

IV. POPULATION, HOUSING AND ECONOMY

The purpose of this section of the Comprehensive Plan is to develop long and short term population and housing projections for the County to the year 2022 and to examine past economic trends and make recommendations for future initiatives.

A. Population

Population projections or estimates are used to plan for the provision of services to the community in an efficient manner. In most cases, they are used to determine the location and capacity of roads, utilities, schools, police and fire protection and capital facilities such as sewer treatment plants. Population projections should reflect what is reasonable and likely to occur in the future based on a study of the past. Population trends provide a frame of reference for how the population of the area has changed in the past and how it could change in the future.

Projecting the future population for Tunica County was a challenge. Historical population data did not show a clear pattern or trend that would normally be present at the County level. Tunica County has not experienced the same residential development pressure as DeSoto County to the north. Additionally, the drastic changes that took place in the 1990's affected the usefulness of the historical data in terms of establishing a trend or frame of reference for predicting the future population. Studying the population figures before and after the casino development did provide a cer-

tain picture of the County but made estimating the future population a difficult task. The standard formulas for projecting population would not produce useful results. Population losses at the rates experienced by the County prior to 1992 are not likely to be repeated.

However, it should be noted that the presence of the gaming industry has not increased the permanent population of the County as much as might be expected, though it did bring an end to at least twenty (20) years of population decline, as shown in the table below. A substantial portion of the residential growth in the last ten (10) years has been transitory and mostly absorbed into multi-family units. A stable, steadily increasing permanent resident base has not fully materialized in Tunica County.

	<u>Population</u>	<u>Percent Change</u>
1970	11,854	
1980	9,652	-18.58%
1990	8,164	-15.42%
2000	9,227	13.02%

There is, however, reason to hope that this situation will improve in the future. Tunica County is in a unique position in terms of population growth because they have the ability, to some extent, to control their own destiny with the extent of their efforts to encourage residential development and provide a variety of housing opportunities. With 460 square miles and a current population of around 9,300, the County has a largely empty canvas that it can fill.

1. Future Population Estimates

As mentioned in previous paragraphs, the usual “rules” or methodologies used to project future population did not fit Tunica County. The project team had to come up with alternative methods or rationales for estimating the future population that would produce reasonably accurate and realistic results.

There are a number of factors that are expected to affect the future population of Tunica County, including the following:

(Short-term factors)

- Residential development associated with the new golf course in northern Tunica County
- Active promotion of residential growth by the County
- Sewer improvements to certain residential areas

(Long-term factors)

- Continuation of high growth rates in DeSoto County (that could spill over into Tunica County)
- Continued improvements in public school performance
- Improved access due to development of Interstate 69
- Continued reduction in household size (national trend)
- Aging population (national trend)

Scenarios for estimating the future population of unincorporated Tunica County are discussed below. The population of the Town of Tunica was subtracted from the total population figures. Population estimates for the

Town of Tunica appear in their Comprehensive Plan.

a. Estimates using Census and Building Permit data

If the same growth rate (13%) that occurred between 1990-2000 (according to the Census) is assumed to remain the same for the next twenty (20) years (2002-2022), the estimated population would be as follows:

Estimated Future Population Assuming 13% Growth	
2002	8,095 (from 2000 Census)
2007	9,147
2012	10,336
2017	11,680
2022	13,198

Using information compiled by the Tunica County Planning Department, it was determined that 831 single-family residential building permits were issued in unincorporated Tunica County from 1990-2000 for an average of 83 per year and a median number of 46. The most active year was 1993, when 164 permits were issued for single-family residential construction. Sixty-seven (67) percent of the permits issued during this ten (10) year time period were issued from 1993-1996.

