STATE OF NORTH DAKOTA
OFFICE OF ATTORNEY GENERAL

ND CHARITABLE GAMING BY THE NUMBERS

October 27, 2026
ND Charitable Gaming Conference & Tradeshow



The Early Years of Gaming in North Dakota

From prohibition to authorization

EARLY STAGES OF GAMING IN NORTH DAKOTA

1889–1890

- An effort to bring the Louisiana lottery to North Dakota triggered controversy.
- The proposal offered $100,000 up front and $75,000 annually.

Constitutional response

- North Dakota adopted a constitutional prohibition on lotteries and gift enterprises.
- Known today as Section 25 of Article XI of the Constitution

1976

- Voters approved a constitutional amendment allowing the Legislature to authorize qualifying nonprofit and public-spirited organizations to conduct games of chance for approved public purposes.
- Nonprofit veterans', charitable, educational, religious and fraternal organizations; civic and service clubs; and other public-spirited organizations authorized by the Legislature.

Building the statutory framework

EARLY CHARITABLE GAMING TYPES IN NORTH DAKOTA

1977

- Temporary legislation authorized bingo, raffles, pull tabs, jars and punchboards.

1979

- A second temporary law added professional-sports pools and gave local officials roles in certain permits.

1981

- The Legislature codified charitable gaming in NDCC Chapter 53-06.1 and authorized charities to conduct twenty-one.

After 1981

- Interim studies and legislative sessions continued to shape permitted games and oversight.

How authorized games evolved

LEGISLATIVE CHANGES

1987
- Draw poker and stud poker added.

1988
- Federal passage of Indian Gaming Regulatory Act (IGRA)

1989
- Calcuttas and off-track pari-mutuel betting authorized; electronic video gaming was rejected at a special election.

1991
- Paddlewheels added.

1992
- The first tribal-state gaming compacts to conduct casino style Class III gaming were signed

2002
- ND State Lottery voted in by voters through constitutional amendment

2017
- Electronic quick-shot bingo, 50/50 raffle systems and electronic pull tabs added.The permitted-game list has continued to change through legislation and regulatory decisions.

Licensing, local roles and enforcement

1977–1995

Attorney General
- Served as the primary licensing authority from the beginning of the system.

Local officials
- Retained roles including permits for certain games and involvement in site-related decisions.

1991
- The ND State Gaming Commission was created with an expanded enforcement role.

1993
- Sole authority to impose fines and suspend or revoke licenses returned to the Attorney General; the Commission retained rulemaking authority.

1995
- The Class A / Class B license distinction was eliminated.

