National Indian Gaming Commission

Tribal Gaming Revenues (in thousands) by Region

Fiscal Year 2003 and 2002

	Fiscal Year 2003		Fiscal Ye	ear 2002	Increase (decrease)	
	Number of	Gaming	Number of	Gaming	Number of	Gaming
	Operations	Revenues	Operations	Revenues	Operations	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,			
	South Dakota, and Wisconsin			
Region V	Kansas, Oklahoma, and Texas.			
Region VI	Alabama, Connecticut, Florida, Louisiana, Mississippi,			
	North Carolina and New York.			

National Indian Gaming Commission Tribal Gaming Revenues

	Number of	Revenues	Percentage of		Mean	Median						
	_	(in			(in	(in						
Gaming Revenue Range	Operations	thousands)	Operations	Revenues	thousands)	thousands)						
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 f	ïscal years er	nding 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 f	iscal years er	nding 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 f	iscal vears er	nding 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 f												
\$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						
	,	,,										

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