Use of the average number of single-family residential building permits issued per year during the last ten (10) years to estimate the future population yielded the following results:

Estimated Future Population Assuming 83 Single-Family Building Permits per Year and 2.8 Persons per Household	
2002	8,095 (from 2000 Census)
2007	9,257
2012	10,419
2017	11,587
2022	12,743

Using the median number of single-family residential building permits issued per year during the last ten (10) years to estimate the future population yielded the following results:

Estimated Future Population Assuming 46 Single-Family Building Permits per Year and 2.8 Persons per Household	
2002	8,095 (from 2000 Census)
2007	8,739
2012	9,383
2017	10,027
2022	10,671

Information on the construction of multi-family units was only available for the years 1997-2000. During that time, an average of 122 units per year was permitted for construction. Multi-family units were being built at a ratio of 3:1 to single family units. In 1999, the ratio was 10.8 multi-family units for every single-family unit approved for construction.

For the purposes of the future population estimates, it was assumed that the development of multi-family housing is likely to continue in the County but will start to balance out with the other housing types. Therefore, including the 1997-2000 rates for multi-family construction in the estimates of the future population seemed to skew the num-

bers and produce unrealistic results. Since only a few years of data were available and an accurate trend could not be established, the information on multi-family units was not used in the population estimates shown in this chapter.

To counter the absence of multi-family units from the estimates, the same household size (2.8 persons per household) was used for the entire planning period, though it is predicted that household sizes in Tunica County will actually decline over the next twenty (20) years. The anticipated decline in household size is due to national population trends, the high median age in Tunica County and the efforts that are being made to attract retirees to the community. (Households with retirees are typically smaller than other household types).

b. Attaining a Desired Population

In some ways, the answer to the question of the future population of Tunica County lies less in the examination of past trends than it does in the desired amount of growth of the County. Exhibit 12 contains five (5) scenarios that indicate the housing production that would have to occur to achieve a certain population in twenty (20) years.

The first scenario is extremely conservative and only allows for an increase of 773 people in twenty (20) years (total population 10,000). The fifth scenario is the most optimistic and would result in the doubling of the 2000 Census population in twenty (20) years.

Assumptions:

- No major natural, social or economic catastrophe in the region
- Proposed sewer improvements will be in place by 2005
- The proposed golf course will be completed by 2005
- The availability of commercial goods and services and recreational amenities will improve during the planning period
- There will be some spillover effect from the growth taking place in DeSoto County

ented—living in the tourist area might not be for everyone

ii. *Hollywood*

- ↑ Sewer improvements planned for area
- ↑ Some residential and commercial development already exists in area
- ↑ Close to the resort area but not in the middle of it
- ↑ Will be close to goods and services if adjacent commercial area develops

c. Area Growth Factors

Based on past trends and future plans for the County, certain assumptions can be made about where in the County and to what extent the future growth will go. For example, it is expected that the northern area of the County will absorb the largest portion of the growth in the next ten (10) to twenty (20) years. Some of the known growth factors for these areas in the County are described below.

iii. *Dundee*

- ↑ Existing community core including elementary school
- ↑ Scenic natural features in area
- ↑ Sewer improvements planned for area
- ↓ Remote location from activity and employment centers

iv. *Cutoff*

- ↑ Proximity to Tunica Lake
- ↑ Sewer improvements planned for area
- ↓ Limited opportunities for site-built housing
- ↓ Flood hazard issues

i. *Resort Area/Robinsonville*

- ↑ High activity area of the County
- ↑ Existing commercial development
- ↑ Closest to higher population areas (DeSoto County, Memphis)
- ↑ Available infrastructure
- ↑ Proximity to amenities (e.g. golf course)
- ↑ New public school in Robinsonville
- ↓ Resort area will be more visitor oriented than resident ori-

Exhibit 12.

Housing Production to Meet Desired Population in 2022 Assuming Base Population of 8,095 and 2.8 Persons per Household (2000 Census)					
Scenario Number	2022 Population	Population Change	% Change (from Base Popul.)	Number of New Housing Units	Avg. Number Units per Year
1	9,000	905	11.1%	323	16
2	12,000	3,905	48.2%	1,395	70
3	15,000	6,905	85.3%	2,466	123
4	16,190	8,095	100.0%	2,891	145

Comments:

Scenario 1: Very conservative numbers. Scenario 1 estimates an increase of less than 1,000 people over a twenty (20) year period, which would be a decrease in the level of activity documented by the Census for 1990-2000.

