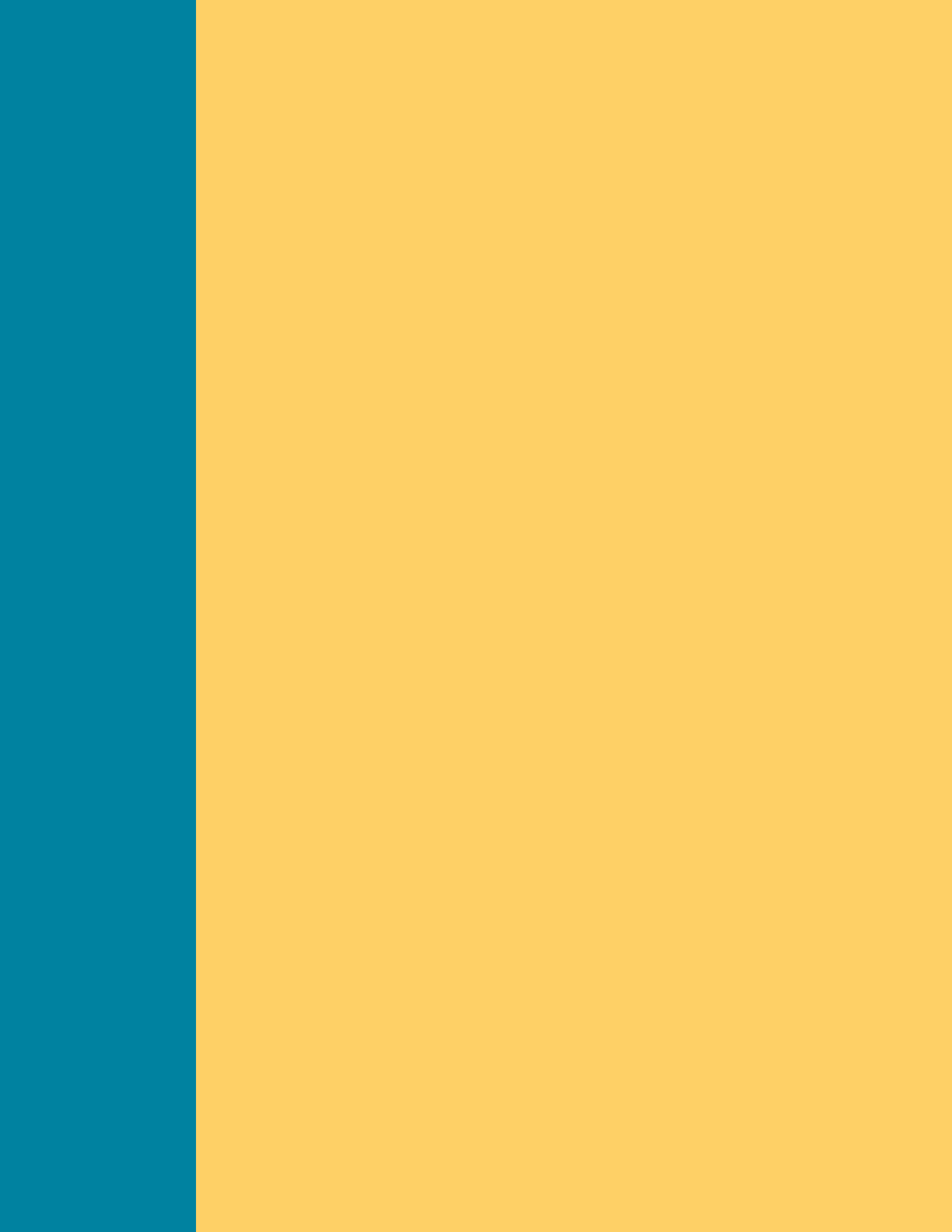




A N N U A L
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LETTER FROM THE CHAIRWOMAN

It is with great pleasure that we present the first Annual Report for the Arizona Indian Gaming Association. As a member of the Ak-Chin Indian Community, which is the most rural of Arizona urban tribes, I have seen first-hand the positive effects of gaming on Indian lands. Only a few years ago our small farming community lacked decent housing for our people. Few homes had indoor plumbing; most had dirt floors. Today, with the revenues from our casino, the Ak-Chin Indian Community has built good homes for every member of our small tribe with indoor plumbing, electricity and telephone service. We've built a new elder center and are now providing better health care for our people by operating a dialysis center that saves our residents from having to drive many miles to obtain this service.

Gaming revenues are also letting us move full circle by becoming better farmers. We are now able to diversify our crops, upgrade our farming equipment and improve our irrigation systems. All of these changes are making us more successful at what has always been our traditional way of life.

I am especially pleased that our story is being repeated today throughout Arizona in other tribal communities, including those tribes who choose not to have gaming on their lands. Proposition 202, which the voters of Arizona passed in November, 2002, is unique in the country because it allows Arizona gaming tribes to share revenues with non-gaming tribes through leasing those tribes' allotted gaming machines. As a result, tribes located on more remote lands like the Havasupai, Hualapai and Kaibab-Paiute for the first time are beginning to benefit from Indian gaming.