A changing gaming tax structure

SELECTED MILESTONES • RATES AND FORMULAS CHANGED OVER TIME



Recent legislative milestones

2021–2023

2021

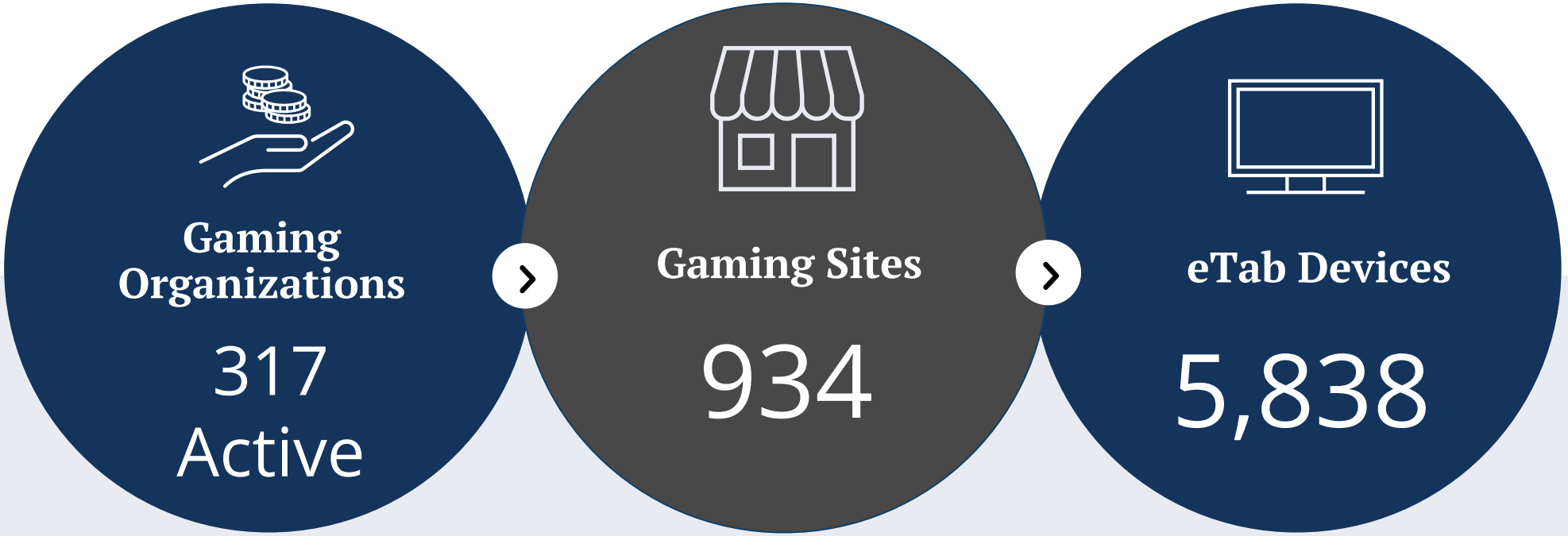
- House Bill 1212 revised the tax structure and created the Charitable Gaming Operating Fund.The legislation directed a quarterly $10,000 allocation to the Gambling Disorder Prevention and Treatment Fund.

2023

- The Legislature addressed eligible uses of net proceeds, raffle and sports-pool procedures, gaming technology funding, site authorizations and limits, electronic pull-tab placement and device limits, and third-party businesses and rent for devices.