Scenario 2: Estimates an average number of units per year that is close to current trends. The numbers represent a 48.2% increase in population over twenty (20) years, which is slightly higher than the current growth rate but seems to be attainable based on assumed growth factors.

Scenario 3: More aggressive housing production would be required to achieve the population estimates in Scenario 3. The required level of production may be feasible for a five (5) or ten (10) year period but may be difficult to sustain for the entire planning period.

Scenario 4: The estimated population in 2022 doubles the base population after twenty (20) years. This amount of growth could be accommodated in the County but it is unlikely to occur.

v. *Near Town*

- ↑ Proximity to goods and services in Town
- ↑ Centrally located in the County
- ↑ Proximity to Tunica Lake and Mhoon Landing

vi. *Agricultural Areas/Other*

Agricultural areas currently account for 98% of the land in the County. Even with areas designated for residential use, additional housing will be established in the agricultural areas over the next twenty (20) years.

Using the identified growth factors, Exhibit 13 takes the population estimates from the five (5) scenarios in Exhibit 12 and allocates the population growth by percentage to the areas described above.

B. Housing

The 2000 Federal Census counted 3,113 housing units in unincorporated Tunica County. (The Town of Tunica had 592). The majority of these units are site-built, single-family dwellings. The estimated number of future housing units is shown in the tables with the estimates of the future population.

Approximately 1,100 multi-family units (mostly apartments) were built in the last ten (10) years, mainly during 1993-1996. The following table lists the existing multi-family developments in Tunica County. The remaining units are manufactured or mobile homes.

Multi-family Development in Tunica County

Name of Development	No. of Units
Academy Estates	79
Bowdre Apartments	12
Buck Island	77
Canal Park	112
Clayton Henderson Meadows	40
Cotton Land Village	80
Cypress Lakes Apartments	160
Golden Estates	32
KPC Apartments	37
Magnolia Landing	16
Plantation Estates	38
River Point	152
Riverchase	136
Riverchase II	68
Robinsonville Homes	14
Townhouses at Robinsonville	6
Tunica Courts	<u>32</u>
Total	1,091

C. Economy

In January 1992, Tunica County had the highest unemployment rate in the State of Mississippi. However, according to the 1999 Strategic Action Plan for Tunica County, Mississippi, unemployment in the County declined from 26% in 1992 to less than 5% in 1999. County officials report that the unemployment rate has remained in single digits since 1993. Per capita income increased more than fifty (50) percent during the same time period, as shown in the table on Page IV-8.

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Exhibit 13.

Estimated Absorption of Residential Growth by Area				
Scenario Number	Estimated 2022 Population	Population Change	Estimated Housing Units	
1	9,000	905	323	
2	12,000	3,905	1,395	
3	15,000	6,905	2,466	
4	16,190	8,095	2,891	
Area of County	Estimated Absorption Amount	Population Change for Area	New Housing Units for Area	Number of Units Per Year for Area
Resort/Robinsonville	55.0%			
Scenario 1		498	178	8.9
Scenario 2		2,148	767	38.4
Scenario 3		3,798	1,356	67.8
Scenario 4		4,452	1,590	79.5
Hollywood	7.5%			
Scenario 1		68	24	1.2
Scenario 2		293	105	5.2
Scenario 3		518	185	9.2
Scenario 4		607	217	10.8
Dundee	2.5%			
Scenario 1		23	8	0.4
Scenario 2		98	35	1.7
Scenario 3		173	62	3.1
Scenario 4		202	72	3.6
Cutoff	2.5%			
Scenario 1		23	8	0.4
Scenario 2		98	29	1.5
Scenario 3		173	52	2.6
Scenario 4		202	74	3.7
Near Town of Tunica	12.5%			
Scenario 1		113	40	2.0
Scenario 2		488	174	8.7
Scenario 3		863	308	15.4
Scenario 4		1,012	361	18.1
Agri Areas/Other	20.0%			
Scenario 1		181	65	3.2
Scenario 2		781	279	14.0
Scenario 3		1,381	493	24.7
Scenario 4		1,619	578	28.9