When 17 Arizona tribes came together to support Proposition 202, we called it the "Indian Self-Reliance Initiative." Self-reliance, to tribes, does not mean that tribes only take care of ourselves. In our culture, the concept of self-reliance implies having the ability to help everybody whether they are Indian or not. As you will see in the following pages of this report, Arizona tribes are on our way at last to achieving both goals.

Sincerely,
Delia Carlyle
Chairwoman Arizona Indian Gaming Association



LETTER FROM THE EXECUTIVE DIRECTOR

The Arizona Indian Gaming Association was established November 21, 1994 to advance the lives of Indian peoples – economically, socially and politically – so Indian tribes in Arizona can achieve their goal of self-reliance. In 2002 tribal leaders moved this agenda forward with Proposition 202, the ballot initiative that empowered the Governor to continue gaming on Indian lands. We are honored that Arizona voters recognized the needs of tribal people and supported this initiative.



In 2004 tribal leaders directed AIGA to set another campaign in motion. Because Indian people did not get the right to vote in this state until 1948, there is not a tradition of voting. Working with the Inter-Tribal Council of Arizona, AIGA launched a non-partisan, statewide Get Out the Vote (GOTV) effort. Governor Janet Napolitano joined us to announce the new campaign on July 15, 2004, the anniversary of the date that tribal people won the right in Arizona to vote.

Like Prop 202, our GOTV campaign was successful. Almost every tribe significantly increased their voter registration. The Navajo Nation had the highest voter turnout ever recorded. Fort McDowell Yavapai Nation brought out 77% of their eligible voters, and nine other Arizona tribes throughout the state had registered voter turnout at around 60%.

Both campaigns illustrate that the membership of AIGA is committed to using the power of tribal governmental gaming to improve the lives of tribal people and all Arizonans. As this report reveals, we made great progress toward achieving this goal in 2004.

Sheila Morago
Executive Director, Arizona Indian Gaming Association

THE ARIZONA INDIAN GAMING ASSOCIATION

The Arizona Indian Gaming Association, a 501(c) 6, was established on November 21, 1994 as a non-profit organization dedicated to advancing the lives of Indian peoples – economically, socially and politically – so Indian tribes in Arizona can achieve their goal of self-reliance.

AIGA has a membership of 18 tribes representing 90% of the Indian people living on reservations in Arizona. 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. The organization is deeply committed to maintaining and protecting Indian sovereign governmental authority.

Current membership of AIGA 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, the Navajo Nation, Pascua Yaqui Tribe, Quechan Tribe, Salt River Pima-Maricopa Indian Community, San Carlos Apache Tribe, 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.

**CREATING STRONG ECONOMIES
EMPOWERING INDIAN COMMUNITIES**



U.S. Snapshot of Indian Gaming

- 562 federally-recognized Indian Tribes
- 224 Tribal Governments engaged in gaming (Class II or Class III)
- 354 Tribal Governmental gaming operations (several Tribes operate more than one facility)
- 28 states with Tribal Governmental gaming (Class II or Class III)
- 249 Tribal-State gaming compacts
- 400,000 plus jobs created - 75% held by non-Indians
(In areas of high unemployment, 80% of Tribal governmental gaming employees are Indian)

1988 Indian Gaming Regulatory Act, IGRA

- Three-fourths of gaming Tribes devote all of their revenue to Tribal governmental services, economic and community development, to neighboring communities and to charitable purposes.
- Tribal government services, economic and community development, general tribal welfare, charitable donations and any requirements for aid to local governments must be provided for before a Tribe can file for a "Revenue Allocation Plan."
- The Secretary of the Interior must approve any per capita payments as part of a "Revenue Allocation Plan."
- Only about one-fourth of Tribes engaged in gaming distribute per capita payments to tribal members.
- Tribal members receiving per capita payments pay federal income tax on these payments.

Regulation & Indian Gaming:

- Tribal Governmental gaming is regulated on three levels.
- Under the Indian Gaming Regulatory Act (IGRA), Indian Nations and Tribes are primary regulators of Indian gaming. IGRA stipulates that Tribes establish the basic regulatory framework for Indian gaming.
- State regulation may be included in Tribal/State compacts for Class III gaming.
- Federal agencies enforce laws relating to Indian gaming, including the National Indian Gaming Commission, the Department of the Interior, 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. That law is enforced by the FBI 18 USC ss. 1163.

***Tribal Governmental
Gaming is the only
economic engine that has
ever worked for tribes.***

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 562 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 reservations – 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.

Taxes & Tribal members:

- All Indian people pay federal income tax.
- All Indian people pay FICA taxes.
- All Indian people pay social security taxes.
- Only those 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.

Tribal Use of Net Revenues:

- Revenues from Tribal Governmental gaming must be used in five specific areas as stipulated by the Indian Gaming Regulatory Act (25 U.S.C. 2710 [Sec. 11]).
- Net revenues from any tribal gaming are not to be used for purposes other than—
 - 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.

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.

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.

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.
- U.S. Attorney's office begins to seize slot machines on Arizona Indian reservations.
- May 12, 1992, Fort McDowell refuses to turn over machines and a stand off begins.
- Because of public outcry in favor of the tribes, Symington signs first gaming compact with Yavapai Prescott awarding them 250 slot machines. Other tribes follow with signed compacts.