The Current State

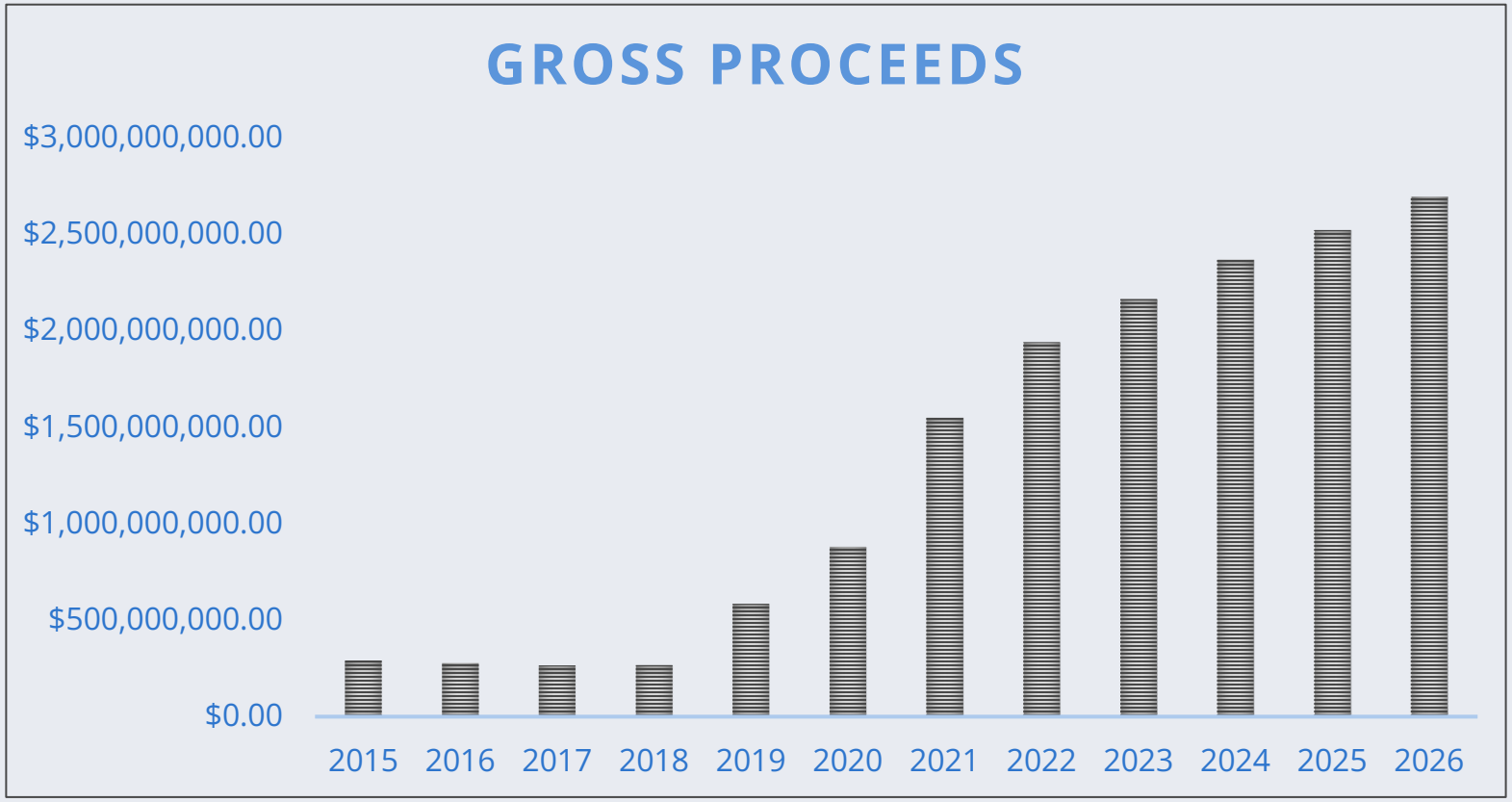
October 2026



GROSS PROCEEDS

TOTAL AMOUNT PLAYED AND REPLAYED – BEFORE PRIZES

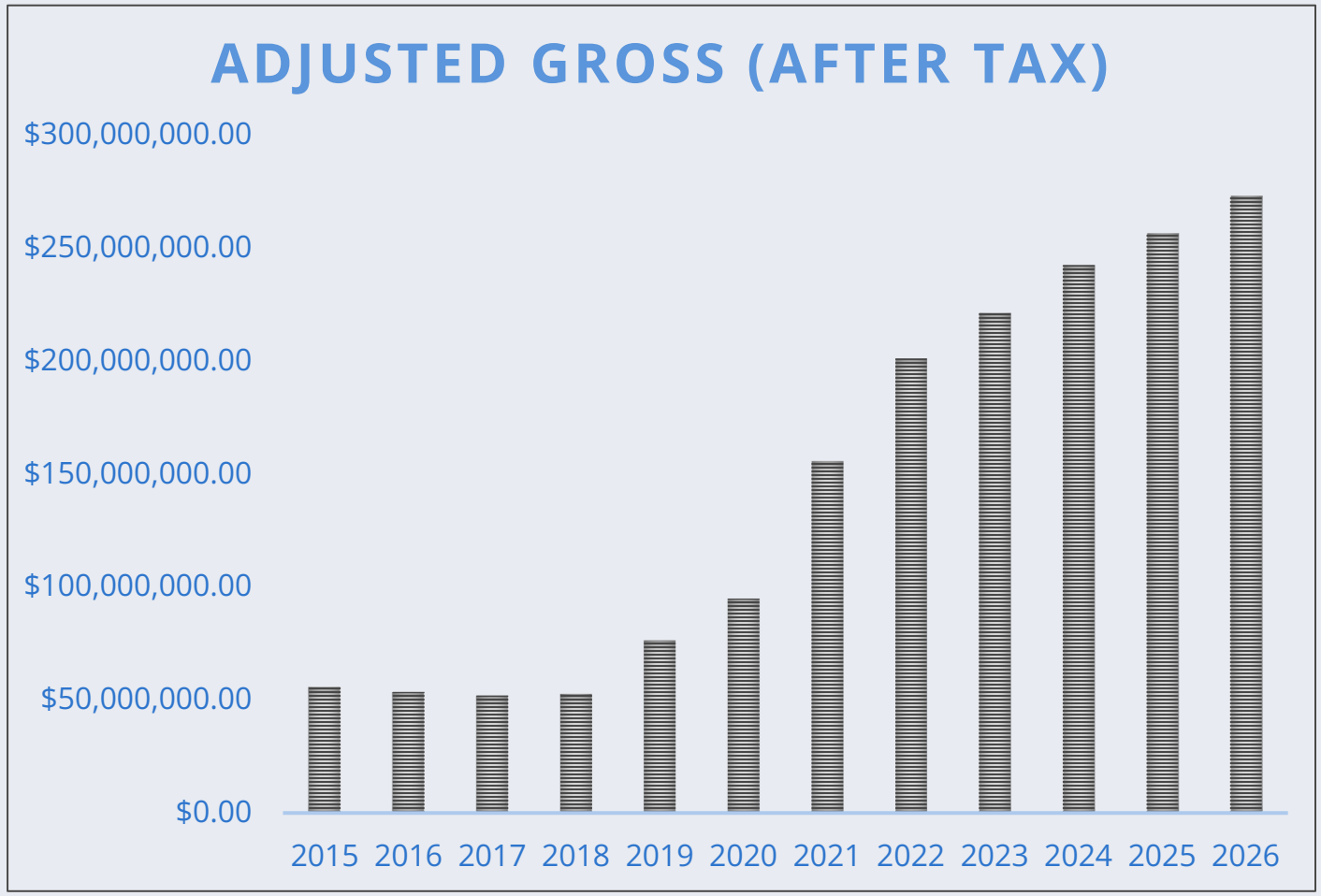
Year	Gross Proceeds
2015	$291,114,359.00
2016	$278,671,186.00
2017	$266,061,316.00
2018	$266,969,244.00
2019	$585,975,737.00
2020	$881,672,048.00
2021	$1,551,254,026.96
2022	$1,942,405,454.30
2023	$2,166,136,120.54
2024	$2,370,638,221.04
2025	$2,524,757,026.96
2026	$2,697,224,412.51