<u>Year</u>	<u>Per Capita Income</u>	<u>Percent Change</u>
1992	\$9,900	
1993	\$10,500	6.1%
1994	\$12,000	14.3%
1995	\$13,400	11.7%
1996	\$16,200	20.9%
1997	\$17,000	4.9%
1998	\$19,700	15.9%
1999	\$18,800	-4.6%
2000	\$18,900	0.5%
2001	\$20,200	6.9%

Source: U.S. Dept. of Commerce, Bureau of Economic Analysis

The County also reports that there has been a steady increase in child support collections, a decrease in the number of residents receiving welfare benefits and a decrease in the number of residents receiving food stamps. (*The Tunica Miracle – the Economic Impact of Gaming and Tourism*, published by the Tunica County Convention & Visitors Bureau, 2002).

Nine (9) casinos currently operate in Tunica County, employing over 16,000 people. In accordance with State Law, of the twelve (12) percent State tax placed on gaming revenues, four (4) percent is allocated to Tunica County while eight (8) percent goes back into general revenues of the State of Mississippi.

1. Tourism in Tunica County

Tourism, and more specifically gaming oriented visitation, has fueled much of the growth and expansion in Tunica County. This rapid growth has allowed the County to significantly broaden

the character and orientation of the region.

Tunica County, like many communities around the country, understood that if managed correctly, tourism would not only expand the community’s range of economic prospects, but also play a critical role in expanding the quality of life for Tunica residents.

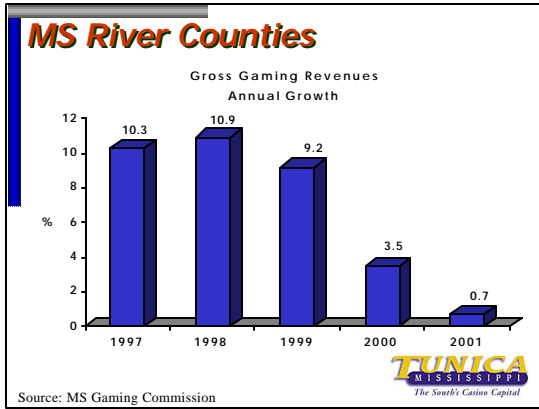
This understanding of tourism’s role and its future importance for Tunica County required that it be included in the comprehensive planning process. This section provides background on tourism-related issues facing Tunica County and how they will be addressed in the Comprehensive Plan.

2. Recent Tourism Trends

Historic growth trends in Tunica’s gaming and associated visitor market can be illustrated from data generated by the Mississippi State Tax Commission. The Commission divides the State’s gaming markets into two (2) main geographic segments: the River Counties and the Gulf Coast Counties. Tunica County is the dominant market in the River County region.

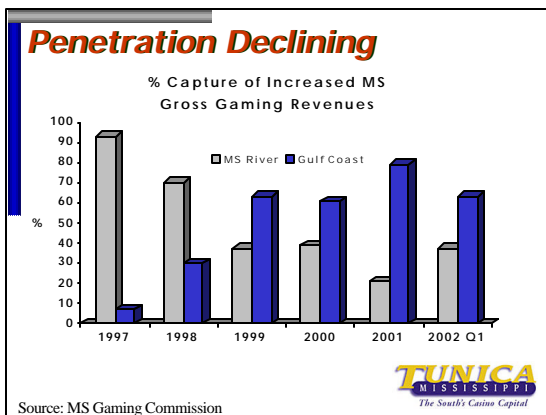
a. Gross Gaming Revenue Growth

The River County region has experienced significant growth over the past five (5) years, expanding its annual gaming revenues by an impressive \$437 million or approximately thirty-nine (39) percent. The region currently generates approximately \$1.5 billion in gross gaming revenues.



While growth over the past five years has been impressive, it is clear that the rate of annual growth has been slowing in recent years to levels in the one (1) to two (2) percent range. By comparison, the Gulf Coast Counties have been averaging growth in the four (4) to seven (7) percent range in recent years.