1993 Chief Justice Frank Gordon asked to issue an opinion whether slots permitted in Arizona.

- Finds that slot machines are permitted in Arizona and that tribes must have a compact with the state of Arizona.
- 16 tribes sign compacts with the state of Arizona.

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.

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.

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 choose one.
- Prop 201 wins by 64% of the vote.

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 provisions 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.

2002 17 Tribes in Arizona place Proposition 202 on statewide ballot to continue gaming on Indian lands.

- Arizona Legislature fails to pass S.B. 1001 by two votes, forcing tribes to take their ballot measure to the voters.
- 17-Tribe Indian Self-Reliance Initiative (Prop 202) is placed on ballot after two and one-half years of negotiation.
- Prop 202 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.

November 5, 2002 Proposition 202 passes to continue governmental gaming on Indian lands.

- 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 size 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; and
- Allows gaming tribes to continue to make voluntary donations to local charities, community programs and the state university system.

June 2003 Arizona tribes contribute shared revenue funds to benefit all Arizonans.

- First revenue sharing payments made to State.
- As of FY 2004 (July 1, 2003 to June 30, 2004) tribal governmental gaming contributed \$37,957,013.01 to the Arizona Benefits Fund.

Tribal gaming revenues are strictly regulated by the Indian Gaming Regulatory Act (25 U.S.C. 2710 [Sec. 11]). This act states that net revenues from any tribal gaming operation can only be used by tribes to fund Tribal Government operations or programs, provide for the general welfare of the Indian tribe and its members, to promote tribal economic development, donate to charitable organizations or to help fund operations of local government agencies. All other uses are prohibited by law.



Children getting fit at the Ak-Chin Indian Community.

Tribes continue to have enormous needs and monumental responsibilities to care for their members. Because most tribes in Arizona are located on remote land, away from urban centers, tribes suffer high unemployment and low economic opportunity. Gaming provides employment for tribal members and opportunities to accrue revenues.

A dependable source for revenue is critical since, unlike Arizona cities and towns, tribes do not have a tax base, nor do they receive shared revenues from the federal or state governments. Tribal communities are also ineligible for grant-in-aid programs that are available to municipalities.

As the only economic development tool that has and is working for Indian tribes, revenues earned from tribal governmental gaming are 100% taxed by tribes. They are used to provide the essential services that tribes lack such as health care, housing, education and infrastructure.

In addition tribes today are using revenues from tribal governmental gaming to diversify their economic base to ensure a positive future for their people. Tribal investments with gaming revenues have been made in areas including agriculture, hospitality, entertainment, real estate, office parks and technology, as well as providing seed money and start-up support for small businesses for tribal members. A few Arizona tribes have also invested in ventures with non-Arizona tribes.

Making a positive impact on Tribal Communities

In 2004 tribes in Arizona used gaming revenues to build badly needed schools, construct new roads, install utilities lacking on their lands and provide health and social service programs that serve their members. All of these activities and many more were funded almost exclusively by revenues from Indian gaming.

In Pinal County, for example, the Ak-Chin Indian Community used gaming revenues to fund about 90 new homes with utilities for tribal members and open a center for the elderly. With income derived from their

governmental gaming facility the tribe has initiated a holistic health program to educate, prevent and treat diabetes, an illness that plagues many tribal members of all ages. To support this goal, the tribe built a gym for community members to encourage fitness, opened a dialysis center and delivers other forms of health care to tribal members.

Previously healthcare services were only available off the reservation.

On the Gila River Indian Community gaming revenues have driven the annual budget from \$5 million in 1994 when that tribe opened its first gaming operation to \$100 million in 2004. This increase has enabled the Gila River Indian Community to create about 1,500 new jobs, replace their all-volunteer fire department with a professional fire department staffed by 80 professional firefighters, build a fine resort hotel with a golf course, open a state-of-the-art cultural center, be the first-responder for traffic accidents on Interstate 10, and support an array of governmental services and enterprises that are improving the lives for the 22,000 members of this community.

In southern Arizona, the Tohono O’odham Nation has invested \$30 million in scholarships, assisted more than 2,000 members in obtaining higher education, and invested more than \$8 million in early childhood education with revenues from tribal gaming.

In 2004, tribes with governmental gaming used this resource to:

Improve Infrastructure

The Pascua Yaqui Tribe gave \$436,000 in casino revenues to the Yaqui community living in and around the town of Guadalupe to buy a new fire engine to replace the Fire Department's only fire engine. This town of less than one square mile is located on the western boundary of Tempe. The tribe also



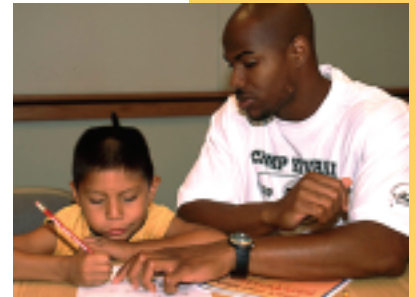
gave \$17,627 to the Tempe Elementary School District to install a wireless computer network in the school with the highest Native American student concentration.

The Tohono O'odham Nation, which is the size of the state of Connecticut, is the first line of defense for the United States, protecting 75 miles of International border between the U.S. and Mexico. Its efforts resulted in more than 100,000 pounds of illegal narcotics being seized in 2003.

