Demographic Survey of Texas Lottery Players 2024

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EXECUTIVE SUMMARY

The Texas Lottery Commission 2024 Demographic Study of Texas Lottery Players surveyed a total of 1,678 Texas residents aged 18 years and older in October 2024. The survey respondents included both past-year players (those who played any Texas Lottery game in the past year) and non-players (those who had not played any Texas Lottery game in the past year). The percentage of respondents playing any Texas Lottery game (the participation rate) for 2024 was 54.8 percent, which was 6.3 percentage points less than the rate of 61.6 percent in 2022, and this decrease was statistically significant.

In contrast to the overall downward trend in Texas Lottery participation rates in the last two decades, there was a gain of 9.6 percentage points in the participation rates over the past four years (2020 to 2024). There were statistically significant differences between the samples of past-year players and non-players of Texas Lottery games in 2024 regarding income, employment status, marital status, children under 18 living in the household, and Hispanic origin (see Table 2). Among past-year players, differences in the percent playing any game were statistically significant based on the players' income, Hispanic origin, race and ethnicity, age, and employment status (see Table 3).

Among the individual games and add-on features, Lotto Texas was the most popular game in terms of participation in 2024, with a participation rate of 78.5 percent. The second- and third-most popular games in 2024 were Texas Lottery Scratch games (67.0 percent) and Pick 3 (65.8 percent).[1] In comparison to 2022, no games recorded a double-digit increase in their respective participation rates in 2024. Pick 3 had the highest frequency of purchase among those playing at least once a week (23.8 percent) among past-year players. Consistent with the findings in 2022, many 2024 past-year players had participated in Texas Lottery games for more than five years.

The lottery sales districts with the highest and the lowest participation rates in any Texas Lottery games in 2024 were McAllen (68.2 percent) and Houston East (47.3 percent), respectively (see Table 4). The only lottery sales district with a participation rate increase for 2024 was Tyler (3.2 percentage points). The differences in the participation rates between 2022 and 2024 were statistically significant for the lottery sales districts of McAllen and San Antonio.

[1] The participation rate is defined as the proportion (percentage) of the survey respondents who indicated having played any of the Texas Lottery games or add-on features in 2024.

Highlights

The following are some key findings from the 2024 survey on participation rates and personal expenditures in Texas Lottery games and add-on features (see Table 1):

- Consistent with the 2022 survey, Lotto Texas remains the most popular game according to the participation rate (78.5 percent) among all games and add-on features in 2024.
- Texas Lottery Scratch Tickets remained the second-most popular game (67.0 percent) while Pick 3 became the third-most popular game by participation (65.8 percent), with an increase of 4.4 percentage points in its participation rate from 2022 to 2024.
- Of all the Texas Lottery games and features in 2024, All or Nothing had the highest average spent per play of $32.63 by past-year players.
- Daily 4 had the highest average number of times played per week (3.89 times) and the FIREBALL Feature with Daily 4 had the highest average number of times played per month (3.30 times) among all games and features by past-year players in 2024.
- McAllen had the highest participation rate (68.2 percent) in any Texas Lottery game in 2024. The lottery sales districts of San Antonio and Lubbock had the second- and third-highest participation rates of 60.8 percent and 55.7 percent, respectively.
- Only one lottery sales district saw an increase in participation rates in 2024 (Tyler). On the other hand, three sales districts saw a double-digit decrease between 2022 and 2024. Those districts include Houston East (-16.2 percentage points), Waco (-12.7 percentage points), and San Antonio (-10.8 percentage points).

Brief summaries of participation rates by games and add-on features are given below.[2,3]

Lotto Texas: A total of 78.5 percent of past-year players reported playing Lotto Texas in this year's survey. Among them, 17.8 percent purchased Lotto Texas tickets at least once a week. Another 32.3 percent played the game at least once a month. On average, Lotto Texas players spent an average of $17.34 per play.

Texas Lottery Scratch Tickets: A total of 67.0 percent of respondents reported they purchased Texas Lottery scratch tickets in 2024. Nearly a fifth (19.8 percent) of respondents who bought scratch tickets reported that they purchased them at least once a week. Another 31.8 percent purchased tickets at least once a month. The past-year players of Texas Lottery scratch games spent an average of $19.97 per play.

Mega Millions: A total of 61.4 percent of past-year lottery players reported having played Mega Millions in 2024. Slightly less than a fifth (15.1 percent) of respondents reported that they purchased Mega Millions tickets at least once a week, while 25.5 percent of respondents purchased the tickets at least once a month. Mega Millions players spent an average of $16.15 per play.

Powerball: A total of 51.9 percent of past-year lottery players reported they played Powerball. More than a tenth (14.3 percent) of respondents who purchased Powerball tickets purchased them at least once a week. Another 25.0 percent purchased Powerball tickets at least once a month. Powerball players spent an average of $16.15 per play.

Pick 3: A total of 65.8 percent of past-year lottery players played Pick 3 in 2024. Nearly one-quarter (23.8 percent) of respondents who purchased Pick 3 tickets bought them at least once a week, and another 30.6 percent of respondents purchased them at least once a month. On average, Pick 3 players spent $24.34 per play.

Cash Five: A total of 42.2 percent of past-year lottery players played Cash Five in 2024. Among these past-year players, 17.0 purchased Cash Five tickets at least once a week, whereas 36.3 percent purchased tickets at least once a month. Cash Five players spent an average of $25.41 per play.

Megaplier Feature with Mega Millions: A total of 32.8 percent of past-year lottery players included Megaplier in their Mega Millions play. Among them, 16.9 percent reported having purchased the add-on feature at least once a week. Another 27.9 percent purchased the tickets at least once a month. Megaplier players spent an average of $18.15 per play.

Power Play Feature with Powerball: A total of 28.6 percent of past-year lottery players reported including Power Play with their Powerball ticket purchases. Nearly a fifth (19.8 percent) of respondents purchased the Power Play feature with Powerball purchased it at least once a week. Another 27.4 percent purchased it at least once a month. On average, Power Play players spent $18.98 per play.

[2] The brief descriptions of the Texas Lottery games and add-on features can be found in Table A in the Appendix.

[3] Note: the FIREBALL Feature with Daily 4 had a very low participation rates (11.6 percent). Consistent with previous years, we did not include statistical analyses for the FIREBALL Feature with Daily 4 because the number of respondents who played this game was too small to provide any statistically meaningful information.

Extra! Feature with Lotto Texas: A total of 38.1 percent of past-year lottery players reported they had selected the Extra! Feature with their Lotto Texas tickets. Among these players, 20.0 percent purchased the Extra! Feature at least once a week and another 39.7 percent purchased the add-on feature at least once a month. On average, the players who purchased the Extra! Feature spent $20.62 per play.

FIREBALL Feature with Pick 3: A total of 39.2 percent of past-year lottery players reported they selected the FIREBALL feature with Pick 3. A fifth (20.0 percent) of respondents purchased the FIREBALL feature with Pick 3 at least once a week. Another 40.8 percent purchased the add-on feature at least once a month. The player who purchased the FIREBALL feature with Pick 3 spent an average of $26.87 per play.

Texas Two Step: A total of 28.6 percent of past-year lottery players played Texas Two Step in 2024. Eighteen percent (18.3) of Texas Two Step players purchased tickets for the game at least once a week. Another 34.2 percent purchased the tickets at least once a month. The players of Texas Two Step spent an average of $18.10 per play.

All or Nothing: A total of 16.0 percent of past-year lottery players responded that they had played All or Nothing. More than a fifth (22.5 percent) of All or Nothing players purchased tickets for the game at least once a week. Another 36.1 percent purchased the tickets at least once a month. The players of All or Nothing spent an average of $32.63 per play.

Daily 4: A total of 16.7 percent of past-year lottery players stated they played Daily 4 in 2024. Less than one-third (21.6 percent) of respondents who purchased Daily 4 tickets bought them at least once a week, whereas another 39.2 percent of respondents purchased them at least once a month. On average, Daily 4 players spent $30.38 per play.

FIREBALL Feature with Daily 4: A total of 11.6 percent of past-year lottery players reported they added the FIREBALL feature to their purchases of Daily 4. Twenty-three percent (23.4) of respondents purchased the FIREBALL Feature with Daily 4 at least once a week. More than two-fifths (44.9 percent) of respondents purchased them at least once a month. The players of the FIREBALL Feature with Daily 4 tickets spent an average of $28.30 per play.

Table 1
Demographic Survey – Highlights of Key Findings

Game/Feature[1]	2024 Participation Rate	Change in Rate from 2022	Frequency of Purchase		Average Number of Times Played (Past-year Players)		Average Spent Per Play	Page Results Begin
			At Least Once a Week	At Least Once a Month	Per Week	Per Month		
Lotto Texas	78.5%^	-3.3	17.8%	32.3%	2.20	2.50	$17.34	23
Texas Lottery Scratch Games	67.0%	-2.2	19.8%	31.8%	2.68	2.88	$19.97	29
Mega Millions	61.4%	-3.0	15.1%	25.5%	2.03	2.63	$16.15	36
Powerball	51.9%	1.1	14.3%	25.0%	2.26	2.38	$16.15	43
Pick 3	65.8%	4.4	23.8%^	30.6%	2.77	2.91	$24.34	49
Cash Five	42.2%	5.3	17.0%	36.3%	2.74	2.67	$25.41	55
Megaplier Feature with Mega Millions	32.8%	0.5	16.9%	27.9%	1.98	2.32	$18.15	61
Power Play Feature with Powerball	28.6%	2.3	19.8%	27.4%	2.15	2.47	$18.98	67
Extra! Feature with Lotto Texas	38.1%	5.5	20.0%	39.7%	2.45	2.37	$20.62	73
FIREBALL Feature with Pick 3	39.2%	7.6^	20.0%	40.8%	2.16	2.41	$26.87	79
Texas Two Step	28.6%	3.5	18.3%	34.2%	2.24	2.86	$18.10	85
All or Nothing	16.0%	3.3	22.5%	36.1%	2.85	2.92	$32.63^	91
Daily 4	16.7%	4.3	21.6%	39.2%	3.89^	2.21	$30.38	97
FIREBALL Feature with Daily 4	11.6%	2.9	23.4%	44.9%^	2.50	3.30^	$28.30	103

[1] Games and add-on features with participation rates of 3.0 percent or below are excluded from the table.
^ The largest absolute value (positive or negative) in the column among all the games and features.

Testing changes in lottery participation and expenditure from 2022 to 2024

In addition to the basic results that ensured continuity of information and presentation with prior survey reports, the 2024 report also provides statistical tests of differences in lottery participation from 2022 to 2024. The report highlights these differences for general participation rates and the individual lottery games separately.

Comparing the 2024 survey results with those from 2022, we found that there were statistically significant increases in the percentage playing any game between 2022 and 2024 for the following individual games: Pick 3 (4.4 percentage points), Cash Five (5.3 percentage points), Extra! Feature with Lotto Texas (5.5 percentage points), FIREBALL Feature with Pick 3 (7.6 percentage points), All or Nothing (3.3 percentage points), Daily 4 (4.3 percentage points), and the FIREBALL Feature with Daily 4 (2.9 percentage points). With respect to the lottery sales districts only one district saw an increase in participation rates between 2022 and 2024 (Tyler) but it was not statistically significant; however, the decreases in participation rates between 2022 and 20224 were statistically significant for McAllen (-3.2 percentage points) and San Antonio (-10.8 percentage points).

I. INTRODUCTION AND METHOD OF ANALYSIS

A survey of a random sample of adult Texas residents aged 18 and older was conducted in October of 2024. The objectives were to measure the participation rates, the distribution and frequency of play, and the demographic profiles of past-year lottery players and non-players among the adult population of Texas.

On behalf of the Texas Lottery Commission, the data collection and analysis were prepared under the auspices of the Hobby School of Public Affairs (the Hobby School) (https://uh.edu/hobby/). The individuals who worked on this study are listed in alphabetical order:

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Like 2022, an all web-based (online) sampling method was used in the 2024 survey because it allowed us to target respondents based on their responses to demographic questions and ensure the representativeness of the sample. The web-based (online) survey method is used because it offers several benefits over traditional survey approaches (e.g., telephone or mail) that include lower costs, the ability to implement reminders, faster data collection, and features that help to improve the survey experience for respondents and researchers.[4] This survey method also allows us to reach a wide array of individuals and target populations based on area and demographics much faster and more cost-effectively than traditional methods.[5]

With the Hobby School's survey operations under a rebuilding phase since 2018, the Hobby School entrusted a qualified survey company, YouGov (https://today.yougov.com/) to conduct the data collection. Established in 2000, YouGov has conducted research projects for a wide range of clients, including state and municipal entities, universities, media outlets, political pollsters, public policy scientists, retail corporations, high tech companies, and more. YouGov operates an online panel of over 17 million panelists across 50 markets, covering the United States, United Kingdom, Europe, the Nordics, the Middle East, and Asia Pacific.[6]

YouGov, entrusted by the Hobby School, leverages an online panel with over 2 million panelists in the United States. YouGov utilizes Active Sampling for their commercial work that includes both regional and national sampling networks.[7] This method of sampling imposes restrictions to safeguard that only the people contacted are allowed to participate. Therefore, the respondents who complete YouGov surveys will have been registered users selected by YouGov for that panel to take the survey. The YouGov panels are well-profiled, which allows them to target panelists more efficiently and allows us to detect and remove panelists who provide them-quality answers. To recruit panelists,

[4] Dillman, D. A., J. D. Smyth, and L. M. Christian. (2009). Mail and Internet Surveys: The Tailored Design Method. 3rd Ed. New York: John Wiley and Sons. Israel, G. D. (2011). "Strategies for Obtaining Survey Responses for Extension Clients: Exploring the role of E-Mail Requests." Journal of Extension [Online], 49(3): 1-6. Available at http://www.joe.org/joe/2011june/a7.php. Monroe, M. C. and D. C. Adams. (2012). "Increasing Response Rates to Web-Based Surveys." Journal of Extension [Online], 50(6): 6-7.
[5] Comley, P. and J. Beaumont. (2011). "Online Market Research: Methods, Benefits and Issues." Journal of Direct, Data and Digital Marketing Practice, 12(4): 315-327.
[6] https://today.yougov.com/about/about-the-yougov-panel/
[7] https://yougov.co.uk/about/panel-methodology/

YouGov uses various sources, including standard advertising, and strategic partnerships with a broad range of websites.[8]

Once YouGov recruits a new panelist, they are asked various socio-demographic questions, and that information is recorded and stored. They have a proprietary global panel of over 9 million with 2 million panelists coming from the US. For a representative sample (national or regional), YouGov will draw a sub-sample of the panel that is representative of adults in the respective sample area for that panel in terms of age, gender, education, and race, and then invites that sub-sample to complete a survey. Utilizing Active Sampling only allows this sub-sample of pre-screened panelists to have access to the survey via their username and password. Respondents can only answer each survey one time.

YouGov stores every instance of every profile variable collected over time and can identify respondents who appear to change their profiled information at random. They regularly scrub the panel, deactivating respondents based on variability in profiled socio-demographics such as gender and birth year. Most importantly, YouGov reviews their panelists for inattentive behavior. YouGov can identify respondents with a pattern of excessively short length of interviews when compared to the median response. These data quality control measures help the YouGov panel maintain a diverse and engaged membership and ensure quality responses.

As part of the 2024 Texas lottery survey, YouGov fielded 1,700 online surveys. Of these, twenty-two respondents answered, “Don’t know” and one respondent refused to answer the first question, “Have you played any of the Texas Lottery games in the past year?” These respondents, per the survey instrument design, were not asked any further questions on lottery play and were only asked questions about their demographic status. Accordingly, these respondents were excluded from the analyses reported below. This process resulted in **a total of 1,678 usable interviews of self-reported players and non-players**. The sample yielded a margin of error of less than +/- 2.4 percent at the 95 percent confidence level. The data for the survey was collected between October 15 and October 25, 2024.

The Texas Lottery Commission provided a survey instrument designed to collect demographic data on adult Texans. The survey included past-year players and non-players and measured lottery participation rates, the frequency of lottery participation, and lottery spending patterns. The 2024 survey instrument used by the Hobby School was the same as in 2022.

Previous surveys included cell phone and landline users as part of the overall sample. Previous annual studies of lottery players and non-players in Texas have utilized the standard methodology for conducting RDD surveys. This method entails calling residential telephone numbers (landlines) randomly selected from a list of working numbers in homes that are not business lines. Because RDD sampling includes *unlisted* residential numbers, it is considered superior to methods that rely on published telephone numbers in generating samples. However, with the rapid increase in cell phone usage, traditional RDD sampling has been increasingly questioned because more and more individuals are exclusive users of cellular phones and therefore are excluded from RDD surveys. Estimates of exclusively cellular phone users in the United States have increased in recent years: one study put the rate at 53 percent.[9] The trend implies that sample bias in standard RDD polling could be a major issue in the field. Furthermore, while previous studies have shown response rates

[8] Ibid.

[9] Blumberg, Stephen J. and Julian V. Luke. 2017. “Wireless Substitution: Early Release of Estimates from the National Health Interview Survey, January-June 2017.” Division of Health Interview Statistics, National Center for Health Statistics.

for online surveys to be lower than traditional methods, more recent studies have shown that improved techniques and advanced survey platforms have increased response rates for web-based surveys than some telephone surveys. For example, being able to send out reminders more frequently, being able to control the length of the survey, and allowing for individuals to take surveys at their own pace has more benefits than traditional survey approaches and have shown to improve online survey response rates by a large percentage.[10]

Lastly, regarding the methods of analysis, this study employed not only descriptive analyses but also cross-tabulation analyses to examine whether there are significant differences in behavioral patterns of playing the Texas Lottery games among people with different demographic characteristics. Note that in some cases, the subset samples are small which can create high volatility in some results in those categories. Although the subset proportions approximate the overall population, the relatively small size of subsets can allow outliers to bias results when using the mean. We, therefore, alert the reader to the influence of outliers throughout the report.

[10] Monroe, M. C. and D. C. Adams. (2012). "Increasing Response Rates to Web-Based Surveys." *Journal of Extension [Online],* 50(6): 6-7.

II. SAMPLE CHARACTERISTICS[11]

Selected questions for each lottery game were cross-tabulated with the following six demographic characteristics:

- Education,
- Income,
- Race/ethnicity of the respondent,
- Hispanic origin,[12]
- Gender of the respondent,
- Age of respondent, and
- Employment status.

Sub-categories for these factors are shown in the demographic tables that follow.

In the social sciences, the distribution of outcomes often varies in terms of the categories of analytic interest. Throughout this analysis, we conducted a statistical test to determine whether changes or differences between categories or groups are due to random chance. Traditional tests for statistical "significance" are used to test for differences between past-year players and non-players or differences among past-year players by demographic category. Specifically, we use standard *t* tests on the "equality of means" for non-categorical variables and chi-square tests for categorical variables. Note also that discussions of statistical "significance" reflect a classical statistical (or "frequentist") tradition. The level of statistical significance (denoted by a *p* value) refers to the probability that what is observed differs from the null hypothesis of no relation or no difference. In the classical tradition, a *p* value of 0.05 indicates that in 100 repeated samples, the value realized would fall within a given interval in 95 out of 100 samples. Extending this relation, a *p* value of 0.01 means that the result would fall within a pre-specified interval in 99 out of 100 samples.

[11] Note that the discrepancies between total sample size and various variables are due to respondents either refusing to answer or responding they did not know.
[12] Hispanic origin is based on self-identification by the survey respondent.

Table 2
Demographics: Summary for Income, Employment, Home Ownership, and Age

Demographic Factors	Number and Percentage Responding		
	All (n=1,678)	Past-Year Players (n=919)	Non-Players (n=759)
Year***[13]			
2024	n=1,678 (100.0%)	n=919 (54.8%)	n=759 (45.2%)
2022	1,685 (100.0%)	1,038 (61.6%)	647 (38.4%)
2020	1,687 (100.0%)	763 (45.2%)	924(54.8%)
Income***	n=1,550 (100.0%)	n=877 (100.0%)	n=673 (100.0%)
Less than $12,000	178 (11.5%)	80 (9.1%)	98 (14.6%)
Between $12,000 and $19,999	125 (8.1%)	54 (6.2%)	71 (10.6%)
Between $20,000 and $29,999	187 (12.1%)	104 (11.9%)	83 (12.3%)
Between $30,000 and $39,999	152 (9.8%)	91 (10.4%)	61 (9.1%)
Between $40,000 and $49,999	132 (8.5%)	84 (9.6%)	48 (7.1%)
Between $50,000 and $59,999	140 (9.0%)	90 (10.3%)	50 (7.4%)
Between $60,000 and $74,999	181 (11.7%)	116 (13.2%)	65 (9.7%)
Between $75,000 and $100,000	199 (12.8%)	114 (13.0%)	85 (12.6%)
More than $100,000	256 (16.5%)	144 (16.4%)	112 (16.6%)
Employment Status***	n=1,656 (100.0%)	n=906 (100.0%)	n=750 (100.0%)
Employed Full-time	640 (38.7%)	416 (45.9%)	224 (29.9%)
Employed Part-time	296 (17.9%)	144 (15.9%)	152 (20.3%)
Unemployed/Looking for Work	182 (11.0%)	77 (8.5%)	105 (14.0%)
Not in Labor Force	187 (11.3%)	84 (9.3%)	103 (13.7%)
Retired	351 (21.2%)	185 (20.4%)	166 (22.1%)
Own or Rent Home*	n=1,654 (100.0%)	n=908 (100.0%)	n=746 (100.0%)
Own	878 (53.1%)	509 (56.1%)	369 (49.5%)
Rent	678 (41.0%)	349 (38.4%)	329 (44.1%)
Occupied without Payment	98 (5.9%)	50 (5.5%)	48 (6.4%)
Age of Respondent***	n=1,648 (100.0%)	n=910 (100.0%)	n=738 (100.0%)
18 to 24	252 (15.3%)	109 (12.0%)	143 (19.4%)
25 to 34	347 (21.1%)	191 (21.0%)	156 (21.1%)
35 to 44	270 (16.4%)	175 (19.2%)	95 (12.9%)
45 to 54	260 (15.8%)	165 (18.1%)	95 (12.9%)
55 to 64	271 (16.4%)	152 (16.7%)	119 (16.1%)
65 and over	248 (15.1%)	118 (13.0%)	130 (17.6%)

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test. There were statistically significant differences between players and non-players regarding the distribution by income, employment status, homeownership, and age (using chi-square distribution). Percentages are rounded to the nearest tenth.

[13] There was a decrease in the proportion of respondents who reported that they participated in any of the Texas Lottery games during the past year in 2024 from those who reported that they participated in 2022. The difference was statistically significant.

Table 2 (continued)
Demographics: Summary for Marital Status, Children, Gender, Race/Ethnicity, and Hispanic Origin

Demographic Factors	Number and Percentage Responding		
	All (n=1,678)	Past-Year Players (n=919)	Non-Players (n=759)
Marital Status***	n=1,673 (100.0%)	n=916 (100.0%)	n=757 (100.0%)
Married	767 (45.9%)	464 (50.7%)	303 (40.0%)
Widowed	76 (4.5%)	29 (3.2%)	47 (6.2%)
Divorced	198 (11.8%)	114 (12.5%)	84 (11.1%)
Separated	47 (2.8%)	37 (4.0%)	10 (1.3%)
Never Married	585 (35.0%)	272 (29.7%)	313 (41.4%)
Children under 18 Living in the Household***	n=1,678 (100.0%)	n=919 (100.0%)	n=759 (100.0%)
Yes	488 (29.1%)	323 (35.2%)	165 (21.7%)
No	1,190 (70.9%)	596 (64.9%)	594 (78.3%)
Number of Children under 18 Living in the Household	n=629 (100.0%)	n=380 (100.0%)	n=249 (100.0%)
1	277 (44.0%)	163 (42.9%)	114 (45.8%)
2	237 (37.7%)	150 (39.5%)	87 (34.9%)
3	75 (11.9%)	46 (12.1%)	29 (11.7%)
4 or more	40 (6.4%)	21 (5.5%)	19 (7.6%)
Gender of Respondent^[14]	n=1,678 (100.0%)	n=919 (100.0%)	n=759 (100.0%)
Male	815 (48.6%)	466 (50.7%)	349 (46.0%)
Female	863 (51.4%)	453 (49.3%)	410 (54.0%)
Race**	n=1,678 (100.0%)	n=919 (100.0%)	n=759 (100.0%)
White or Anglo	866 (51.6%)	456 (49.6%)	410 (54.0%)
Black or African American	255 (15.2%)	126 (13.7%)	129 (17.0%)
Hispanic	444 (26.5%)	282 (30.7%)	162 (21.3%)
Asian or Pacific Islander	36 (2.2%)	19 (2.1%)	17 (2.2%)
Native American or Alaskan	14 (0.8%)	7 (0.8%)	7 (0.9%)
Other	23 (1.4%)	9 (1.0%)	14 (1.8%)
Two or More	40 (2.4%)	20 (2.2%)	20 (2.6%)

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test. There was a statistically significant difference between players and non-players regarding the distribution by marital status, children under 18 living in the household, and race and ethnicity (using chi-square distribution). Percentages are rounded to the nearest tenth.

