# National Indian Gaming Commission 

## Tribal Gaming Revenues (in thousands) by Region

Fiscal Year 2003 and 2002

|  | Fiscal Year 2003 |  | Fiscal Year 2002 |  | Increase (decrease) |  |
| :--- | ---: | :---: | ---: | :---: | ---: | ---: |
|  | Number of <br> Operations | Gaming <br> Revenues | Number of <br> Operations | Gaming <br> Revenues | Number of <br> Operations | Gameng <br> Revenues |
| Region I | 43 | $1,439,516$ | 47 | $1,230,194$ | $(4)$ | 209,322 |
| Region II | 54 | $4,699,889$ | 51 | $3,678,095$ | 3 | $1,021,794$ |
| Region III | 43 | $1,898,522$ | 40 | $1,782,874$ | 3 | 115,648 |
| Region IV | 91 | $3,547,360$ | 109 | $3,537,227$ | $(18)$ | 10,133 |
| Region V | 75 | 822,727 | 79 | 651,841 | $(4)$ | 170,886 |
| Region VI | 24 | $4,322,134$ | 22 | $3,835,825$ | 2 | 486,309 |
| Totals | 330 | $16,730,148$ | 348 | $14,716,056$ | $(18)$ | $2,014,092$ |

Compiled from gaming operation audit reports received and entered by the NIGC through June 30, 2004.

| Region I | Alaska, Idaho, Oregon, and Washington. |
| :--- | :--- |
| Region II | California, Northern Nevada. |
| Region III | Arizona, Colorado, New Mexico, and Southern Nevada. |
| Region IV | Iowa, Michigan, Minnesota, Montana, North Dakota, Nebraska, <br> South Dakota, and Wisconsin |
| Region V | Kansas, Oklahoma, and Texas. |
| Region VI | Alabama, Connecticut, Florida, Louisiana, Mississippi, <br> North Carolina and New York. |

# National Indian Gaming Commission <br> Tribal Gaming Revenues 

| Gaming Revenue Range | Number of <br> Operations | Revenues (in thousands) | Percentage of |  | Mean <br> (in thousands) | Median (in thousands) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Operations | Revenues |  |  |
| Gaming operations with fiscal years ending in 2003 |  |  |  |  |  |  |
| \$100 million and over | 43 | 10,714,581 | 13\% | 64\% | 249,176 | 184,332 |
| $\$ 50$ million to $\$ 100$ million | 35 | 2,459,698 | 11\% | 15\% | 70,277 | 65,416 |
| \$25 million to \$50 million | 55 | 1,984,673 | 17\% | 12\% | 36,085 | 37,029 |
| \$10 million to \$25 million | 67 | 1,144,779 | 20\% | 7\% | 17,086 | 16,894 |
| \$3 million to \$10 million | 57 | 350,398 | 17\% | 2\% | 6,147 | 5,819 |
| Under \$3 million | 73 | 76,019 | 22\% | 0\% | 1,041 | 833 |
| Total | 330 | 16,730,148 |  |  |  |  |
| Gaming operations with fiscal years ending in 2002 |  |  |  |  |  |  |
| \$100 million and over | 41 | 9,510,660 | 12\% | 65\% | 231,967 | 179,101 |
| \$50 million to \$100 million | 24 | 1,694,606 | 7\% | 12\% | 70,609 | 65,577 |
| \$25 million to \$50 million | 55 | 1,978,519 | 16\% | 13\% | 35,976 | 38,984 |
| \$10 million to \$25 million | 65 | 1,067,513 | 19\% | 7\% | 16,423 | 16,570 |
| \$3 million to \$10 million | 63 | 386,399 | 18\% | 3\% | 6,133 | 5,373 |
| Under \$3 million | 100 | 78,359 | 29\% | 1\% | 784 | 461 |
| Total | 348 | 14,716,056 |  |  |  |  |
| Gaming operations with fiscal years ending in 2001 |  |  |  |  |  |  |
| \$100 million and over | 39 | 8,398,523 | 12\% | 65\% | 215,347 | 158,836 |
| \$50 million to \$100 million | 19 | 1,415,755 | 6\% | 11\% | 74,513 | 79,083 |
| \$25 million to \$50 million | 43 | 1,528,611 | 13\% | 12\% | 35,549 | 34,264 |
| \$10 million to \$25 million | 58 | 997,546 | 18\% | 8\% | 17,199 | 16,328 |
| \$3 million to \$10 million | 57 | 385,654 | 17\% | 3\% | 6,766 | 7,292 |
| Under \$3 million | 114 | 96,257 | 35\% | 1\% | 844 | 575 |
| Total | 330 | 12,822,346 |  |  |  |  |
| Gaming operations with fiscal years ending in 2000 |  |  |  |  |  |  |
| \$100 million and over | 31 | 6,606,284 | 10\% | 60\% | 213,106 | 141,684 |
| \$50 million to \$100 million | 24 | 1,693,510 | 8\% | 15\% | 70,563 | 73,314 |
| \$25 million to \$50 million | 41 | 1,360,777 | 13\% | 12\% | 33,190 | 29,944 |
| \$10 million to \$25 million | 50 | 856,464 | 16\% | 8\% | 17,129 | 17,335 |
| \$3 million to \$10 million | 55 | 350,110 | 18\% | 3\% | 6,366 | 6,250 |
| Under \$3 million | 110 | 91,545 | 35\% | 1\% | 832 | 541 |
| Total | 311 | 10,958,690 |  |  |  |  |
| Gaming operations with fiscal years ending in 1999 |  |  |  |  |  |  |
| \$100 million and over | 28 | 5,845,787 | 9\% | 60\% | 208,778 | 136,897 |
| \$50 million to \$100 million | 19 | 1,323,995 | 6\% | 14\% | 69,684 | 70,412 |
| \$25 million to \$50 million | 33 | 1,193,049 | 11\% | 12\% | 36,153 | 35,990 |
| \$10 million to \$25 million | 59 | 1,028,834 | 19\% | 10\% | 17,438 | 17,562 |
| \$3 million to \$10 million | 54 | 322,268 | 17\% | 3\% | 5,968 | 5,764 |
| Under \$3 million | 117 | 86,907 | 38\% | 1\% | 537 | 395 |
| Total | 310 | 9,800,840 |  |  |  |  |

Compiled from gaming operation audit reports received and entered by the NIGC through June 30, 2004.

## Growth in Indian Gaming

Source: National Indian Gaming Commission