ADJUSTED GROSS PROCEEDS (AFTER TAX AND PRIZES)

AMOUNT AVAILABLE TO ORGANIZATIONS

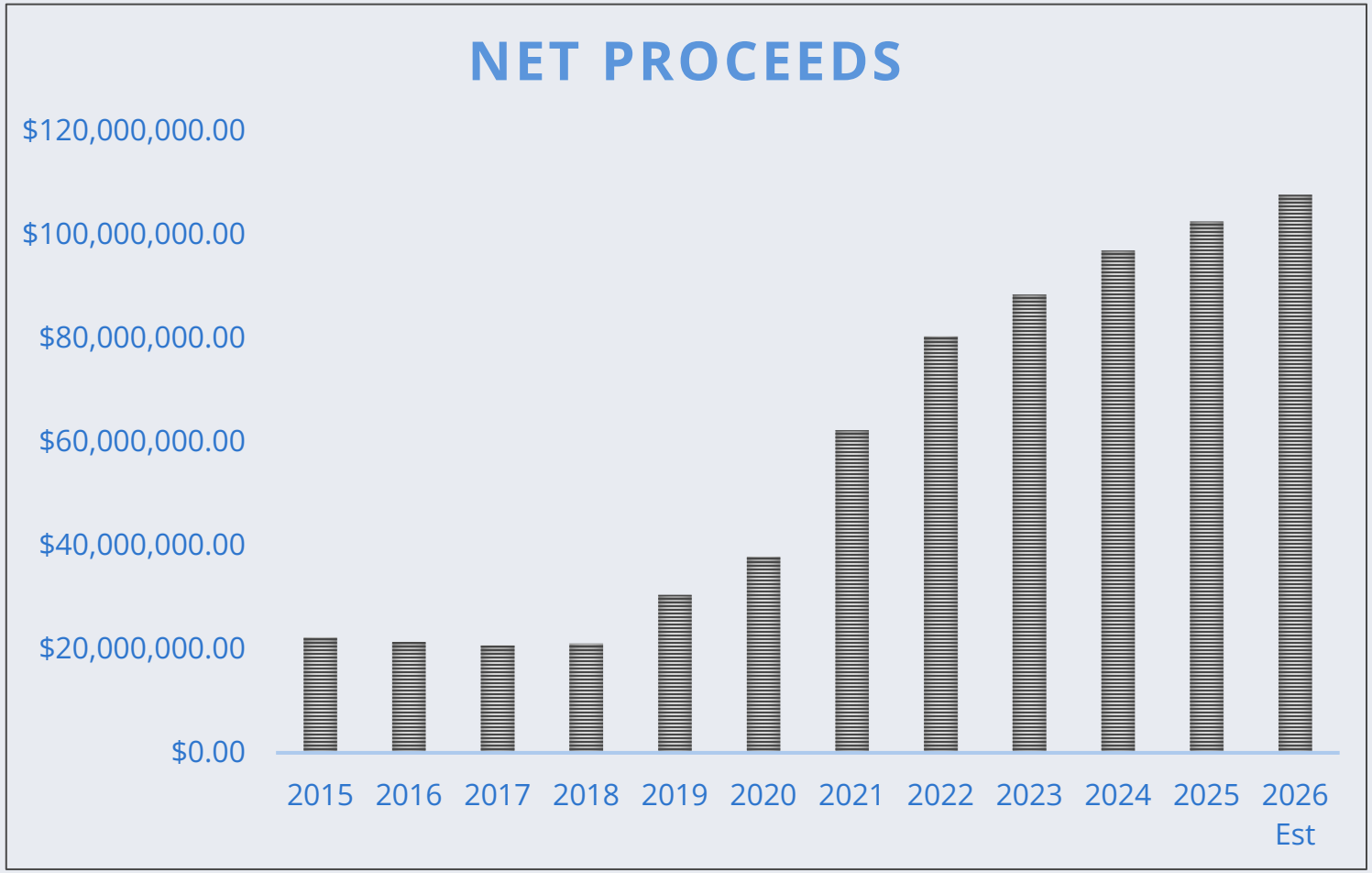
Year	Adjusted Gross Proceeds (After Tax)
2015	$55,846,847.00
2016	$53,658,876.00
2017	$52,024,738.00
2018	$52,843,753.00
2019	$76,332,760.00
2020	$94,944,966.88
2021	$155,783,311.90
2022	$201,143,285.75
2023	$221,379,810.69
2024	$242,499,218.26
2025	$256,615,556.40
2026	$273,128,738.75