Deliver Healthcare

With revenues from gaming the Gila River Indian Community has created a health care corporation that includes a hospital, two dialysis centers and other health-related services. The Gila River Healthcare Corp. operates the Hu Hu Kam Memorial Hospital in Sacaton, about 25 miles south of Chandler and a smaller facility near 51st Avenue and Pecos Road, also on tribal land. Since tribal members who are employed in the hospital and clinics are employees of Gila River Healthcare Corps., rather than federal employees, they receive their health insurance through Blue Cross Blue Shield of Arizona.

The Tohono O'odham Nation opened a 60-bed nursing home at a cost of \$20 million funded predominantly by revenues from gaming. Previously elders and others requiring nursing services were forced to leave their families, community and home to receive care.



ABOVE:
Camp Yavapai at Fort McDowell.

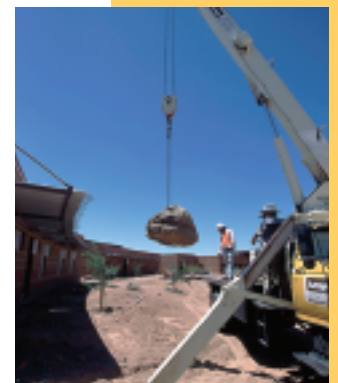
LEFT:
Gaming dollars purchased five new fire trucks for the Tohono O'odham Nation.

The San Carlos Apache tribe is leveraging a \$1 million Congressional grant with gaming dollars to plan and build a new hospital on the reservation. When completed it will bring 350 jobs to the reservation and expand health care services for the members of the San Carlos tribe.

Upgrade Education

In 2004, the Salt River Pima-Maricopa Indian Community opened Salt River High School, a \$22 million campus on tribal land. Funded largely by casino revenues, the 560-student junior-senior high school campus includes an auditorium, gymnasium, library and computer lab in addition to classrooms and provides students with a culturally-sensitive alternative to Scottsdale or Mesa schools. In addition to offering a full scholastic program, the new Salt River High offers a cultural program that includes unique elective classes including organic gardening and Native American history and traditional languages of both the Maricopa and Pima people.

In 2004 the Tohono O'odham Community College (TOCC), a two-year college open to individuals from all walks of life, received initial accreditation from the Higher Learning Commission. The school expects to be fully NCA- accredited in 2005. Chartered in 1998, Tohono O'odham Community College was started with \$21 million in revenue from casino profits. In addition, \$6 million was appropriated to fund the first phase for a permanent campus that



Construction of Salt River High School.

will be located 10 miles east of Sells. The college opened its doors in 2000 and has grown into a vibrant educational center with an enrollment of 200 students at its Sells campus and other sites throughout the reservation, half of whom are members of the Nation. As of December, 2004, with the signing of the 2005 Omnibus Appropriation Bill, the Tohono O'odham Community College became the state's third land grant institu-

tion. The college is developing an associate's degree in agriculture and natural resources and plans to start an experimental farm run on organic principles with community involvement.

For the first time in its history the San Carlos Apache Tribe has been able to provide finan-

cial aid for students seeking higher education for two years running. This year the tribe granted nearly a half million dollars for student educational support. It is a goal of the Chairwoman to increase this level of support to be commensurate with the hike in college expenses. She is also planning to develop a partnership with an Arizona university to develop a summer education program for San Carlos junior and senior high school students to prepare them for college.

Create New Housing

The Ak-Chin Indian Community met its housing program goal to provide good housing with free utilities for every member of the small (730 member) community.

With funding from its casino, the Yavapai-Apache Tribe renovated 80 percent of the homes on the reservation.



Gaming dollars funded new homes for Ak-Chin Community members.

Making a positive impact on Tribal Members

Linda Russell, Director of Support Services Cliff Castle Casino

Member: Yavapai-Apache Tribe

After graduating from high school Linda Russell moved to Washington D.C. to work as a photographer for the American Indian Society. Thirteen years later she wanted to reconnect with her family and her roots on the Yavapai-Apache Reservation. She was hired by Cliff Castle Casino as a surveillance observer where she monitored the gaming floor. A natural leader, Linda quickly created a name for herself and received numerous promotions.

Today as Director of Support Services, Linda Russell is responsible for 140 employees. She leads the facilities, public safety and

human resources departments. Her administrative assistant for more than three years says she admires Russell's professionalism, management skills and leadership. "Linda strives to make sure all employees are recognized for their hard work and efforts," said Tonya Brogdon. "She feels that awarding individuals gives them a sense of pride and appreciation."

Russell attributes much of whom she is to her ability to show compassion. She is also a believer in leading by example, making herself accessible to the employees in her departments and upholding an open door policy. She is most happy when her team members are challenged and working as a team because she believes that this situation inspires each person to be their best.



Elizabeth "Libby" Francisco, Director of Gaming, Desert Diamond Casino

Born and raised in Tucson as one of seven children living in a one-bedroom house, Libby Francisco is a full-blooded member of the Tohono O'odham Nation who started working at age 13. Promising her father that she would get her college degree, she completed nearly two years at Stanford University on academic scholarships from the university and the Tohono O'odham Nation.



