

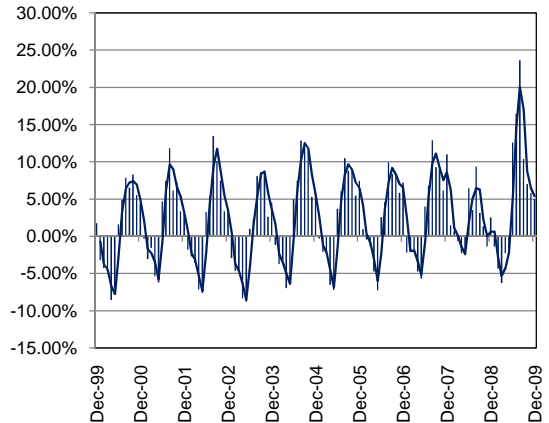
# TEXAS INDUSTRY PROFILE

Amusement, Gambling, and Recreation  
NAICS 713 (Private Industry Only)

## Industry Description

Industries in the Amusement, Gambling, and Recreation Industries subsector (1) operate facilities where patrons can primarily engage in sports, recreation, amusement, or gambling activities and/or (2) provide other amusement and recreation services, such as supplying and servicing amusement devices in places of business operated by others; operating sports teams, clubs, or leagues engaged in playing games for recreational purposes; and guiding tours without using transportation equipment. \*NAICS 7131 (Amusement Parks and Arcades) 7132 (Gambling Industries) 7139 (Other Amusement and Recreation Industries).

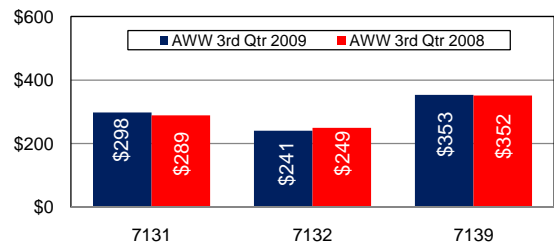
## Total Nonagricultural Annual Employment Growth Rate 1999-2009



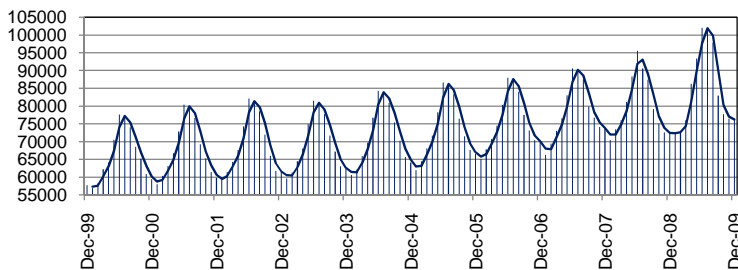
## Size Class Data for Amusement, Gambling, and Recreation

Size Class	Units	Employment	% of NAICS
0-4 employees	1474	3308	3.8%
5-9 employees	697	4915	5.7%
10-19 employees	605	8532	9.9%
20-49 employees	427	13790	16.0%
50-99 employees	151	11121	12.9%
100-249 employees	88	14333	16.6%
250-499 employees	15	5449	6.3%
500+ employees	17	24990	28.9%
<b>Total</b>	<b>3,474</b>	<b>86,438</b>	<b>100.0%</b>

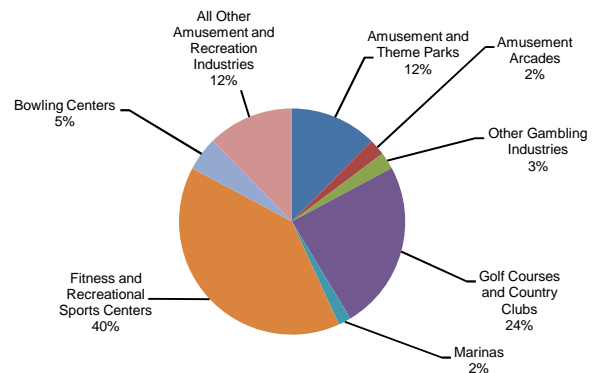
## Average Weekly Wage



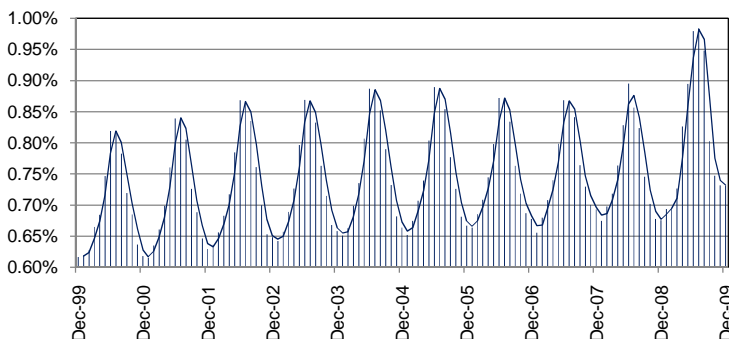
## Total Nonagricultural Employment Levels for Amusement, Gambling, and Recreation



## Component Breakout 3rd Quarter 2009



## Percentage of Amusement, Gambling, and Recreation in TX Nonagricultural Employment



## Historical Covered Employment for Amusement, Gambling, and Recreation 3rd Qtr

NAICS*	2009	2008	Numerical	Percent
7121	8025	8,062	-37	-0.5%
7131	12692	12,363	329	2.7%
7132	2194	2,204	-10	-0.5%