



National Indian Gaming Commission

NIGCC

FY 2022 Gross Gaming Revenue

REPORT

GGR
FY 2022

Regulatory Compliance ★ *Gaming Integrity*

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FROM THE COMMISSION



E. Sequoyah Simermeyer
Chairman



Jeannie Hovland
Vice Chair

Indian gaming continues to do well in Fiscal Year 2022 (FY 2022), despite the historic challenge of tribal casino closures that began in March 2020 due to the pandemic. This National Indian Gaming Commission (NIGC) Gross Gaming Revenue (GGR) FY 2022 Report reflects the resiliency of tribal gaming operations, and how tribal gaming continues to rebound and remain strong. Tribes continue to explore new and innovative ways to expand and deliver world-class in-house and virtual experiences, all under the excellent reputation for integrity and compliance for which Indian gaming is well known.

In this report you will find information on year-over-year trends, comparisons, and aggregate details on how NIGC's eight regions have fared. Ultimately, the news is excellent. As we approach the 35th anniversary of the Indian Gaming Regulatory Act's (IGRA) passage, revenues totaled \$40.9B, an increase of 18% over pre-pandemic revenue (FY 2019) and nearly 5% increase compared to FY 2021. Once again this is the highest GGR ever recorded. Showing a strong upward trend overall, seven of the eight NIGC administrative regions experienced a FY 2022 revenue increase compared to FY 2021.

As tribal leaders, operators and regulators have shaped a strategy for success over many decades since IGRA, their ability to adapt has been critical. The industry needs to be acutely aware of the increasing complexity of cyber threats as Indian gaming grows and adapts to sports betting, virtual wallets, and mobile gaming. Though these evolving complexities will likely be with us for the foreseeable future, the regulatory community can continue its role in ensuring confidence in Tribes' vigilance for safeguarding their operations. As changing technology creates potential new opportunities for well-regulated play, NIGC stands ready to provide technical assistance and regulatory tools necessary to prioritize compliance, and to protect and grow the valuable resources gaming represents to many communities. For additional information on how NIGC is keeping up with these and other challenges and changes, please view the Agency's [annual report](#).

Again, the industry has much to celebrate and be proud of in FY 2022. Indian gaming's success also often translates to benefits to surrounding communities and regional economies, and we have cause to celebrate the opportunity successful Indian gaming operations affords tribes to invest in the future and improve the quality of life for individual Native people and their families.

For additional information on FY 2022 GGR, please visit the NIGC website, www.NIGC.gov.

A handwritten signature in black ink that reads "E. Sequoyah Simermeyer".

E. Sequoyah Simermeyer

A handwritten signature in black ink that reads "Jeannie Hovland".

Jeannie Hovland

ABOUT THIS REPORT

The GGR figure identified in this report is an aggregate of gaming revenues collected from the audited financial statements of 519 gaming operations, made up of 244 Tribes across 29 states. NIGC requires each tribe to submit financial statements covering all financial activities of each class II and class III gaming operation on the tribe's Indian lands for each fiscal year. Tribes are required to submit financial statements within 120 days after the end of the operation's fiscal year. Once received, financial statements are reviewed and the information they contain is compiled to determine GGR.



\$40.9 Billion
Total GGR

519
Audited
Financial
Statements

4.9%
Increase in Revenue
from FY 2021

GGR TRENDING

\$40.9
BILLION



Fiscal Year 2022’s GGR of \$40.9 billion marks the highest ever GGR for the Indian gaming industry.

