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State-Tribal Gaming Compacts: A Deal is a Deal, Right?

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Indian Gaming

States and tribes may not agree on many things, but in the area of Indian gaming, they must have a "meeting of the minds" in a gaming compact. Congress struck a balance between tribal and state sovereign authorities in the Indian Gaming Regulatory Act (IGRA) whereby tribes and states must enter into a gaming compact for Class III gaming on Indian lands. The U.S. Department of the Interior also must approve the compact. Having observed firsthand this multi-governmental process, arguably the hardest step is reaching agreement on compact terms, particularly given that states and tribes do not have unlimited cards to play in the negotiation process

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