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Recreation: United States

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Table of Contents

1. Highlights	3
2. Market Environment	5
Historical Trends	5
Key Economic Indicators	7
Environmental & Regulatory Factors	8
Segmentation & Forecasts	12
Services	12
Gambling	15
Clubs & Participant Sports	17
Amusement Parks & Related Services	19
Spectator Sports	23
Museums & Libraries	24
Live Entertainment	26
Movie Theaters	28
3. Industry Structure	30
Industry Characteristics	30
Market Leaders	33
Caesars Entertainment	33
Life Time Fitness	34
The Walt Disney Company	35
4. About This Report	36
Scope	36
Sources	36
Industry Codes	37
Freedonia Methodology	37
Resources	39

List of Tables & Figures

Figure 1 Key Trends in US Personal Spending on Recreation, 2021 – 2026	3
Figure 2 US Recreation Personal Spending Trends, 2011 – 2021	6
Table 1 Key Indicators for US Personal Spending on Recreation, 2011 – 2026 (US\$ bil)	7
Figure 3 US Personal Spending on Recreation by Service, 2011 – 2026 (US\$ bil)	12
Table 2 US Personal Spending on Recreation by Service, 2011 – 2021 (US\$ bil)	12
Table 3 US Personal Spending on Recreation by Service, 2021 – 2026 (US\$ bil)	13
Figure 4 US Personal Spending on Recreation by Service, 2011 – 2026 (%)	13
Figure 5 US Real Personal Spending on Recreation by Service, 2011 – 2026 (2012US\$ bil)	14
Table 4 US Real Personal Spending on Recreation by Service, 2011 – 2021 (2012US\$ bil)	15
Table 5 US Real Personal Spending on Recreation by Service, 2021 – 2026 (2012US\$ bil)	15
Table 6 Survey: Gambling Participation Trends, 2022	16
Table 7 Survey: Vacation, Amusement Park, Annual Pass, & On-Site Stay Trends, 2022	19
Figure 6 Survey: Main Reasons for Staying at an Amusement Park's On-Site/Resort Hotel, 2022	21
Figure 7 US Recreation Firms, Establishments, & Employment, 2009 – 2019	31
Table 8 US Recreation Firms, Establishments, & Employment, 2009 – 2019	31
Figure 8 US Recreation Industry Revenue Concentration, 2007 – 2017	32
Table 9 US Representative Recreation Service Providers	33
Table 10 NAICS & SIC Codes Related to Recreation	37

About This Report

Scope

This report forecasts to 2022 and 2026 US personal consumption expenditures (PCE) on recreation services in nominal and real (inflation-adjusted) US dollars. Total spending is segmented by service in terms of:

- gambling
- amusement parks and related services
- clubs and participant sports
- spectator sports
- museums and libraries
- live entertainment
- movie theaters

To illustrate historical trends, total spending and the various segments are provided in annual series from 2011 to 2021.

Expenditures include services financed by third parties (e.g., business group visits) as well as services provided without a financial intermediary. Spending on other services – such as accommodation, dining, and shopping – offered by a recreation service provider is excluded from the scope of this report.

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

Sources

Recreation: United States (FF95062) represents the synthesis and analysis of data from various primary, secondary, macroeconomic, and demographic sources, such as:

- firms participating in the industry, and their suppliers and customers
- government/public agencies
- intergovernmental and non-governmental organizations
- proprietary national consumer survey data
- 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

Table 10 | NAICS & SIC Codes Related to Recreation

NAICS/SCIAN 2017 North American Industry Classification System		SIC Standard Industrial Classification	
512131	Motion Picture Theaters (except Drive-Ins)	7011	Hotels and Motels
711130	Musical Groups and Artists	7832	Motion Picture Theaters
711211	Sports Teams and Clubs	7929	Bands, Orchestras, Actors, and Other Entertainers and Entertainment Groups
712110	Museums	7941	Professional Sports Clubs and Promoters
713110	Amusement and Theme Parks	7996	Amusement Parks
713210	Casinos (except Casino Hotels)	7997	Membership Sports and Recreation Clubs
713940	Fitness and Recreational Sports Centers	7999	Amusement and Recreation Services, NEC
721120	Casino Hotels	8412	Museums and Art Galleries

Source: US Census Bureau

Freedonia Methodology

The Freedonia Group, a subsidiary of MarketResearch.com, has been in business for more than 30 years and in that time has developed a comprehensive approach to data analysis that takes into account the variety of industries covered and the evolving needs of our customers.

Every industry presents different challenges in market sizing and forecasting, and this requires flexibility in methodology and approach. Freedonia methodology integrates a variety of quantitative and qualitative techniques to present the best overall picture of a market's current position as well as its future outlook: When published data are available, we make sure they are correct and representative of reality. We understand that published data often have flaws either in scope or quality, and adjustments are made accordingly. Where no data are available, we use various methodologies to develop market sizing (both top-down and bottom-up) and then triangulate those results to come up with the most accurate data series possible. Regardless of approach, we also talk to industry participants to verify both historical perspective and future growth opportunities.

Methods used in the preparation of Freedonia market research include, but are not limited to, the following activities: comprehensive data mining and evaluation, primary research, consensus forecasting and analysis, ratio analysis using key indicators, regression analysis, end use growth indices and intensity factors, purchase power parity adjustments for global data, consumer and end user surveys, market share and corporate sales analysis, product lifespan analysis, product or market life cycle analysis, graphical data modeling, long-term

historical trend analysis, bottom-up and top-down demand modeling, and comparative market size ranking.

Freedonia 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.

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Construction: United States

Gambling: United States

Hardscaping Products: United States

Lodging Services: United States

Motion Pictures & Video: United States

Passenger Cruises & Ferries: United States

Sports Equipment: United States

Toys & Games: United States

Travel Services: United States

Freedonia Custom Research

Trade Publications

Amusement Today

Attractions Magazine

Casino News Daily

Club Industry

Gambling News

InPark Magazine

Museum

Park World Online

Variety

Agencies & Associations

American Alliance of Museums

American Gaming Association

American Library Association

International Association of Amusement Parks and Attractions

Major League Baseball

Multi-State Lottery Association
National Basketball Association
National Football League
National Indian Gaming Commission
Sports & Fitness Industry Association
Themed Entertainment Association
United States Census Bureau