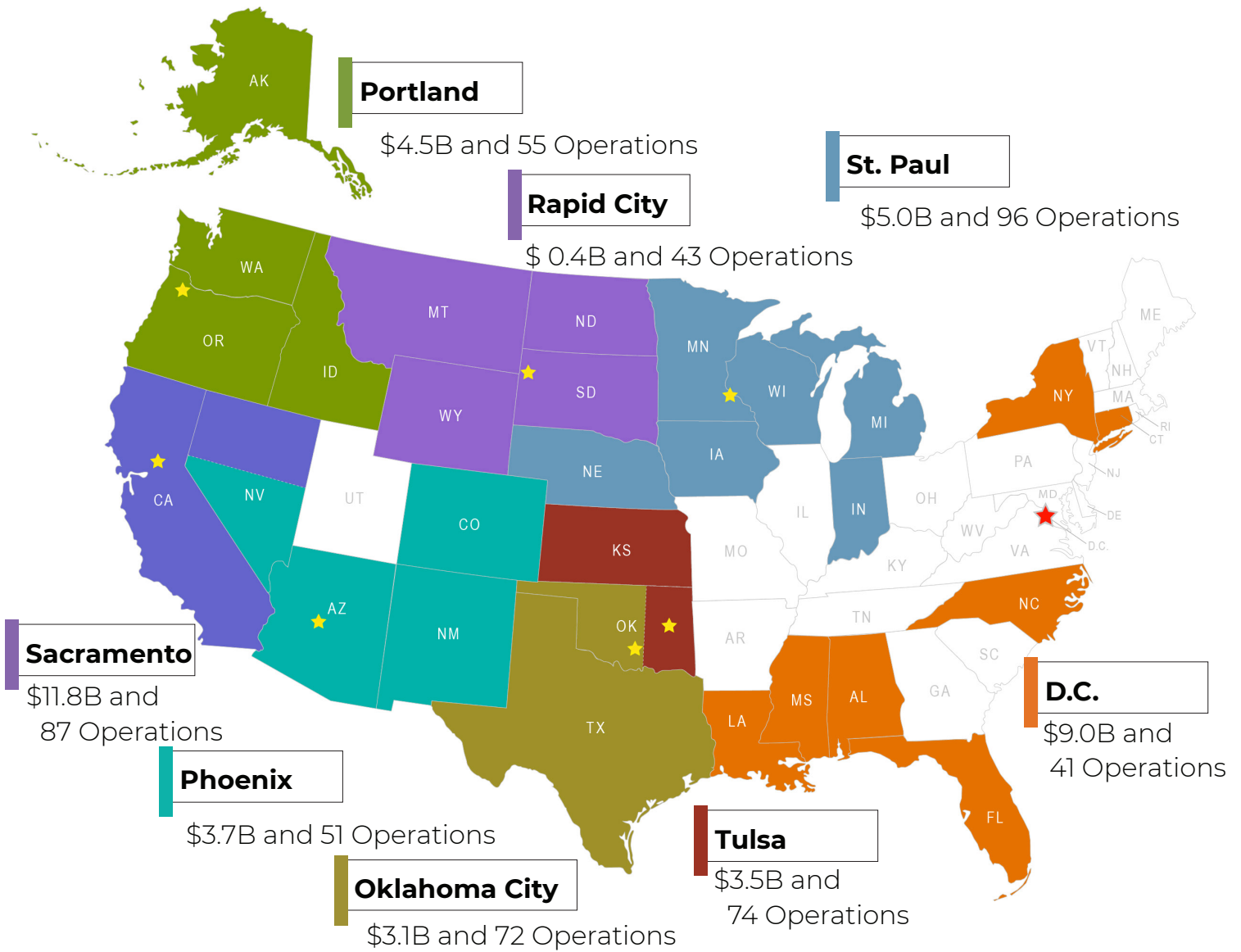


As the chart illustrates, the Indian gaming industry has been showing steady year-over-year increases for the past 20 years.

Fiscal Year 2020 was a major exception to the trend, where the GGR decreased due to the closure of gaming operations for different lengths of time as a result of the COVID-19 pandemic.

The map on the following page illustrates the geographic location of NIGC’s eight regions, their respective GGR share in FY 2022, and the number of gaming operations in each region. The numbers in the comparison table represent FY 2021’s information for comparison purposes. This map is a visual representation of the data shown on page 7.

REVENUE BY REGION



In Comparison FY 2021

Portland	▲ \$4.4B	▼ 56 ops
Sacramento	▼ \$11.9B	▲ 78 ops
Phoenix	▲ \$3.2B	▲ 50 ops
St. Paul	▲ \$4.8B	▼ 99 ops

Rapid City	▲ \$0.4B	▲ 41 ops
Tulsa	▲ \$3.2B	■ 74 ops
Oklahoma City	▲ \$3.0B	▲ 70 ops
D.C.	▲ \$8.1B	▼ 42 ops

