## NIGC Tribal Gaming Revenues

| Gaming Revenue Range | Number of Operations | Revenues (in thousands) | Percentage of |  | Mean (in thousands) | Median (in thousands) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Operations | Revenues |  |  |
| Gaming operations with fiscal years ending in 2007 |  |  |  |  |  |  |
| \$250 million and over | 22 | 10,999,559 | 5.8\% | 42.3\% | 499,980 | 416,824 |
| \$100 million to \$250 million | 47 | 7,807,413 | 12.3\% | 30.0\% | 166,115 | 158,777 |
| \$50 million to \$100 million | 46 | 3,281,581 | 12.0\% | 12.6\% | 71,339 | 71,215 |
| \$25 million to \$50 million | 57 | 2,037,400 | 14.9\% | 7.8\% | 35,744 | 33,506 |
| \$10 million to \$25 million | 85 | 1,442,901 | 22.3\% | 5.5\% | 16,975 | 16,193 |
| \$3 million to \$10 million | 66 | 391,941 | 17.3\% | 1.5\% | 5,939 | 5,714 |
| Under \$3 million | 59 | 55,302 | 15.4\% | 0.2\% | 937 | 755 |
| Total | 382 | 26,016,098 |  |  |  |  |

Gaming operations with fiscal years ending in 2006

| $\$ 250$ million and over | 23 | $11,006,025$ | $5.8 \%$ | $44.2 \%$ | 478,523 | 413,556 |
| :--- | ---: | ---: | ---: | ---: | ---: | ---: |
| $\$ 100$ million to $\$ 250$ million | 40 | $6,730,419$ | $10.2 \%$ | $27.0 \%$ | 168,260 | 157,987 |
| $\$ 50$ million to $\$ 100$ million | 45 | $3,185,470$ | $11.4 \%$ | $12.8 \%$ | 70,788 | 66,955 |
| $\$ 25$ million to $\$ 50$ million | 64 | $2,241,013$ | $16.2 \%$ | $9.0 \%$ | 35,016 | 32,652 |
| $\$ 10$ million to $\$ 25$ million | 73 | $1,241,706$ | $18.5 \%$ | $5.0 \%$ | 17,010 | 17,363 |
| $\$ 3$ million to $\$ 10$ million | 67 | 416,098 | $17.0 \%$ | $1.7 \%$ | 6,210 | 6,423 |
| Under $\$ 3$ million | 82 | 68,293 | $20.8 \%$ | $0.3 \%$ | 833 | 347 |
| Total | 394 | $24,889,022$ |  |  |  |  |

Gaming operations with fiscal years ending in 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 |
| Total | 392 | $22,578,800$ |  |  |  |  |

Gaming operations with fiscal years ending in 2004

| $\$ 250$ 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 |
|  | Total | 375 | $19,479,134$ |  |  |  |

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 | 9.7\% | 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\% | 6,147 | 5,819 |
| Under \$ 3 million | 98 | 90,825 | 27.3\% | 0.5\% | 927 | 522 |
| Total | 359 | 16,826,382 |  |  |  |  |
| Source: Complied from gaming operation audit reports received and entered by the NIGC through 6/10/08. |  |  |  |  |  |  |