[14] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.054.

Table 2 (continued)
Demographics: Summary for Education and Occupation

Demographic Factors	Number and Percentage Responding		
	All (n=1,678)	Past-Year Players (n=919)	Non-Players (n=759)
Hispanic Origin***	n=1,678 (100.0%)	n=919 (100.0%)	n=759 (100.0%)
Yes	569 (33.9%)	371 (40.4%)	198 (26.1%)
No	1,109 (66.1%)	548 (59.6%)	561 (73.9%)
Education	n=,678 (100.0%)	n=919 (100.0%)	n=759 (100.0%)
Less than High School	57 (3.4%)	35 (3.8%)	22 (2.9%)
High School Graduate/GED	531 (31.6%)	281 (30.6%)	250 (32.9%)
Some College, no degree	439 (26.2%)	233 (25.4%)	206 (27.1%)
College Degree	412 (24.6%)	234 (25.5%)	178 (23.5%)
Graduate/Professional Degree	239 (14.2%)	136 (14.8%)	103 (13.6%)
Occupation	n=1,372 (100.0%)	n=791 (100.0%)	n=581 (100.0%)
Executive, Administrative, and Managerial	219 (16.0%)	135 (17.1%)	84 (14.5%)
Professional Specialty	270 (19.7%)	143 (18.1%)	127 (21.9%)
Technicians and Related Support	106 (7.7%)	65 (8.2%)	41 (7.1%)
Sales	213 (15.5%)	116 (14.7%)	97 (16.7%)
Administrative Support, Clerical	143 (10.4%)	79 (10.0%)	64 (11.0%)
Private Household	41 (3.0%)	28 (3.5%)	13 (2.2%)
Protective Service	15 (1.1%)	10 (1.3%)	5 (0.9%)
Service, Education Instruction, and Library[15]	197 (14.4%)	112 (14.2%)	85 (14.6%)
Precision Productions, Craft, and Repair	17 (1.2%)	11 (1.4%)	6 (1.0%)
Machine Operators, Assemblers, and Inspectors	19 (1.4%)	12 (1.5%)	7 (1.2%)
Transportation and Material Moving	64 (4.7%)	40 (5.1%)	24 (4.1%)
Equipment Handlers, Cleaners, Helpers, and Laborers	28 (2.0%)	14 (1.8%)	14 (2.4%)
Farming, Forestry, Fishing	22 (1.6%)	15 (1.9%)	7 (1.2%)
Armed Forces	18 (1.3%)	11 (1.4%)	7 (1.2%)

Note: * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test. There was not a statistically significant difference between players and non-players regarding by respondents' Hispanic origin (using chi-square distribution). Percentages are rounded to the nearest tenth.

[15] Note: Service and Education Instruction and Library occupations were combined for this report. See the US Bureau of Labor Statistics, "Educational Services: NAICS 61." https://www.bls.gov/iag/tgs/iag61.htm#:~:text=Workplace%20Trends-,About%20the%20Educational%20Services%20sector,a%20wide%20variety%20of%20subjects. Accessed November 1, 2022.

Table 2 shows that 54.8 percent of the survey respondents reported having participated in at least one of the Texas Lottery games in 2024, which is 6.8 percentage points less than the participation rate in 2022 (61.6 percent) and was statistically significant.

- There were statistically significant differences between past-year players and non-players of Texas Lottery games in 2024 regarding income, employment status, homeownership, age, marital status, having children under the age of 18 living in the household, race and ethnicity, and Hispanic origin.[16,17]

- Among the past-year players, 52.9 percent had annual household income of $50,000 or more. Similarly, among the non-players, 46.4 percent had annual household income of $50,000 or more. There was a statistically significant difference between past-year players and non-players in terms of income.

- The difference between past-year players and non-players by employment status was statistically significant in 2024. Among the past-year players, 61.8 percent were employed either full-time or part-time and only 8.5 percent were unemployed or looking for work. There was a slightly smaller proportion of the past-year players compared to non-players who were not in the labor force (9.3 percent and 13.7 percent, respectively). Among the non-players, one-fifth (22.1 percent) were retired. By contrast, a slightly lower proportion (20.4 percent) of the past-year players were retired.

- In terms of homeownership, a higher proportion of past-year players (56.1 percent) indicated they owned their homes compared to non-players (49.5 percent). On the other hand, a similar proportion (44.1 percent) of non-players rented their homes compared to past-year players (38.4 percent). There was a statistically significant difference between past-year players and non-players in terms of homeownership.

- A majority of past-year players and non-players were between the ages of 18 and 44 (52.2 percent and 53.4 percent, respectively). The largest age group of past-year players and non-players was between 25 and 34 years old (21.0 percent and 21.1, respectively). There was statistically significant difference between past-year players and non-players in terms of age.

- The difference between past-year players' and non-players' marital status was statistically significant. Slightly more than half (50.7 percent) of past-year players were married, whereas only 40.0 percent of non-players indicated that they were married. Nearly three tenths (29.7 percent) of past-year players reported having never married, while slightly more than two fifths (41.4 percent) of non-players reported having never married.

- There was a statistically significant difference between past-year players and non-players in terms of having children under 18 living in the household. Among the past-year players, 35.2

[16] Consistent with Texas Lottery survey reports in previous years, the term "past-year players" refers to the survey respondents who indicated playing any Texas Lottery games or add-on features in the past year. The term "non-players" refers to those respondents who indicated not playing any Texas Lottery games or add-on features in the past year.

[17] Note: In Table 2, there are statistically significant differences at $p<.01$ (90 percent confidence level) in all demographic variables except the number children under 18 in the household, education, and occupation. We used chi-squared test for categorical variables and *t* tests for non-categorical variables for all subsequent tables.

percent reported having children under 18 living in their households. By contrast, only 21.7 percent of non-players had children under 18 living in their households.

- Of the past-year players, 50.7 percent were male, whereas 49.3 percent were female. Like past-year players of the Texas Lottery games in 2024, more female respondents than male respondents were non-players (54.0 percent and 46.0 percent, respectively).

- A higher proportion of non-players (54.0 percent) were white (non-Hispanic) than past-year players (49.6 percent) in the 2024 survey. By contrast, a higher proportion of past-year players were Hispanic (30.7 percent) than non-players (21.3 percent). Though, there was a statistically significant difference between past-year players and non-players in terms of race or ethnicity.[18]

- Among the past-year players, 40.4 percent were of Hispanic origin. The proportion of respondents with Hispanic origin among the past-year players was higher than the proportion among the non-players (26.1 percent). The difference between past-year players and non-players by Hispanic Origin was statistically significant.

- There was not a statistically significant difference between past-year players and non-players in terms of educational attainment. The largest proportion of past-year players (30.6 percent) and non-players (32.9 percent) said they earned their High School degree.

- Among the past-year players, the four largest occupational categories in 2024 were: “professional specialty” (18.1 percent), “executive, administrative, and managerial occupations” (17.1 percent), “sales” (14.7 percent), and “service, education instruction, and library” (14.2 percent). Together, they constituted 64.0 percent of all respondents by occupation. The results were similar to the findings of the 2022 report. In general, there was not a statistically significant difference between past-year players and non-players in terms of occupation.

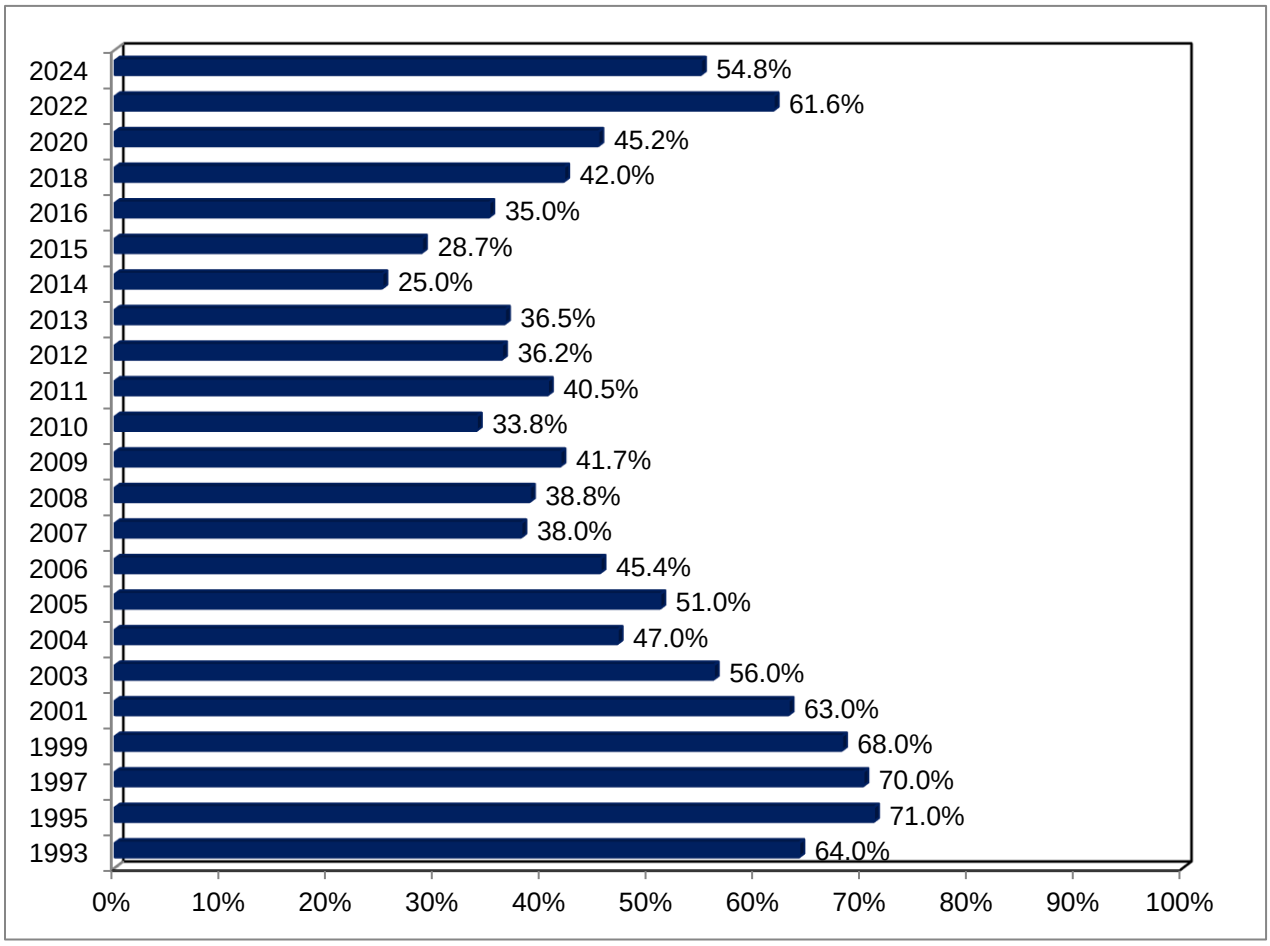
- The demographic factors of number of children under 18 living in the household, gender, education, and occupation were not statistically significant at the 95 percent confidence interval (however, gender was statistically significant at the 90 percent confidence level) when it came to the difference between past-year players and non-players in the 2024 report.

[18] Respondents who answered they were “multiracial” for race and ethnicity were asked a follow-up question that allowed them to select multiple categories.

III. GAME FINDINGS

IIIa. ANY GAME RESULTS

Figure 1
Percentage of Respondents Playing Any Lottery Game



Sources: 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 Hobby School survey data, 2006 University of North Texas (UNT) survey reports and survey reports from 1993-2005.

Figure 1 shows the past-year Texas Lottery participation rates overtime for those playing any Texas Lottery game beginning with the agency's first survey conducted in 1993. The Texas Lottery participation rate in 2024 was 54.8 percent, which was 6.8 percentage points less than in 2022 (61.6 percent). The decrease in the participation rate was statistically significant. In contrast to the overall downward trend in the Texas Lottery participation rates in the last two decades, there was a gain of about 9.6 percentage points in the participation rates over the past four years (2020 to 2024).

Table 3
Any Game: Past-Year Lottery Play and Median Dollars Spent per Month by Demographics

Year	Percentage Played	Median Dollars Spent
2024 (overall N = 1,678)***	54.8 (n=919)	$35.00
2022 (overall N = 1,685)	61.6 (n=1,038)	33.00
2020 (overall N = 1,687)	45.2 (n=763)	36.00
2018 (overall N = 1,691)	42.0 (n=711)	25.00
2016 (overall N = 1,685)	35.0 (n=589)	13.00
2015 (overall N = 1,979)	28.7 (n=568)	10.00
Demographic Factors 2022		
Education		
Less than high school diploma (n=57)	61.4 (n=35)	45.00
High school diploma (n=531)	52.9 (n=281)	40.00
Some college (n=439)	53.1 (n=233)	25.00
College degree (n=412)	56.8 (n=234)	34.50
Graduate degree (n=239)	56.9 (n=136)	57.00
Income***		
Less than $12,000 (n=178)	44.9 (n=80)	31.00
$12,000 to $19,999 (n=125)	43.2 (n=54)	28.00
$20,000 to $29,999 (n=187)	55.6 (n=104)	36.50
$30,000 to $39,999 (n=152)	59.9 (n=91)	35.00
$40,000 to $49,999 (n=132)	63.6 (n=84)	37.50
$50,000 to $59,999 (n=140)	64.3 (n=90)	55.50
$60,000 to $74,999 (n=181)	64.1 (n=116)	22.50
$75,000 to $100,000 (n=199)	57.3 (n=114)	43.50
More than $100,000 (n=256)	56.3 (n=144)	45.00
Race**		
White or Anglo (n=866)	52.7 (n=456)	30.00
Black or African American (n=255)	49.4 (n=126)	56.50
Hispanic (n=444)	63.5 (n=282)	35.00
Asian or Pacific Islander (n=36)	52.8 (n=19)	10.00
Native American or Alaskan (n=14)	50.0 (n=7)	50.00
Other (n=23)	39.1 (n=9)	38.00
Two or More (n=40)	50.0 (n=20)	37.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations refer only to the "percentage played" column and indicate whether there are statistically significant differences in the percentage playing any lottery game among different categories of each demographic factor. Percentages are within a category and rounded to the nearest tenth; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category.

Table 3 (continued)

Demographic Factors 2022	Percentage Played	Median Dollars Spent
Hispanic Origin***		
Yes (n=569)	65.2 (n=371)	40.00
No (n=1,109)	49.4 (n=548)	32.00
Gender^[19]		
Female (n=863)	52.5 (n=453)	30.00
Male (n=815)	57.2 (n=466)	43.00
Age***		
18 to 24 (n=252)	43.3 (n=109)	40.00
25 to 34 (n=347)	55.0 (n=191)	62.00
35 to 44 (n=270)	64.8 (n=175)	30.00
45 to 54 (n=260)	63.5 (n=165)	33.00
55 to 64 (n=271)	56.1 (n=152)	32.00
65 or older (n=248)	47.6 (n=118)	19.50
Employment Status**		
Employed full/part time (n=936)	59.8 (n=560)	40.50
Unemployed (n=182)	42.3 (n=77)	30.00
Retired (n=351)	52.7 (n=185)	32.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations refer only to the "percentage played" column and indicate whether there are statistically significant differences in the percentage playing any lottery game among different categories of each demographic factor. Percentages are within a category and rounded to the nearest tenth; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category.

Table 3 shows that there were significant differences among the respondents who had played any Texas Lottery game in the demographic characteristics of income, race and ethnicity, Hispanic origin, and employment status.

Concerning education, the participation rate was higher among those who had less than a high school diploma (61.4 percent), a graduate degree (56.9 percent) and a college degree (56.8 percent), while those with the lowest participation rate were those who had a high school diploma (52.9 percent). Regarding income, those with an annual income of $50,000 to $59,000 had the highest participation rates (64.3 percent) compared to past-year players with an annual income of $12,000 to $19,999 with the lowest participation rate (43.2 percent). Concerning race and ethnicity, past-year players who were Hispanic (63.5 percent), Asian or Pacific Islander (52.8 percent), and white, non-Hispanic (52.7 percent) had the highest participation rates). In terms of age, the participation rate was the highest for respondents in the 35 to 44 age cohort (64.8 percent), while the participation rate was the lowest for respondents in the 18 to 24 age cohort (43.3 percent). Those who identified as having Hispanic origin had higher participation rates (65.2 percent) compared to those who did not identify as Hispanic (49.4 percent). Lastly, respondents who were employed either full-time or part-time had higher participation rates (59.8 percent) compared to those who were retired (52.7 percent) or unemployed (42.3 percent).

[19] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.054.

There was no statistically significant difference between past-year players and non-players in terms of education and gender at the 95 percent confidence level.

Table 4
Participation and Dollars Spent by Lottery Sales District[20]

Lottery Sales District	2024 Percent Playing Any Game	2022 Percent Playing Any Game	Percentage-point Changes from 2022	2024 Average Amount Spent Per Month among Past-Year Players	2024 Median Amount Spent Per Month among Past-Year Players
Austin	52.0 (n=65)	56.8 (n=50)	-4.2	$55.28	$30.00
Dallas	50.6 (n=207)	59.3 (n=102)	-8.7	53.96	24.00
Fort Worth	54.4 (n=87)	63.8 (n=90)	-9.4	65.99	38.00
Houston East	47.3 (n=26)	63.5 (n=40)	-16.2	51.40	40.00
Houston North	51.6 (n=48)	53.5 (n=54)	-1.9	62.31	30.00
Houston West	51.3 (n=40)	53.5 (n=53)	-2.2	79.56	47.50
Lubbock	55.7 (n=83)	60.7 (n=105)	-5.0	39.26	20.00
McAllen***	68.2 (n=73)	71.4 (n=105)	-3.2	51.63	30.00
San Antonio**	60.8 (n=93)	71.6 (n=156)	-10.8	50.87	21.00
Tyler	48.7 (n=37)	45.5 (n=35)	3.2	33.00	17.50
Waco	52.2 (n=36)	64.9 (n=50)	-12.7	47.22	11.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The letter "n" denotes the number of respondents who played any Texas Lottery game. The average and median amount spent per month only includes those who spent $1.00 or more. Those who spent more than $300 per month were dropped as outliers in the analysis.

- Table 4 shows that, among the 11 lottery sales districts, McAllen had the highest participation rate (68.2 percent) in any Texas Lottery game in 2024. The lottery sales districts of San Antonio and Lubbock had the second- and third-highest participation rates of 60.8 percent and 55.7

[20] In the past, respondents were matched to sales districts according to their zip codes; however, several of the lottery sales districts, which were redistricted, currently bisect several zip codes. Respondents whose ZIP codes now fall into more than one sales district were excluded from the sales district analysis. In addition, respondents who live in a ZIP code without retailers were excluded. In total, 204 respondents from 64 ZIP codes were excluded from the analysis for Table 4, leaving an N= 1,474. However, these respondents are included in all other analyses throughout the report.

percent, respectively. By contrast, the Houston East sales district experienced the lowest participation rate of 47.3 percent in 2024.

- Overall, the participation rates in most sales districts in 2024 decreased compared to those in 2022. Specifically, three lottery sales districts logged double-digit decreases in the participation rate in 2024: Houston East (-16.2 percentage points), Waco (-12.7 percentage points), and San Antonio (-10.8 percentage points). The differences in the participation rates between 2022 and 2024 were statistically significant for the lottery sales districts of McAllen and San Antonio. All but one sales district in 2024 (Tyler) saw a decline in participation rates.

- The three lottery sales districts with the highest average monthly amounts spent per player in 2024 were Houston West ($79.56), Fort Worth ($65.99), and Houston North ($62.31). By contrast, the lottery sales districts of Waco ($47.22), Lubbock ($39.26), and Tyler ($33.00) had the lowest average monthly amounts spent per player in 2024. Overall, in four of the eleven sales districts that also appeared in the 2022 report –Fort Worth, Houston North, Houston West, and Waco– the average monthly amounts spent per player were higher in 2022; the remaining seven had lower average monthly amounts spent in 2024 compared to 2022.

- The three lottery sales districts with the highest median monthly amounts spent per player were Houston West ($47.50), Houston East ($40.00), and Fort Worth ($38.00). By contrast, the lottery sales districts of Lubbock ($20.00), Tyler ($17.50), and Waco ($11.50) had the lowest median monthly amounts spent per player in 2024. It was noted that the median monthly amounts spent per player in four (Austin, Dallas, Lubbock, and San Antonio) of the eleven lottery sales districts in 2024 were lower than in 2022.

Table 5
Number and Percentage of Respondents Playing by Game/Feature

Texas Lottery Game/Feature	2024 Number and Percent Playing the Game (n=919)	2022 Number and Percent Playing the Game (n=1,038)	Percentage-point Changes from 2022
Lotto Texas	721 (78.5%)	849 (81.8%)	-3.3
Texas Lottery Scratch Games	616 (67.0%)	718 (69.2%)	-2.2
Pick 3	605 (65.8%)	637 (61.4%)	4.4
Mega Millions	564 (61.4%)	668 (64.4%)	3.0
Powerball	477 (51.9%)	527 (50.8%)	1.1
Cash Five	388 (42.2%)	383 (36.9%)	5.3
FIREBALL Feature with Pick 3	360 (39.2%)	328 (31.6%)	7.6
Extra! Feature with Lotto Texas	350 (38.1%)	338 (32.6%)	5.5
Megaplier Feature with Mega Millions	301 (32.8%)	335 (32.3%)	0.5
Power Play Feature with Powerball	263 (28.6%)	273 (26.3%)	2.3
Texas Two Step	263 (28.6%)	261 (25.1%)	3.5
Daily 4	153 (16.7%)	129 (12.4%)	4.3
All or Nothing	147 (16.0%)	132 (12.7%)	3.3
FIREBALL Feature with Daily 4	107 (11.6%)	90 (8.7%)	2.9

Note: Games are shown in decreasing order of popularity based on 2024 percentages. Percentages are rounded to the nearest tenth.

Like 2022, Lotto Texas was the most popular Texas Lottery game in 2024: 78.5 percent of past-year lottery players played this game, as shown in Table 5. Texas Lottery scratch games remained the second-most popular choice among lottery players at 67.0 percent, followed by Pick 3 which moved from the fourth position in 2022 to the third-most popular choice at 65.8 percent. No games had a double-digit increase in their respective participation rates from 2022 to 2024. The FIREBALL Feature with Pick 3 had the largest increase in the participation rate from 2022 to 2024 (an increase of 7.6 percentage points), followed by the Extra! Feature with Lotto Texas (an increase of 5.5 percentage points), Cash Five (an increase of 5.3 percentage points), and Pick 3 (an increase of 4.4 percentage points).