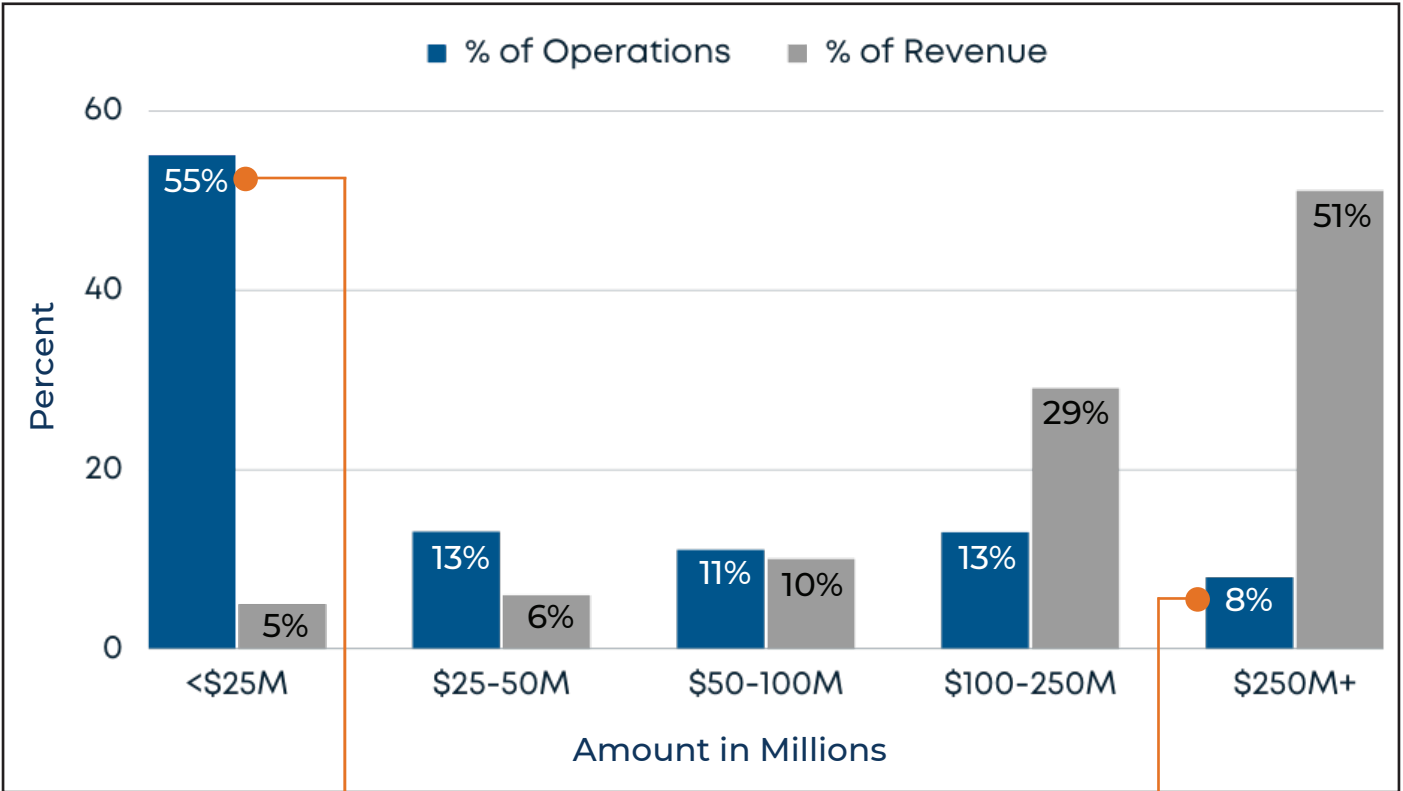
GGR FY 2022 GAMING REVENUE COMPARISON

Seven of NIGC's 8 regions showed an increase over FY 2021. This table also shows the comparison of the overall FY 2022 GGR versus FY 2021 GGR. The overall FY 2022 GGR was \$1.9 billion, about 5%, higher than the historic FY 2021 GGR of \$39 billion as operations emerged from pandemic operation. It is important to note the year-over-year GGR change by region should not be used as a direct indicator of the local economy in any specific region. Many other factors could have an impact on the GGR at the regional level, such as new gaming operations, expansions or renovations to existing operations, temporary or permanent closures, regulatory changes, or changes in an operation's fiscal year.

