The landscape of Indian gaming:

1. Gaming will have a positive impact on tribal economic conditions.
   - Few studies have systematically explored how and under what conditions
   - Approximately 100 of these nations have also adopted revenue allocation
   - Since 1988, more than 200 Native Nations spanning 32 states have
   - Over two decades, gaming revenues have grown exponentially with tribes

2. "Las Vegas style" Class III gaming will have a greater impact on...
   - Objective.
   - Wealthier states prohibiting non-Indian casinos.
   - Gaming and making per capita payments to their members in larger,
   - In influencing the relationship between gaming and reservation conditions.
   - Results.

Introduction and Objective

The landscape of Indian gaming:
   - Since 1988, more than 200 Native Nations spanning 32 states have
   - Over two decades, gaming revenues have grown exponentially with tribes
   - Approximately 100 of these nations have also adopted revenue allocation
   - Few studies have systematically explored how and under what conditions

Research Design:

Research Question: What is the social and economic impact of Indian gaming on Native Nations?

Methods:

Findings:

- Impact of gaming is not as substantial when controlling for other tribal features.
- There are differential effects across types of gaming nations.
- Gains from Indian gaming appear to be greatest among those nations
- Gaming is most successful in larger, wealthier states prohibiting non-

Broader Implications:

- Indian gaming is having a noticeable positive impact on economic conditions for some Native Nations as one would expect.
- However, gaming is certainly not be a panacea for improving conditions in
- Furthermore, the way in which tribes use gaming revenues appears to
- Finally, the context in which gaming occurs matters, which raises

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References


Abstract

Objective. The objective of this paper is to examine the impact of Indian gaming on reservation conditions in the contiguous American states following passage of the Indian Gaming Regulatory Act in 1988. Methods. Utilizing 1990 and 2000 Census data for 330 Indian nations, a pre-
test/post-test design permits a comparison of gaming nations to three
different types of gaming nations on eight economic measures, while
controlling for multiple tribal characteristics and considering the effects of
certain state contextual factors confronting nations due to location.
Results. The analysis reveals (1) that the overall impact of gaming, while
generally positive, is not as extensive after controlling for certain tribal
features, (2) that there are differential effects evident across the three
types of gaming nations, and (3) that the state context makes a difference
in influencing the relationship between gaming and reservation conditions.
The most substantial impacts are for a small subset of nations with Class III
gaming and making per capita payments to their members in larger,
wealthier states prohibiting non-Indian casinos. Conclusion. These results
challenge some of the core assumptions about Indian gaming radically
changing economic conditions in Indian Country.

Data and Methodology

Research Question: What is the social and economic impact of Indian gaming on Native Nations?

Step 1: Baseline Assessment of the Impact of Indian Gaming in 2000 (coefficients shown in table)

<table>
<thead>
<tr>
<th>Per Capita Income</th>
<th>Median Income</th>
<th>Unemployment</th>
<th>Labor Force</th>
<th>Public Assistance</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gaming Class II</td>
<td>763.12</td>
<td>3575.31</td>
<td>-2.38</td>
<td>4.82**</td>
</tr>
<tr>
<td>Class III no pay</td>
<td>647.07</td>
<td>3097.99</td>
<td>1.04</td>
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<tr>
<td>Class III pay</td>
<td>4010.77**</td>
<td>5732.26***</td>
<td>-3.73***</td>
<td>-6.64***</td>
</tr>
</tbody>
</table>

Step 2: Assessing the Durability of Gaming’s Impact in Light of Four Controls in 2000 (coefficients shown in table)

<table>
<thead>
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<th>Per Capita Income</th>
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<th>Unemployment</th>
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<tbody>
<tr>
<td>Gaming Class II</td>
<td>137.06</td>
<td>-2745.75</td>
<td>-2.14</td>
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<tr>
<td>Class III no pay</td>
<td>831.60</td>
<td>1826.34</td>
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<td>-1.04</td>
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<tr>
<td>Class III pay</td>
<td>3944.79***</td>
<td>4886.63***</td>
<td>-3.13***</td>
<td>-7.22***</td>
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</tbody>
</table>

Step 3: Assessing Gaming’s Impact across State Contexts in 2000

Data and Information

**Growth of gaming revenues, 1995-2011**

<table>
<thead>
<tr>
<th>Growth of gaming revenues (in billions)</th>
<th>Investment of Indian Gaming Revenues</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Education and health</td>
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<tr>
<td>5</td>
<td>Economic development</td>
</tr>
<tr>
<td>10</td>
<td>Infrastructure</td>
</tr>
<tr>
<td>15</td>
<td>Police and fire</td>
</tr>
<tr>
<td>20</td>
<td>Health Care</td>
</tr>
</tbody>
</table>

Hypotheses

1. Gaming will have a positive impact on tribal economic conditions.
2. "Las Vegas style" Class III gaming will have a greater impact on economic conditions than Class II gaming.
3. Tribes with revenue-allocation plans will have a greater impact on economic conditions than Class III gaming nations without such plans.
4. Gaming will have the greatest impact in states with less competition, greater wealth, and larger populations.

References