Notes on the report formats for the individual game results

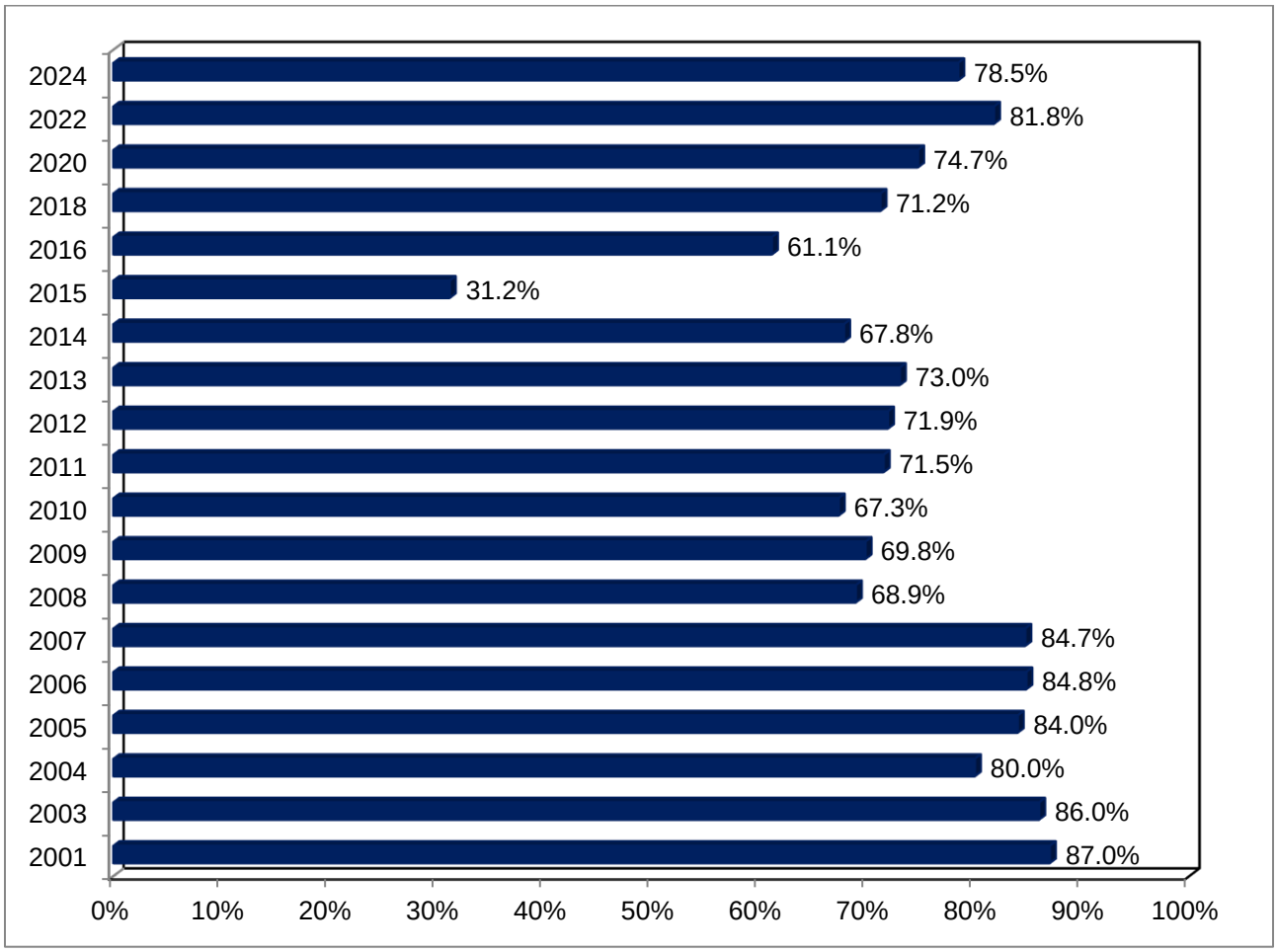
The following sections present the individual game results, from the most popular game and add-on feature to the least popular game and add-on feature. Detailed statistical analyses were presented for the eleven games/add-on features with participation rates of 15 percent or higher in 2024. The eleven games/add-on features are Lotto Texas, Texas Lottery scratch games, Mega Millions, Powerball, Pick 3, Cash Five, Megaplier Feature with Mega Millions, Power Play Feature with Powerball, Extra! Feature with Lotto Texas, the FIREBALL Feature with Pick 3, and Texas Two Step.

For the mid-range games and add-on features with participation rates below 15 percent and higher than three percent, we did not include the analysis on lottery play and median dollars spent per month by past-year player demographics. The number of respondents for the demographic sub-categories for these mid-range games and add-on features was too small to provide any statistically meaningful information. In addition, we did not include analyses for individual games and add-on features with participation rates below three percent because their sample sizes were too small to provide any statistically meaningful information.

The format of the individual game tables “Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics” follows the 2022 report. Consistent with the table format in the reports from previous years, this year’s tables present the “Percentage Played Game Among Past-Year Players,” which compared the proportions played and not played.

IIIb. LOTTO TEXAS RESULTS

Figure 2
Percentage of Past-Year Players Playing Lotto Texas



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2001-2006.

Figure 2 shows that 78.5 percent of past-year players bought Lotto Texas tickets in 2024. The participation rate was 3.3 percentage points less than in 2022 (81.8 percent).

Figure 3
Frequency of Purchasing Lotto Texas Tickets
(n=721)

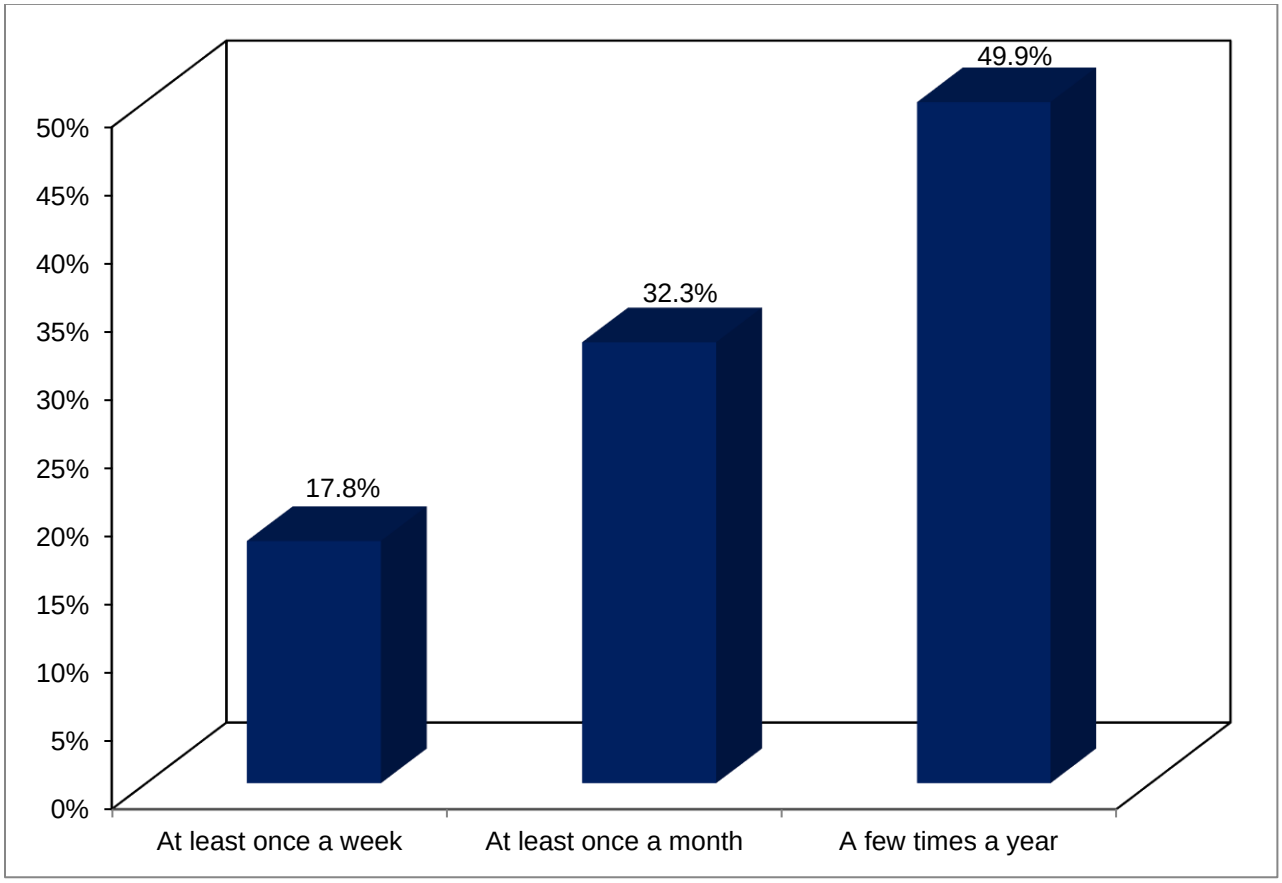


Figure 3 shows that 17.8 percent of respondents that purchased Lotto Texas tickets purchased them at least once a week, while 32.3 percent bought tickets at least once a month. Additionally, 49.9 percent of respondents reported having purchased Lotto Texas tickets a few times a year. The weekly frequency of purchasing was lower than that reported in 2022 (25.3 percent).

Table 6
Average Number of Times Played Lotto Texas

Played Lotto Texas	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[21,22]	2.26	2.49
Per month for monthly past-year players[23,24]	2.50	2.83
Per year for yearly past-year players[25]	4.78	5.67

As shown in Table 6, weekly players of Lotto Texas bought the game 2.26 times per week. Monthly players did so 2.50 times per month on average. Yearly players bought the game 4.78 times per year on average.

Table 7
Dollars Spent on Lotto Texas

Lotto Texas	Dollars Spent	
	2024	2022
Average spent per play[26]	$17.34	$16.19
Average spent per month (mean)[27]	32.63	27.29
Average spent per month (median)[28]	12.00	12.00

As presented in Table 7, 2024 Lotto Texas players spent an average of $17.34 per play, which was larger than the average spent per play in 2022 (at $16.19). Those who reported playing the game on a monthly or more frequent basis spent an average of $32.63 per month. Half of all respondents

[21] Only survey respondents who answered that they played Lotto Texas “At least once a week” were asked how many times per week they played.
[22] The average number of times played per week excludes the respondents who reported having played more than 7 times a week. If those respondents are included, the average number of times played is 5.47 times per week.
[23] Only survey respondents who answered that they played Lotto Texas “At least once a week” were asked how many times per month they played.
[24] The average number of times played per month excludes respondents who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 3.01 times per month.
[25] Only survey respondents who answered that they played Lotto Texas “A few times a year” were asked how many times per year they played.
[26] The average spent per play excludes respondents who reported having spent more than $400 per play. If those respondents are included, the average spent per play is $21.08.
[27] The average spent per month (mean) excludes respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (mean) is $46.00.
[28] The median spent per month excludes respondents who reported having spent more than $500 a month. If the respondents are included, the median spent per month is still $12.00.

were likely to spend $12.00 or more a month on playing Lotto Texas. The mean expenditures on Lotto Texas in 2024 were higher than those in 2022.

Table 8
Lotto Texas: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Lotto Texas	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year[^29]		
2024 (N = 919)	78.5 (n=721)	$12.00
2022 (N = 1,038)	81.8 (n=849)	12.00
2024 Demographics		
Education		
Less than high school diploma (n=33)	75.8 (n=25)	30.00
High school diploma (n=267)	80.5 (n=215)	15.00
Some college (n=219)	84.0 (n=184)	10.00
College degree (n=227)	80.6 (n=183)	10.00
Graduate degree (n=133)	85.7 (n=114)	20.00
Income		
Less than $12,000 (n=74)	82.4 (n=61)	10.00
$12,000 to $19,999 (n=51)	78.4 (n=40)	15.00
$20,000 to $29,999 (n=100)	80.0 (n=80	10.00
$30,000 to $39,999 (n=88)	80.7 (n=71)	15.00
$40,000 to $49,999 (n=79)	78.5 (n=62)	10.00
$50,000 to $50,999 (n=84)	85.7 (n=72)	12.00
$60,000 to $74,999 (n=114)	82.5 (n=94)	15.00
$75,000 to $100,000 (n=114)	87.7 (n=100)	15.00
More than $100,000 (n=141)	80.9 (n=114)	20.00
Race		
White (n=435)	82.1 (n=357)	10.00
Black or African American (n=121)	81.0 (n=98)	15.00
Hispanic (n=271)	83.0 (n=225)	15.00
Asian or Pacific Islander (n=19)	68.4 (n=13)	7.50
Native American (n=6)	100.0 (n=6)	--[30]
Other (n=9)	66.7 (n=6)	--
Two or More (n=18)	88.9 (n=16)	7.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[29] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.07.
[30] There were only five or fewer respondents in this sub-category and therefore it is not reported. This reporting rule is used for median dollars spent by demographics in all subsequent tables.

Table 8 (continued)

Hispanic Origin		
Yes (n=360)	83.1 (n=299)	12.00
No (n=519)	81.3 (n=422)	12.00
Gender		
Female (n=434)	80.7 (n=350)	10.00
Male (n=445)	83.4 (n=371)	15.00
Age		
18 to 24 (n=103)	80.6 (n=83)	16.00
25 to 34 (n=188)	79.3 (n=149)	20.00
35 to 44 (n=163)	85.3 (n=139)	15.00
45 to 54 (n=154)	81.2 (n=125)	10.00
55 to 64 (n=146)	86.3 (n=126)	10.00
65 or older (n=117)	79.5 (n=93)	8.00
Employment Status		
Employed full/part time (n=539)	82.2 (n=443)	15.00
Unemployed (n=71)	78.9 (n=56)	13.50
Retired (n=180)	83.3 (n=150)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 8 shows a decrease of 3.3 percentage points in the participation rate for Lotto Texas between 2024 (78.5 percent) and 2022 (81.8 percent). The difference in the percentage of respondents playing Lotto Texas between 2022 and 2024 was not statistically significant.

- The survey found no statistically significant differences between past-year players who played Lotto Texas and those who did not in 2024 among any demographic features. There were very high participation rates across age groups for Lotto Texas players (79 percent or higher). The age group with the highest participation rate were those aged between 55 and 64 (86.3 percent) closely followed by those aged between 35 and 44 (85.3 percent). Males had higher median dollars spent (at $15.00) compared to females (at $10.00).

Figure 4
Years Playing Lotto Texas
(n=697)

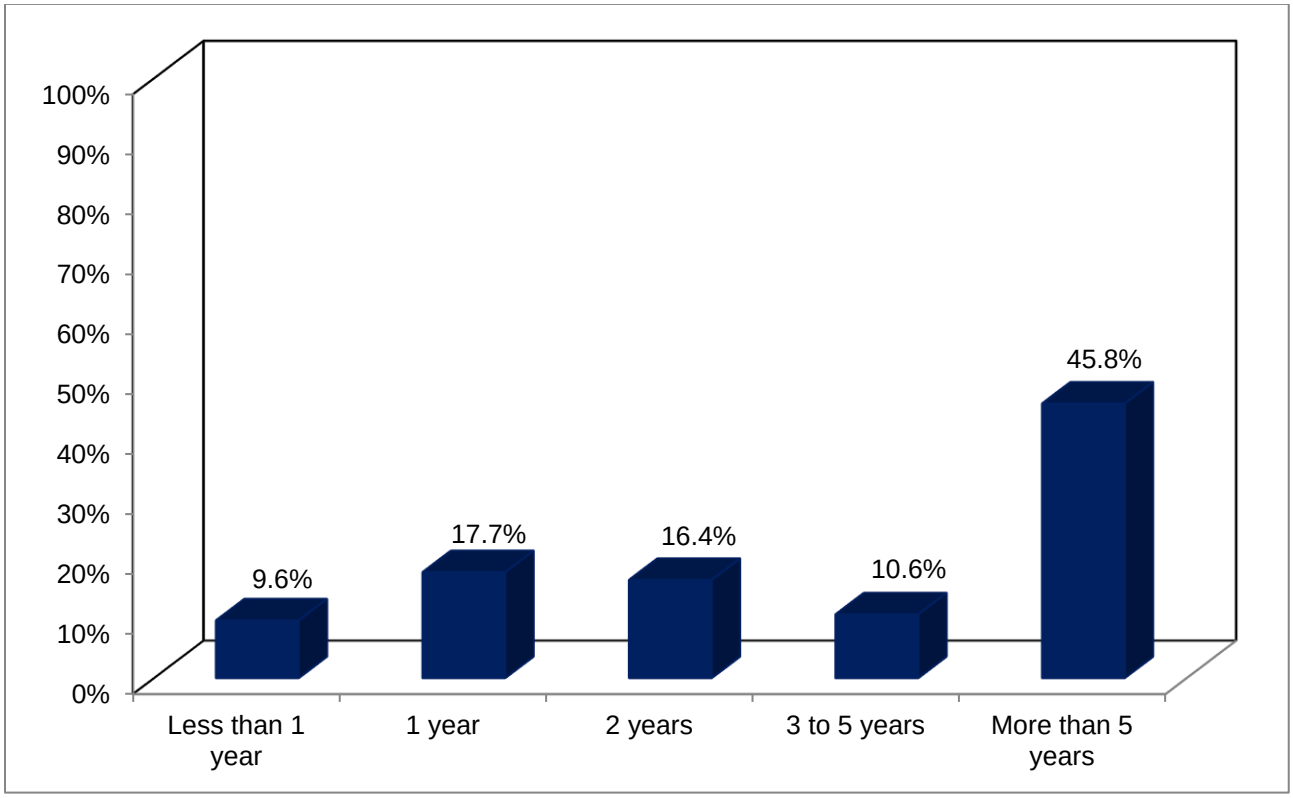
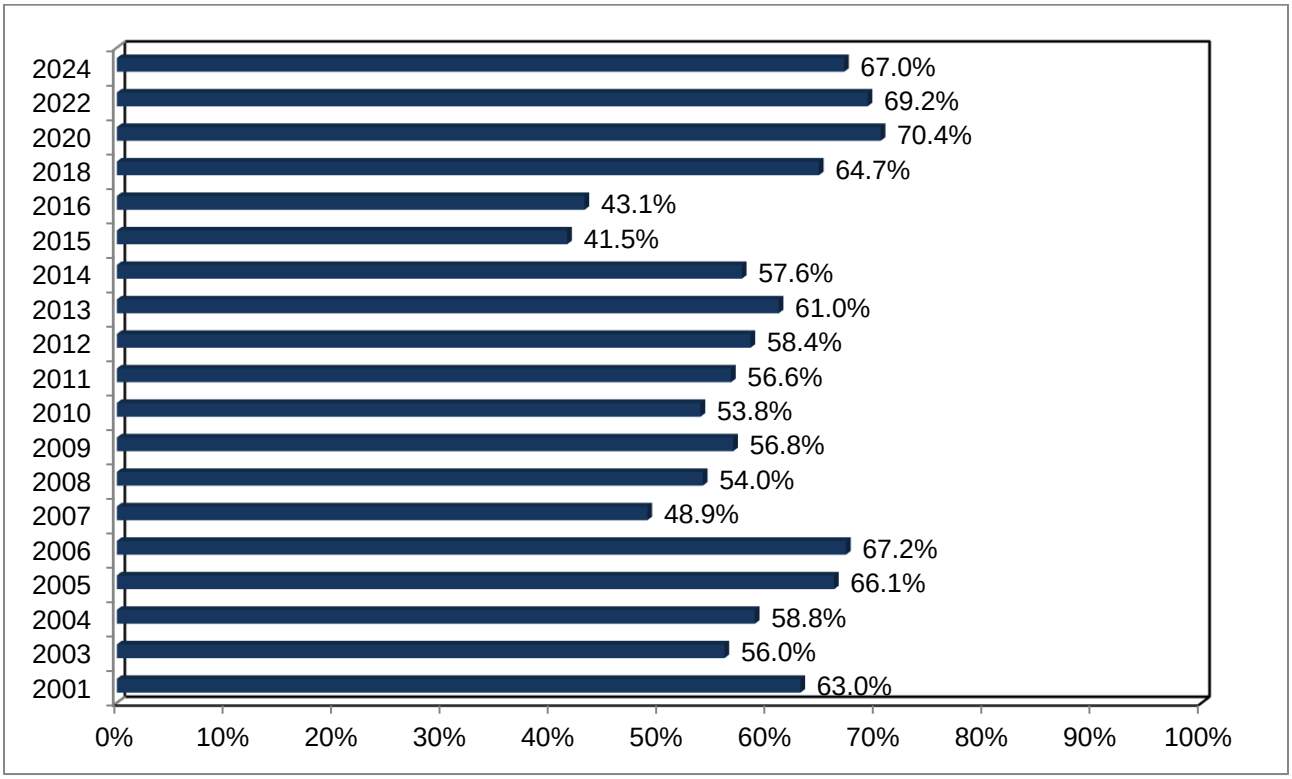


Figure 4 shows that 45.8 percent of respondents who played Lotto Texas in the past year reported playing it for more than five years. This rate was 1.2 percentage points lower than that in 2022 (47.0 percent). About eleven percent (10.6) of respondents reported having played Lotto Texas for three to five years compared to 12.1 percent in 2022.

IIIc. TEXAS LOTTERY SCRATCH TICKETS RESULTS

Figure 5
Percentage of Past-Year Players Playing Texas Lottery Scratch Tickets



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2001-2006.

As shown in Figure 5, 67.0 percent of past-year players bought Texas Lottery scratch tickets in 2024. The participation rate was slightly lower than 69.2 percent in 2022.

Figure 6
Frequency of Purchasing Texas Lottery Scratch Tickets
(n=616)

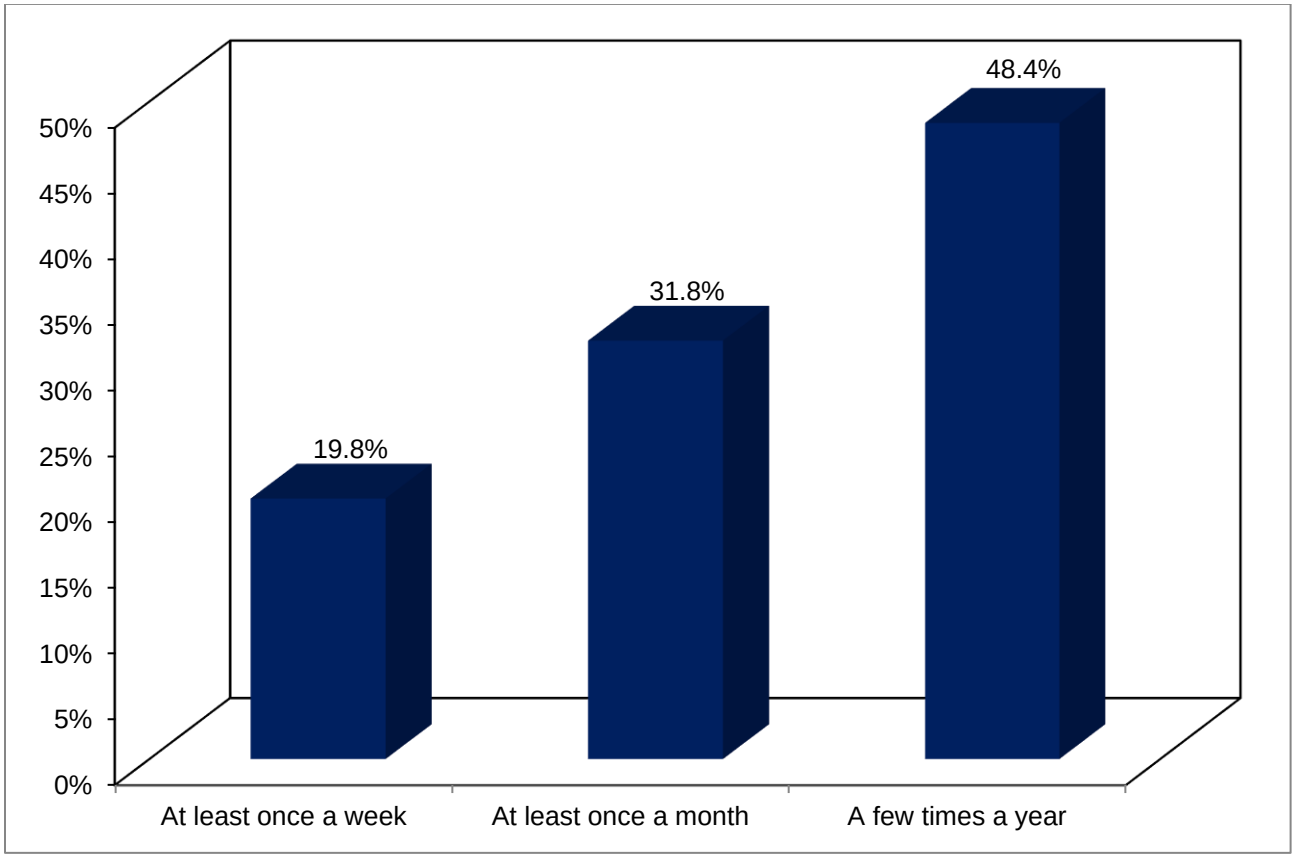


Figure 6 shows that 19.8 percent of respondents purchased Texas Lottery Scratch Tickets at least once a week. Another 31.8 percent purchased the tickets at least once a month and 48.4 percent reported purchasing tickets a few times a year. Percentages of those purchasing Texas Lottery Scratch Tickets monthly and yearly in 2024 were higher than those in 2022.

