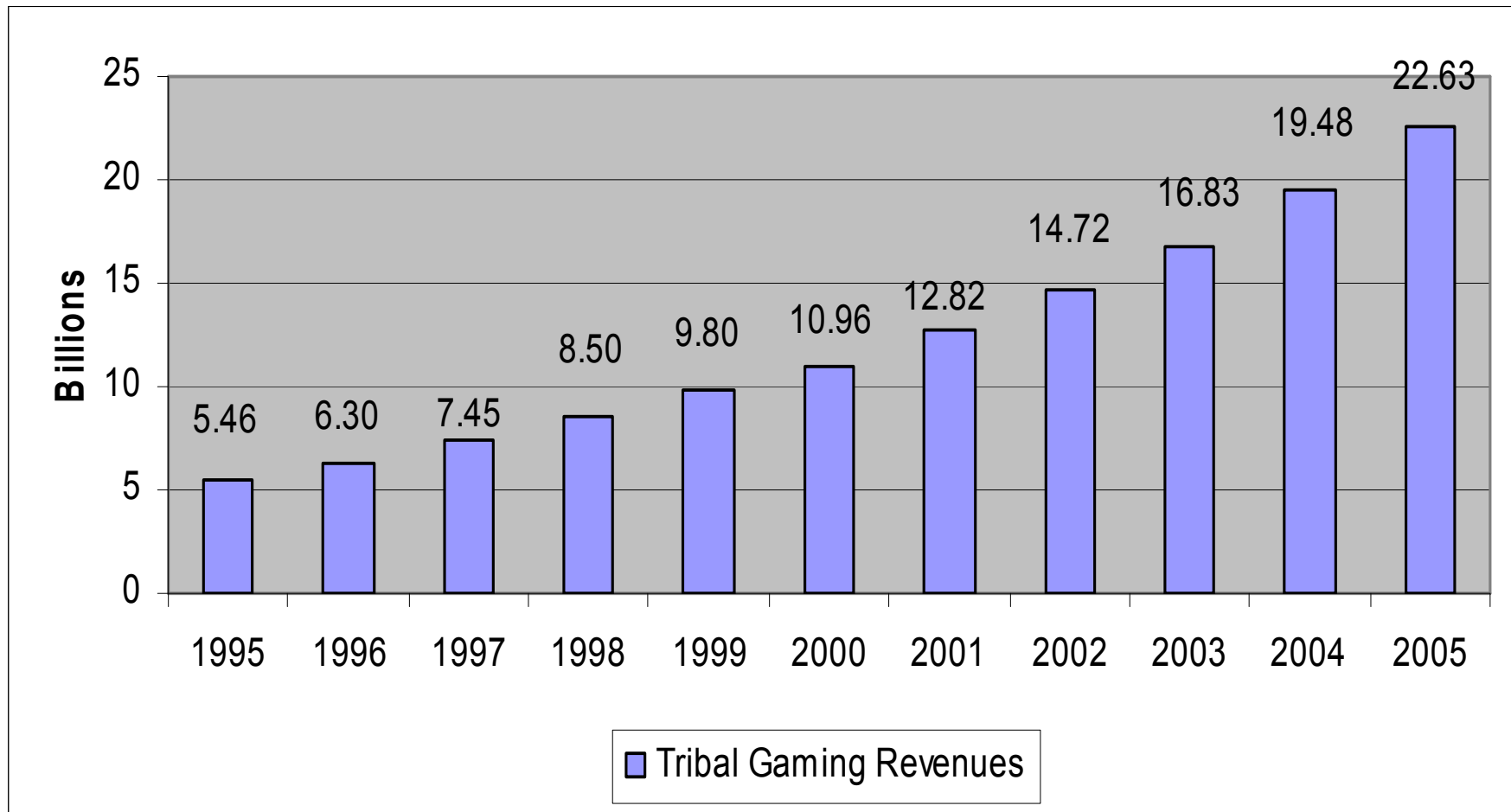


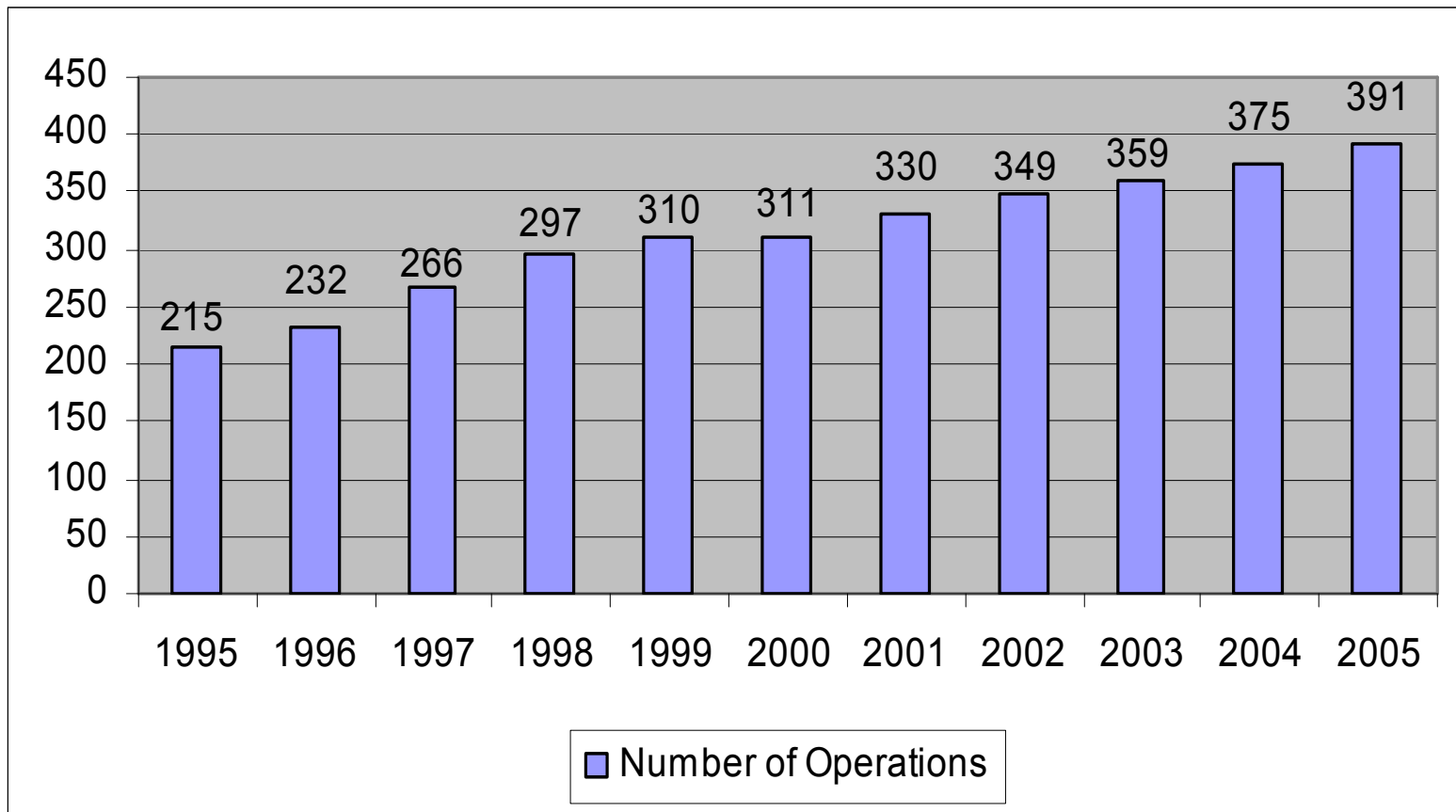


Growth of Tribal Gaming Revenues 1995 to 2005





Growth in the Number of Operations





NIGC Region I



	Total Gaming Revenues	Number of Gaming Operations
2005	\$1,829,195,000	47
2000	\$860,866,000	46
1995	\$388,378,000	34



NIGC Region II



	Total Gaming Revenues	Number of Gaming Operations
2005	\$7,042,686,000	57
2000	\$1,702,528,000	39
1995	\$721,243,000	26



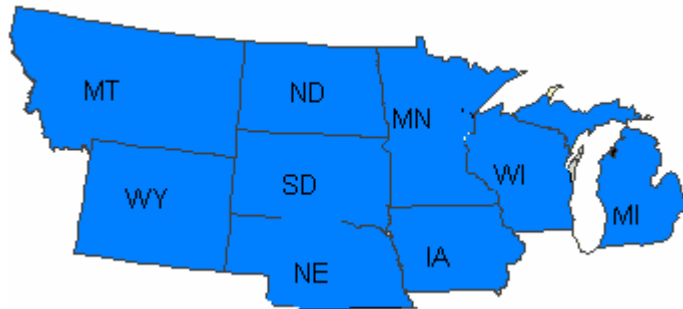
NIGC Region III



	Total Gaming Revenues	Number of Gaming Operations
2005	\$2,529,128,000	48
2000	\$1,508,210,000	35
1995	\$649,895,000	28



