National Indian Gaming Commission Tribal Gaming Revenues (in thousands) by Region Fiscal Year 2003 and 2002

| | Fiscal Year 2003 | | Fiscal Year 2002 | | Increase (decrease) | |
|---|-------------------------|--------------------|-------------------------|--------------------|-------------------------|--------------------|
| | Number of Operations | Gaming Revenues | Number of Operations | Gaming Revenues | Number of Operations | Gaming Revenues |
| Region I | 43 | 1,439,516 | 47 | 1,230,194 | (4) | 209,322 |
| Region II | 54 | 4,699,889 | 51 | 3,678,095 | 3 | 1,021,794 |
| Region III | 43 | 1,898,522 | 40 | 1,782,874 | 3 | 115,648 |
| Region IV | 91 | 3,547,360 | 109 | 3,537,227 | (18) | 10,133 |
| Region V | 75 | 822,727 | 79 | 651,841 | (4) | 170,886 |
| Region VI | 24 | 4,322,134 | 22 | 3,835,825 | 2 | 486,309 |
| Totals | 330 | 16,730,148 | 348 | 14,716,056 | (18) | 2,014,092 |
| Source: Compiled from gaming operation audit reports received and entered by the NIGC through June 30, 2004 | | | | | | |

| Region I | Alaska, Idaho, Oregon, and Washington. | | |
|------------|---|--|--|
| Region II | California, Northern Nevada. | | |
| Region III | Arizona, Colorado, New Mexico, and Southern Nevada. | | |
| Region IV | Iowa, Michigan, Minnesota, Montana, North Dakota, Nebraska, | | |
| Region V | South Dakota, and Wisconsin | | |
| Region VI | Kansas, Oklahoma, and Texas. | | |