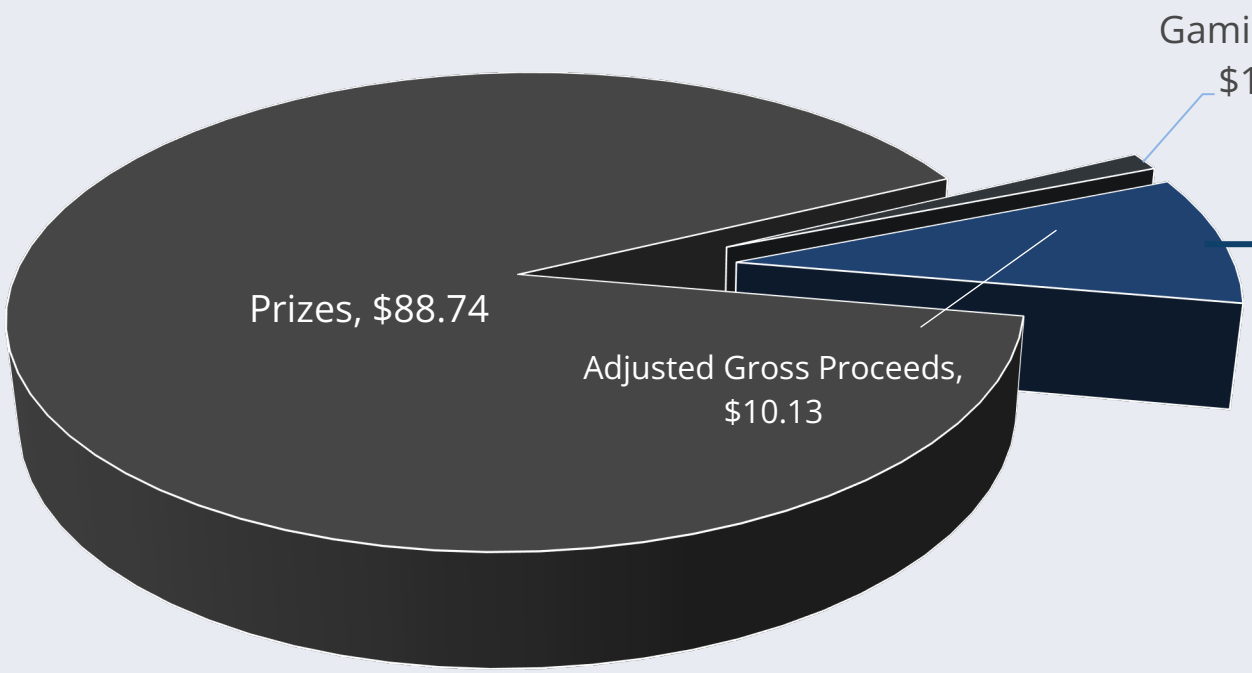
NET PROCEEDS

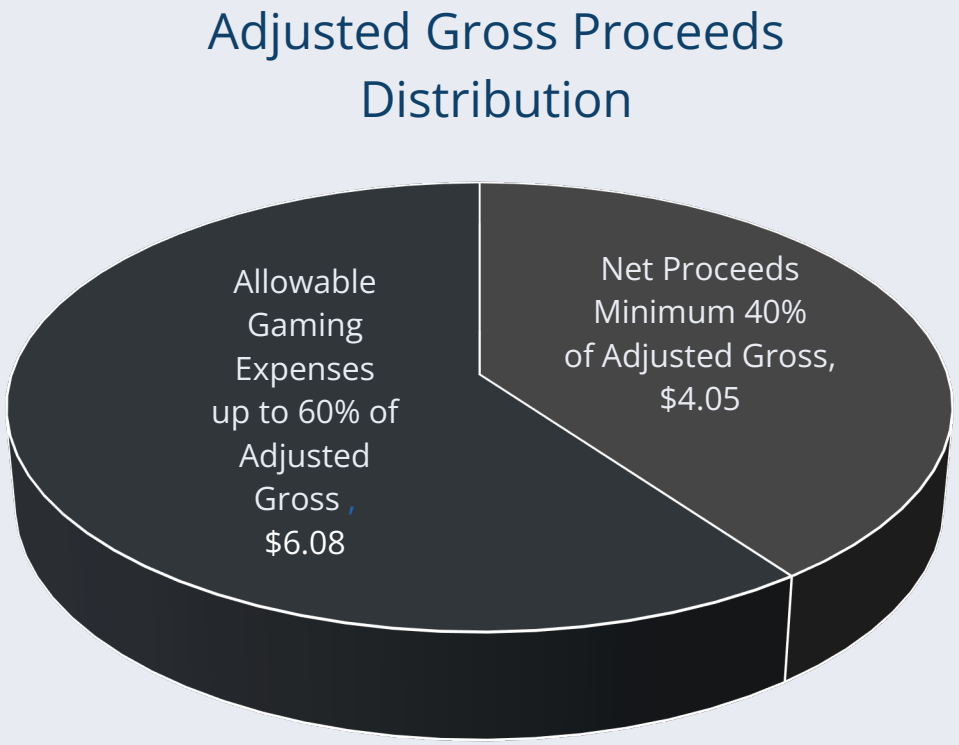
AMOUNT DEVOTED TO ELIGIBLE/CHARITABLE USE

Year	Net Proceeds
2015	$22,338,872.00
2016	$21,463,965.00
2017	$20,810,039.00
2018	$21,137,745.00
2019	$30,533,097.00
2020	$37,978,166.75
2021	$62,313,321.43
2022	$80,457,677.50
2023	$88,551,942.16
2024	$96,999,687.39
2025	$102,647,276.84
2026	$107,779,640.68



DISTRIBUTION OF $100.00 PLAYED (GROSS PROCEEDS)