"Stanford was a culture shock," admitted Francisco. "I remember

one Sunday night when everyone was at the "Flicks". The movie cost \$1. All I had to my name was \$1 and I needed to do laundry. I ended up doing hand wash and going to the movies, but promised myself I would never be in that position again."

Returning to Tucson, she worked at the University of Arizona for thirteen years, starting as a secretary and rising to be a business manager. Along the way she kept her promise to her father. She earned her degree in political science with a minor in economics in 1995.

That same year, searching for something new, she was asked to interview at Desert Diamond Casino. Hired as a shift manager, she admits that she had a complex about going from an institution of higher learning to a casino. But she quickly realized that the casino is a business and one that provides needed revenues for the people of her Nation. Although she had to learn the casino industry, she found that her management and business skills were appreciated and rewarded.

Promoted to Assistant Casino Manager, and then Poker Room Manager, a few years ago she was named Director of Gaming. Currently Francisco is being mentored for the CEO position. She will be the first female member of the Nation to hold that title and has effusive praise for Desert Diamond CEO Joe Calabrese for his outstanding, selfless mentoring skills.

"I am committed again to my work and I love it," said Francisco. "This has been a great opportunity for me. It is an opportunity that I've earned, which is very important. The objective at Desert Diamond casino is to provide a safe, fun, entertaining environment for our guests. My objective is to do the best I can because, if our tribe was going to do gaming, I want to help do it right. And we are doing it right."

The Tohono Nation built the new Head Start Center with gaming revenues.



GAMING: Making A Positive Difference for All Arizonans

Just as gaming is working for tribes, tribal governmental gaming is working for all Arizonans.

Shared Revenues:






With the passage of Proposition 202, gaming tribes in Arizona volunteered to share a portion of shared gaming revenues with the state of Arizona and local governments to support specific state and local programs. Twelve percent (12 %) of the total monies is 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. An additional 9% of the total funds the State's regulatory expenses.

The remainder is contributed to the Arizona

Benefits Fund. Of that fund, 56% of the shared revenues is directed to educational programs and needs; 28% funds emergency services and trauma centers; 7% funds wildlife and habitat conservation; 7% funds statewide tourism promotion; and 2% supports the education, prevention and treatment of problem gambling.

In 2004 gaming contributed \$37,957,013.01 to the Arizona Benefits Fund. In addition, tribes contributed \$8 million to the Arizona Department of Gaming and millions more dollars to cities, towns and county governments.



	Instructional Improvement Fund	\$ 16,350,808.74
	Trauma & Emergency Services	\$ 8,175,404.37
	Arizona Wildlife Conservation.....	\$ 2,335,829.82
	Tourism Fund	\$ 2,335,829.82
	Problem Gambling	\$ 759,140.26

Arizona Benefits Fund

Gaming Revenues Help Public Schools

In 2004 school districts in Arizona felt the impact of additional revenues being directed to help fund education in the state. The Tempe Elementary School District used part of the Instructional Improvement Fund money to pay for teachers to attend a daylong training. The rest of the money allotted to them allowed the schools to hire full-time instead of part-time reading coaches. The Paradise Valley district spent the additional dollars on teachers' salaries and paid for eight new aids to help students in the middle school move from the curriculum of English as a second language into regular classes.

Gaming Revenues Help Emergency Patients

In 2004 casinos contributed more than \$8 million to the Arizona Health Care Cost Containment System (AHCCCS). These monies help to guarantee that whenever medical emergencies occur, Arizona's health-care services are equipped to meet the challenge. University Medical Center in Tucson used the funds to hire several new trauma doctors and orthopedic surgeons who were needed to help with the high case load of emergency and trauma patients.

Gaming Revenues Help Wildlife Conservation

In 2004 tribal casinos contributed more than \$2.3 million to the Arizona Game & Fish Department to assure that wildlife habitats

and resources throughout the state will be protected. Within the Game and Fish Department this program is called the Wildlife Conservation Fund. Among the key projects making a positive difference for the people and wildlife of this state are water development initiatives, monitoring of wildlife diseases in Arizona, support for shooting range programs, and enhancements to watchable wildlife programs.

The fund is vital to make sure that Arizona's wildlife thrives without going thirsty. Dollars helped the department speed up water development projects across the state, accomplishing goals at two to five times the previous rate. The money was essential to making operational some water catchments that had severely degraded.

Funding is also being used to test for emerging diseases, including Chronic Wasting Disease and West Nile Virus. With heightened awareness of these diseases, the number of cases submitted for diagnosis is way up, and this money helps to pay for required testing. The fund has also helped pay for improving youth shooting programs and upgrading the safety and use of department-owned shooting ranges.

Funding supports tourism to our state by way of wildlife watching activities. Money supports birding and nature festivals, the Arizona Watchable Wildlife Tourism Association, and the Tourism/Rural Development Conference.

Gaming Revenues Help Tourism

In 2004 tribal casinos contributed more than \$2.3 million to the Arizona Office of Tourism for tourism promotion. These revenues represent a 20% increase in the AOT budget greatly enhancing the Agency's ability to promote the state to U.S. and international preferred visitors.

