# NIGC Tribal Gaming Revenues 

| Gaming Revenue Range | Number of Operations | Revenues(in thousands) | Percentage of |  | $\begin{gathered} \text { Mean } \\ \text { (in thousands) } \end{gathered}$ | Median(in thousands) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  | Operations | Revenues |  |  |
| Gaming operations with fiscal years ending in 2008 |  |  |  |  |  |  |
| \$250 million and over | 23 | 11,197,566 | 5.7\% | 41.9\% | 486,851 | 415,966 |
| \$100 million to \$250 million | 47 | 7,764,163 | 11.6\% | 29.0\% | 165,195 | 164,918 |
| \$50 million to \$100 million | 52 | 3,605,181 | 12.8\% | 13.5\% | 69,330 | 67,054 |
| \$25 million to \$50 million | 66 | 2,286,574 | 16.3\% | 8.6\% | 34,645 | 32,179 |
| \$10 million to \$25 million | 85 | 1,409,292 | 21.0\% | 5.3\% | 16,580 | 16,214 |
| \$3 million to \$10 million | 69 | 408,109 | 17.0\% | 1.5\% | 5,915 | 5,867 |
| Under \$3 million | 63 | 67,941 | 15.6\% | 0.3\% | 1,078 | 908 |
| Total | 405 | 26,738,826 |  |  |  |  |
| Gaming operations with fiscal years ending in 2007 |  |  |  |  |  |  |
| \$250 million and over | 22 | 10,999,559 | 5.6\% | 42.1\% | 499,980 | 417,707 |
| \$100 million to \$250 million | 47 | 7,807,413 | 12.0\% | 29.9\% | 166,115 | 158,777 |
| \$50 million to \$100 million | 46 | 3,281,581 | 11.8\% | 12.6\% | 71,339 | 71,113 |
| \$25 million to \$50 million | 58 | 2,070,824 | 14.8\% | 7.9\% | 35,704 | 33,423 |
| \$10 million to \$25 million | 90 | 1,529,902 | 23.0\% | 5.9\% | 16,999 | 16,192 |
| \$3 million to \$10 million | 67 | 396,957 | 17.1\% | 1.5\% | 5,925 | 5,699 |
| Under \$3 million | 61 | 57,236 | 15.6\% | 0.2\% | 938 | 755 |
| Total | 391 | 26,143,472 |  |  |  |  |
| 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 |  |  |  |  |

Source: Complied from gaming operation audit reports received and entered by the NIGC through 5/11/09.