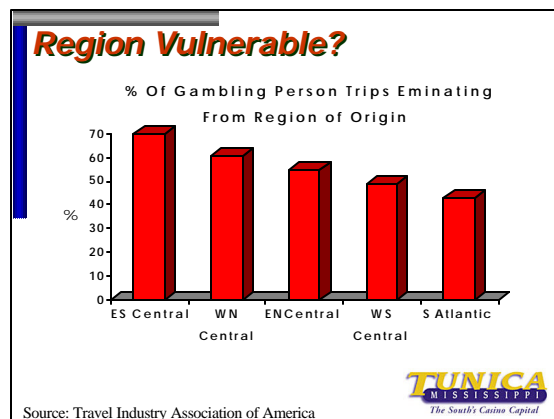
These trends are resulting in the River Counties attracting a smaller portion of new gaming revenues coming to the State, or in other words a declining penetration rate of incremental revenues. During public input sessions, concerns were voiced as to the prospect of Tunica reaching somewhat of a saturation point as it relates to the gaming visitor market and the resulting implications for future expansion.



b. Source of Visitation

Another factor influencing future growth prospects for Tunica County is the geographic scope of its market attraction. According to the Travel Industry Association of America (TIA), gaming markets located in the East/South Central region of the United States (Alabama, Kentucky, Mississippi and Tennessee) attract almost seventy (70) percent of their gaming visitors from residents of their region. By comparison, most of the other gaming destinations in the eastern or southern regions rely on their residents to make-up only forty (40) to sixty (60) percent of their visitor base.

These declining penetration rates and relatively heavy reliance on a regional market are occurring during a time of increasingly competitive conditions. Whether considering prospective gaming visitors or the group meetings market, increases in product development and/or marketing resources are being committed by many of Tunica's key competitors.



As an example, the Mississippi Coast Coliseum and Convention Center (Biloxi, MS) is considering a major expansion to its facilities. It plans to in-

creasingly target larger state, regional and national meetings in an effort to capitalize on its gaming, beach, retail and golf assets.

Many of these competitive expansions are being undertaken in an attempt to expand their individual destination appeal. The competitive destinations understand that if they broaden the range of available experiences, they have a much greater potential of increasing the length of stay of its visitors. According to information from the Travel Industry Association of America, the national average length of stay at a gaming-only destination is 2.7 days. The length of stay is extended to 5.7 days for destinations with multiple activities.

3. Future Tourism Plans

Given this increasingly competitive environment, Tunica has the opportunity to embrace a strategic approach to increase its competitive position by first defining who its high-value visitor segments are and then proactively developing the kinds of products and experiences that will speak to them.

These tourism-related issues have a variety of implications to the comprehensive planning process, including the following:

- Positioning (of land uses in the County)
- Theme (of new development efforts)
- Linkages (among the various tourism products)
- Signage (that facilitates a visitor's arrival experience)
- Support of a broader range of retail services

a. Positioning

In terms of land use positioning, the creation of a resort district in the northern portion of the County helps to ensure that there is a massing of destination-oriented land uses. Too often, tourism-related components are allowed to evolve in a variety of dispersed areas, which increases a visitor's difficulty in understanding how to experience a destination. By massing the uses in a "resort district", Tunica County will facilitate an understanding of the variety of experiences that the destination has to offer.

Resort District Attributes

- ◆ Provides massing
- ◆ Controls compatible uses
- ◆ Presents arrival experience
- ◆ Maximizes opportunities for linkages
- ◆ Serves up Tunica experience to visitors



The development of a resort district also allows the County to define incompatible land uses that would detract from the flavor and orientation the visitor desires. As much of the County's visitors arrive from the north via Highway 61, the resort district provides a "sense of arrival" to entering visitors. The concentration of visitor-oriented uses in the resort district maximizes the opportunities to link and integrate various products and in essence "serves-up" the Tunica experience in a coordinated fashion. The Resort Area proposed in this Plan will be discussed in greater detail in Chapter V.

