## National Indian Gaming Commission Tribal Gaming Revenues (in thousands) by Region Fiscal Year 2004 and 2003

	Fiscal Year 2004		Fiscal Year 2003		Increase (decrease)					
	Number of	Gaming	Number of	Gaming	Number of	Gaming	Revenue			
	Operations	Revenues	Operations	Revenues	Operations	Revenues	Percentage			
Region I	44	1,601,346	46	1,441,488	(2)	159,858	11.1%			
Region II	52	5,788,332	54	4,699,889	(2)	1,088,443	23.2%			
Region III	43	2,133,116	43	1,898,522	0	234,594	12.4%			
Region IV	117	3,815,763	109	3,597,005	8	218,758	6.1%			
Region V	84	1,248,089	82	867,088	2	381,001	43.9%			
Region VI	27	4,820,864	24	4,322,134	3	498,730	11.5%			
Totals	367	19,407,510	358	16,826,126	9	2,581,384	15.3%			
Source: Complied from gaming operation audit reports received and entered by the NIGC										

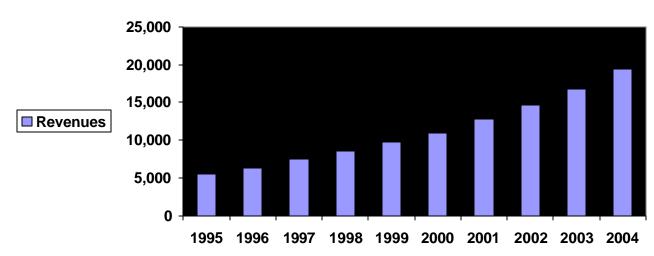
Source: Complied from gaming operation audit reports received and entered by the NIGC through July 7, 2005.

Region I	Alaska, Idaho, Oregon, and Washington					
Region II	California, and 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					

	Number of	Revenues	Percentage of		Mean	Median
		(in		D	(in	(in
Gaming Revenue Range	Operations	thousands)	Operations	Revenues	thousands)	thousands)
Gaming operations with fiscal year	U U		4 10/	27 10/	490.061	276 440
\$250 million and over	15	7,200,911	4.1%	37.1%	480,061	376,449
\$100 million to \$250 million	40	6,277,698	10.9%	32.3%	156,942	155,160
\$50 million to \$100 million	33	2,240,010	9.0%	11.5%	67,879	67,233
\$25 million to \$50 million	60	2,144,497	16.3%	11.0%	35,742	33,391
\$10 million to \$25 million	68	1,122,554	18.5%	5.8%	16,508	15,924
\$3 million to \$10 million	57	344,352	15.5%	1.8%	6,041	5,913
Under \$3 million	94	77,488	25.6%	0.4%	824	530
Total	367	19,407,510				
Gaming operations with fiscal year	<u> </u>				1	
\$250 million and over	11	5,381,204	3.1%	32.0%	489,200	343,230
\$100 million to \$250 million	32	5,333,377	8.9%	31.7%	166,668	163,916
\$50 million to \$100 million	35	2,459,698	9.8%	14.6%	70,277	65,416
\$25 million to \$50 million	57	2,040,711	15.9%	12.1%	35,802	35,219
\$10 million to \$25 million	69	1,170,169	19.3%	7.0%	16,959	16,741
\$3 million to \$10 million	57	350,398	15.9%	2.1%	6,147	5,819
Under \$3 million	97	90,569	27.1%	0.5%	934	523
Total	358	16,826,126				
Gaming operations with fiscal year	s ending in 20	02			·	
\$250 million and over	10	4,640,064	2.9%	31.5%	464,006	302,298
\$100 million and over	31	4,870,596	8.9%	33.1%	157,116	150,174
\$50 million to \$100 million	24	1,694,606	6.9%	11.5%	70,609	68,225
\$25 million to \$50 million	55	1,978,519	15.8%	13.4%	35,973	38,984
\$10 million to \$25 million	65	1,067,513	18.6%	7.3%	16,423	16,570
\$3 million to \$10 million	63	386,399	18.1%	2.6%	6,133	5,373
Under \$3 million	101	79,965	28.9%	0.5%	800	469
Total	349	14,717,662				
Gaming operations with fiscal year						
\$100 million and over	39	8,398,523	11.8%	65.5%	215,347	158,836
\$50 million to \$100 million	19	1,415,755	5.8%	11.0%	74,513	79,083
\$25 million to \$50 million	43	1,528,611	13.0%	11.9%	35,549	34,264
\$10 million to \$25 million	58	997,546	17.6%	7.8%	17,199	16,328
\$3 million to \$10 million	57	385,654	17.3%	3.0%	6,766	7,292
Under \$3 million	114	96,257	34.5%	0.8%	844	575
Total	330	12,822,346	57.570	0.070	011	515
Gaming operations with fiscal year					I	
\$100 million and over	31 senang in 20	6,606,284	10.0%	60.3%	213,106	141,684
\$50 million to \$100 million	24	1,693,510	7.7%	15.5%	70,563	73,314
\$25 million to \$50 million	41	1,360,777	13.2%	12.4%	33,190	29,944
\$10 million to \$25 million	50	856,464	15.2%	7.8%	17,129	
\$3 million to \$10 million	55	350,464	16.1%	3.2%		17,335
					6,366	6,250
Under \$3 million	110	91,545	35.4%	0.8%	832	365
Total	311	10,958,690				

## Growth in Indian Gaming

Source: National Indian Gaming Commission



**Revenues (in millions)**