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News Release

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Arizona Tribal Gaming Revenues Holding Steady

PHOENIX – Arizona Department of Gaming has nothing scary to report this Halloween. Tribal contributions to the state from gaming revenue will be approximately \$24.1 million for the quarter ended September 30, 2014. This is a 0.8 percent increase when compared to the same quarter of last year.

“Indian gaming revenues have stayed consistent throughout the year,” said Daniel Bergin, Director of the Arizona Department of Gaming. “Many state services will continue to benefit from this financial support.”

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

Instructional Improvement Fund/Education:	\$12,011,758
Trauma and Emergency Services Fund:	\$6,005,879
Arizona Department of Gaming operating costs:	\$2,169,058
Arizona Wildlife Conservation Fund:	\$1,715,965
State Tourism Fund:	\$1,715,965
Problem Gambling Education, Treatment and Prevention:	\$482,013
TOTAL tribal contributions for the quarter ended September 30, 2014:	\$24,100,638

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.

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