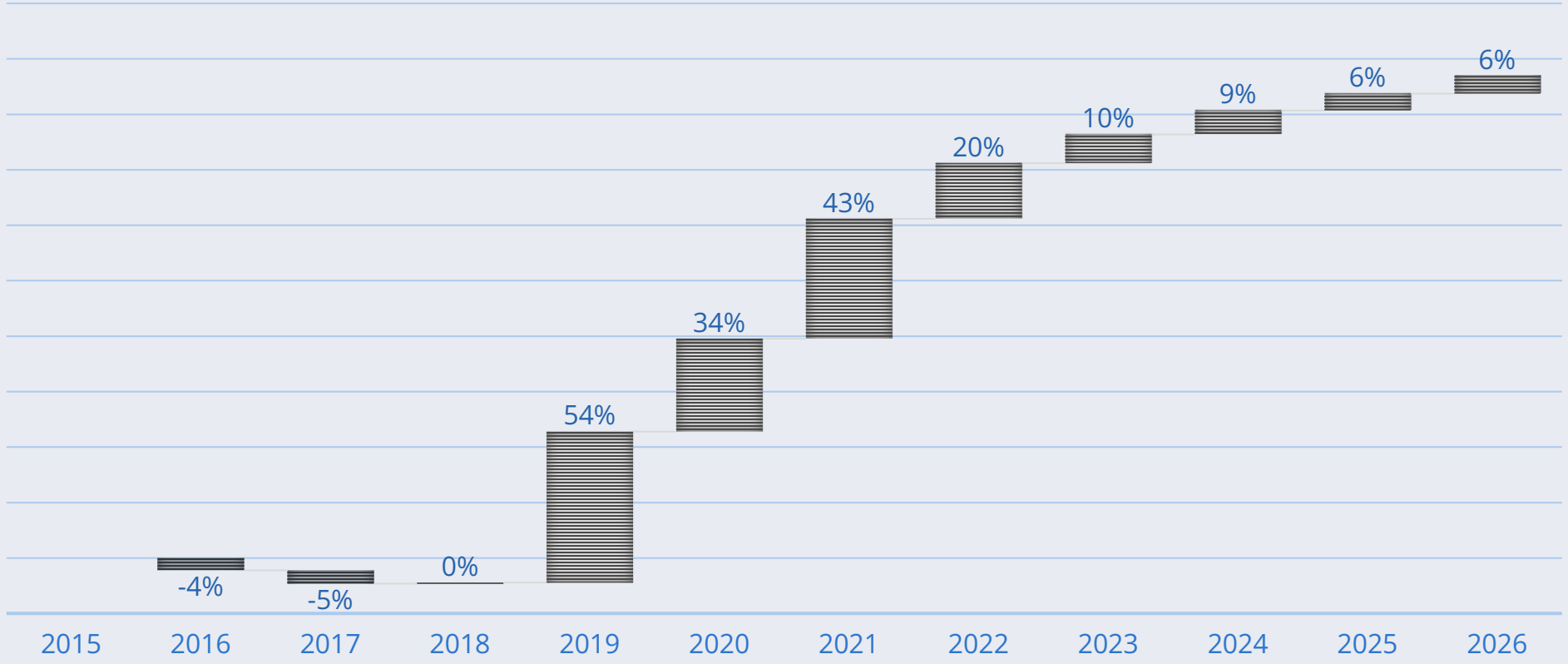




Prizes Gaming Tax Adjusted Gross Proceeds

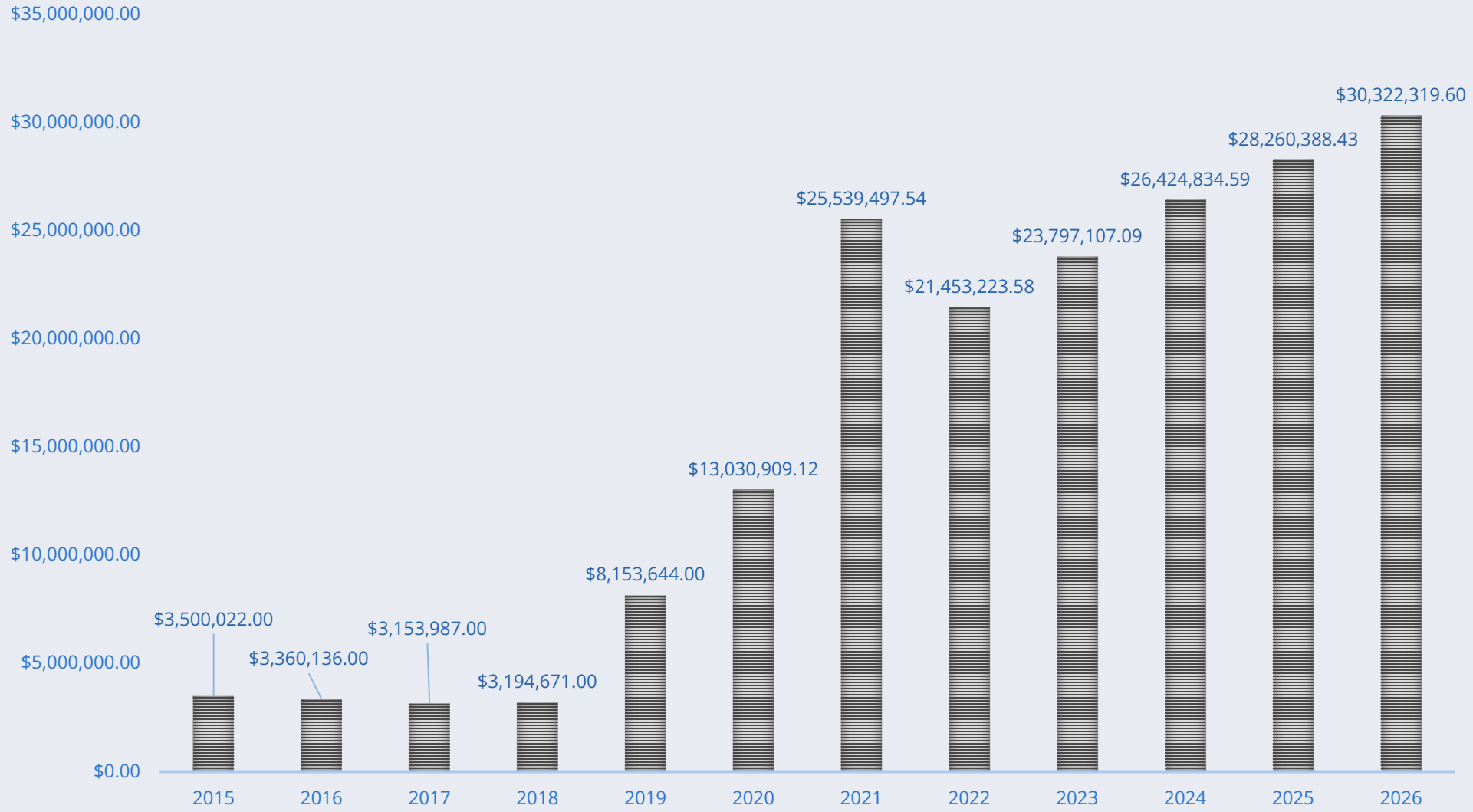
PERCENTAGE OF GROWTH IN GROSS PROCEEDS

2016-2026



NORTH DAKOTA STATE GAMING TAX

2016-2026



Destinations for gaming tax revenue

CURRENT STATUTORY FRAMEWORK • NDCC §§ 53-06.1-11.2 AND 53-06.1-12

Gaming administration and operations
- Legislative appropriations support administration of the charitable gaming system.

Gambling Disorder Prevention and Treatment Fund
- $75,000 each quarter to the Gambling Disorder Prevention and Treatment Fund.

Technology Fund
- Certain fees and amounts specified by law support gaming-system equipment and software, training, maintenance and updates. (specific allocations from license fees)

Local Gaming Grants
- Subject to appropriations, 5% of total deposits is allocated proportionally to cities and counties based on gaming taxes collected in each jurisdiction.
- Currently $750,000/biennium

State General Fund
- Any operating-fund balance exceeding the amount appropriated for gaming administration and operations for the next biennium is transferred to the General Fund before the biennium ends.



THANK YOU

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