## NATIONAL INDIAN GAMING COMMISSION

 TRIBAL GAMING REVENUES| Gaming Revenue Range | Number of Operations | $\begin{array}{\|l} \hline \text { Revenues } \\ \hline \text { (in thousands) } \end{array}$ | Percentage of |  | Mean <br> (in thousands) | $\begin{array}{\|l\|} \hline \text { Median } \\ \hline \text { (in thousands) } \\ \hline \end{array}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Operations | Revenues |  |  |
| Gaming operation fiscal years ending in 2002 |  |  |  |  |  |  |
| \$100 million and over | 41 | 9,398,962 | 12\% | 65\% | 229,243 | 166,977 |
| \$50 to \$100 million | 24 | 1,698,195 | 7\% | 12\% | 70,758 | 68,225 |
| \$25 to \$50 million | 55 | 1,977,753 | 17\% | 14\% | 35,959 | 34,291 |
| \$10 to \$25 million | 61 | 984,578 | 18\% | 7\% | 16,141 | 16,092 |
| \$3 to \$10 million | 59 | 367,821 | 18\% | 3\% | 6,234 | 5,894 |
| Under \$3 million | 90 | 69,691 | 27\% | 0\% | 723 | 448 |
| Total | 330 | 14,497,000 |  |  |  |  |
| Gaming operation fiscal years ending in 2001 |  |  |  |  |  |  |
| \$100 million and over | 39 | 8,398,523 | 12\% | 66\% | 215,347 | 158,836 |
| \$50 to \$100 million | 19 | 1,415,755 | 6\% | 11\% | 74,513 | 79,083 |
| \$25 to \$50 million | 43 | 1,528,611 | 13\% | 12\% | 35,549 | 34,264 |
| \$10 to \$25 million | 58 | 976,546 | 18\% | 8\% | 17,199 | 16,328 |
| \$3 to \$10 million | 57 | 385,654 | 17\% | 3\% | 6,766 | 7,292 |
| Under \$3 million | 113 | 95,614 | 34\% | 1\% | 846 | 562 |
| Total | 329 | 12,821,703 |  |  |  |  |
| Gaming operation fiscal years ending in 2000 |  |  |  |  |  |  |
| \$100 million and over | 31 | 6,606,284 | 10\% | 60\% | 213,106 | 141,684 |
| \$50 to \$100 million | 24 | 1,693,510 | 8\% | 15\% | 70,563 | 73,314 |
| \$25 to \$50 million | 41 | 1,360,777 | 13\% | 12\% | 33,190 | 29,944 |
| \$10 to \$25 million | 50 | 856,464 | 16\% | 8\% | 17,129 | 17,335 |
| \$3 to \$10 million | 55 | 350,110 | 18\% | 3\% | 6,366 | 6,250 |
| Under \$ 3 million | 110 | 91,545 | 35\% | 1\% | 832 | 541 |
| Totals | 311 | 10,958,690 |  |  |  |  |
| Gaming operation fiscal years ending in 1999 |  |  |  |  |  |  |
| \$100 million and over | 28 | 5,845,787 | 9\% | 60\% | 208,778 | 136,897 |
| \$50 to \$100 million | 19 | 1,323,995 | 6\% | 14\% | 69,684 | 70,412 |
| \$25 to \$50 million | 33 | 1,193,049 | 11\% | 12\% | 36,153 | 35,990 |
| \$10 to \$25 million | 59 | 1,028,834 | 19\% | 10\% | 17,438 | 17,562 |
| \$3 to \$10 million | 54 | 322,268 | 17\% | 3\% | 5,968 | 5,764 |


| Under \$3 million | 117 | 86,907 | $38 \%$ | $1 \%$ | 537 | 365 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| Totals | 310 | $9,800,840$ |  |  |  |  |
| Gaming operation fiscal years ending in 1998 |  |  |  |  |  |  |
| $\$ 100$ million and over | 23 | $4,674,895$ | $8 \%$ | $55 \%$ | 203,256 | 127,972 |
| $\$ 50$ to $\$ 100$ million | 20 | $1,354,563$ | $7 \%$ | $16 \%$ | 67,728 | 68,922 |
| $\$ 25$ to $\$ 50$ million | 31 | $1,090,227$ | $10 \%$ | $13 \%$ | 35,169 | 34,639 |
| $\$ 10$ to $\$ 25$ million | 56 | 948,089 | $19 \%$ | $11 \%$ | 16,930 | 16,287 |
| $\$ 3$ to $\$ 10$ million | 55 | 341,064 | $19 \%$ | $4 \%$ | 6,201 | 5,746 |
| Under $\$ 3$ million | 112 | 86,856 | $38 \%$ | $1 \%$ | 773 | 503 |
| Totals | 297 | $8,495,391$ |  |  |  |  |
| Source: Compiled from gaming operation audit reports received and entered by the NIGC through 6/30/2003. |  |  |  |  |  |  |

