

Crafts, Toys, Hobbies and Games (including Electronic Games) Stores Industry (U.S.): Analytics, Extensive Financial Benchmarks, Metrics and Revenue Forecasts: NAIC 451120

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Abstracts

Crafts, Toys, Hobbies and Games (including Electronic Games) Stores Industry (U.S.): Analytics, Extensive Financial Benchmarks, Metrics and Revenue Forecasts to 2023, NAIC 451120

Vital industry-specific data including metrics, benchmarks, historic numbers, growth rates and forecasts that will save countless hours of research.

KEY FINDINGS:

Crafts, Toys, Hobbies and Games (including Electronic Games) Stores Industry (U.S.) to reach \$26,044 million by 2023.

Crafts, Toys, Hobbies and Games (including Electronic Games) Stores Industry, including Average EBITDA, Operating Ratios and Sales per Employee.

CORE BENEFITS TO CUSTOMER:

- 1) Comprehensive overview of an industry's financial results, ratios, vital statistics and metrics in one package
- 2) Complete benchmarking of the industry and its top companies
- 3) Deep industry and company financials

This Plunkett Analytics Report Features:

- 1) Historical data
- 2) Revenue forecasts, growth rates and CAGR
- 3) Operating ratios
- 4) Complete data for benchmarking a company to its industry and to specific leading companies
- 5) Benchmarking this industry to all U.S. industries
- 6) Deep profiles and financial histories/operating ratios for up to ten top U.S.-based companies

Pages: 52

Statistical Tables Provided: 30

Charts Provided: 18

Geographic: US

Designed to benefit:

Analysis and Financial Modeling

Investment Professionals

Lenders

M&A Advisors

Appraisers

Consultants

Similar reports are available from Plunkett Research for nearly all U.S. industries.

“Plunkett Research has built a solid reputation providing industry analysis and research in a diverse spectrum of areas—energy and utilities, finance and investment, health care and biotechnology, and engineering and research to name a few.” American Reference Books Annual

KEY DATA:

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Revenues projected through 2023

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