to Connecticut, in south central Arizona and into Mexico, includes 12 communities.  
**Reservation:** 2,854,881 acres approximately 5,000 square miles; created in

1874. Incorporates the 71,095-acre San Xavier reservation, the 10,409-acre Gila Bend Reservation and the 20-acre Florence Village  
**Peoples:** Tohono O'odham  
**Population:** 27,500  
**Attractions:** San Xavier Mission Del Bac

(the White Dove of the Desert), Kitt Peak National Observatory, arts and crafts market, Baboquivari Mountain Park  
**Enterprises:** Papago Farms, San Xavier Industrial Park, Nursing Home, Tohono O'odham Community College, KOHN-FM Radio Station

**Gaming:**  
*Desert Diamond Casino I and II*  
*Golden Ha'San Casino*  
[www.DesertDiamondCasino.com](http://www.DesertDiamondCasino.com)



### Tonto Apache Tribe

**Location:** Next to Payson, AZ  
**Reservation:** 85 acres; created in 1972

**Peoples:** Tonto Apache  
**Population:** 110  
**Enterprises:** Gaming, Lodging, Retail and Government

**Attractions:** The reservation is surrounded by the Mazatzal Mountains, the Sierra Ancha Mountains, and the Mogollon Rim

**Gaming:**  
*Mazatzal Casino*  
[www.777Play.com](http://www.777Play.com)



### White Mountain Apache Tribe

**Location:** East central Arizona  
**Reservation:** 1,664,984 acres; created in 1891

**Peoples:** White Mountain Apache  
**Population:** 13,500+  
**Enterprises:** Livestock, agriculture, tourism, ski resort, timber mill, re-manufacturing plant

**Attractions:** Sunrise Ski Resort, elk hunting, fishing

**Gaming:**  
*Hon Dah Casino*  
[www.Hon-Dah.com](http://www.Hon-Dah.com)



### Yavapai-Apache Nation

**Location:** Central Yavapai County  
**Reservation:** 644 acres

**Peoples:** Yavapai-Apache  
**Population:** 1,638  
**Enterprises:** Storytellers Steakhouse, the Gallery Restaurant, Johnny Rockets restaurant, Shake Rattle & Bowl – Bowling Alley, Cliff Castle Lodge and Conference Center,

the Gathering Restaurant, Native Visions Tours, Yavapai-Apache Farm and Ranch & Yavapai-Apache Sand and Gravel

**Gaming:**  
*Cliff Castle Casino*  
[www.cliffcastlecasino.net](http://www.cliffcastlecasino.net)



### Zuni Tribe

**Location:** Northeastern Arizona  
**Reservation:** Over 12,000 acres (established in 1984)  
**Peoples:** Zuni (Ashiwi)  
**Population:** Over 10,000 tribal members

**Enterprises:** Zuni Furniture Enterprise, Pueblo of Zuni Arts & Crafts Enterprise, Zuni Forest Products & Services Enterprise  
**Attractions:** The Arizona portion of the Zuni Reservation is undergoing environmental restoration and is not open for tourist activi-

ties. The New Mexico portion of the Reservation (located on the Arizona/New Mexico border) has many world-class jewelry shops and is a popular destination for outdoor activities.  
[www.nativeamericans.com](http://www.nativeamericans.com)

### The Basics

#### *Tribes have a right to conduct gaming.*

As sovereign governments, tribes have always had the right to conduct all governmental activities, including gaming. Indian gaming is a right of Indian Nations, derived from sovereignty recognized by the Supreme Court and Congress. In 1987, the U.S. Supreme Court recognized Indian people's right to run gaming on Indian land if such gaming is permitted outside the reservation for any other purpose. Congress established the legal basis for this right when it passed the Indian Gaming Regulatory Act ("IGRA") in 1988.

