

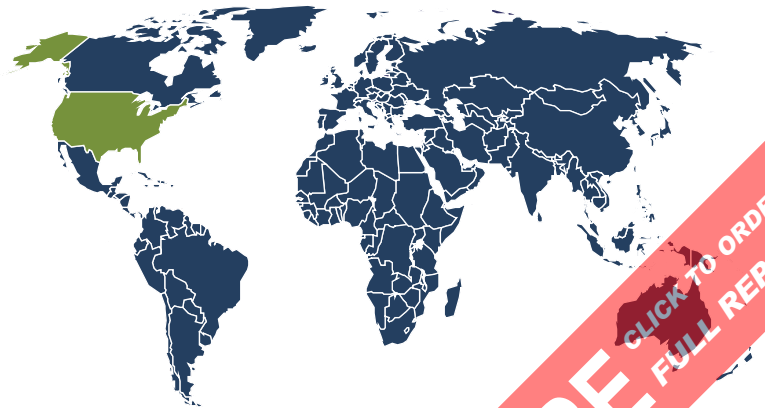


Freedonia Focus Reports
US Collection

Gambling:

United States

December 2016



Highlights

Market Environment

Historical Trends | Key Economic Indicators | Establishment and Employee Trends
Regulatory Overview | Gaming Technology and Trends

Segmentation and Forecasts

Personal Consumption Expenditures | Establishment Revenues

Industry Structure

Industry Composition and Characteristics | Additional Companies Cited

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ABOUT THIS REPORT

Scope & Method

This report forecasts US personal consumption expenditures (PCE) on gambling in both nominal and real (inflation-adjusted) US dollars to 2020. Total spending in nominal and real terms is segmented by gambling type in terms of:

- casino
- lottery
- pari-mutuel.

This report also forecasts US revenues for gambling establishments in US dollars to 2020. Total revenues are segmented by establishment type as follows:

- casino hotels
- standalone casinos
- racetracks
- other gambling establishments.

The scope of this report encompasses firms that derive a significant share of their revenues from gambling services, including private firms that provide lottery services in contract with public entities. Licensed internet gambling operations are also included. Firms that focus on operating, servicing, or supplying coin-operated, non-gambling amusement devices are excluded from the scope of this report.

To illustrate historical trends, total PCE, total revenues, and the various segments for each are provided in annual series from 2005 to 2015.

This report quantifies trends in various measures of growth and volatility. Growth (or decline) expressed as an average annual growth rate (AAGR) is the least squares growth rate, which takes into account all available datapoints over a period. The volatility of datapoints around a least squares growth trend over time is expressed via the coefficient of determination, or r^2 . The most stable data series relative to the trend carries an r^2 value of 1.0; the most volatile – 0.0. Growth calculated as a compound annual growth rate (CAGR) employs, by definition, only the first and last datapoints over a period. The CAGR is used to describe forecast growth, defined as the expected trend beginning in the base year and ending in the forecast year. Readers are encouraged to consider historical volatility when assessing particular annual values along the forecast trend, including in the forecast year.

Key macroeconomic indicators are also provided with quantified trends. Other various topics, including profiles of pertinent leading suppliers, are covered in this report. A full outline of report items by page is available in the [Table of Contents](#).

Sources

Gambling: United States (FF95040) represents the synthesis and analysis of data from various primary, secondary, macroeconomic, and demographic sources including:

- firms participating in the industry, and their suppliers and customers
- government/public agencies
- national, regional, and international non-governmental organizations
- trade associations and their publications
- the business and trade press
- indicator forecasts by The Freedonia Group
- the findings of other reports and studies by The Freedonia Group.

Specific sources and additional resources are listed in the [Resources](#) section of this publication for reference and to facilitate further research.

Industry Codes

The topic of this report is related to the following industry codes:

NAICS/SCIAN 2007		SIC	
North American Industry Classification System		Standard Industry Codes	
711212	Racetracks	7948	Racing, Including Track Operation
713210	Casinos (except Casino Hotels)	7999	Amusement and Recreation Services, NEC
713290	Other Gambling Industries		
721120	Casino Hotels	7011	Hotels and Motels

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Gambling Insider

www.gamblinginsider.com

Gaming & Leisure

www.gamingandleisuremagazine.com

GamingToday

www.gamingtoday.com

Vegas Seven

www.vegasseven.com

Agencies & Associations

American Gaming Association

www.americangaming.org

Association of Gaming Equipment Manufacturers

www.agem.org

Las Vegas Convention and Visitors Authority

www.lvcva.com

National Indian Gaming Association

www.indiangaming.org

Nevada Gaming Control Board

www.gaming.nv.gov

North American Gaming Regulators Association

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