Table 9
Average Number of Times Played Texas Lottery Scratch Tickets

Played Texas Lottery Scratch Tickets	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[31,32]	2.68	2.83
Per month for monthly past-year players[33,34]	2.88	3.55
Per year for yearly past-year players[35]	5.19	5.84

Table 9 demonstrates that the weekly past-year players of the Texas Lottery Scratch Tickets played an average number of 2.68 times per week in 2022. Monthly players played an average number of 2.88 times per month, whereas yearly players played an average of 5.19 times per year.

Table 10
Dollars Spent on Texas Lottery Scratch Tickets

Texas Lottery Scratch Tickets	Dollars Spent	
	2024	2022
Average spent per play	$19.97	$17.98
Average spent per month (mean)[36]	35.15	35.70
Average spent per month (median)[37]	16.00	20.00

Texas Lottery Scratch Ticket players spent an average of $19.97 per play in 2024 compared to $17.98 reported in 2022 (Table 10). Those who played on a monthly or more frequent basis spent an average of $0.55 less (at $35.15) than the amount reported in 2022 ($35.70). Half of the past-year players of the Texas Lottery scratch games spent $16.00 or more per month in 2024.

[31] Only survey respondents who answered that they played Texas Lottery Scratch Tickets "At least once a week" were asked how many times per week they played.
[32] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If the respondents are included, the average number of times played is 3.11 times per week.
[33] Only survey respondents who answered that they played Texas Lottery Scratch Tickets "At least once a week" were asked how many times per month they played.
[34] The average number of times played per month excludes respondents who reported playing over 30 times a month. If the respondents are included, the average number of times played is 3.67 times per month.
[35] Only survey respondents who answered that they played Texas Lottery Scratch Tickets "A few times a year" were asked how many times per year they played.
[36] The average spent per month (mean) excludes the respondents who reported having spent $500 or more a month. If those respondents are included, the average spent per month (mean) is $38.13.
[37] The average spent per month (median) excludes the respondents who reported having spent $500 or more a month. If those respondents are included, the average spent per month (median) is still $16.00.

Table 11
Texas Lottery Scratch Tickets: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Texas Lottery Scratch Tickets	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year		
2024 (N = 919)	67.0 (n=616)	$16.00
2022 (N = 1,083)	69.2 (n=718)	20.00
2024 Demographics		
Education**		
Less than high school diploma (n=32)	87.5 (n=28)	21.00
High school diploma (n=259)	73.8 (n=191)	20.00
Some college (n=223)	72.7 (n=162)	10.00
College degree (n=223)	71.3 (n=159)	10.00
Graduate degree (n=126)	60.3 (n=76)	15.00
Income***		
Less than $12,000 (n=70)	80.0 (n=56)	12.00
$12,000 to $19,999 (n=50)	82.0 (n=41)	15.00
$20,000 to $29,999 (n=99)	78.8 (n=78)	20.00
$30,000 to $39,999 (n=85)	72.9 (n=62)	15.50
$40,000 to $49,999 (n=79)	73.4 (n=58)	20.00
$50,000 to $59,999 (n=84)	71.4 (n=60)	15.00
$60,000 to $74,999 (n=110)	61.8 (n=68)	20.00
$75,000 to $100,000 (n=111)	76.6 (n=85)	15.00
More than $100,000 (n=137)	54.7 (n=75)	15.00
Race		
White (n=430)	69.3 (n=298)	17.00
Black or African American (n=116)	69.8 (n=81)	20.00
Hispanic (n=265)	75.1 (n=199)	15.00
Asian or Pacific Islander (n=18)	55.6 (n=10)	--
Native American (n=6)	83.3 (n=5)	--
Other (n=9)	88.9 (n=8)	--
Two or More (n=19)	79.0 (n=15)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 11 (continued)

Hispanic Origin**		
Yes (n=353)	76.2 (n=269)	18.00
No (n=510)	68.0 (n=347)	16.00
Gender**		
Female (n=427)	75.9 (n=324)	15.00
Male (n=436)	67.0 (n=292)	20.00
Age^[38]		
18 to 24 (n=99)	72.7 (n=72)	10.00
25 to 34 (n=178)	74.2 (n=132)	20.00
35 to 44 (n=168)	72.6 (n=122)	20.00
45 to 54 (n=154)	74.0 (n=114)	10.00
55 to 64 (n=139)	71.2 (n=99)	20.00
65 or older (n=116)	59.5 (n=69)	20.00
Employment Status^[39]		
Employed full/part time (n=528)	69.7 (n=368)	20.00
Unemployed (n=69)	82.6 (n=57)	20.00
Retired (n=179)	68.2 (n=122)	12.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As shown in Table 11, there was a decrease of 2.2 percentage points in the participation rate for Texas Lottery Scratch Tickets between 2022 and 2024 (69.2 percent and 67.0 percent, respectively). The difference in the percentage of respondents playing Texas Lottery scratch games between 2022 and 2024 was not statistically significant. The median dollars spent in 2024 was $16.00, which was $4.00 less than in 2022 (at $20.00).

- The difference between the Texas Lottery Scratch Ticket games past-year players and non-players was statistically significant by education, income level, Hispanic origin, and gender.

- For education, there was a statistically significant difference between past-year players and non-players. Respondents with less than a high school degree had the highest participation rate (87.5 percent), while those with a graduate degree had the lowest participation rate (60.3 percent). Those with some college and a college degree had the lowest median dollars spent (both at $10.00), while those with less than a high school degree had the highest median dollars spent (at $21.00).

- The participation rate was the highest among players with annual household income between $12,000 and $19,999 (82.0 percent), closely followed by those with annual household income less than $12,000 (80.0 percent). Those with the highest median dollars spent of $20.00 (each) on playing the Texas Lottery Scratch Ticket games in 2024 were among those who had annual

[38] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.094.
[39] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.064.

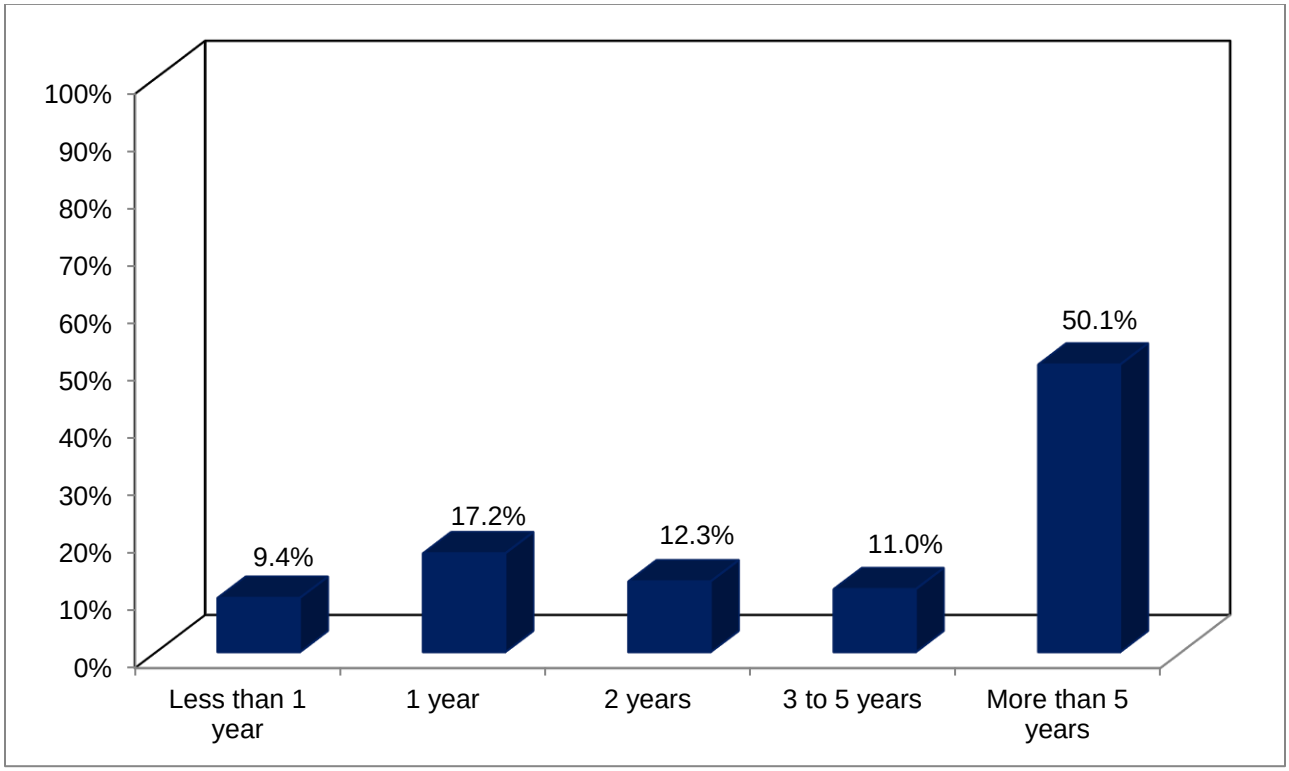
household incomes between $20,000 and $29,999, $40,000 and $49,999, and between $60,000 and $69,999.

- There was a statistically significant difference between the Texas Lottery Scratch Ticket games' past-year players and non-players of Hispanic origin. The participation rate of the Texas Lottery Scratch Ticket games for players of Hispanic origin (76.2 percent) was higher than non-Hispanics (68.0 percent). Those who said they were of Hispanic origin had higher median dollars spent (at $18.00) compared to non-Hispanics (at $16.00).

- Regarding gender, there was a statistically significant difference between male and female past-year players and non-players at the 95 percent confidence level. Male past-year players had lower participation rates (67.0 percent) compared to their female counterparts (75.9 percent). Both male past-year players had the highest median dollars spent at $20.00 compared to females at $15.00.

- There was no statistically significant difference between Texas Lottery scratch game past-year players and non-players by race and ethnicity, age, and employment status at the 95 percent confidence level.

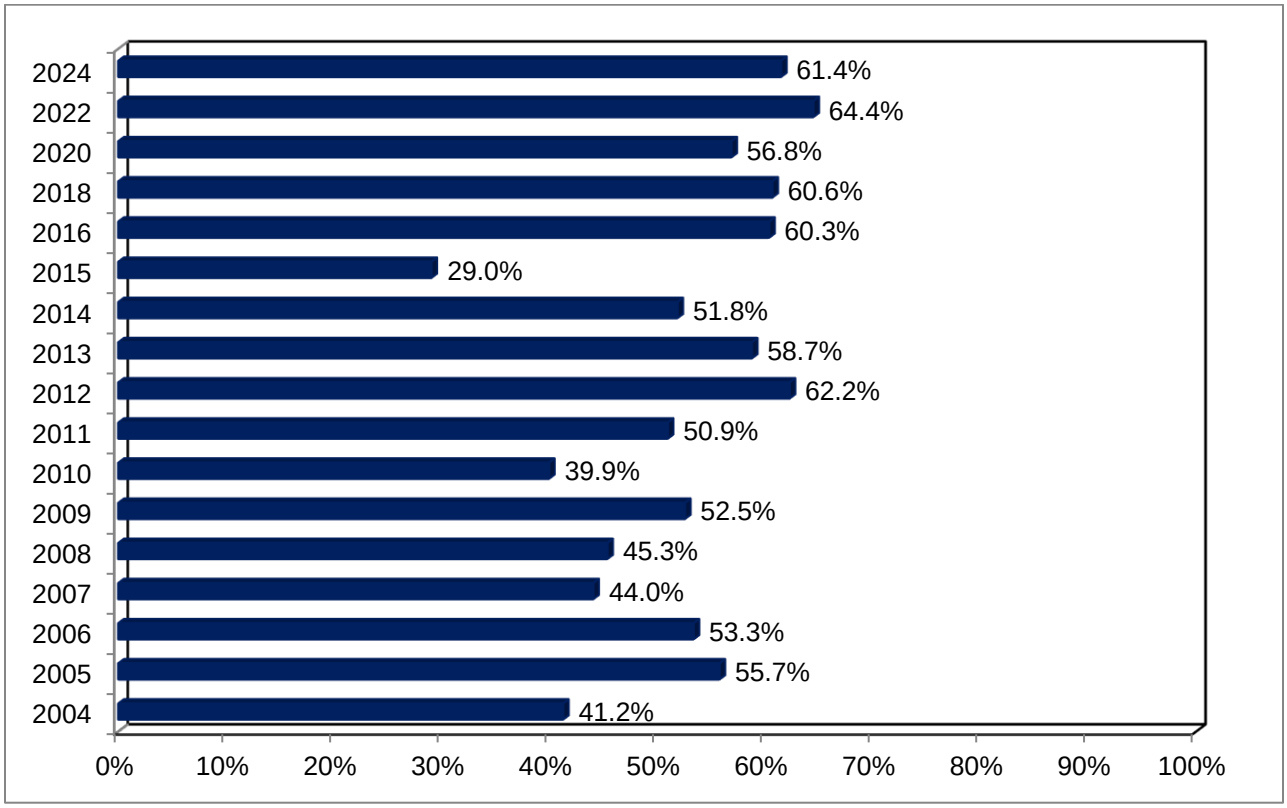
Figure 7
Years Playing Texas Lottery Scratch Games
(n=593)



As shown in Figure 7, a majority (50.1 percent) of respondents who played Texas Lottery Scratch Ticket games reported playing them for more than 5 years. However, the percentage was lower than in 2022 (53.0 percent). More than a fifth (23.3 percent) of respondents reported playing Texas Lottery Scratch Ticket games between 2 and 5 years. While slightly more than a quarter (26.6 percent) of respondents reported having played Texas Lottery Scratch Ticket games for just one year or less in 2024.

IIId. MEGA MILLIONS RESULTS

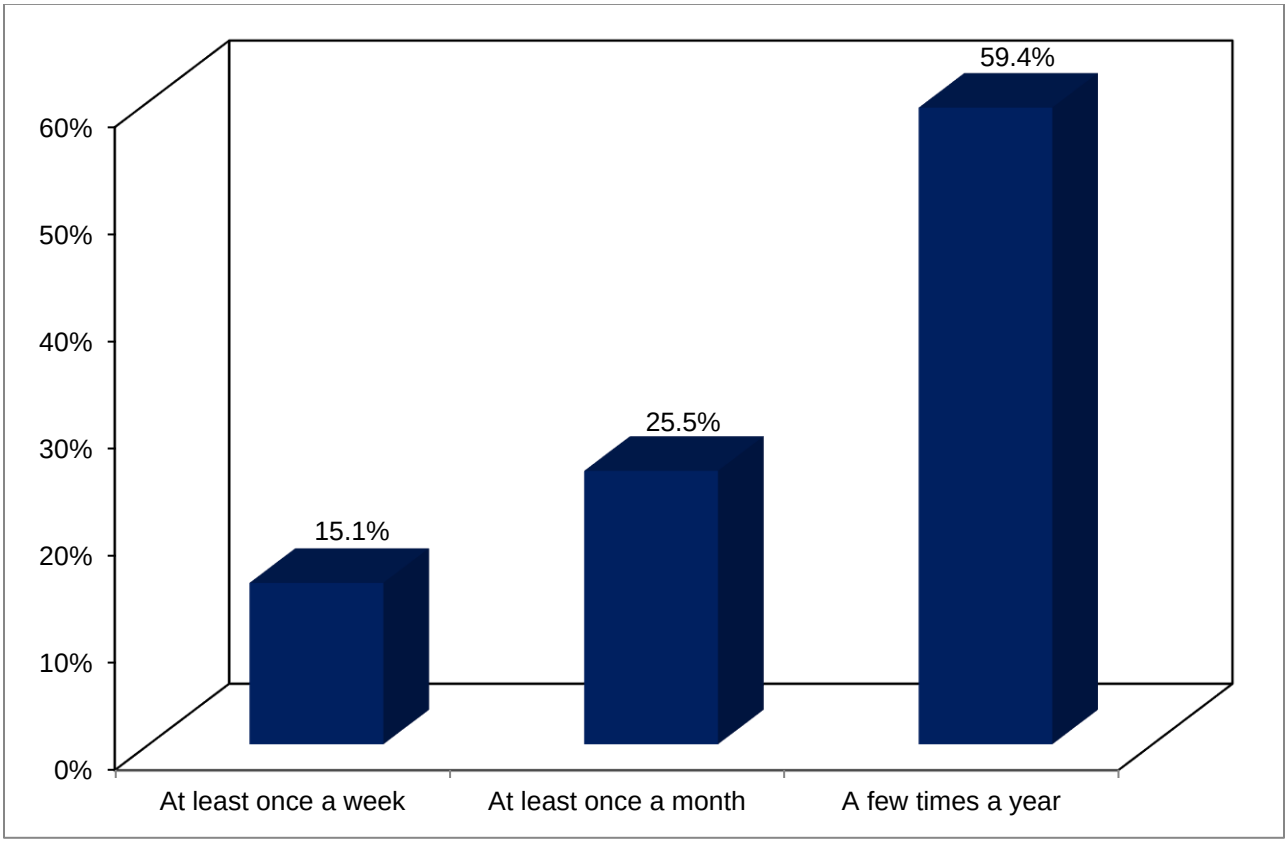
Figure 8
Percentage of Past-Year Players Playing Mega Millions



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2004-2006.

Figure 8 shows that 61.4 percent of the past-year players played Mega Millions in 2024, which was a 3.0 percentage point decrease from the participation rate in 2022 (64.4 percent).

Figure 9
Frequency of Purchasing Mega Millions Tickets
(n=564)



As shown in Figure 9, 59.4 percent of survey respondents reported buying Mega Millions tickets a few times a year, an increase of 0.1 percentage points from 2022 (59.3 percent). Besides, 15.1 percent of respondents reported that they purchased Mega Millions tickets at least once a week and 25.5 percent did so at least once a month. The monthly frequency of purchasing was higher than that reported in 2022 (24.0 percent).

Table 12
Average Number of Times Played Mega Millions

Played Mega Millions	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[40]	2.03	2.02
Per month for monthly past-year players[41,42]	2.63	2.64
Per year for yearly past-year players[43]	4.09	3.96

Table 12 shows that weekly players of Mega Millions played the game an average of 2.03 times per week. Monthly players did so 2.63 times per month on average, and yearly players averaged 4.09 times per year.

Table 13
Dollars Spent on Mega Millions

Mega Millions	Dollars Spent	
	2024	2022
Average spent per play[44]	$16.15	$14.95
Average spent per month (mean)[45]	24.05	21.28
Average spent per month (median)[46]	10.00	10.00

Table 13 shows that Mega Millions players spent an average of $16.15 per play in 2024, which was $1.20 higher than the average spent per play in 2022 ($14.95). Those who reported playing the game on a monthly or more frequent basis spent an average of $24.05, which was $2.77 more than in 2022 (at $21.28). Half of respondents spent $10.00 or more a month on purchasing Mega Millions tickets in 2024 as in 2022.

[40] Only survey respondents who answered that they played Mega Millions “At least once a week” were asked how many times per week they played.
[41] Only survey respondents who answered that they played Mega Millions “At least once a month” were asked how many times per month they played.
[42] The average number of times played per month excludes respondents who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 4.62 times per month.
[43] Only survey respondents who answered that they played Mega Millions “A few times a year” were asked how many times per year they played.
[44] The average spent per play excludes a respondent who reported having spent $400 or more per play. If that respondent is included, the average spent per play is $17.60.
[45] The average spent per month (mean) excludes a respondent who reported having spent $500 or more a month. If that respondent is included, the average spent per month (mean) is $25.76.
[46] The average spent per month (median) excludes a respondent who reported having spent $500 or more a month. If that respondent is included, the average spent per month (median) is still $10.00.

Table 14
Mega Millions: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Mega Millions	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year		
2024 (N = 919)	61.4 (n=564)	$10.00
2022 (N = 1,038)	64.4 (n=668)	10.00
2024 Demographics		
Education^[47]		
Less than high school diploma (n=32)	43.8 (n=14)	9.00
High school diploma (n=256)	64.8 (n=166)	16.00
Some college (n=217)	65.4 (n=142)	6.00
College degree (n=222)	69.4 (n=154)	10.00
Graduate degree (n=127)	69.3 (n=88)	16.00
Income*		
Less than $12,000 (n=67)	56.7 (n=38)	9.00
$12,000 to $19,999 (n=52)	61.5 (n=32)	12.50
$20,000 to $29,999 (n=96)	70.8 (n=68)	11.00
$30,000 to $39,999 (n=84)	53.6 (n=45)	10.00
$40,000 to $49,999 (n=78)	69.2 (n=54)	15.50
$50,000 to $59,999 (n=82)	65.9 (n=54)	10.00
$60,000 to $74,999 (n=111)	72.1 (n=80)	13.00
$75,000 to $100,000 (n=109)	74.3 (n=81)	10.00
More than $100,000 (n=141)	70.2 (n=99)	10.00
Race^[48]		
White (n=434)	69.4 (n=301)	10.00
Black or African American (n=113)	65.5 (n=74)	15.00
Hispanic (n=253)	61.7 (n=156)	10.00
Asian or Pacific Islander (n=19)	47.4 (n=9)	--
Native American (n=6)	100.0 (n=6)	--
Other (n=4)	44.4 (n=4)	--
Two or More (n=14)	70.0 (n=14)	5.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[47] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.062.
[48] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.054.

Table 14 (continued)

Hispanic Origin^[49]		
Yes (n=341)	62.8 (n=214)	10.00
No (n=513)	68.2 (n=350)	10.00
Gender***		
Female (n=419)	60.4 (n=253)	10.00
Male (n=435)	71.5 (n=311)	10.00
Age**		
18 to 24 (n=101)	56.4 (n=57)	20.00
25 to 34 (n=178)	61.2 (n=109)	20.00
35 to 44 (n=156)	63.5 (n=99)	10.00
45 to 54 (n=157)	63.7 (n=100)	5.50
55 to 64 (n=141)	76.6 (n=108)	10.00
65 or older (n=114)	76.3 (n=87)	10.00
Employment Status***		
Employed full/part time (n=521)	65.8 (n=343)	12.00
Unemployed (n=69)	55.1 (n=38)	12.50
Retired (n=180)	77.2 (n=139)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As shown in Table 14, participation rates for Mega Millions in 2024 (61.4 percent) were 3.0 percentage points lower than 2022 (64.4 percent). The difference in the percentage of respondents playing Mega Millions between 2022 and 2024 was not statistically significant.

- The difference between the Mega Millions past-year players and non-players was statistically significant by income level, gender, age, and employment status.

- The difference between the Mega Millions past-year players and non-players was statistically significant by income. The participation rate was the highest among players with annual household income between $75,000 and $100,00, followed by those with an annual household income between $60,000 and $74,999 (74.3 percent and 72.1 percent, respectively). Those with a household income between $40,000 and $49,999 had the highest median dollars spent (at $15.50).

- With regard to gender, there were statistically significant differences among Mega Millions past-year players and non-players. The participation rate was highest among males (71.5 percent) compared to females (60.4 percent). When it comes to the highest median dollars spent, both males and females spent the same ($10.00).

- The difference between the Mega Millions past-year players and non-players was statistically significant by age. The participation rates for the Mega Millions game were highest among players between the ages of 55 and 64 (76.6 percent), closely followed by those who were 65 or older (76.3 percent). By contrast, those who were between the ages of 18 and 24 had the lowest

[49] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.098.

participation rate of 56.4 percent. The median dollars spent on Mega Millions was the highest for the age groups between 18 and 24 and 25 to 34 at $20.00.

- The employment status of Mega Millions past-year players and non-players was statistically significant. The participation rate was highest among those who were retired (77.2 percent) and lowest among those who were unemployed (55.1 percent). Those who were unemployed had the highest median dollars spent on Mega Millions (at $12.50).

- There was no statistically significant difference at the 95 percent confidence level between past-year players who played Mega Millions and those who did not in 2024 in terms of the demographic factors of education, race and ethnicity, and Hispanic origin.