Gaming Revenues Support Problem Gambling

In 2004 tribal casinos contributed approximately \$750,000 for the prevention, treatment and education of problem gambling. With these revenues the Arizona Department of Gaming is able to provide treatment through a program for any person who requests help. Treatment is provided on a pay-as-you-can agreement. No one who needs help is turned away because of inability to pay. Monies in the Problem Gambling Special Line Item are used to contract with providers for the treatment of gambling addicts, advertise a toll free helpline, and post signs and advertisements at casinos advertising this service.

In addition to this contribution several tribes provide significant financial support to the Arizona Council on Compulsive Gambling. Historically tribes have contributed 90% of the funding for this organization.

Arizona Department of Gaming & Indian Gaming

In 2004 Arizona Tribes contributed \$8,000,000 to the Arizona Department of Gaming through the Arizona Benefits Fund. Total budget for ADOG is almost \$10 million. The agency now has 105 fulltime employees, up from 75 in 2003. The Department of Gaming uses funds from gaming on Indian lands to regulate Indian gaming activities

authorized by the tribal-state gaming compacts. In addition to the monies received from the Arizona Benefits Fund, ADOG receives monies from the Tribal State Compact Fund, which consists of monies paid by gaming vendors and gaming employees for their certification.

12% Monies Brings Benefits to Arizona Cities, Towns and Counties

With 12% monies tribes contributed millions of dollars for service projects and worthwhile causes. Individual tribes supported communities with contributions to worthy endeavors and causes including:

The Heard Museum	New fire engine bought for Yaqui tribal community around Guadalupe
Translational Genomics Center	Boys & Girls Club Guadalupe
Fountain Hills Chamber of Commerce	Tempe Elementary School District
Scottsdale Convention & Visitors Bureau	City of Somerton to establish first Chamber of Commerce
Mesa Public Schools	City of Tolleson for fire equipment
Center for Habilitation	City of Tucson for University of Arizona pottery project
City of Tempe for archaeological improvements	City of Coolidge Success Center for Education and Programming
Arizona Science Center	City of Coolidge Fire Department
Hacienda, Inc.	City of Coolidge for Senior Center
Maricopa County Department of Transportation	City of Coolidge for East Side Park Project
Phoenix Symphony	Fountain Hills Unified School District
Scottsdale Boys & Girls Club	Mesa Unified School District
American Indian Veteran's Memorial	Fountain Hills Tourism Bureau
Pinal County School Superintendent for the Maricopa Unified School District #20	River of Time Museum
Pinal County Educational Service Agency	Northern Arizona University
City of Tucson for the Arizona Board of Regents to support the Arizona State Museum	Sedona Jazz on the Rocks
Zane Grey Cabin Foundation for cabin reconstruction in Payson	Human Services Center (Downtown Phoenix)
	Individual projects also funded Buckeye, Peoria, Avondale and in Pinal County.

Individual tribes also contributed millions of dollars in philanthropy to support local, state and national charities.

- The Tohono O'odham Nation contributed \$6.4 million to over 400 local charities over the last ten years including the American Red Cross, American Lung Association, American Diabetes Association, Casa de los Ninos, Ronald McDonald House and the Special Olympics.
- Cliff Castle Casino, an enterprise of the Yavapai-Apache Nation, contributed \$16,862 to Make-A-Wish of Northern Arizona. In addition the casino contributed \$4,300 to the National Center for Missing & Exploited Children; \$5,000 to the Town of Camp Verde Fourth of July Fireworks Sponsorship; and \$4,000 to the Prescott Rodeo Sponsorship. The casino also provided numerous sponsorships of less than \$5,000 to many local charities and causes.
- The Ak-Chin Indian Community donated \$20,000 to initiate a Meals-On-Wheels program in and around Maricopa. In addition a \$40,000 meal delivery van was donated to help facilitate the program.

- Casino Arizona, an enterprise of the Salt River Pima-Maricopa Indian Community, supported philanthropic endeavors including the Heard Museum, Boys & Girls Club, Make-A-Wish Foundation, St. Mary's Food Bank Buy a Bird Program, and donated a much needed Blood Mobile to the American Red Cross. In addition, Casino Arizona provided support above \$10,000 to Phoenix Zoo Lights, Scottsdale Culinary Institute, Salt River Pima-Maricopa Indian Community Golf Tournament, Salt River Pima-Maricopa Indian Community Father's Group, United National Indian Tribal Youth, Native American Community Health Center, Arizona Council on Economic Education, Phoenix Children's Hospital, Phoenix Library, Arizona Indian Arts Alliance and the American Diabetes Association. In addition to these philanthropic contributions made by Casino Arizona, the Salt River Pima-Maricopa Indian Community made a major financial commitment to help secure the Translational Genomic Research Institute (T-Gen) for Arizona.

Shared Revenues With Non-Gaming Tribes

Proposition 202 also established intra-tribal revenue sharing by enabling tribes located on land too remote to have casinos to receive funds from gaming through transfer agreements with gaming tribes. Urban tribes including the Gila River Indian Community, Fort McDowell Apache Nation and Salt River Pima-Maricopa Indian Community entered into transfer agreements with non-gaming tribes including the Hualapai, Havasupai, Kaibab-Paiute and Zuni tribes.

