

Stats at a Glance

| | Feb 2024 | YoY ('24 vs. '23) |
|--------------------------|------------------|-------------------|
| Visitor Volume | 3,374,300 | 9.5% ▲ |
| Convention Attendance | 764,800 | 15.3% ▲ |
| Room Inventory | 156,190 | 2.9% ▲ |
| Hotel Occupancy | 83.9% | 1.7 ▲ |
| Average Daily Rate (ADR) | \$248.35 | 40.6% ▲ |
| RevPAR | \$208.37 | 43.5% ▲ |
| Room Nights Occupied | 3,801,100 | 8.8% ▲ |

Notes & Highlights

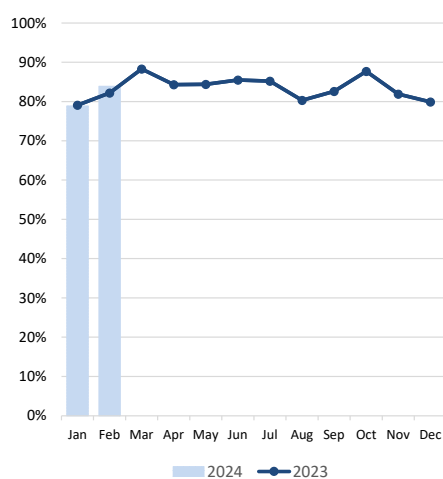
With an extra day from the leap year, a notable YoY increase in available rooms, a strong group segment and of course, a Super Bowl, the destination saw a robust YoY increase in visitors and record-breaking room rates. Visitation for the month saw a 9.5% increase to reach 3.37M visitors, or roughly 300,000 more visitors than last February.

With the recurring NAHB Int'l Builders' Show and Kitchen & Bath Industry Show, along with the rotational returns of National Auto Dealers Association (24k attendees) and Int'l Roofing Expo (13k attendees) and several mid-sized shows at properties across the destination, estimated convention attendance reached nearly 765k, +15.3% vs. last Feb.

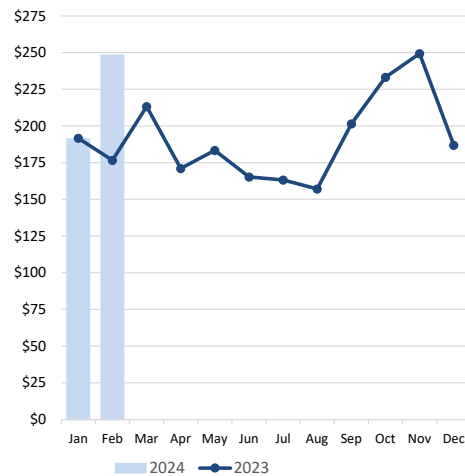
Despite the larger room inventory vs. last year, overall hotel occupancy for the month surpassed last February by 1.7 pts to reach 83.9% as Weekend occupancy reached 90.3%, up 1.0 pts YoY, and Midweek occupancy came in at 81%, up 2.2 pts YoY.

Driven by dramatically strong rates during Super Bowl, ADR for the month exceeded \$248 while RevPAR hit a record \$208, +43.5% YoY.

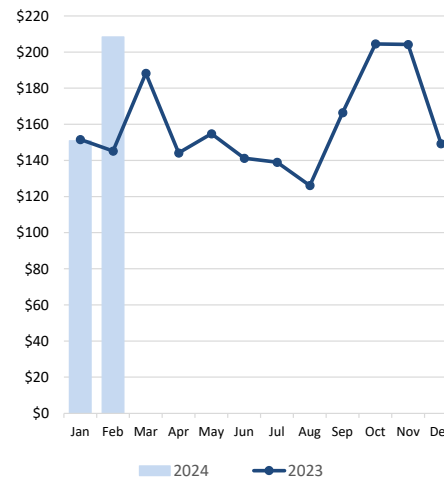
Las Vegas Hotel Occupancy



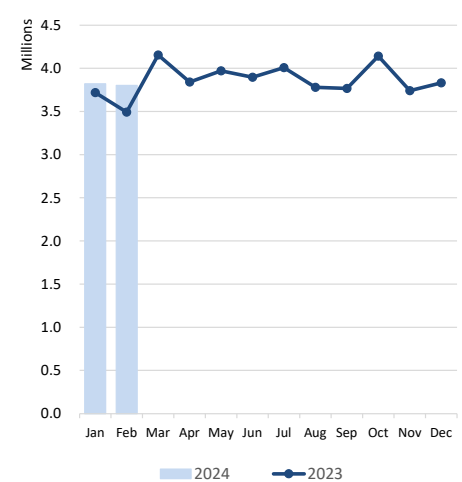
Las Vegas ADR



Las Vegas RevPAR



Room Nights Occupied



Notes: Occupancy, ADR and RevPAR data are derived from a survey sample representing more than 75% of the Las Vegas hotel inventory. Inherent variability in survey sampling and occasional variations in survey participants can affect monthly and year-over-year comparisons.



