

## Strong Growth Case Scenario – All In (Excludes Sports Gaming)

Indian Country Participation vs. Non-Participation Post Legalization– Gaming  
Approved Year 0

Loses Case Excluding Other Changes – Base Revenue \$26 Billion

NOTE: Growth Case Assumes IC Fully Ready at Year 0

	Y0	Y1	Y2	Y3	Y4
Revenue	\$28.3	\$32	\$36.9	\$43.6	
Gained	\$2.9	\$3.7	\$4.9	\$6.8	
Lost		\$1.2	\$1.5	\$2.0	\$1.1
Revenue	\$24.8	\$23.5	\$21.5	\$20.4	
<b>Net Diff:</b>		<b>\$3.5</b>	<b>8.5</b>	<b>\$15.4</b>	<b>\$23.2</b>