With gaming dollars the Kaibab-Paiute tribe renovated their senior center from top to bottom, hired tutors for their students, and for the first time, hired a full time tribal judge. They also made much-needed improvements to their tribal administration building, and funded a tribal water quality position to oversee the testing of the water coming into the reservation.

TOTAL EMPLOYMENT

- Approximately 10,000 first tier jobs have been gained in the state from gaming operations.
- 43% of casino jobs statewide are filled by Native Americans.
- In non-metro areas casinos are a major employer for tribal members.

At Apache Gold 73% of employees are members of the San Carlos Apache Tribe.

- In metro areas casinos employ many non-tribal people.

At Casino Arizona, on the Salt River Pima-Maricopa Indian Community land, only 10% of the employee base are tribal members.

- In non-metro areas casinos are often one of three major employers.

Apache Gold near Globe is the number one employer in Graham County.

Cliff Castle Casino ranks in the top 3 employers in the Greater Verde Valley area.

PAYROLL TAXES

- Arizona casinos paid approximately \$31 million in payroll taxes in 2004.

EMPLOYEE BENEFITS

- Tribal casinos spent approximately \$110 million in Arizona on Employee Benefits.

VENDOR PURCHASES

- Casinos bought approximately \$240 million worth of food and beverage, merchandise and services from Arizona vendors. This represents 62% of all vendor purchases.
- Casinos spent approximately \$148 million with out-of-state vendors.



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/



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



Fort McDowell Yavapai Nation

Location: 45 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 and coming soon Radisson Hotel/Convention Center

Attractions: The Verde River, Fort McDowell Adventures and majestic view of Red Mountains

Gaming:
Fort McDowell Casino, "The Fort"
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
Attractions: Water activities; hiking, rock hounding and hunting in the Black Mountain Range east of the reservation

Gaming:
Spirit Mountain Casino Valley, Avi Resort Casino
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



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



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



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



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



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



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 south-eastern 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

Gaming:
Casino of the Sun
Casino Del Sol
www.casinosun.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 7,300+
Enterprises: Salt River Materials Group, Red Mountain Trap & Skeet, Salt River Landfill, Cypress Golf Course, Talking Stick Golf Course, Saddleback Communication, Salt River Devco

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

Gaming:
Casino Arizona at Salt River
Casino Arizona at Talking Stick
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



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 and Golden Ha'San Casino
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



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



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



Zuni Tribe

Location: Northeastern Arizona
Reservation: Over 12,000 acres (established in 1984)
Peoples: Zuni (Ashivi)
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

Name	No. of Slot Machines	Poker Tables	Black Jack Tables	Date Opened
Apache Gold Casino	499	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	13	34	October -01
Casino of the Sun	507	0	6	March-94
Cliff Castle Casino	565	8	10	May-95
Cocopah Casino	475	0	8	November-92
Desert Diamond Casino	808	18	21	October-93
Desert Diamond II	498	0	15	July-01
Fort McDowell Gaming Center	775	27	18	January-93
Golden Hassan	94	0	0	February-99
Harrah's Ak-Chin Casino	796	6	16	December-94
Hon Dah Casino	599	3	6	December-93
Lone Butte Casino	450	0	4	January-02
Mazatzal Casino	376	1	6	September-93
Paradise Casino	475	0	0	August-96
Spirit Mountain Casino	198	0	0	April-95
Vee Quiva Casino	500	10	8	December-97
Wild Horse Pass Casino	750	14	19	November-97

Economic Diversification

As gaming is enabling tribes to start meeting the needs left by 200 years of neglect, some Arizona tribes are using gaming dollars to diversify their economic base.

Fort McDowell Yavapai Nation bought the Radisson Poco Diablo resort in Sedona, Arizona in 2004 to add to their hospitality holdings. In addition to the hotel and their casino, the tribe owns and operates We Ko Pa Golf Club, Fort McDowell Adventures, and Asah Gweh Oou-o RV resort.

Camp Verde Yavapai-Apache Indian Community leveraged the success of Cliff Castle Casino to help four tribes in California and Oregon finance casino start-ups. The tribes will earn a percentage in return for its finance and development services. "Because of our goal of (doing) Native-to-Native business, we felt like this was an opportunity for

us to help other tribes with something that we've become successful with." (*Chairman Jamie Fullmer, Yavapai-Apache Nation, Arizona Republic 8/29/04.*)

Gila River Indian Community

Entrepreneurship Program has become the model for growing Indian-owned small businesses. Funding from the Wild Horse Pass casino provides small grants for entrepreneurs in the Community. The program also provides business management training and support.

AIGA IN ACTION/2004

JANUARY

President Joni M. Ramos, Salt River Pima-Maricopa Indian Community; Chairwoman Vivian Juan-Saunders, Tohono O'odham Nation; Chairman Wayne Taylor, Hopi Tribe; and President Joe Shirley, Navajo Nation address the 9th Annual Indian Nations and Tribes Legislative Day.

FEBRUARY

Sheila Morago joins AIGA as Executive Director.

JULY-NOVEMBER

AIGA launches non-partisan Get Out the Vote Campaign by AIGA with Inter-Tribal Council of Arizona. Registered Native American voters throughout the state and delivered the highest number of Native American votes to the polls.