Figure 10
Years Playing Mega Millions
(n=533)

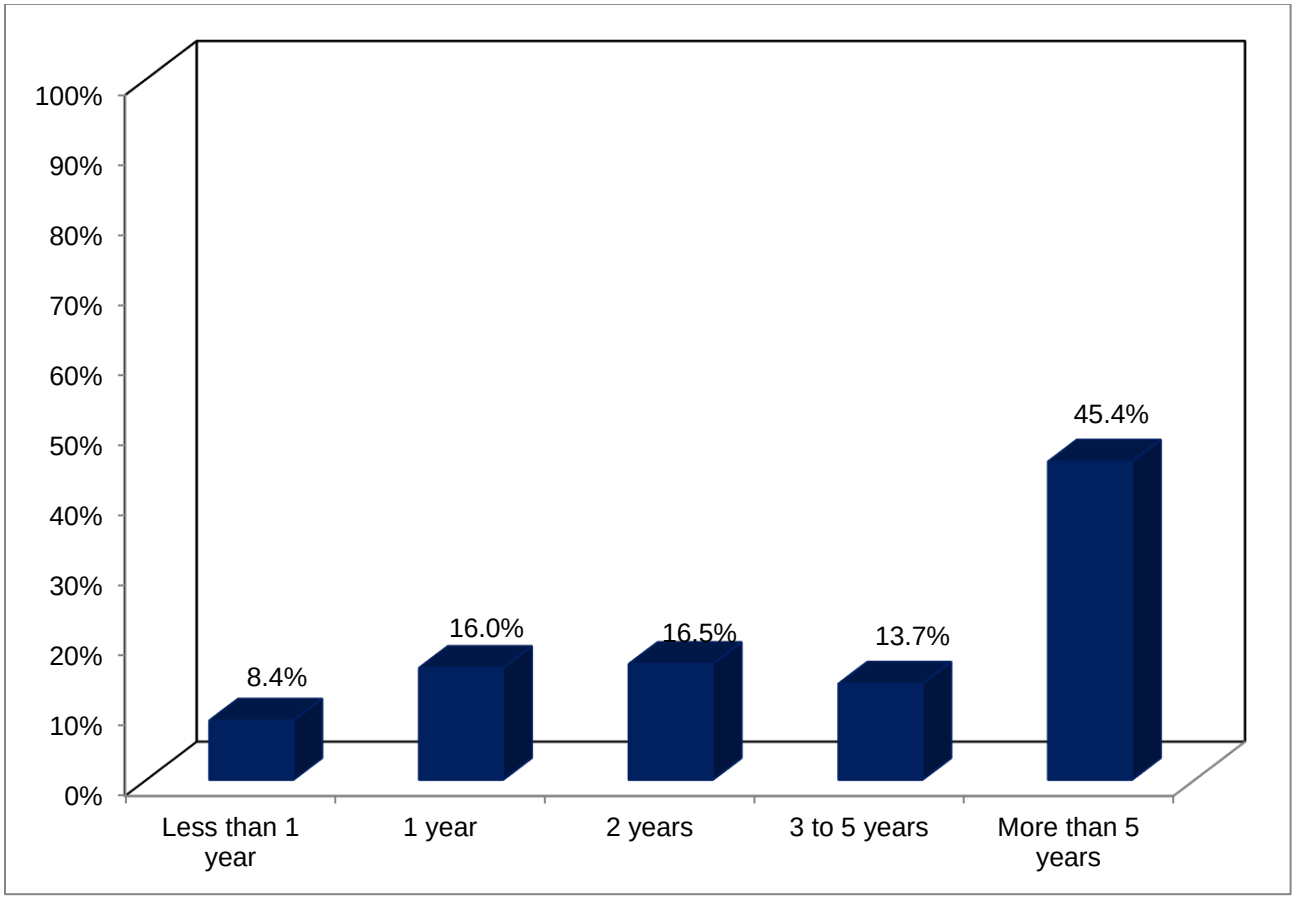
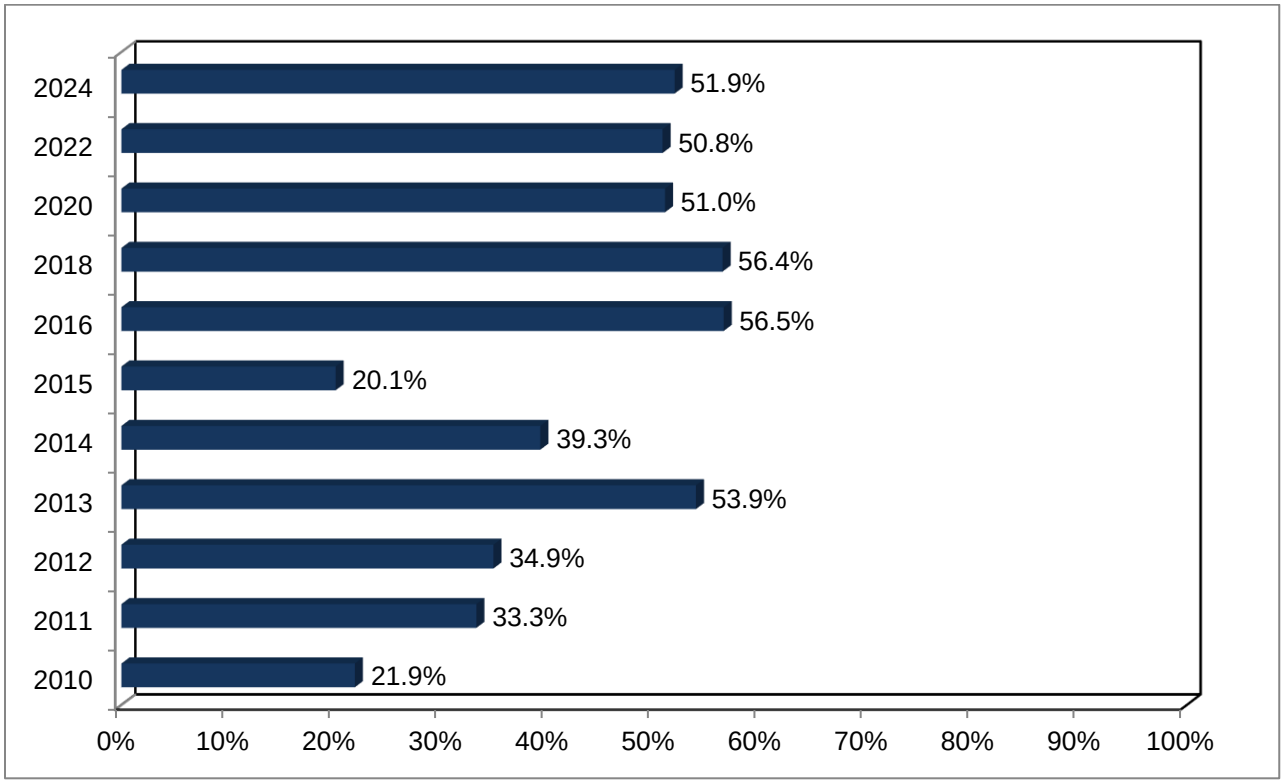


Figure 10 shows that 45.4 percent of respondents reported that they had been playing Mega Millions for more than five years which was a 3.3 percentage point increase from 2022. Moreover, 13.7 percent of respondents reported having played Mega Millions for three to five years. Another 40.9 percent of respondents had played the game for two years or less.

IIIe. POWERBALL RESULTS

Figure 11
Percentage of Past-Year Players Playing Powerball



Sources: Hobby School 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data.

Figure 11 indicates that slightly more than half (51.9 percent) of past-year players reported that they played the Powerball game in 2024. The participation rate was 1.1 percentage points more than that recorded in 2022 (50.8 percent).

Figure 12
Frequency of Purchasing Powerball Tickets
(n=477)

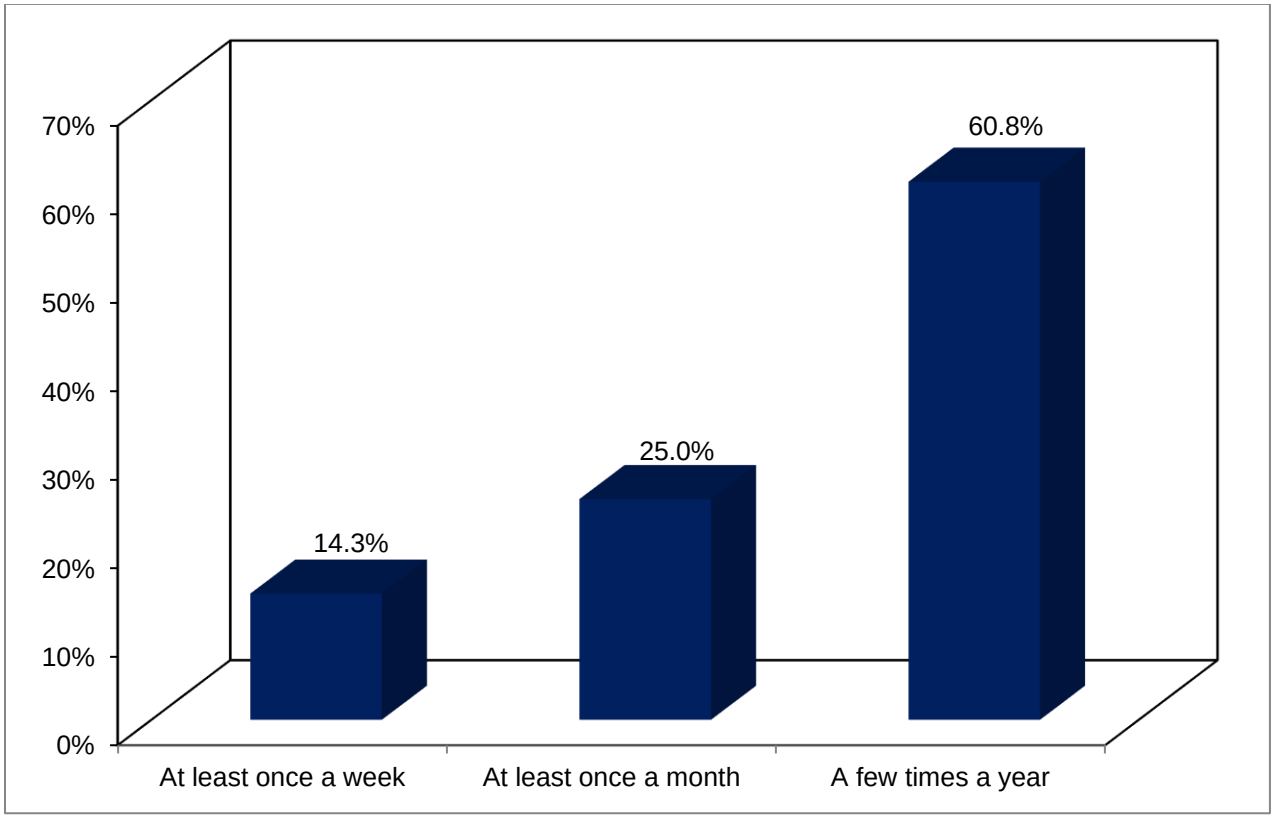


Figure 12 reveals that 14.3 percent of respondents who purchased Powerball tickets purchased them at least once a week. Another 25.0 percent purchased the tickets at least once a month, which was more than reported in 2022 (24.1 percent). Three-fifths (60.8 percent) of respondents reported having bought Powerball tickets a few times a year.

Table 15
Average Number of Times Played Powerball

Played Powerball	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[50]	2.26	2.24
Per month for monthly past-year players[51,52]	2.38	3.17
Per year for yearly past-year players[53]	4.96	3.96

As shown in Table 15, weekly players of Powerball played the game with an average number of 2.26 times per week. Monthly players did so 2.38 times per month on average. Yearly players bought the tickets 4.96 times per year on average.

Table 16
Dollars Spent on Powerball

Powerball	Dollars Spent	
	2024	2022
Average spent per play[54]	$16.15	$13.00
Average spent per month (mean)[55]	22.59	18.90
Average spent per month (median)[56]	10.00	10.00

Table 16 demonstrates that Powerball players spent an average of $16.15 per play in 2024. Those who reported playing the game on a monthly or more frequent basis spent an average of $22.59 per month, which was $3.69 more than that in 2022 (at $18.90). Half of respondents were likely to spend $10.00 or more a month on Powerball, which was the same as the median value in 2022.

[50] Only survey respondents who answered that they played Powerball “At least once a week” were asked how many times per week they played.
[51] Only survey respondents who answered that they played Powerball “At least once a month” were asked how many times per month they played.
[52] The average number of times played per month excludes respondents who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 3.61 times per month.
[53] Only survey respondents who answered that they played Powerball “A few times a year” were asked how many times per year they played.
[54] The average spent per play excludes respondents who reported having spent more than $400 per play. If those respondents are included, the average spent per month (mean) is $18.61.
[55] The average spent per month (mean) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (mean) is $24.55.
[56] The average spent per month (median) excludes respondents who reported having spent more than $500 a month. If the respondent is included, the average spent per month (median) is still $10.00.

Table 17
Powerball: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Powerball	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year		
2024 (N = 919)	51.9 (n=477)	$10.00
2022 (N = 1,038)	50.8 (n=527)	10.00
2024 Demographics		
Education		
Less than high school diploma (n=34)	41.2 (n=14)	11.00
High school diploma (n=243)	54.7 (n=133)	20.00
Some college (n=215)	56.7 (n=122)	6.00
College degree (n=218)	57.3 (n=125)	10.00
Graduate degree (n=127)	65.4 (n=83)	10.00
Income*		
Less than $12,000 (n=69)	43.5 (n=30)	10.00
$12,000 to $19,999 (n=48)	58.3 (n=28)	15.50
$20,000 to $29,999 (n=91)	62.6 (n=57)	11.00
$30,000 to $39,999 (n=87)	52.9 (n=46)	10.00
$40,000 to $49,999 (n=77)	55.8 (n=43)	20.00
$50,000 to $50,999 (n=77)	55.8 (n=43)	10.00
$60,000 to $74,999 (n=112)	57.1 (n=64)	16.00
$75,000 to $100,000 (n=107)	60.8 (n=65)	10.00
More than $100,000 (n=137)	65.0 (n=89)	10.00
Race		
White (n=413)	59.1 (n=244)	10.00
Black or African American (n=114)	51.8 (n=59)	13.50
Hispanic (n=257)	54.9 (n=141)	12.00
Asian or Pacific Islander (n=19)	47.4 (n=9)	--
Native American (n=7)	85.7 (n=6)	--
Other (n=7)	42.9 (n=3)	--
Two or More (n=20)	75.0 (n=15)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 17 (continued)

Hispanic Origin		
Yes (n=341)	55.1 (n=188)	11.00
No (n=496)	58.3 (n=289)	10.00
Gender**		
Female (n=412)	52.4 (n=216)	10.00
Male (n=425)	61.4 (n=261)	10.00
Age***		
18 to 24 (n=101)	49.5 (n=50)	20.00
25 to 34 (n=168)	51.2 (n=86)	12.00
35 to 44 (n=155)	50.3 (n=78)	10.00
45 to 54 (n=154)	57.8 (n=89)	10.00
55 to 64 (n=138)	70.3 (n=97)	10.00
65 or older (n=114)	64.0 (n=73)	10.00
Employment Status*		
Employed full/part time (n=511)	56.4 (n=288)	11.00
Unemployed (n=69)	49.3 (n=34)	11.00
Retired (n=176)	64.8 (n=114)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 17 shows that there was not a statistically significant difference in the participation rate for Powerball between 2022 (50.8 percent) and 2024 (51.9 percent). The median dollars spent playing Powerball tickets in 2024 ($10.00) equaled the median dollars spent in 2022.

- There was a statistically significant difference between the Powerball past-year players and non-players by income, gender, age, and employment status.

- The difference between the Powerball past-year players and non-players was statistically significant by income. The participation rate was the highest among players with annual household income of more than $100,00 (65.0 percent), followed by those with an annual household income between $20,000 and $29,999 (62.6 percent) and those with a household income between $75,000 and $100,000 (60.8 percent). Those with a household income between $40,000 and $49,999 had the highest median dollars spent followed by those with a household income of $60,000 and $74,999 (at $20.00 and $16.00, respectively).

- The difference between male and female past-year Powerball players was statistically significant. Males had a higher participation rate (61.4 percent) than their female counterparts (52.4 percent). The median dollars spent per month was the same for both males and females (at $10.00).

- There was a statistically significant difference between the Powerball past-year players and non-players by age. The participation rates for Powerball were high among players across many age groups. It was the highest for the age group of 55 to 64 (70.3 percent), followed by those who are 65 or older (64.0 percent). The highest median dollars spent on playing Powerball tickets in 2024 were those in the 18 to 24 age range (at $20.00).

- The difference among players and non-players for Powerball was statistically significant by employment status. Players who were retired had the highest participation rate (64.8 percent) and the lowest median dollars spent ($10.00). Unemployed past-year players had the lowest participation rate (49.3 percent) and were tied with those who were employed for the highest median dollars spent (at $11.00).

- The survey did not find any statistically significant differences between past-year players who played Powerball and those who did not in 2024 with regard to the demographic factors of education, income level, race or ethnicity, and Hispanic origin.

Figure 13
Years Playing Powerball
(n=460)

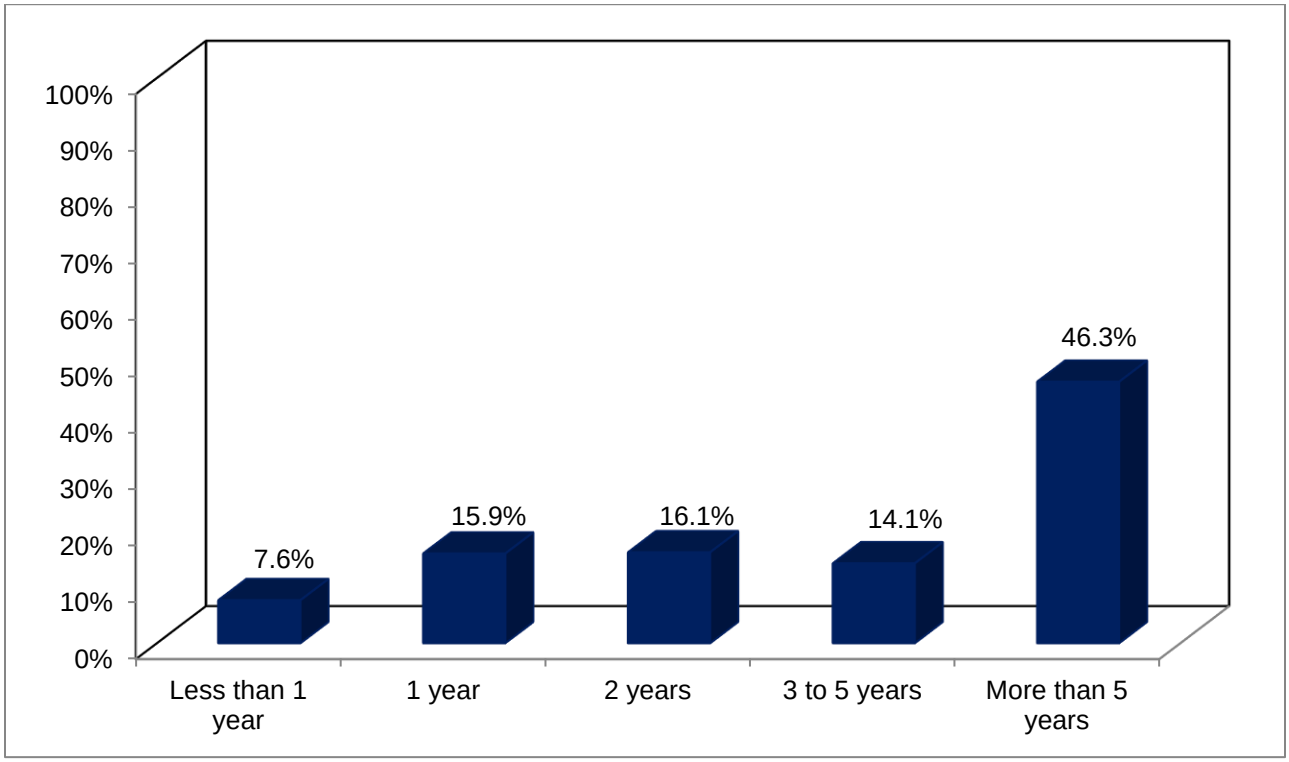
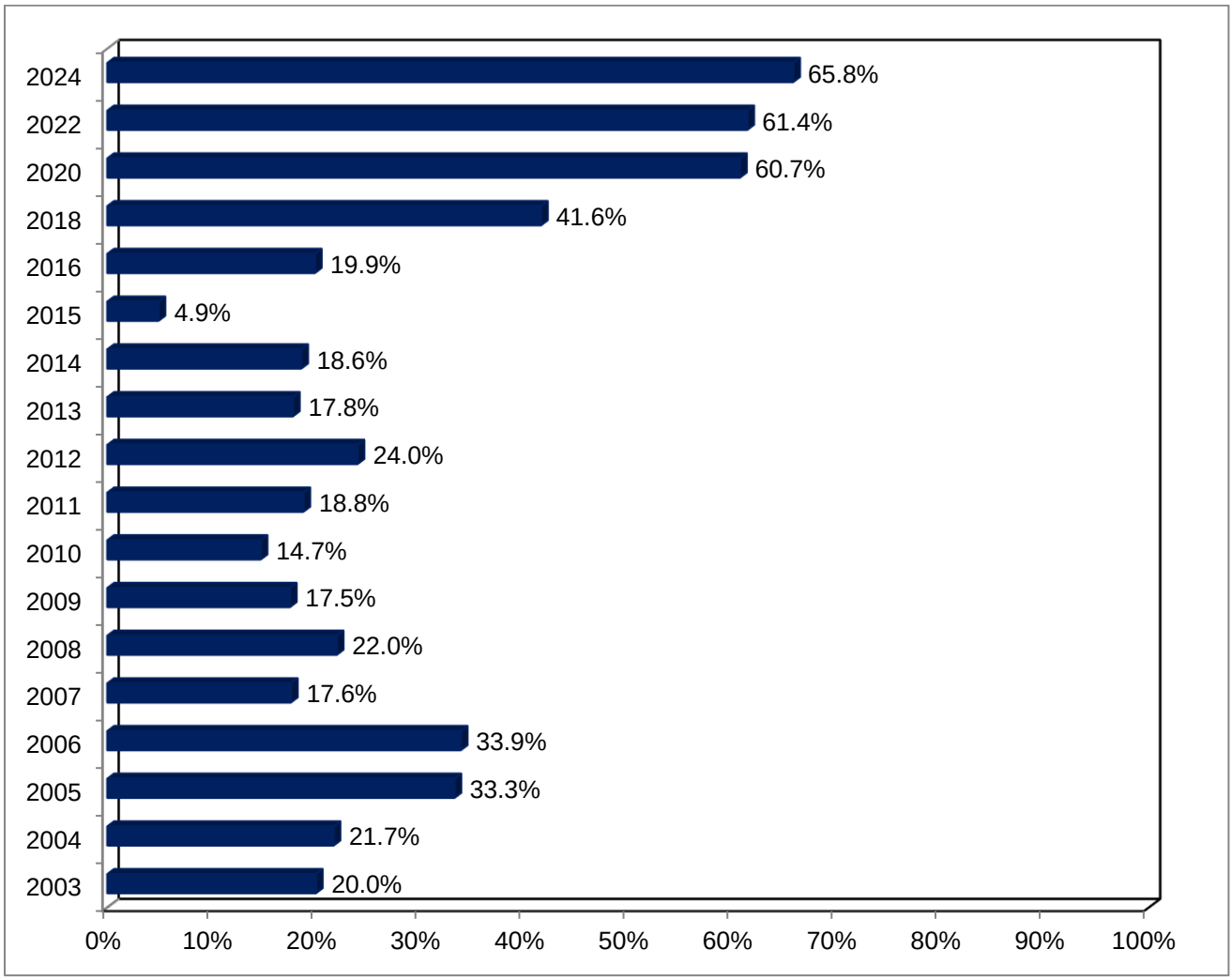


Figure 13 illustrates that 46.3 percent of respondents indicated that they had played Powerball for more than five years, an increase of 2.1 percentage points compared to 2022 (44.2 percent). A total of 14.1 percent of respondents reported having played Powerball for three to five years, which was 0.1 percentage points less than that reported in 2022 (14.2 percent). More than a fifth (23.5 percent) of respondents reported having played Powerball for one year or less.