b. Theme

As previously noted, many competitive destinations are attempting to broaden their destination appeal in an attempt to expand prospective target markets and extend a visitor's length of stay. Tunica County is clearly a dominant destination in the gaming marketplace and is progressing in a variety of areas to expand its theme or image as a visitor destination. Opportunities for theme expansion in Tunica County include:

- Gaming
- Mississippi River
- Outdoor Recreation
- Meeting/Convention
- Golf/Tennis
- Cultural Heritage

Possibly the most significant opportunity is the Mississippi River and its associated allure in the minds of many potential visitors. Through the development of the new River Park in the proposed Resort Area, the potential to link and incorporate the river as an asset is significantly enhanced.

It's important to recognize that other destinations are also attempting to claim ownership of the Mississippi and use it as a destination driver. An initiative is currently being pursued further north in Dubuque, Iowa where the community is developing a mixed-use development – "America's River". Through integration of The Mississippi River National Education and Conference Center, The Mississippi River Museum and National Rivers Hall of Fame and The Mississippi Riverwalk, Dubuque hopes to capitalize on America's interest in the Mississippi.

Tunica County has the opportunity to use similar approaches and "serve up" the Mississippi to the ten (10) million visitors who are already choosing Tunica as a destination.

Tunica County can also weave outdoor recreation into the package as an important theme, again integrating the river into the experience. The River Park and its nature experience component will provide a staging area in which multiple outdoor experiences could be presented.

Juneau, Alaska has recognized the power of integrating recreational components in close proximity to its existing visitor flows. Mount Roberts Tramway is positioned adjacent to its cruise ship docks, thus allowing easy access to its visitor base. The tram provides a diverse experience in a single location that is communicated through its marketing message, "see it all – do it all – above it all". It packages recreational and visual elements, with cultural components, quality shopping and dining. The Tunica River Walk, with its multiple components and positioning in the resort district allows for similar functioning.

By positioning the planned Tunica convention center and its associated golf and tennis facilities in the resort district, a broader theme targeted to the group meetings market will evolve. Collectively, these broadened themes and their concentrated positioning should allow Tunica to expand its attraction and extend the length of stay of many of its visitors.

c. Linkages

As Tunica continues to expand as a destination, there will be new opportunities to link and integrate multiple experiences. These potential linkages will be enhanced through their physical positioning, their associated access/transportation points, signage and actual packaging initiatives.

There are four (4) primary tourism nodes in which linkages will play a key role – the planned Resort Area, the Battle Arena/Tunica Museum complex, Tunica Lake and Downtown Tunica.

Signage will play an important role in facilitating a visitor's movement among the nodes. Other portions of this study have outlined a variety of initiatives relating to these signage efforts. Physical linkages can also be developed and should go beyond shuttles transporting visitors among the nodes. As noted in the Mount Roberts example, getting to a visitor node in a unique manner can be an integral part of the experience. Tunica could move towards this model by potentially using the River Park as a staging area, present an on-river visitor experience, dock near the Tunica cut-off and continue with a shuttle to Downtown Tunica, the Arena/Museum node and ultimately back to the Resort node.

These expanding experiences also will provide new opportunities to package them in manners that will speak to different visitor segments. The more Tunica can present packaged opportunities in convenient formats, the greater

its potential to manage and direct its visitor flows.

d. Expanding Retail Services

If effectively managed, the ten (10) million visitors to Tunica provide an opportunity to significantly expand the range of retail services far beyond that supported by the local resident base. One of the greatest opportunities lies in the expanded role of Downtown Tunica. While currently providing an attractive physical environment, the Downtown area does not possess a broad enough mixture of retail tenants to lure and satisfy the many visitors positioned further north in the resort district. Although not currently in place, it possesses many of the necessary components for success, including:

- Large existing visitor base,
- Unique physical setting, and
- Relatively easy transportation access.

In order to capitalize on this opportunity, the Downtown area should look upon itself much like a regional mall manager would. It should proactively pursue the tenant mix that "speaks" to Tunica's visitor base and work with the casino operations to help expand the shopping experience they can offer their guests. Ten (10) million visitors is an incredible number and an incredible resource. Capturing the spending of even the smallest percentage of this base will have a significant economic impact on the Town and the County as a whole.