AUGUST

Sheila Morago attends the Native American Caucus at the Republican National Convention in New York City.

SEPTEMBER

Tribal leaders attend the opening of the National Museum of the American Indian in Washington, D.C.

AIGA Chairwoman Delia Carlyle inducted into the Democratic Party Hall of Fame, the first Native American woman to be awarded this honor.

OCTOBER

Sheila Morago speaks at Governor's speaker series for Native American Recognition Days.

NOVEMBER/DECEMBER

AIGA partners with New Mexico Indian Gaming Association to host Southwest Indian Gaming Trade Show.

DECEMBER

Hubert Nanty, Executive Director Tonto Apache Tribe Gaming Commission, speaks at National Council of Problem Gambling Conference.

JANUARY

Tribal leaders from throughout Arizona attend inauguration of President George W. Bush.

OFFICERS AND STAFF OF AIGA

CHAIRWOMAN Delia Carlyle
Vice Chair Ak-Chin Indian Community

VICE CHAIR Shan Lewis
Vice Chair Fort Mojave Tribe

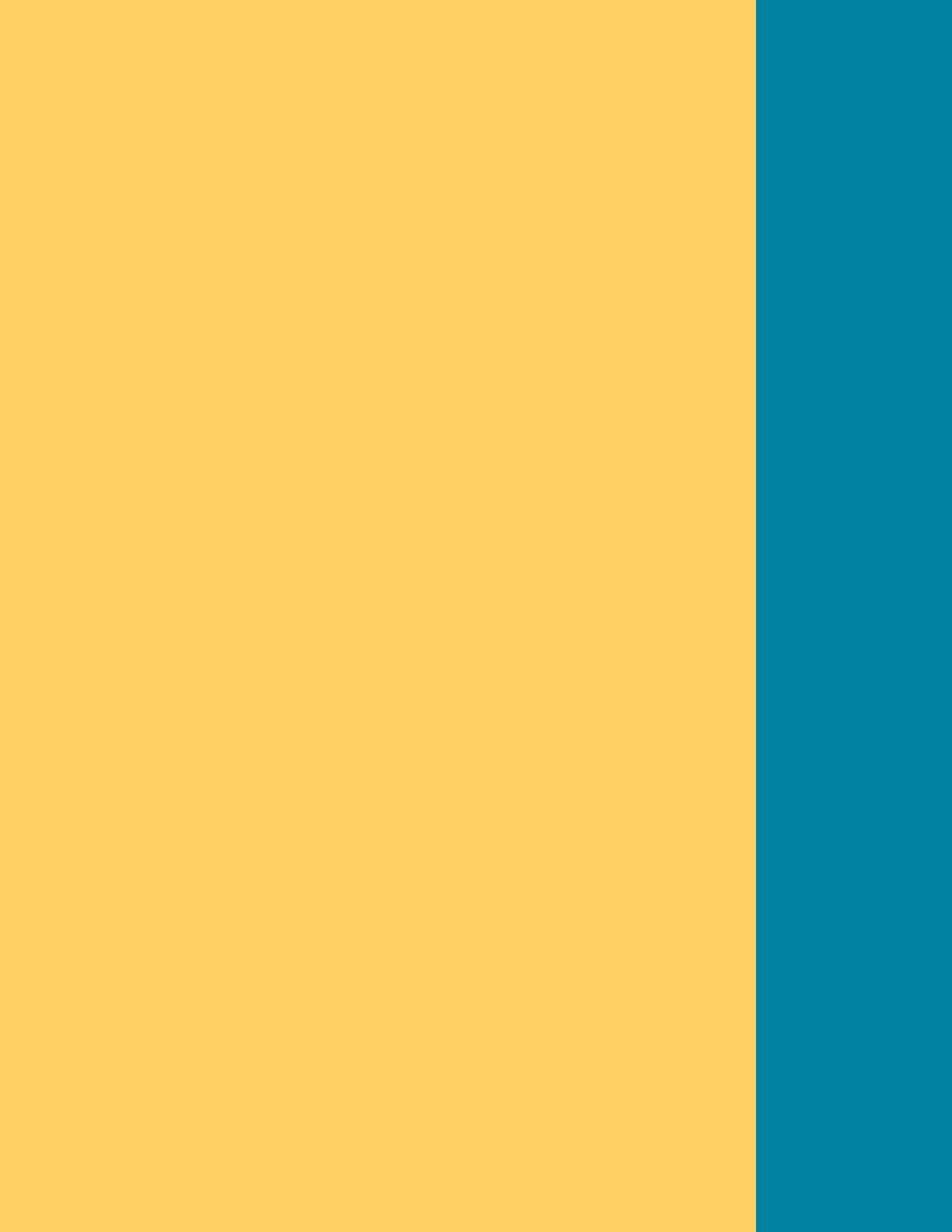
SECRETARY Bernadine Boyd
Vice President Fort McDowell Yavapai Nation

TREASURER Nora McDowell
Chairwoman Fort Mojave Tribe

EXECUTIVE DIRECTOR Sheila Morago

ADMINISTRATIVE ASSISTANT Luene Mansfield

AIGA OFFICE 2214 N. Central Avenue Suite 250
Phoenix, AZ 85004
602.307.1570 phone
www.azindiagaming.org





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