IIIf. PICK 3 RESULTS

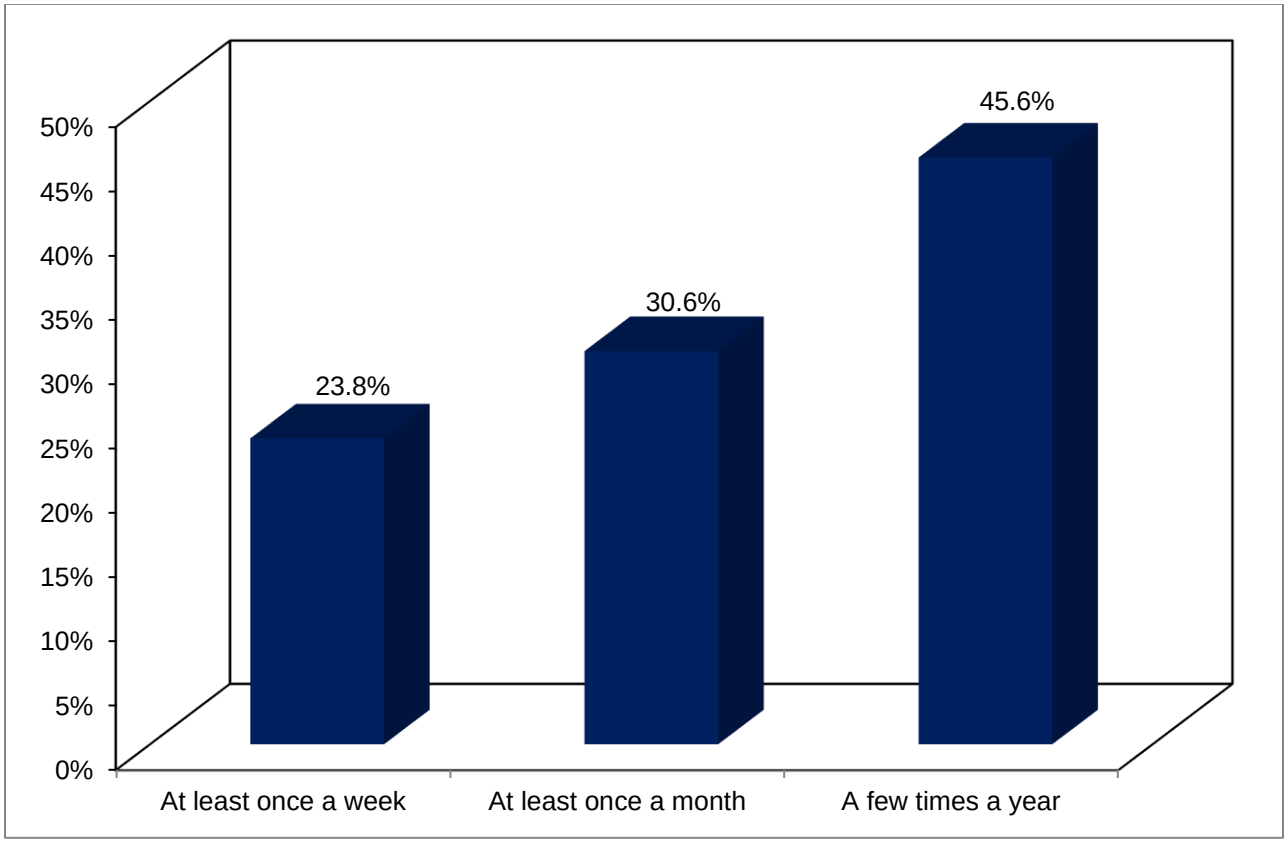
Figure 14
Percentage of Past-Year Players Playing Pick 3



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2003-2006.

Figure 14 shows that 65.8 percent of lottery players played Pick 3 in 2024, an increase of 4.4 percentage points from 2022 (61.4 percent).

Figure 15
Frequency of Purchasing Pick 3 Tickets
(n=605)



As displayed in Figure 15, 23.8 percent of the past-year players that bought Pick 3 tickets purchased them at least once a week. Another 30.6 percent bought tickets at least once a month which is higher than that reported in 2022 (27.9 percent). Correspondingly, 45.6 percent of respondents purchased the tickets only a few times a year.

Table 18
Average Number of Times Played Pick 3

Played Pick 3	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[57,58]	2.77	2.98
Per month for monthly past-year players[59]	2.91	3.25
Per year for yearly past-year players[60]	5.06	4.99

Table 18 reveals that weekly players of Pick 3 played this game an average of 2.77 times per week. In addition, monthly players reported an average number of 2.91 times per month, whereas yearly players had an average number of 5.06 times. The average for weekly players in 2024 was less than that in 2022 (2.77 and 2.98, respectively), but the average for monthly players in 2024 was less than that in 2022 (2.91 and 3.25, respectively). Besides, the average for yearly players in 2024 was higher than that in 2022 (5.06 and 4.99, respectively).

Table 19
Dollars Spent on Pick 3

Pick 3	Dollars Spent	
	2024	2022
Average spent per play[61]	$24.34	$19.37
Average spent per month (mean)[62]	42.35	42.22
Average spent per month (median)[63]	20.00	15.00

As shown in Table 19, Pick 3 players spent an average of $24.34 per play in 2024, which was $4.97 more than that in 2022. Those who reported playing the game monthly spent an average of $42.35 per month, or $0.13 higher than that in 2022 (at $42.22). Half of respondents were likely to spend $20.00 or more a month on playing Pick 3 in 2024, $5.00 more than in 2022 (at $15.00).

[57] Only survey respondents who answered that they played Pick 3 “At least once a week” were asked how many times per week they played.
[58] The average number of times played per week excludes a respondent who reported having played more than 7 times a week. If that respondent is included, the average number of times played is 2.86 times per week.
[59] Only survey respondents who answered that they played Pick 3 “At least once a month” were asked how many times per month they played.
[60] Only survey respondents who answered that they played Pick 3 “A few times a year” were asked how many times per year they played.
[61] The average spent per play (mean) excludes respondents who reported having spent over $400 per play. If the respondents were included, the average spent per play (mean) is $45.83.
[62] The average spent per month (mean) excludes respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (mean) is $73.57.
[63] The average spent per month (median) excludes respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (median) is still $20.00.

Table 20
Pick 3: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Pick 3	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year*		
2024 (N = 919)	65.8 (n=605)	$20.00
2022 (N = 1,038)	61.4 (n=637)	15.00
2024 Demographics		
Education***		
Less than high school diploma (n=34)	76.5 (n=26)	35.00
High school diploma (n=275)	64.4 (n=177)	20.00
Some college (n=230)	58.7 (n=135)	10.00
College degree (n=232)	67.7 (n=157)	19.00
Graduate degree (n=136)	80.9 (n=110)	40.00
Income		
Less than $12,000 (n=76)	77.6 (n=59)	20.00
$12,000 to $19,999 (n=52)	61.5 (n=32)	30.00
$20,000 to $29,999 (n=102)	69.6 (n=71)	10.00
$30,000 to $39,999 (n=91)	56.0 (n=51)	17.50
$40,000 to $49,999 (n=82)	68.3 (n=56)	25.00
$50,000 to $59,999 (n=90)	70.0 (n=63)	20.00
$60,000 to $74,999 (n=116)	64.7 (n=75)	30.00
$75,000 to $100,000 (n=113)	70.8 (n=80)	22.00
More than $100,000 (n=145)	64.1 (n=93)	20.00
Race***		
White (n=451)	61.2 (n=276)	20.00
Black or African American (n=124)	83.9 (n=104)	20.00
Hispanic (n=278)	68.0 (n=189)	20.00
Asian or Pacific Islander (n=19)	73.7 (n=14)	20.00
Native American (n=7)	71.4 (n=5)	--
Other (n=9)	55.6 (n=5)	--
Two or More (n=19)	63.2 (n=12)	15.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 20 (continued)

Hispanic Origin*		
Yes (n=366)	70.5 (n=258)	20.00
No (n=541)	64.1 (n=347)	20.00
Gender		
Female (n=443)	64.8 (n=287)	15.00
Male (n=464)	68.5 (n=318)	24.00
Age***		
18 to 24 (n=109)	88.1 (n=96)	30.00
25 to 34 (n=186)	90.9 (n=169)	25.00
35 to 44 (n=171)	62.0 (n=106)	22.50
45 to 54 (n=165)	63.0 (n=104)	10.00
55 to 64 (n=149)	47.7 (n=71)	10.00
65 or older (n=118)	44.1 (n=52)	10.00
Employment Status***		
Employed full/part time (n=555)	74.6 (n=414)	25.00
Unemployed (n=74)	68.9 (n=51)	20.00
Retired (n=184)	48.4 (n=89)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

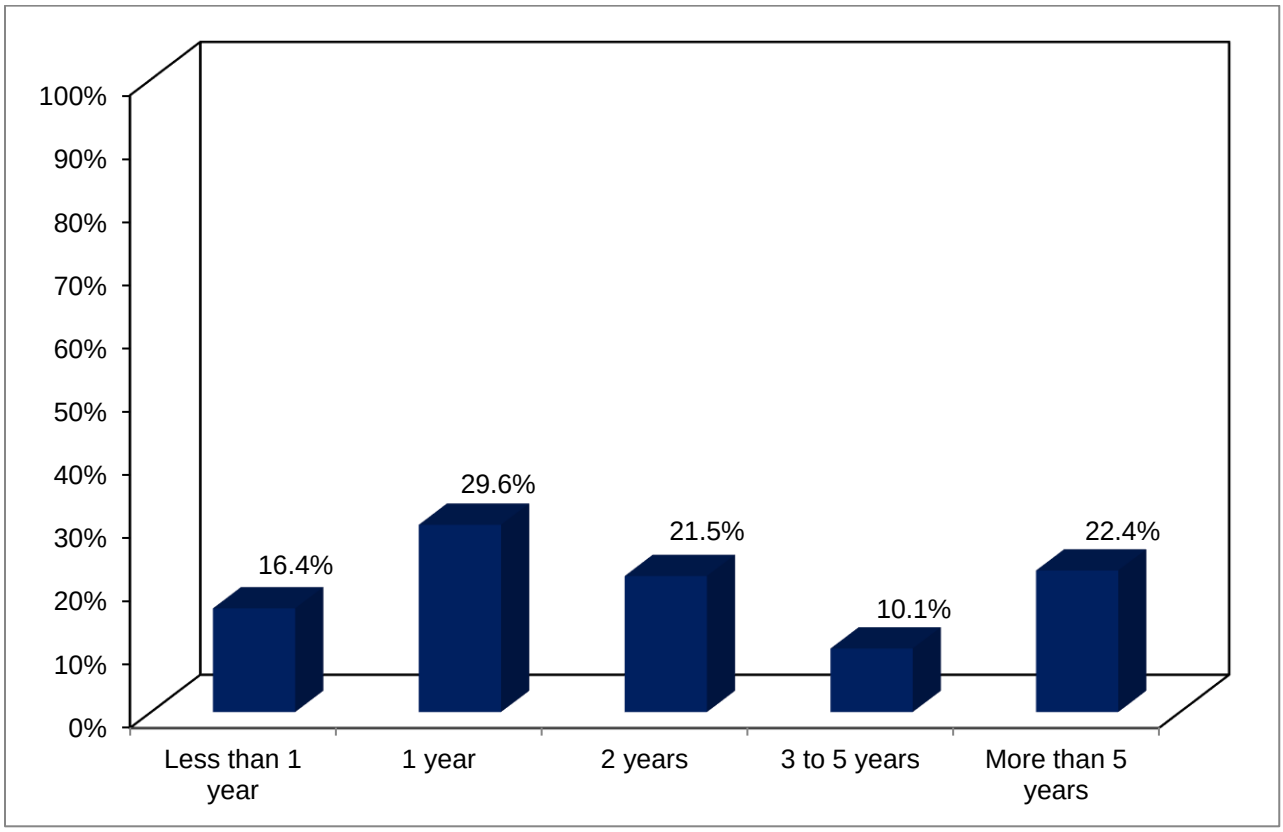
Table 20 shows an increase of 4.4 percentage points in the participation rate for Pick 3 between 2022 (61.4 percent) and 2024 (65.8 percent). The difference in the percentage of playing Pick 3 between 2022 and 2024 was statistically significant.

- There was a statistically significant difference between the Pick 3 past-year players and non-players by education, race and ethnicity, Hispanic origin, age, and employment status.
- When it comes to educational attainment, the highest participation rate for Pick 3 was from those who indicated they had a graduate degree (80.9 percent), followed by respondents who said they had not earned a high school diploma (76.5 percent). The participation rate was the lowest among respondents who had some college, but no degree (58.7 percent). On the other hand, the highest median dollars spent was $40.00 among those who had earned a graduate degree.
- Respondents who said they are of Hispanic origin had the highest participation rate (70.5 percent) compared to those who are not of Hispanic origin (64.1 percent). Both Hispanics and non-Hispanics had the same medium dollars spent at $20.00. The difference between players and non-players is statistically significant.
- The difference between players and non-players for Pick 3 was statistically significant by age group. The highest participation rate age groups were those who were between the ages of 25 and 34 (90.9 percent), followed by those in the 18 to 24 age group (88.1 percent). The age group with the highest median dollars spent playing Pick 3 was 18 to 24 years old (at $30.00). On the other hand, respondents who were 65 or older had the lowest participation rate (44.1 percent). Those in age groups 45 and older had the lowest median dollars spent (at $10.00 each).

- Likewise, the difference between the Pick 3 past-year players and non-players was statistically significant by employment status. The highest participation rate and median dollars spent for Pick 3 was among employed players (74.6 percent and $25.00, respectively). By contrast, those who were retired had the lowest participation rate of 48.4 percent.

- The survey did not find any statistically significant difference between past-year players who played Pick 3 and those who did not in 2024 for the demographic factor of income and gender.

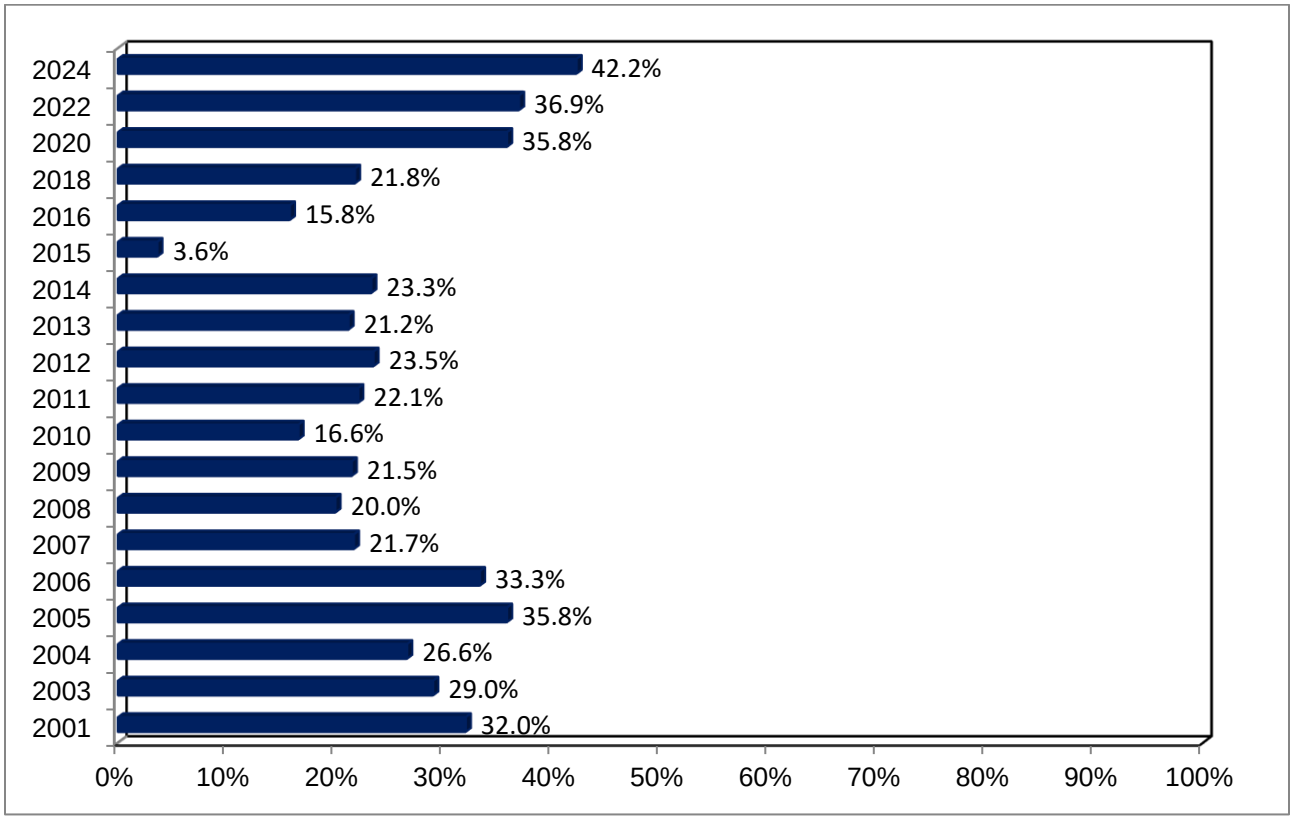
Figure 16
Years Playing Pick 3
(n=567)



As displayed in Figure 16, almost one-quarter (22.4 percent) of respondents who played Pick 3 reported playing it for more than five years. The proportion was 2.1 percentage points lower than that reported in 2022 (24.5 percent). Almost half of respondents reported playing Pick 3 for just one year or less (46.0 percent).

IIIg. CASH FIVE RESULTS

Figure 17
Percentage of Past-Year Players Playing Cash Five



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022 and 2024 survey data and additional survey reports 2001-2006.

Figure 17 reveals that 42.2 percent of the lottery games past-year players reported playing Cash Five in 2024. This participation rate was 5.3 percentage points higher than that in 2022 (36.9 percent).

Figure 18
Frequency of Purchasing Cash Five Tickets
(n=388)

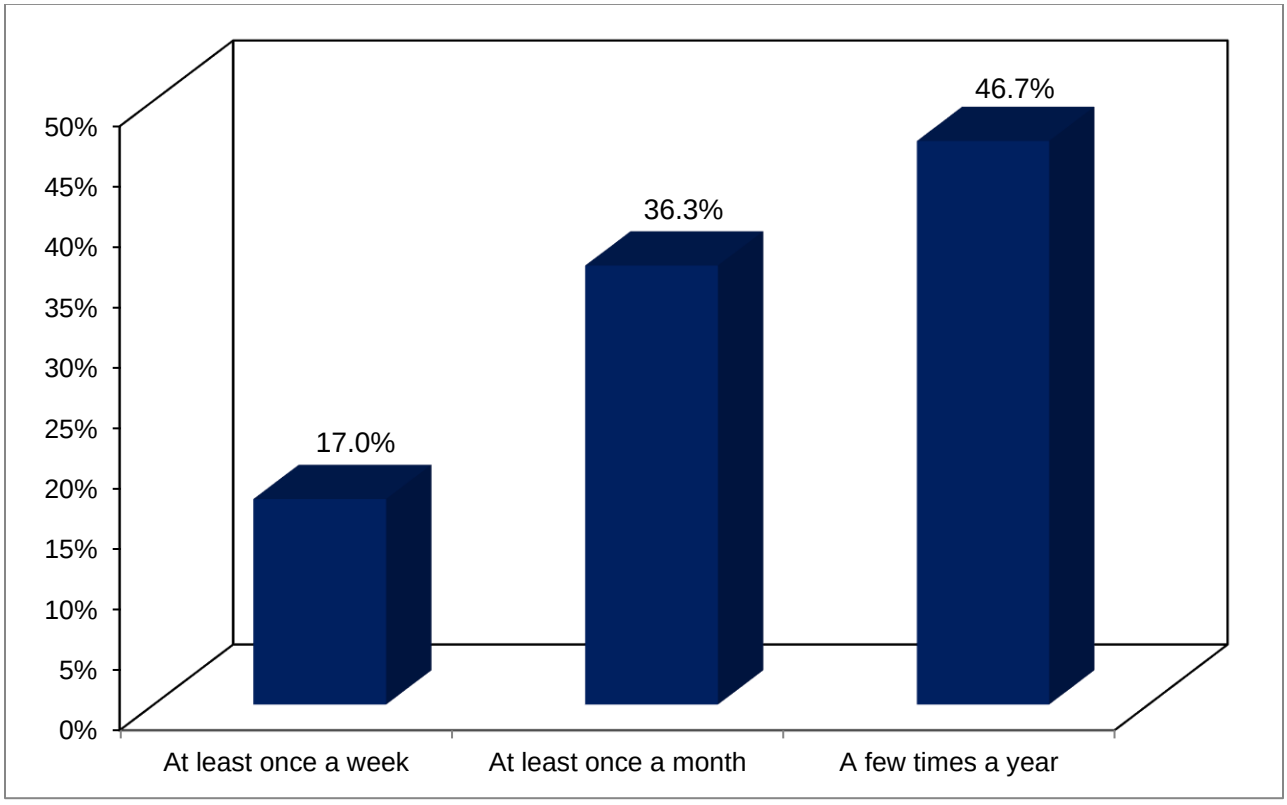


Figure 18 illustrates that 17.0 percent of respondents purchased Cash Five tickets at least once a week, and 36.3 percent purchased the tickets at least once a month. Additionally, 46.7 percent did so just a few times a year which was slightly less than reported in 2022 (48.3 percent).

Table 21
Average Number of Times Played Cash Five

Played Cash Five	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[64]	2.74	2.89
Per month for monthly past-year players[65,66]	2.67	3.66
Per year for yearly past-year players[67]	5.47	6.33

As shown in Table 21, weekly players of Cash Five played an average number of 2.74 times per week in 2022 which is a decrease of 0.2 times compared to 2022 (2.89 times). Monthly players played this game 2.67 times per month on average in 2024. Yearly players played this game 5.47 times per year on average in 2024.

Table 22
Dollars Spent on Cash Five

Cash Five	Dollars Spent	
	2024	2022
Average spent per play[68]	$25.41	$18.81
Average spent per month (mean)[69]	36.03	30.94
Average spent per month (median)[70]	20.00	15.00

As reported in Table 22, Cash Five players spent an average of $25.41 per play in 2024. Those who reported playing the game on a monthly or more frequent basis spent an average of $36.03 per month in 2024. Half of respondents were likely to spend $20.00 or more a month on playing Cash Five in 2024. The average amount spent on Cash Five per month in 2024 ($36.03) is $5.09 more than the average amount spent in 2022 ($30.94).

[64] Only survey respondents who answered that they played Cash Five “At least once a week” were asked how many times per week they played.
[65] Only survey respondents who answered that they played Cash Five “At least once a month” were asked how many times per week they played.
[66] The average number of times played per month excludes the respondents who reported having played more than 30 times a month. If those respondents are included, the average number of times played is 4.76 times per month.
[67] Only survey respondents who answered that they played Cash Five “A few times a year” were asked how many times per year they played.
[68] The average spent per play (mean) excludes respondents who reported having spent over $400 per play. If the respondents were included, the average spent per play (mean) is $32.23.
[69] The average spent per month (mean) excludes respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (mean) is $48.13.
[70] The average spent per month (median) excludes respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (median) is still $20.00.

Table 23
Cash Five: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Cash Five	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year*		
2024 (N = 919)	42.2 (n=388)	$20.00
2022 (N = 1,038)	36.9 (n=383)	15.00
2022 Demographics		
Education*		
Less than high school diploma (n=31)	45.2 (n=14)	17.50
High school diploma (n=262)	47.0 (n=123)	20.00
Some college (n=216)	38.0 (n=82)	10.00
College degree (n=223)	43.1 (n=96)	11.00
Graduate degree (n=131)	55.7 (n=73)	25.00
Income^[71]		
Less than $12,000 (n=70)	48.6 (n=34)	10.00
$12,000 to $19,999 (n=50)	50.0 (n=25)	20.00
$20,000 to $29,999 (n=98)	48.0 (n=47)	10.00
$30,000 to $39,999 (n=85)	28.2 (n=24)	17.50
$40,000 to $49,999 (n=81)	49.4 (n=40)	22.50
$50,000 to $59,999 (n=86)	46.5 (n=40)	24.00
$60,000 to $74,999 (n=111)	48.7 (n=54)	22.00
$75,000 to $100,000 (n=109)	48.6 (n=53)	20.00
More than $100,000 (n=138)	40.6 (n=56)	15.00
Race		
White (n=432)	44.0 (n=190)	15.00
Black or African American (n=121)	53.7 (n=65)	20.00
Hispanic (n=259)	44.0 (n=114)	20.00
Asian or Pacific Islander (n=18)	38.9 (n=7)	--
Native American (n=5)	20.0 (n=1)	--
Other (n=9)	33.3 (n=3)	--
Two or More (n=19)	42.1 (n=8)	11.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[71] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.086.

