



ARIZONA DEPARTMENT OF GAMING
TRIBAL GAMING • RACING • BOXING & MIXED MARTIAL ARTS

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News Release

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Quarterly Tribal Gaming Contributions Decrease in fourth quarter FY2016

PHOENIX– The Arizona Department of Gaming announces that statewide tribal contributions decreased for the fiscal year quarter ending March 31, 2016. Tribal contributions to the State from gaming revenue will be approximately \$23.9 million for the quarter. This is a 5.1 percent decrease when compared to the same quarter of last year.

“We are disappointed in the year over year comparison. We hope this is an aberration and we will continue to track this trend,” said Daniel Bergin, Director of the Arizona Department of Gaming. “Nevertheless, over the course of the State’s fiscal year, we have been able to disburse \$82.5 million to State agencies”.

The quarterly tribal contributions to the Arizona Benefits Fund will be distributed as follows:

Instructional Improvement Fund/Education:	\$11,897,903
Trauma and Emergency Services Fund:	\$5,948,951
Arizona Department of Gaming operating costs:	\$2,148,498
Arizona Wildlife Conservation Fund:	\$1,699,700
State Tourism Fund:	\$1,699,700
Problem Gambling Education, Treatment and Prevention:	\$477,444
TOTAL tribal contributions for the quarter ended March 31, 2016:	\$23,872,196

The Arizona Department of Gaming, in partnership with Arizona’s tribes, regulates Indian gaming. Under the Arizona Tribal-State Gaming Compact, tribes with casinos contribute one to eight percent of their Class III gross gaming revenue to the state, cities, towns and counties. In Arizona, Class III gaming includes slot machines, jackpot poker, blackjack, keno and off-track pari-mutuel betting. There are currently 23 Class III casinos in the state. Tribes send contributions to the Arizona Benefits Fund every three months.