In conclusion, by incorporating Tunica's visitor market as a key factor in

the comprehensive planning process, the resulting plan will best ensure Tunica's quality of life and economic prospects are maximized. The recommendation set forth in this Plan is to expand the Tunica tourism experience beyond casino gaming to extend the length of stay of the ten (10) million plus visitors to the County each year. This is particularly important if the growth rate of the gaming market continues to decline. The County needs to explore new ways to broaden the tourism experience and maintain it as the stronghold of the Tunica economy. However, there is no doubt that the casino gaming facilities are the primary tourist destinations for Tunica County. There is no desire to negatively affect the success of the casinos in any way by expanding the tourism experience. By offering an experience to visitors with multiple components that will extend their stay in the County, everyone wins.

4. Other Economic Development Activity

a. Agriculture

Prior to the arrival of the casinos in 1992, agriculture was the primary economic driver in Tunica County. The agricultural sector continues to maintain a strong presence in the County's economy. According to the Chamber of Commerce, Tunica County is currently ranked fifth in the State of Mississippi in rice production, sixth in soybean production, eighth in wheat and grain sorghum production and tenth in cotton acreage. Farm production contributes approximately \$70 million per year to the local economy. Catfish production, also a

prominent agricultural activity in the County, has an annual impact of \$6.75 million.

According to the 1997 Census of Agriculture (conducted by the U.S. Department of Agriculture, National Agricultural Statistics Service), the total value of agricultural products sold in Tunica County was \$64,267,000, which was a two (2) percent increase from the previous Census. The top five (5) commodities in terms of crop area in the County were soybeans, cotton, rice, corn for grain and wheat. The top five (5) commodities in terms of value of sales were cotton and cottonseed, soybeans, all other grains, aquaculture and corn for grain. The average net cash return per farm from agricultural sales per farm was \$192,254.

The 1997 Census of Agriculture also revealed that of the ninety-five (95) farms included in the Census count, thirty-nine (39) were classified as individual or family farms while the remaining fifty-six (56) were owned by a partnership or corporation. Although the number decreased from the 1992 Census of Agriculture, farming was listed as the principal occupation for eighty-eight (88) percent (84 of the 95) farm operators in Tunica County.

b. Industrial Recruitment & Development

The Mississippi Development Authority (MDA) lists the following industrial operations in Tunica County as of June 2002:

TUNICA COUNTY COMPREHENSIVE PLAN

- | | |
|--|---|
| 1) Name: Bainbridge Co., Inc.
Product(s): Jellies & preserves,
pickles, spiced teas
Employees: 3 | The Tunica County Chamber of Commerce is actively recruiting additional industrial development to the County in an effort to diversify the economic base and provide additional employment opportunities for County residents. It was important to the Chamber of Commerce that the Land Use Plan for Tunica County include locations for immediate and future industrial development to occur. The next chapter presents the proposed Land Use and Transportation Plans for Tunica County. |
| 2) Name: Drexel Chemical Co.
Product(s): Insecticides, herbicides, fungicides
Employees: 60 | |
| 3) Name: Lake's Farm Raised Catfish, Inc.
Product(s): Fresh and frozen catfish
Employees: 7 | |
| 4) Name: Pillowtex Corporation
Product(s): Down comforters, mattress pads & covers, pillows
Employees: 320 | |
| 5) Name: Pride of the Pond
Product(s): Processed catfish
Employees: 121 | |
| 6) Name: ROA, Inc.
Product(s): Outdoor advertising
Employees: 3 | |

These companies employ a total of 514 people, which is less than four (4) percent of the number of casino employees. Information on the number of employees living in Tunica County was not provided.

Available industrial space in Tunica County includes the 193,000 square foot Tunica Manufacturing Company facility, the 9,000 square foot Tru Value building on Highway 61 and thirty-eight (38) of the seventy-four (74) acres at the publicly-owned Tunica Industrial Park at Highway 61 and Highway 4.