	NIGC T	ribal Ga	ming R	evenue	es	
	Number of	Revenues	Percent		Mean	Median
Gaming Revenue Range	Operations	(in thousands)	Operations	Revenues	(in thousands)	(in thousands)
Gaming operations with fiscal	years endi	ng in 2006				
\$250 million and over	23	11,214,822	5.9%	44.7%	487,601	414,840
\$100 million to \$250 million	40	6,730,419	10.3%	26.8%	168,261	157,987
\$50 million to \$100 million	45	3,186,109	11.6%	12.7%	70,802	67,211
\$25 million to \$50 million	64	2,241,013	16.5%	8.9%	35,016	32,652
\$10 million to \$25 million	72	1,229,246	18.6%	4.9%	17,073	17,413
\$3 million to \$10 million	66	412,702	17.1%	1.6%	6,253	6,458
Under \$3 million	77	61,518	19.9%	0.2%	799	286
Tota	387	25,075,829				
Gaming operations with fiscal ye	ars ending i	n 2005				•
\$250 million and over	21	9,691,959	5.4%	42.9%	461,522	379,129
\$100 million to \$250 million	39	6,206,788	9.9%	27.5%	159,148	145,771
\$50 million to \$100 million	43	2,897,277	11.0%	12.8%	67,379	63,211
\$25 million to \$50 million	58	2,019,686	14.8%	8.9%	34,822	33,116
\$10 million to \$25 million	75	1,267,891	19.1%	5.6%	16,905	16,383
\$3 million to \$10 million	68	411,501	17.3%	1.8%	6,051	5,474
Under \$3 million	88	83,698	22.4%	0.4%	951	417
Tota	392	22,578,800				
Gaming operations with fiscal ye	ars ending i	n 2004				L
\$250 million and over	15	7,200,911	4.0%	37.0%	480,061	376,449
\$100 million to \$250 million	40	6,277,698	10.7%	32.2%	156,942	155,160
\$50 million to \$100 million	33	2,240,010	8.8%	11.5%	67,879	67,233
\$25 million to \$50 million	60	2,144,496	16.0%	11.0%	35,742	33,391
\$10 million to \$25 million	71	1,180,438	18.9%	6.1%	16,626	16,035
\$3 million to \$10 million	58	354,050	15.5%	1.8%	6,104	6,040
Under \$3 million	98	81,531	26.1%	0.4%	832	530
Tota	l 375	19,479,134				
Gaming operations with fiscal ye	ars ending i	n 2003	I	<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	9.7%	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	19.2%	7.0%	16,959	16,741
\$3 million to \$10 million	57	350,398	15.9%	2.1%		
Under \$3 million	98	90,825	27.3%	0.5%	927	522
Tota	359					
	<u>.</u>		1	<u> </u>		l

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		
Total	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		
Total	330	12,822,346						
Source: Complied from gaming operation audit reports received and entered by the NIGC through 6/29/06.								