Table 23 (continued)

Hispanic Origin		
Yes (n=344)	46.8 (n=161)	20.00
No (n=519)	43.7 (n=227)	19.00
Gender*		
Female (n=417)	40.8 (n=170)	16.00
Male (n=446)	48.9 (n=218)	20.00
Age***		
18 to 24 (n=102)	58.8 (n=60)	20.00
25 to 34 (n=181)	66.9 (n=121)	20.00
35 to 44 (n=160)	36.9 (n=59)	25.00
45 to 54 (n=155)	38.7 (n=60)	15.00
55 to 64 (n=142)	33.1 (n=47)	10.00
65 or older (n=115)	28.7 (n=33)	9.00
Employment Status***		
Employed full/part time (n=532)	53.2 (n=283)	20.00
Unemployed (n=69)	44.9 (n=31)	15.00
Retired (n=178)	25.3 (n=45)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As indicated in Table 23, there was an increase of 5.3 percentage points in the participation rate for the Cash Five game between 2024 (42.2 percent) and 2022 (36.9 percent). However, the difference was statistically significant.

- There was a statistically significant difference between the Cash Five past-year players and non-players in 2024 by education, gender, age, and employment status.
- There was a statistically significant difference between past-year players and non-players of Cash Five by education. Respondents with a graduate degree had the highest participation rate (55.7 percent) and the highest median dollars spent (at $25.00). Conversely, those with some college, no degree had the lowest participation rate (38.0 percent), and median dollars spent ($10.00) playing Cash Five.
- Male respondents had higher participation rates than females for Cash Five in 2024 (48.9 percent and 40.8 percent, respectively). Additionally, males also had the highest median dollars spent at $20.00.
- The participation rates for Cash Five were high among players across a couple of age groups. It was the highest for the age group of 25 to 34 (66.9 percent), followed by those who are aged between 18 and 24 (58.8 percent). The highest median dollars spent on playing Cash Five in 2024 were those in the 35 to 44 age range (at $25.00).
- Cash Five players who were employed full- or part-time had the highest participation rates (53.2 percent) while retired players had the lowest (25.3 percent). Likewise, the highest median dollars spent on Cash Five in 2024 were those who were employed full-time or part-time at $20.00.

- There was no statistically significant difference between past-year players who played Cash Five and those who did not in 2024 regarding the demographic factors of income, race and ethnicity, and Hispanic origin.

Figure 19
Years Playing Cash Five
(n=361)

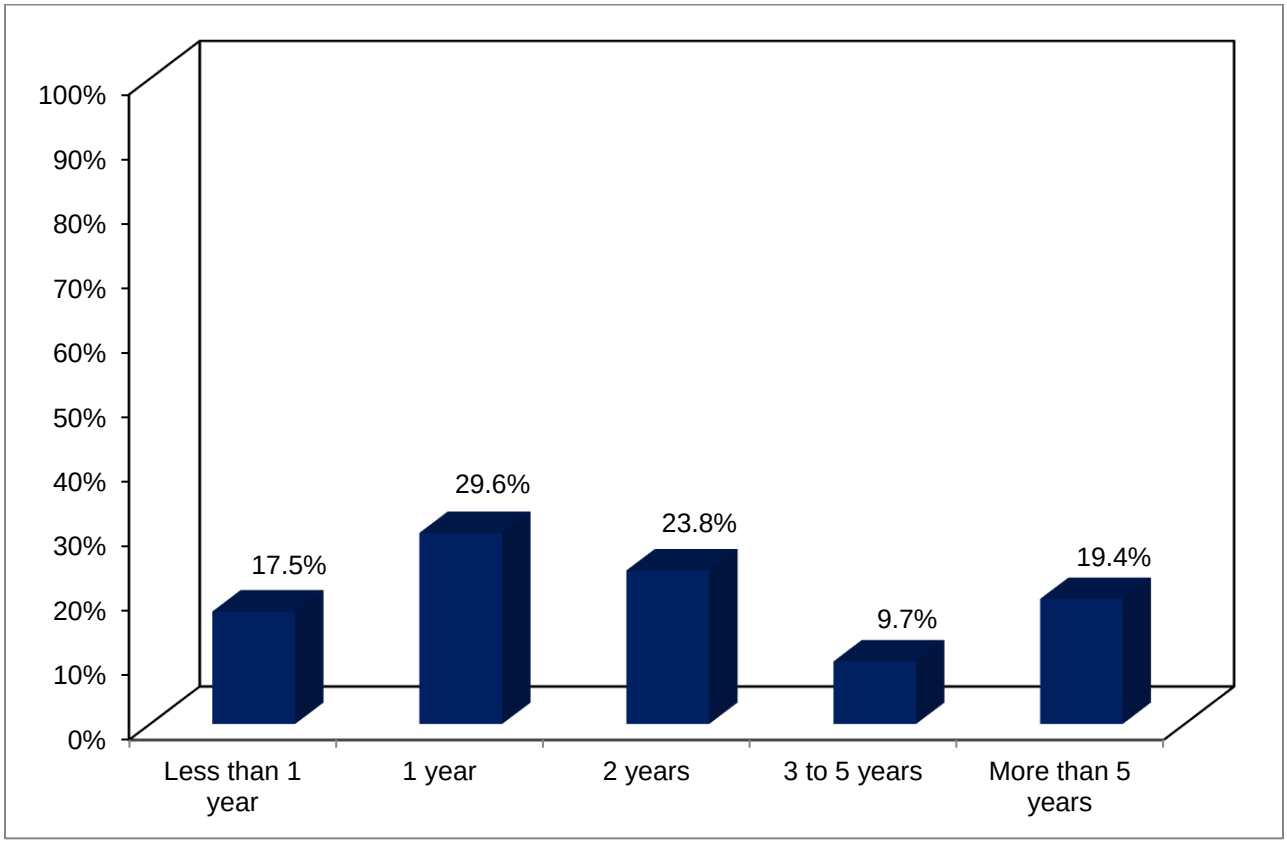
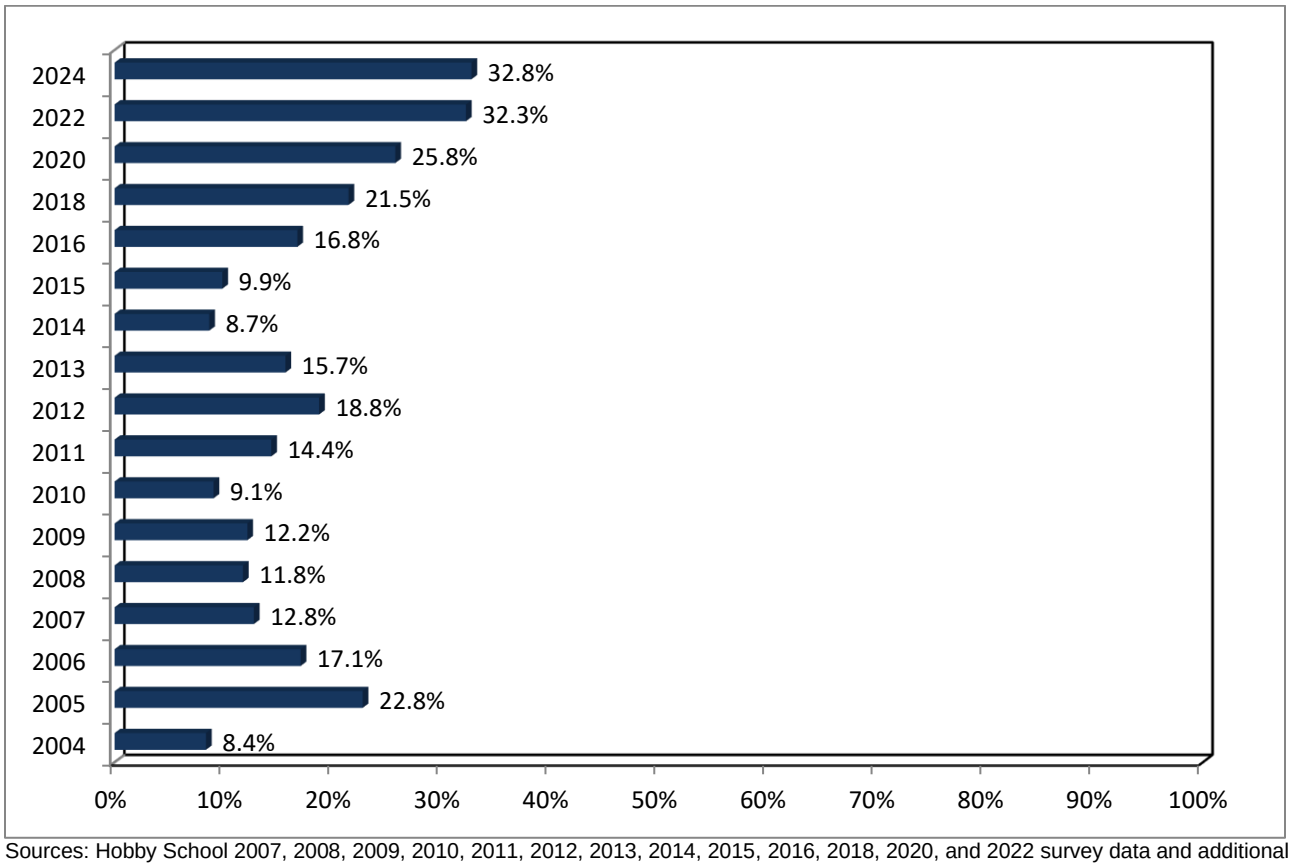


Figure 19 shows that19.4 percent of respondents who played Cash Five during the past year reported having played it for more than five years. This was slightly lower than reported in 2022 (19.0 percent). Another 47.1 percent reported playing for one year or less and 23.8 percent had played Cash Five for two years.

IIIh. MEGAPLIER FEATURE WITH MEGA MILLIONS RESULTS

Figure 20
Percentage of Past-Year Players Purchasing Megaplier Feature with Mega Millions Tickets



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2004-2006.

As seen in Figure 20, 32.8 percent of past-year players purchased Megaplier, the Mega Millions add-on feature, in 2024. This rate was 0.5 percentage points higher than that in 2022 (32.3 percent).

Figure 21
Frequency of Purchasing Megaplier Feature with Mega Millions Tickets (n=301)

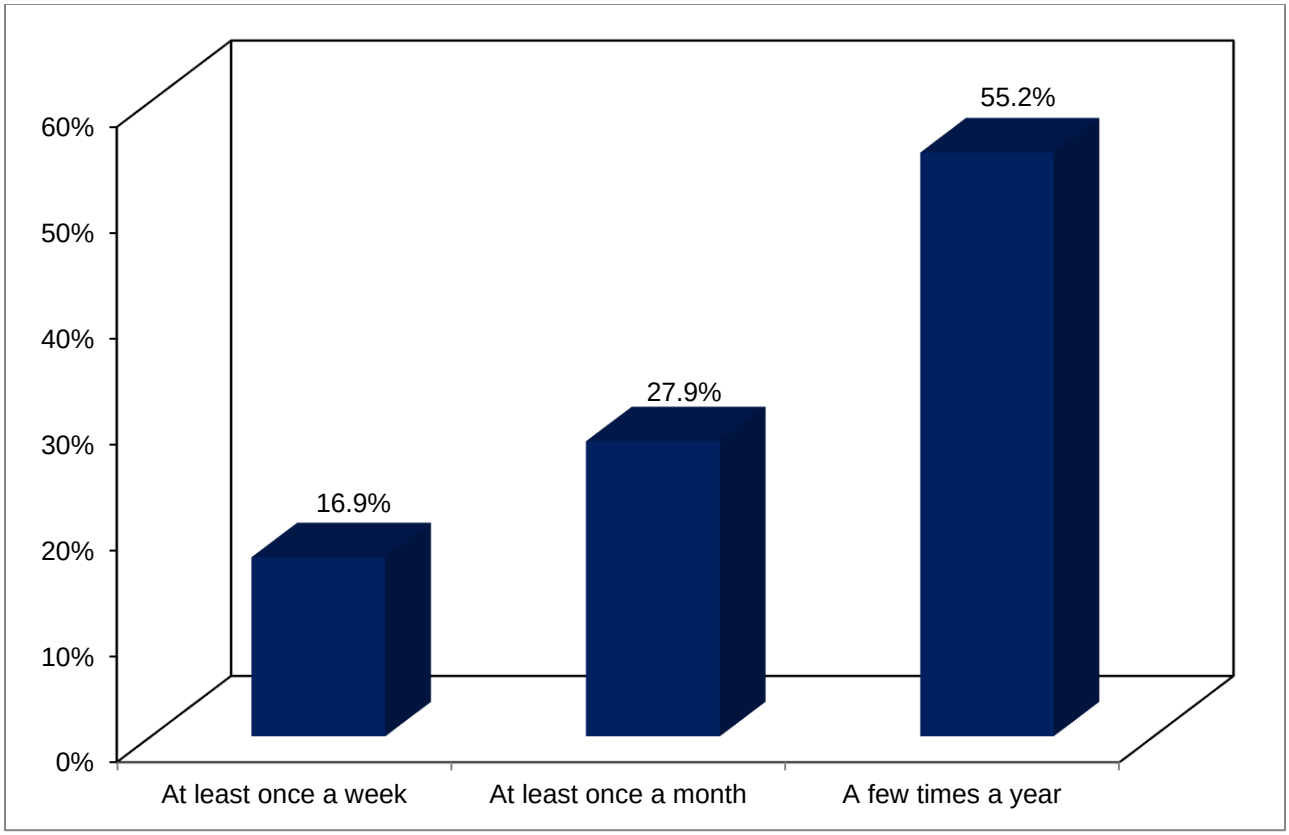


Figure 21 demonstrates that over half (55.2 percent) of respondents who purchased Megaplier with their Mega Millions tickets in 2024 reported that they did so a few times a year, while 16.9 percent picked the feature at least once a week. Furthermore, another 27.9 percent purchased the feature at least once a month which was less than the rate reported in 2022 (30.8 percent).

Table 24
Average Number of Times Purchased Megaplier Feature with Mega Millions

Purchased Megaplier Feature with Mega Millions	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[72]	1.98	2.18
Per month for monthly past-year players[73,74]	2.32	2.65
Per year for yearly past-year players[75]	4.58	4.51

As shown in Table 24, the weekly players who added the Megaplier feature to their Mega Millions purchase chose the feature an average of 1.98 times per week in 2024. The monthly players did so 2.32 times per month on average, while the yearly players added the feature 4.58 times per year on average in 2024.

Table 25
Dollars Spent on Megaplier Feature with Mega Millions

Megaplier Feature with Mega Millions	Dollars Spent	
	2024	2022
Average spent per play	$18.15	$12.59
Average spent per month (mean)[76]	26.22	16.61
Average spent per month (median)[77]	10.00	10.00

Respondents who purchased the Megaplier feature with Mega Millions spent an average of $18.15 per play in 2024 (Table 25). Those who reported adding the feature on a monthly or more frequent basis spent an average of $26.22 per month in 2024 as compared to $16.61 in 2022. Moreover, in 2024, half of respondents were likely to spend $10.00 or more on Megaplier per month.

[72] Only survey respondents who answered that they played the Megaplier feature with Mega Millions "At least once a week" were asked how many times per week they played.
[73] Only survey respondents who answered that they played the Megaplier feature with Mega Millions "At least once a month" were asked how many times per month they played.
[74] The average number of times played per month excludes a respondent who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 4.14 times per month.
[75] Only survey respondents who answered that they played Megaplier feature with Mega Millions "A few times a year" were asked how many times per year they played.
[76] The average spent per month (mean) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (mean) is $29.39.
[77] The average spent per month (median) excludes the respondents who reported having spent more than $500 a month. If the respondent is included, the average spent per month (median) is still $10.00.

Table 26
Megaplier Feature with Mega Millions: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Megaplier Feature with Mega Millions	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year		
2024 (N = 919)	32.8 (n=301)	$10.00
2022 (N = 1,038)	32.3 (n=335)	10.00
2024 Demographics		
Education*		
Less than high school diploma (n=14)	35.7 (n=5)	--
High school diploma (n=147)	64.6 (n=95)	15.00
Some college (n=128)	56.3 (n=72)	6.00
College degree (n=142)	51.4 (n=73)	10.00
Graduate degree (n=86)	65.1 (n=56)	15.00
Income		
Less than $12,000 (n=35)	42.9 (n=15)	6.00
$12,000 to $19,999 (n=28)	64.3 (n=18)	7.50
$20,000 to $29,999 (n=60)	61.7 (n=37)	12.00
$30,000 to $39,999 (n=44)	61.4 (n=27)	10.00
$40,000 to $49,999 (n=50)	48.0 (n=24)	20.00
$50,000 to $59,999 (n=48)	58.3 (n=28)	10.00
$60,000 to $74,999 (n=74)	58.1 (n=43)	15.00
$75,000 to $100,000 (n=75)	62.7 (n=47)	15.00
More than $100,000 (n=93)	59.1 (n=55)	10.00
Race		
White (n=274)	57.7 (n=158)	10.00
Black or African American (n=67)	53.7 (n=36)	16.00
Hispanic (n=144)	61.1 (n=88)	11.00
Asian or Pacific Islander (n=9)	44.4 (n=4)	--
Native American (n=6)	83.3 (n=5)	--
Other (n=4)	50.0 (n=2)	--
Two or More (n=13)	61.5 (n=8)	8.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 26 (continued)

Hispanic Origin*		
Yes (n=197)	65.0 (n=128)	10.00
No (n=320)	54.1 (n=173)	12.00
Gender		
Female (n=225)	55.6 (n=125)	10.00
Male (n=292)	60.3 (n=176)	10.00
Age		
18 to 24 (n=51)	54.9 (n=28)	15.00
25 to 34 (n=99)	68.7 (n=68)	16.00
35 to 44 (n=88)	58.0 (n=51)	10.00
45 to 54 (n=95)	56.8 (n=54)	10.00
55 to 64 (n=98)	53.1 (n=52)	8.00
65 or older (n=83)	55.4 (n=46)	6.00
Employment Status**		
Employed full/part time (n=312)	62.2 (n=194)	12.00
Unemployed (n=33)	36.4 (n=12)	20.00
Retired (n=132)	54.6 (n=72)	7.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As shown in Table 26, there was an increase of 0.5 percentage points in the participation rate for the Megaplier add-on feature to Mega Millions between 2022 (32.3 percent) and 2024 (32.8 percent). The difference was not statistically significant.

- There was a statistically significant difference between past-year players and non-players for the Megaplier feature of Mega Millions for education. Players who had a graduate degree had the highest participation rate (65.1 percent) followed by those who earned a high school diploma (64.6 percent). Both those with a graduate degree and a high school diploma had the highest median dollars spent (at $15.00). Respondents with less than a high school diploma had the lowest participation rate (35.7 percent).

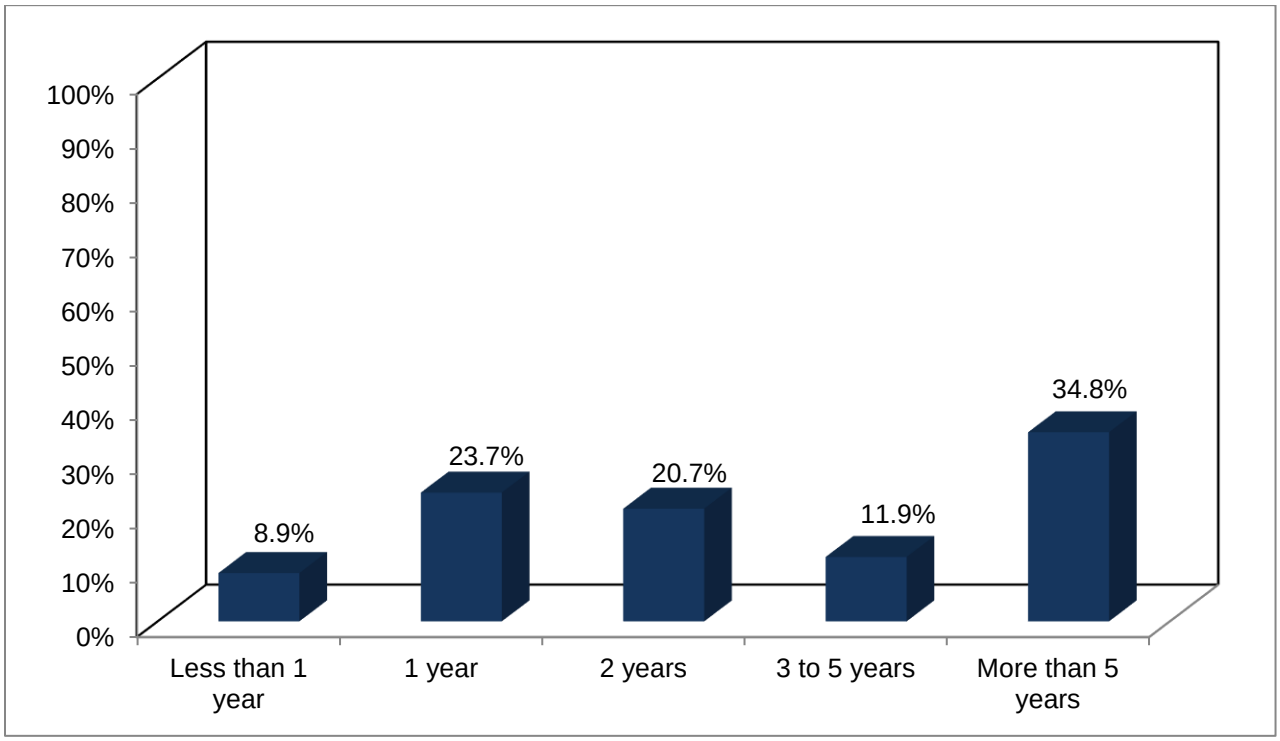
- Past-year players and non-players of the Megaplier add-on feature of Mega Millions who said they are of Hispanic origin had the highest participation rate (65.0 percent) compared to those who are not of Hispanic origin (54.1 percent). On the other hand, non-Hispanics had higher medium dollars spent at $12.00 compared to Hispanic players (at $10.00). The difference between players and non-players is statistically significant.

- Employed past-year respondents had the highest participation rate for the Megaplier feature of Mega Millions (62.2 percent). On the contrary, while those who were unemployed had the lowest participation rate (36.4 percent), they had the highest median dollars spent (at $20.00).

- The survey did not find any statistically significant differences between past-year players who

played the Megaplier feature with Mega Millions and those who did not in 2024 for the demographic factors of income, race and ethnicity, gender, and age.

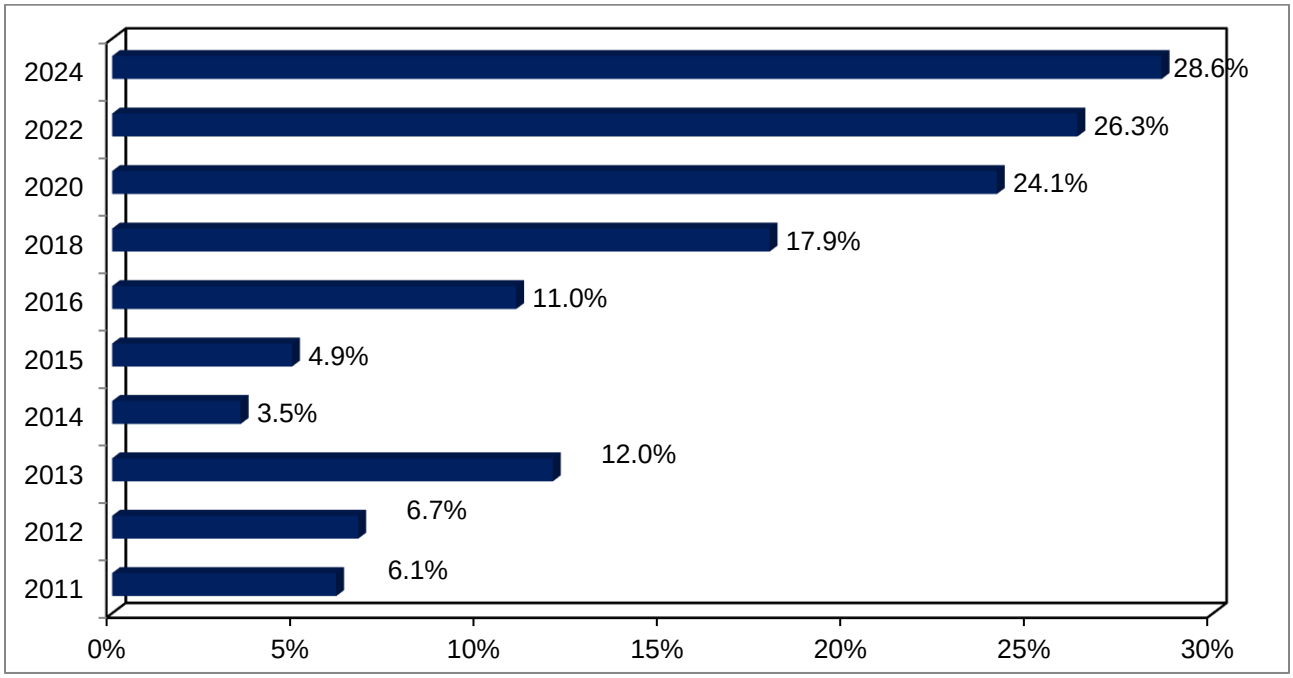
Figure 22
Years Purchasing Megaplier Feature with Mega Millions Tickets
(n=270)



As shown in Figure 22, 34.8 percent of respondents who added Megaplier to their purchase of Mega Millions tickets had done so for more than five years. Besides, a total of 32.6 percent of the players reported adding the feature for just one year or less which was a 1.4-percentage point decrease from what was reported in 2022.