NIGC Region IV



	Total Gaming Revenues	Number of Gaming Operations
2005	\$3,984,449,000	118
2000	\$3,137,489,000	111
1995	\$1,931,568,000	74



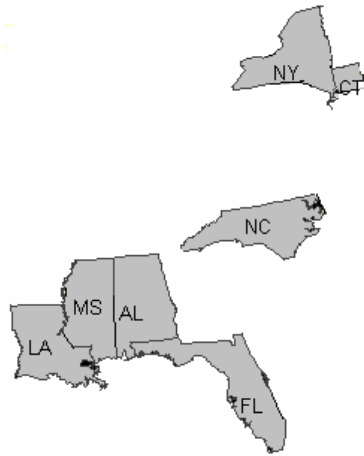
NIGC Region V



	Total Gaming Revenues	Number of Gaming Operations
2005	\$1,729,981,000	93
2000	\$398,764,000	60
1995	\$96,764,000	34



NIGC Region VI



	Total Gaming Revenues	Number of Gaming Operations
2005	\$5,514,136,000	28
2000	\$3,350,833,000	20
1995	\$1,667,179,000	19



2005 Tribal Gaming Revenues

Gaming Revenue Range	Number of Operations	Gaming Revenues	Percentage of		Mean	Median
			Operations	Revenues		
\$250 million and over	21	9,738,744,000	5.4%	43.0%	463,750,000	379,129,000
\$100 million to \$250 million	39	6,209,904,000	10.0%	27.4%	159,228,000	145,771,000
\$50 million to \$100 million	43	2,897,277,000	11.0%	12.8%	67,379,000	63,518,000
\$25 million to \$50 million	58	2,019,555,000	14.8%	8.9%	34,820,000	33,116,000
\$10 million to \$25 million	75	1,268,546,000	19.2%	5.6%	16,914,000	16,383,000
\$3 million to \$10 million	68	411,773,000	17.4%	1.8%	6,055,000	5,474,000
Under \$3 million	87	83,776,000	22.3%	0.4%	963,000	483,000
Total	391	22,629,575,000				



2000 Tribal Gaming Revenues

Gaming Revenue Range	Number of Operations	Gaming Revenues	Percentage of		Mean	Median
			Operations	Revenues		
\$100 million and over	31	6,606,284,000	14.4%	121.1%	213,106,000	141,684,000
\$50 million to \$100 million	24	1,693,510,000	11.2%	31.0%	70,563,000	73,314,000
\$25 million to \$50 million	41	1,360,777,000	19.1%	24.9%	33,190,000	29,944,000
\$10 million to \$25 million	50	856,464,000	23.3%	15.7%	17,129,000	17,335,000
\$3 million to \$10 million	55	350,110,000	25.6%	6.4%	6,366,000	6,250,000
Under \$3 million	110	91,545,000	51.2%	1.7%	832,000	365,000
Total	311	10,958,690,000				



1995 Tribal Gaming Revenues

Gaming Revenue Range	Number of Operations	Gaming Revenues	Percentage of		Mean	Median
			Operations	Revenues		
\$100 million and over	8	2,014,491,446	3.7%	36.9%	251,811,431	165,311,349
\$50 million to \$100 million	19	1,485,171,984	8.8%	27.2%	78,166,947	78,663,800
\$25 million to \$50 million	22	793,567,119	10.2%	14.5%	36,071,233	35,283,952
\$10 million to \$25 million	57	883,545,167	26.5%	16.2%	15,500,792	14,488,268
\$3 million to \$10 million	36	214,549,267	16.7%	3.9%	5,959,702	3,082,440
Under \$3 million	73	63,691,155	34.0%	1.2%	872,482	600,625
Total	215	5,455,016,138				



Gaming Revenues and Operations

Year	Gaming Revenues	Number of Operations
2005	\$22,629,575,000	391
2004	\$19,479,134,000	375
2003	\$16,826,382,000	359
2002	\$14,717,662,000	349
2001	\$12,822,346,000	330
2000	\$10,958,690,000	311
1999	\$9,800,840,000	310
1998	\$8,495,391,000	297
1997	\$7,451,349,000	266
1996	\$6,300,868,000	232
1995	\$5,455,016,000	215