#### *The Indian Gaming Regulatory Act provides the statutory foundation.*

A major purpose for the Indian Gaming Regulatory Act (IGRA) was "to provide a statutory foundation for Indian gambling operations as a means of promoting economic development, self-sufficiency and strong tribal government." Therefore IGRA established an economic rationale for Indian gaming on reservations. IGRA created three classifications of Indian gaming, Class I, II and III, and corresponding regulatory and gaming standards. And IGRA requires states to negotiate in good faith with Indian tribes that seek to enter Tribal-State compacts to conduct Class III gaming.

#### *Gaming is part of Indian culture.*

IGRA did not create Indian gaming. Gaming has always played a large role in the culture and traditions of many tribes. Gaming on Indian lands for both non-Indians and Indians began in the late 1970s when several tribes began operating commercial bingo and poker games on their reservations. This occurred at the same time that state lotteries were proliferating throughout the country.

#### *IGRA actually eroded tribal rights.*

Before IGRA, tribes did not have to consult states about their decision to have gaming on their lands. With IGRA, tribes were forced to negotiate with states in order to open casinos.

#### *Indian gaming is the first and only tool for self-sufficiency that has ever worked for tribes.*

Indian tribes are governments and like city and state governments must provide services for their citizens. But unlike other governments, tribes do not have a tax base to provide revenue for services. Gaming has enabled tribes to have a dependable source of revenue to meet critical needs. In 2004 tribes in Arizona used gaming revenues to improve infrastructure, deliver healthcare, upgrade education and create new housing. Moreover, tribal governments are using gaming revenues to diversify and conduct other economic enterprises.

### Gaming Revenues:

IGRA stipulates that revenues from Tribal Governmental Gaming must be used in five specific areas:

- To fund Tribal Government operations or programs;
- To provide for the general welfare of the Indian tribe and its members;
- To promote Tribal economic development;
- To donate to charitable organizations; or
- To help fund operations of local government agencies.

### Gaming Regulation:

- Tribal governmental gaming is regulated on three levels.
- Indian Nations and tribes are the primary regulators. 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.
- In Arizona, the compact includes regulation by the State.
- 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.



**According to 2003 United States Census Bureau,  
the Indian population in Arizona is estimated to be 294,137.**

*Arizona Gaming Tribes Are Helping  
Each Other.*

With the passage of Prop 202 in 2002,  
Arizona Tribes that are too remote to have  
casinos benefit from Indian gaming by receiv-  
ing funds through intertribal transfer agree-  
ments of gaming devices with gaming tribes.

**Facilities of AIGA Member Tribes**

Name	No. of Slot Machines	Poker Tables	Black Jack Tables	Date Opened
Apache Gold	496	5	6	May-94
Casino Arizona at Salt River	998	0	50	August-98
Casino Arizona at Talking Stick	532	45	36	March-99
Casino Del Sol	998	14	31	October -01
Casino of the Sun	507	0	6	March-94
Cliff Castle Casino	565	7	10	May-95
Cocopah Casino	475	0	8	November-92
Crossing Casino	223	0	0	August-06
Desert Diamond Casino	991	18	21	October-93
Desert Diamond II	603	0	15	July-01
Fort McDowell Gaming Center	775	30	18	January-93
Golden Hassan	40*	0	0	February-99
Harrah's Ak-Chin Casino	950	6	14	December-94
Hon Dah Casino	724	3	4	December-93
Lone Butte Casino	450	0	4	January-02
Mazatzal Casino	367	1	6	September-93
Paradise Casino	475	0	6	August-96
Spirit Mountain Casino	252	0	0	April-95
Vee Quiva Casino	675	14	14	December-97
Wild Horse Pass Casino	750	17	19	November-97

\*Class II only

## Indian Gaming & Regulation

*Indian gaming is regulated by the tribes, the state and the federal government.*

These are three separate and distinct levels.