	FY 2022	FY 2021	Increase / (Decrease)	% of Change	
Portland	4,483,512,096	4,440,688,687	42,823,409	1.0%	▲
Sacramento	11,759,106,562	11,926,737,084	(167,630,522)	(1.4%)	▼
Phoenix	3,722,950,358	3,217,759,740	505,190,618	15.7%	▲
St. Paul	4,950,589,631	4,787,386,386	163,203,245	3.4%	▲
Rapid City	406,169,922	372,306,820	33,863,102	9.1%	▲
Tulsa	3,489,234,645	3,155,036,484	334,198,161	10.6%	▲
Oklahoma City	3,149,318,979	3,027,386,184	121,932,795	4.0%	▲
D.C.	8,976,860,441	8,098,283,597	878,576,844	10.8%	▲
Totals	<u>40,937,742,634</u>	<u>39,025,584,982</u>	<u>1,912,157,652</u>	4.9%	▲

GGR FY 2022

REVENUE BY RANGE



55% of Submissions reported **Revenues <\$25M = 5%** of **Total GGR**

8% of Submissions reported **Revenues >\$250M = 51%** of **Total GGR**

When reviewing FY 2022 GGR by Revenue Range insights, the columns in the graph represent the **Percentage of Operations** that make up each revenue range and the **Percentage of Revenue** that those operations contribute to the total GGR number. Approximately 8% of gaming operations reported more than \$250 million of GGR in FY 2022 and their aggregate revenues made up more than half (51%) of the total GGR. In comparison, 55% of tribal gaming facilities reported less than \$25 million in revenues and this group represents about 5% of the total GGR share. The percentages of operations which make-up the respective ranges have been relatively consistent over the past years.

Meet our Agency

The National Indian Gaming Commission was created in 1988 with the passage of the Indian Gaming Regulatory Act (IGRA), enacted to support and promote tribal economic development, self-sufficiency, and strong tribal governments through the operation of gaming on Indian lands. The Act provides a statutory basis for the federal regulation of Indian gaming. IGRA establishes the Commission to regulate and support tribal gaming as a means of generating revenue for tribal communities. See 25 U.S.C. § 2702 and 25 U.S.C. § 2704.

NIGC Commission

The Commission consists of three full-time members, including a Chair and two Associate Commissioners. The Chair is appointed by the President and confirmed by the Senate. The two Associate Commissioners are appointed by the Secretary of the Interior. The Commission selects a Vice Chair by a majority vote. At least two members of the Commission shall be enrolled members of any Indian Tribe, and only two may be of the same political party.

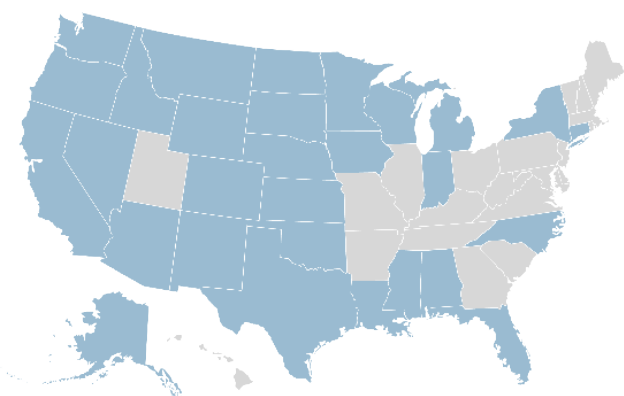
Our Responsibility

The National Indian Gaming Commission is committed to fulfilling its statutory responsibilities by:

- Promulgating regulations and monitoring certain aspects of Indian gaming
- Coordinating its regulatory responsibilities with tribal, state and federal regulatory agencies
- Providing training and technical assistance to tribal regulatory agencies and operations
- Reviewing and either approving or disapproving gaming ordinances and management contracts
- Reviewing the backgrounds of individuals and entities to ensure the suitability of those seeking to manage or invest in Indian gaming
- Overseeing and reviewing the conduct and regulation of Indian gaming operations
- Initiating enforcement action for violations against the IGRA and its regulations; and referring criminal matters to appropriate tribal, federal, and state entities

As the NIGC fulfills these responsibilities, the Agency closely reviews any indications of corrupting influences that may jeopardize the integrity of tribal gaming.

In FY 2022, NIGC provided Federal oversight to tribally owned, operated, or licensing gaming establishments operating in twenty-nine states.



Tribally Owned,
Operated, or
Licensed
Gaming
Establishments

+500

Operating
in **29** States

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