### Tribal Gaming Revenues (in thousands) by Region
#### Fiscal Year 2004 and 2003

<table>
<thead>
<tr>
<th>Region</th>
<th>Number of Operations</th>
<th>Gaming Operations</th>
<th>Number of Gaming Operations</th>
<th>Increase (decrease)</th>
<th>Number of Gaming Revenues</th>
<th>Gaming Revenue</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Region I</td>
<td>44</td>
<td>1,601,346</td>
<td>46</td>
<td>1,441,488</td>
<td>159,858</td>
<td>11.1%</td>
<td></td>
</tr>
<tr>
<td>Region II</td>
<td>52</td>
<td>5,788,332</td>
<td>54</td>
<td>4,699,889</td>
<td>1,088,443</td>
<td>23.2%</td>
<td></td>
</tr>
<tr>
<td>Region III</td>
<td>43</td>
<td>2,133,116</td>
<td>43</td>
<td>1,898,522</td>
<td>234,594</td>
<td>12.4%</td>
<td></td>
</tr>
<tr>
<td>Region IV</td>
<td>117</td>
<td>3,815,763</td>
<td>109</td>
<td>3,597,005</td>
<td>218,758</td>
<td>6.1%</td>
<td></td>
</tr>
<tr>
<td>Region V</td>
<td>84</td>
<td>1,248,089</td>
<td>82</td>
<td>867,088</td>
<td>381,001</td>
<td>43.9%</td>
<td></td>
</tr>
<tr>
<td>Region VI</td>
<td>27</td>
<td>4,820,864</td>
<td>24</td>
<td>4,322,134</td>
<td>498,730</td>
<td>11.5%</td>
<td></td>
</tr>
<tr>
<td>Totals</td>
<td>367</td>
<td>19,407,510</td>
<td>358</td>
<td>16,826,126</td>
<td>2,581,384</td>
<td>15.3%</td>
<td></td>
</tr>
</tbody>
</table>

Source: Compiled 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, South Dakota, and Wisconsin
Region V: Kansas, Oklahoma, and Texas
Region VI: Alabama, Connecticut, Florida, Louisiana, Mississippi, North Carolina, and New York