*Tribes provide the first and primary level of regulation.*

The Indian Gaming Regulatory Act (IGRA) mandates that Tribes establish a regulatory body (tribal regulators and commissions) to ensure that operations are in compliance with local ordinances and Tribal/State compacts. Tribes are responsible for the on-site operation and management of all gaming facilities.

*The Arizona Department of Gaming (ADOG) serves as the second level of regulation.*

ADOG is responsible for enforcing Tribal/State compacts. The Department's regulatory responsibilities include certification of individuals and businesses and regulation of gaming operations to ensure compliance with compact provisions.

*The National Indian Gaming Commission is the third level.*

NIGC oversees regulation of Class II Indian Gaming nationally. Other Federal agencies responsible for enforcing laws relating to Indian gaming include the Interior Department, the Justice Department, the FBI, the IRS, the Secret Service and the Treasury Department's Financial Crimes and Enforcement Network.

## Tribal Governments and Sovereignty

*The U.S. Constitution recognizes Indian tribes as sovereign nations with self-governing powers.*

Tribes have the same status as states and foreign nations. The U.S. Supreme Court has consistently upheld this view.

*The U.S. Constitution gives primary authority over tribes to Congress, not to states.*

Tribal governments are not subservient to state governments; by law, tribes regulate their own civil affairs.

*Sovereignty is the right to govern yourself.*

When tribes gave up their lands in treaties with the U.S., they retained the right to continue governing themselves as they had for centuries. Like states, tribal governments make and enforce their own laws; provide services for citizens; raise and spend revenues; regulate commerce; establish citizenship rules and negotiate with other governments.

*Tribes set their own citizenship criteria, just as states do.*

Most require proof of blood quantum or lineal ancestry.

## **Taxes and Land**

*Indian tribes and Communities are sovereign governments. Sovereign governments do not tax one another.*

If they could, one government unit could seize power by taxing another out of existence.

*Tribal casinos are tax-exempt because they are government operations.*

They are not private, for-profit businesses. Congress intended tribal gaming to be a source of revenue for tribal governments, not a revenue source for states. Revenue from tribal governmental gaming acts in lieu of a tax base for tribal governments, almost all of which have few other resources.

In 2004 tribal government gaming nationwide generated \$5.5 billion in federal taxes, \$1.8 billion in state government revenue and more than \$100 million for local governments. In Arizona, in 2005, tribal governmental gaming generated approximately \$31 million in payroll taxes.

*All Indians pay federal income tax on all income, including on per capita payments.*

All Indian people pay FICA taxes, social security taxes, sales and other excise taxes. Only Indians who live and work on their

own federally recognized reservations – not unlike soldiers and their families living on military bases– are exempt from paying state income and property taxes.

*Indians do not receive regular payments from the federal government.*

Federal aid is directed to tribal governments, not to individuals. In rare cases, individual tribal members may receive direct payments as part of negotiated or court ordered settlement of land, treaty, mineral rights or other claims.

*Land has great spiritual and cultural significance to tribes.*

Even in modern times, activities like hunting, fishing, logging and farming provide a vital connection to Indian culture and traditions. Most tribes, therefore, do not view land as a commodity to be sold or “used”, but rather as a long-term cultural asset to be preserved.



## OFFICERS AND STAFF OF AIGA

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**CHAIRWOMAN** Delia M. Carlyle  
Chairman, Ak-Chin Indian Community

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**VICE CHAIR** Bernadine Burnette  
Vice President Fort McDowell Yavapai Nation

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**SECRETARY** Herminia Frias  
Chairwoman, Pascua Yaqui Tribe

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**TREASURER** Carleton P. Albert, Sr.  
Head Councilman, Zuni Tribe

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**EXECUTIVE  
DIRECTOR** Sheila Morago

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**ADMINISTRATIVE  
ASSISTANT** Luene Mansfield

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**ARIZONA INDIAN  
GAMING ASSOCIATION**

CREATING STRONG ECONOMIES • EMPOWERING INDIAN COMMUNITIES