LVCVA EXECUTIVE SUMMARY

of Las Vegas, Laughlin & Mesquite, NV Tourism Indicators

February 2024

| DATA DETAIL | | Feb 2024 | Feb 2023 | YoY ('24 vs. '23) | Feb 2024 YTD | Feb 2023 YTD | YoY ('24 vs. '23) |
|---|---|-------------------|--------------|----------------------|-------------------|--------------|----------------------|
| LAS VEGAS | Visitor Volume (est.) | 3,374,300 | 3,081,800 | 9.5% | 6,757,800 | 6,357,100 | 6.3% |
| | Convention Attendance (est.) | 764,800 | 663,400 | 15.3% | 1,322,000 | 1,176,400 | 12.4% |
| | Weighted Room Inventory (as of Feb) | 156,190 | 151,743 | 2.9% | 156,190 | 151,743 | 2.9% |
| | Hotel Occupancy | 83.9% | 82.2% | 1.7 | 81.3% | 80.6% | 0.7 |
| | Weekend Occupancy | 90.3% | 89.3% | 1.0 | 86.9% | 88.9% | -2.0 |
| | Midweek Occupancy | 81.0% | 78.8% | 2.2 | 79.0% | 76.9% | 2.1 |
| | Strip Occupancy | 86.6% | 85.2% | 1.4 | 84.1% | 83.2% | 0.9 |
| | Downtown Occupancy | 71.1% | 67.6% | 3.5 | 68.7% | 66.9% | 1.8 |
| | Average Daily Room Rate (ADR) | \$248.35 | \$176.64 | 40.6% | \$219.72 | \$184.37 | 19.2% |
| | Strip ADR | \$269.37 | \$188.18 | 43.1% | \$236.68 | \$197.19 | 20.0% |
| | Downtown ADR | \$104.01 | \$95.23 | 9.2% | \$102.12 | \$100.10 | 2.0% |
| | Revenue Per Available Room (RevPAR) | \$208.37 | \$145.20 | 43.5% | \$178.63 | \$148.60 | 20.2% |
| | Strip RevPAR | \$233.27 | \$160.33 | 45.5% | \$199.05 | \$164.06 | 21.3% |
| | Downtown RevPAR | \$73.95 | \$64.38 | 14.9% | \$70.16 | \$66.97 | 4.8% |
| | Total Room Nights Occupied | 3,801,100 | 3,492,900 | 8.8% | 7,620,800 | 7,212,300 | 5.7% |
| | Total En/Deplaned Air Passengers | pending | 4,177,054 r | N/A | pending | 8,562,093 r | N/A |
| Avg. Daily Auto Traffic: All Major Hwys | 119,384 e | 116,017 | 2.9% | 117,065 e | 116,355 | 0.6% | |
| Avg. Daily Auto Traffic: I-15 at NV/CA Border | 37,994 | 38,414 | -1.1% | 38,173 | 39,458 | -3.3% | |
| Gaming Revenue: Clark County | \$1,177,117,000 | \$1,081,084,000 r | 8.9% | \$2,294,641,000 | \$2,210,798,000 r | 3.8% | |
| Gaming Revenue: Las Vegas Strip | \$800,745,000 | \$712,395,000 r | 12.4% | \$1,486,923,000 | \$1,425,633,000 r | 4.3% | |
| Gaming Revenue: Downtown | \$76,193,000 | \$74,190,000 r | 2.7% | \$161,901,000 | \$159,084,000 r | 1.8% | |
| Gaming Revenue: Boulder Strip | \$75,685,000 | \$75,268,000 | 0.6% | \$169,078,000 | \$171,653,000 | -1.5% | |
| LAUGHLIN | Visitor Volume (est.) | 103,000 | 94,800 | 8.6% | 191,000 | 180,700 | 5.7% |
| | Room Inventory (as of Feb) | 8,692 | 8,752 | -0.7% | 8,692 | 8,752 | -0.7% |
| | Total Occupancy | 49.1% | 49.0% | 0.1 | 43.9% | 44.3% | -0.4 |
| | Average Daily Room Rate (ADR) | \$52.44 | \$54.04 | -3.0% | \$52.57 | \$53.14 | -1.1% |
| | Revenue Per Available Room (RevPAR) | \$25.75 | \$26.48 | -2.8% | \$23.08 | \$23.54 | -2.0% |
| | Total Room Nights Occupied | 123,700 | 120,100 | 3.0% | 229,100 | 228,900 | 0.1% |
| | Gross Gaming Revenue (rounded) | \$42,070,000 | \$45,680,000 | -7.9% | \$86,513,000 | \$88,392,000 | -2.1% |
| | Laughlin/Bullhead City En/Deplaned Passengers | 15,156 | 14,617 | 3.7% | 25,235 | 24,717 | 2.1% |
| | Avg. Daily Auto Traffic: Highway 163 | 4,608 | 4,504 | 2.3% | 4,392 | 4,462 | -1.6% |
| MESQUITE | Visitor Volume (est.) | 70,000 | 74,000 | -5.4% | 142,000 | 148,000 | -4.1% |
| | Room Inventory (as of Feb) | 1,650 | 1,647 | 0.2% | 1,650 | 1,647 | 0.2% |
| | Total Occupancy | 75.4% | 81.6% | -6.2 | 74.2% | 77.2% | -3.0 |
| | Average Daily Room Rate (ADR) | \$87.33 | \$83.68 | 4.4% | \$80.02 | \$77.89 | 2.7% |
| | Revenue Per Available Room (RevPAR) | \$65.85 | \$68.28 | -3.6% | \$59.37 | \$60.13 | -1.3% |
| | Total Room Nights Occupied | 36,100 | 37,600 | -4.0% | 73,500 | 75,100 | -2.1% |
| | Gross Gaming Revenue (rounded) | \$16,085,000 | \$15,900,000 | 1.2% | \$31,945,000 | \$31,677,000 | 0.8% |
| | Avg. Daily Auto Traffic: I-15 at NV/AZ border | 27,407 | 27,104 | 1.1% | 26,422 | 26,446 | -0.1% |

Sources: Las Vegas Convention and Visitors Authority; Harry Reid International Airport; Nevada Department of Transportation (NDOT); NV Gaming Control Board; Mohave County Airport Authority

Notes:

Air passengers and auto traffic counts are a blend of commercial, pass-thru and resident traffic in addition to visitors.

Occupancy, ADR and RevPAR data are derived from a survey sample representing more than 75% of the Las Vegas hotel inventory.

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e - estimate; r - revised