# 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 <br> Operations | Gaming <br> Revenues | Number of <br> Operations | Gaming <br> Revenues | Number of <br> Operations | Gaming <br> Revenues | Revenue <br> 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
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, <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 Tribal Gaming Revenues

|  | Number of | Revenues <br> (in | Percentage of |  | Mean <br> (in | Median <br> (in <br> Gaming Revenue Range |
| :--- | :---: | :--- | :---: | :--- | :--- | :--- |
|  |  |  |  |  |  |  |
| thousands) |  |  |  |  |  |  |

Gaming operations with fiscal years ending in 2004

| $\$ 250$ 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 |
|  | 367 | $19,407,510$ |  |  |  |  |

Gaming operations with fiscal years ending in 2003

| $\$ 250$ 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 |
|  | 358 | $16,826,126$ |  |  |  |  |

Gaming operations with fiscal years ending in 2002

| $\$ 250$ 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 |
|  | 349 | $14,717,662$ |  |  |  |  |

Gaming operations with fiscal years ending in 2001

| $\$ 100$ 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 |
|  | 330 | $12,822,346$ |  |  |  |  |

Gaming operations with fiscal years ending in 2000

| $\$ 100$ million and over | 31 | $6,606,284$ | $10.0 \%$ | $60.3 \%$ | 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 | $16.1 \%$ | $7.8 \%$ | 17,129 | 17,335 |
| $\$ 3$ million to $\$ 10$ million | 55 | 350,110 | $17.7 \%$ | $3.2 \%$ | 6,366 | 6,250 |
| Under $\$ 3$ million | 110 | 91,545 | $35.4 \%$ | $0.8 \%$ | 832 | 365 |
|  | 311 | $10,958,690$ |  |  |  |  |

Source: Complied from gaming operation audit reports received and entered by the NIGC through 7/7/05.

# Growth in Indian Gaming 

Source: National Indian Gaming Commission

Revenues (in millions)