IIIi. POWER PLAY FEATURE WITH POWERBALL RESULTS

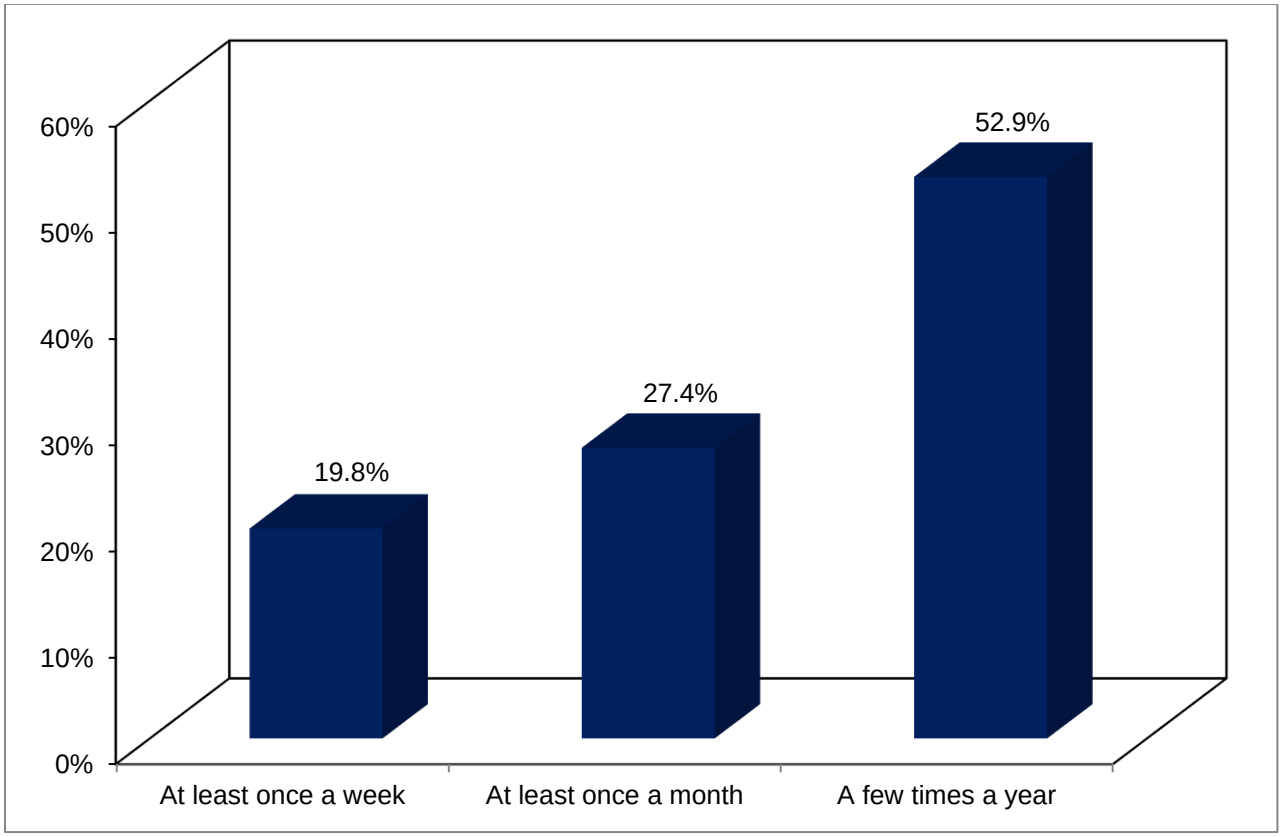
Figure 23
Percentage of Past-Year Players Purchasing Power Play Feature with Powerball



Sources: Hobby School 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2001-2006.

Slightly more than a quarter (28.6 percent) of the lottery past-year players reported that they added the Power Play feature to their Powerball purchases in 2024. This participation rate was 2.3 percentage points higher than that in 2022 (26.3 percent).

Figure 24
Frequency of Purchasing Power Play Feature with Powerball Tickets (n=263)



As shown in Figure 24, 19.8 percent of respondents who added the Power Play feature to their Powerball ticket purchases did so at least once a week. In addition, over half (52.9 percent) of respondents purchased the feature a few times a year, an increase of 8.6 percentage points from 2022 (44.3 percent). The remaining 27.4 percent added the feature at least once a month.

Table 27
Average Number of Times Purchased Power Play Feature with Powerball

Purchased Power Play Feature with Powerball	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[78]	2.15	2.35
Per month for monthly past-year players[79,80]	2.47	3.49
Per year for yearly past-year players[81]	6.07	4.66

Table 27 indicates that the weekly players of the Power Play add-on feature reported selecting this feature 2.15 times per week on average in 2024. Monthly players reported an average number of 2.47 times per month in 2024. Yearly players reported picking the feature an average number of 6.07 times per year in 2024 which was an increase of 1.4 percentage points from 2022 (4.66 times).

Table 28
Dollars Spent on Power Play Feature with Powerball

Power Play Feature with Powerball	Dollars Spent	
	2024	2022
Average spent per play[82]	$18.98	$13.51
Average spent per month (mean)	28.94	19.04
Average spent per month (median)	10.00	10.00

Table 28 shows that the respondents selecting the add-on Power Play feature spent an average of $18.98 per play in 2024, a significant increase of $5.47 since 2022. Those who reported purchasing the feature on a monthly or more frequent basis spent an average of $28.94 per month in 2024. Half of respondents were likely to spend $10.00 or more per month on Power Play, which was the same corresponding figure in 2022.

[78] Only survey respondents who answered that they added the Power Play feature with Powerball "At least once a week" were asked how many times per week they played.
[79] Only survey respondents who answered that they added the Power Play feature with Powerball "At least once a month" were asked how many times per month they played.
[80] The average number of times played per month excludes rrespondents who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 5.29 times per month.
[81] Only survey respondents who answered that they added the Power Play feature with Powerball "A few times a year" were asked how many times per year they played.
[82] The average spent per play excludes a respondent who reported having spent more than $400 per play. If that respondent is included, the average spent per month (mean) is $22.11.

Table 29
Power Play Feature with Powerball: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Power Play Feature with Powerball	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year		
2024 (N = 919)	28.6 (n=263)	$10.00
2022 (N = 1,038)	26.3 (n=273)	10.00
2024 Demographics		
Education^[83]		
Less than high school diploma (n=12)	41.7 (n=5)	--
High school diploma (n=118)	68.6 (n=81)	14.50
Some college (n=104)	53.9 (n=56)	6.00
College degree (n=117)	59.8 (n=70)	11.00
Graduate degree (n=76)	67.1 (n=51)	11.00
Income		
Less than $12,000 (n=26)	57.7 (n=15)	10.00
$12,000 to $19,999 (n=22)	54.6 (n=12)	10.50
$20,000 to $29,999 (n=48)	68.8 (n=33)	10.00
$30,000 to $39,999 (n=40)	70.0 (n=28)	10.00
$40,000 to $49,999 (n=39)	61.5 (n=24)	10.00
$50,000 to $59,999 (n=41)	70.7 (n=29)	14.00
$60,000 to $74,999 (n=60)	55.0 (n=33)	12.00
$75,000 to $100,000 (n=62)	61.3 (n=38)	15.00
More than $100,000 (n=80)	53.8 (n=43)	13.50
Race		
White (n=224)	59.8 (n=134)	10.00
Black or African American (n=53)	62.3 (n=33)	15.00
Hispanic (n=122)	68.0 (n=83)	10.00
Asian or Pacific Islander (n=9)	55.6 (n=5)	--
Native American (n=4)	50.0 (n=2)	--
Other (n=2)	0.0 (n=0)	--
Two or More (n=13)	46.2 (n=6)	--

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[83] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.082.

Table 29 (continued)

Hispanic Origin**		
Yes (n=165)	70.3 (n=116)	10.00
No (n=262)	56.1 (n=147)	11.00
Gender		
Female (n=189)	61.9 (n=117)	10.00
Male (n=238)	61.3 (n=146)	10.00
Age***		
18 to 24 (n=44)	81.8 (n=36)	13.00
25 to 34 (n=83)	75.9 (n=63)	15.00
35 to 44 (n=70)	64.3 (n=45)	13.00
45 to 54 (n=75)	54.7 (n=41)	12.00
55 to 64 (n=88)	45.5 (n=40)	6.00
65 or older (n=63)	55.6 (n=35)	5.00
Employment Status**		
Employed full/part time (n=261)	67.4 (n=176)	15.00
Unemployed (n=27)	51.9 (n=14)	10.00
Retired (n=104)	50.0 (n=52)	5.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As shown in Table 29, there was an increase of 2.3 percentage points in the participation rate for the Power Play feature with Powerball between 2022 (26.3 percent) and 2024 (28.6 percent). The difference was not statistically significant.

- Non-Hispanics who played the Power Play feature with Powerball in the past year had the highest participation rate (70.3 percent) and median dollars spent (at $11.00) compared to those who are not of Hispanic origin (56.1 percent and $10.00, respectively. The difference between players and non-players is statistically significant.

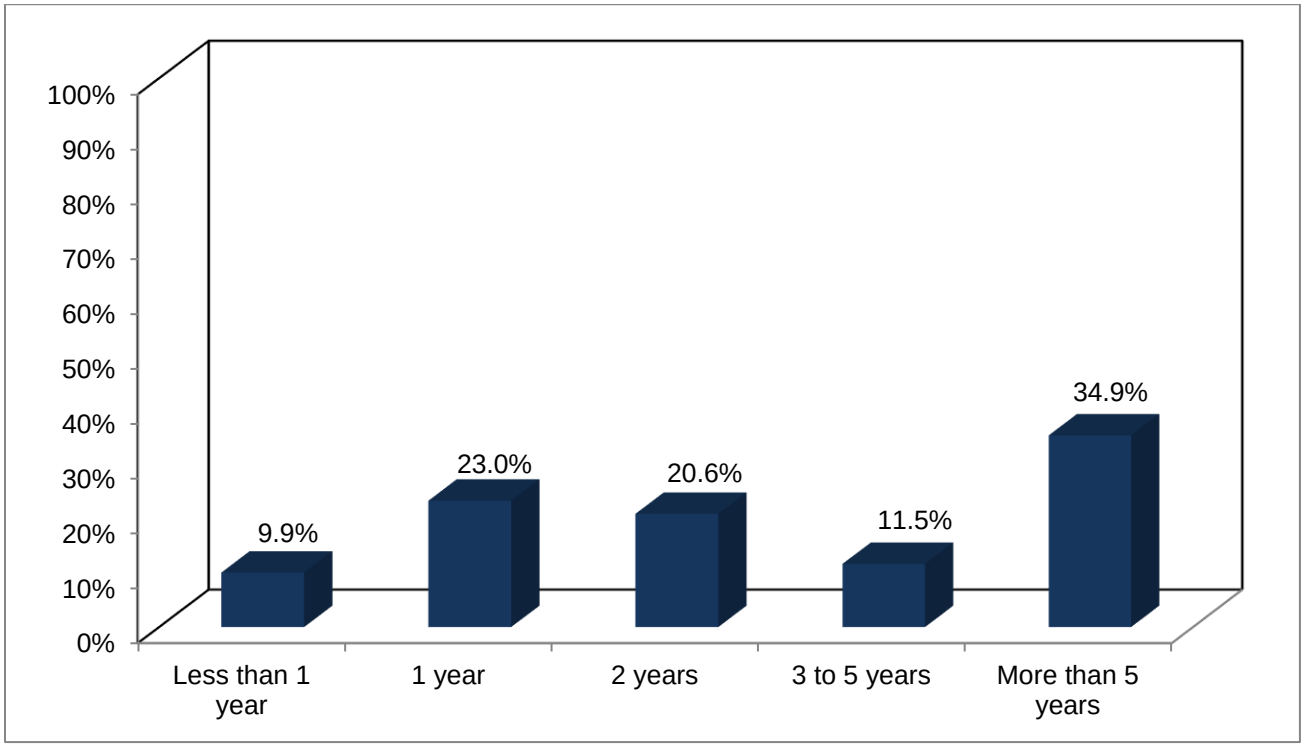
- There was a statistically significant difference between the Power Play feature with Powerball past-year players and non-players by age. The participation rates for the Power Play feature with Powerball tickets were high among players across many age groups. It was the highest for the age group of 18 to 24 (81.8 percent), followed by those who were between 25 and 34 (75.9 percent). The highest median dollars spent on playing the Power Play feature with Powerball in 2024 was reported for those in the 25 to 34 age range (at $15.00).

- Power Play feature players who were employed full- or part-time had the highest participation rates (67.4 percent) and median dollars spent (at $15.00), while retired players had the lowest participation and median dollars spent (50.0 percent and $5.50, respectively).

- The survey did not find any statistically significant differences between past-year players who played the Power play feature with Powerball and those who did not in 2024 for the demographic factors of education, income, race and ethnicity, and gender at the 95 percent confidence level.

Figure 25

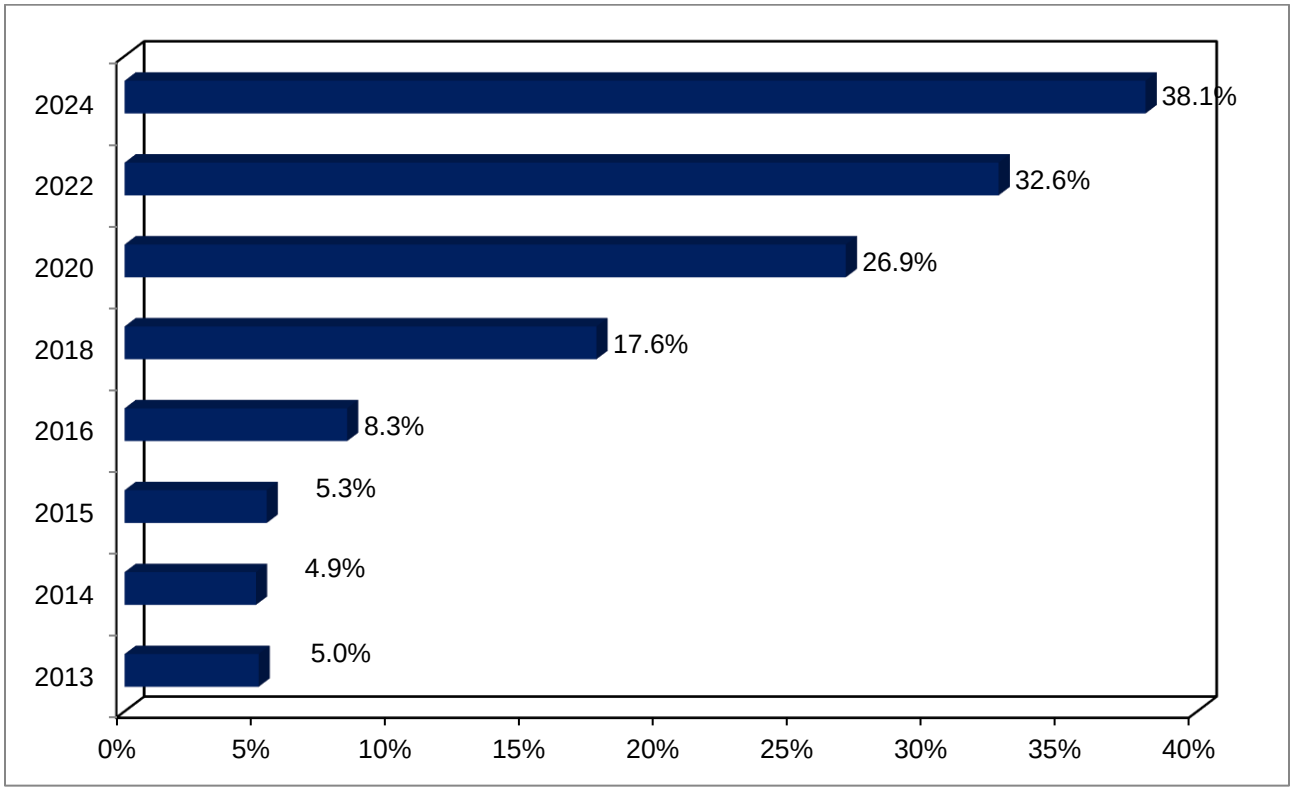
Years Purchasing Power Play Feature with Powerball Tickets (n=252)



As seen in Figure 25, over a third (34.9 percent) of respondents reported that they had purchased the Power Play feature with Powerball Tickets for more than five years. This was 3.1 percentage points more than the rate reported in 2022 (31.8 percent). Nearly a third (32.1 percent) of respondents reported that they purchased the Power Play feature with Powerball tickets between 2 and 5 years. Furthermore, 32.9 percent of respondents reported having purchased the Power Play feature with Powerball Tickets for just one year or less.

IIIj. EXTRA! FEATURE WITH LOTTO TEXAS RESULTS

Figure 26
Percentage of Past-Year Players Purchasing Extra! Feature with Lotto Texas



Sources: Hobby School 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data.

A total of thirty-eight percent (38.1) of the lottery past-year players reported purchasing the Extra! Add-on feature with Lotto Texas, 5.5 percentage points higher than the corresponding figure in 2022 (32.6 percent).

Figure 27
Frequency of Purchasing Extra! Feature with Lotto Texas Tickets
(n=350)

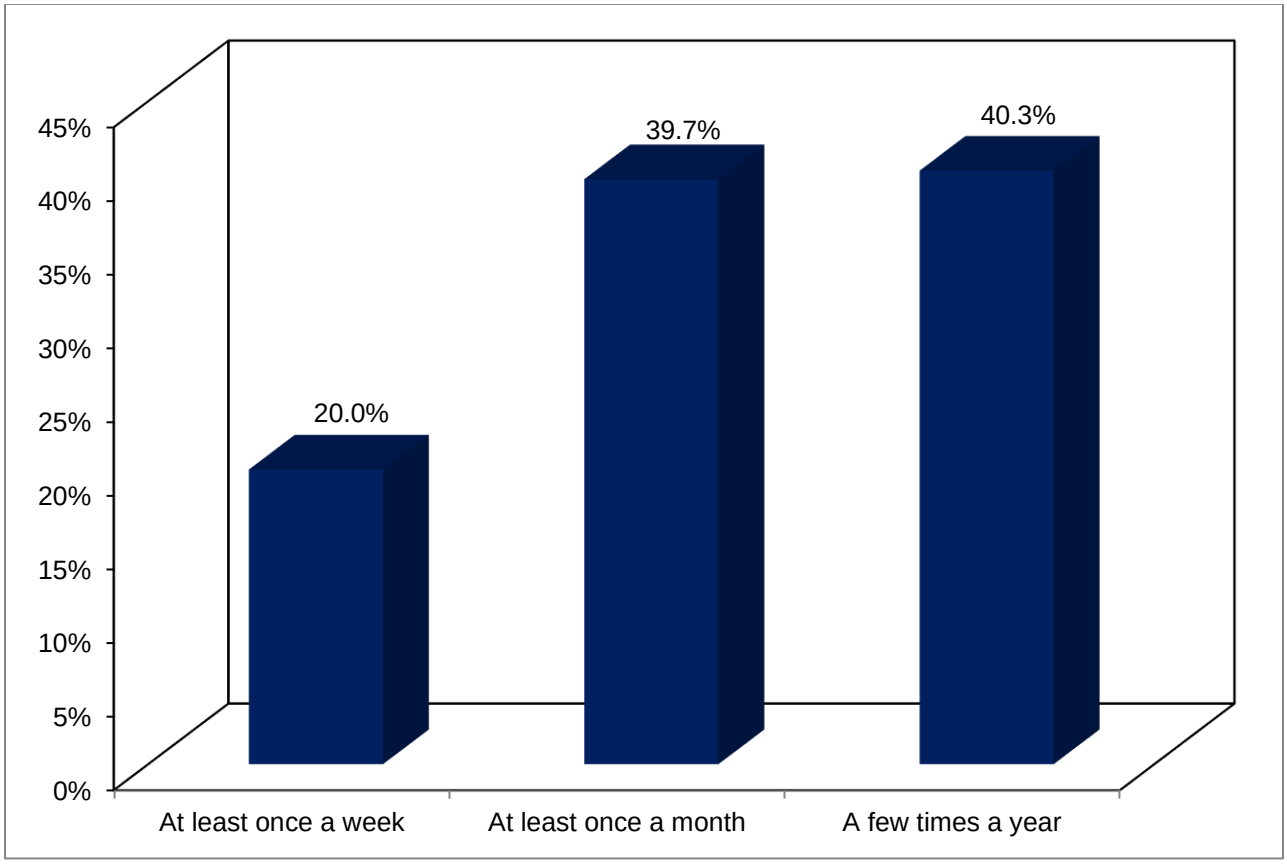


Figure 27 indicates that among those who purchased the Extra! Feature with Lotto Texas, 20.0 percent did so at least once a week which was less than the rate reported in 2022 (25.2 percent). Another 39.7 percent purchased the feature at least once a month. Additionally, two-fifths (40.3 percent) bought the Extra! Feature with Lotto Texas a few times a year.

Table 30
Average Number of Times Purchased Extra! Feature with Lotto Texas

Purchased Extra! Feature with Lotto Texas	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[84,85]	2.45	2.23
Per month for monthly past-year players[86,87]	2.37	3.22
Per year for yearly past-year players[88]	5.13	4.64

As shown in Table 30, past-year players purchased the Extra! Feature with Lotto Texas 2.45 times per week on average, and players picked the feature 2.37 times per month in 2024.

Table 31
Dollars Spent on Extra! Feature with Lotto Texas

Extra! Feature with Lotto Texas	Dollars Spent	
	2024	2022
Average spent per play[89]	$20.62	$17.87
Average spent per month (mean)	31.73	25.80
Average spent per month (median)	15.00	10.00

The past-year players of the Extra! add-on feature spent an average of $20.62 per play, an increase of $2.75 from 2022 (Table 31). Those who reported adding the feature on a monthly or more frequent basis spent an average of $31.73 per month. Half of respondents were likely to spend $15.00 or more a month on the Extra! add-on feature which was $5.00 more than in 2022 (at $10.00).

[84] Only survey respondents who answered that they played the Extra! Feature with Lotto Texas "At least once a week" were asked how many times per week they played.
[85] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If the respondents are included, the average number of times played is 10.07 times per week.
[86] Only survey respondents who answered that they played the Extra! Feature with Lotto Texas "At least once a month" were asked how many times per week they played.
[87] The average number of times played per month excludes respondents who reported having played more than 30 times a month. If the respondents are included, the average number of times played is 3.45 times per month.
[88] Only survey respondents who answered that they played the Extra! Feature with Lotto Texas "A few times a year" were asked how many times per year they played.
[89] The average spent per play excludes respondent who reported having spent more than $400 per play. If those respondents are included, the average spent per play is $36.76.

Table 32
Extra! Feature with Lotto Texas: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Extra! Feature with Lotto Texas	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year*		
2024 (N = 919)	38.1 (n=350)	$15.00
2022 (N = 1,038)	32.6 (n=338)	10.00
2024 Demographics		
Education^[90]		
Less than high school diploma (n=19)	31.6 (n=6)	--
High school diploma (n=191)	56.0 (n=107)	15.00
Some college (n=165)	46.7 (n=77)	10.00
College degree (n=176)	54.6 (n=96)	12.00
Graduate degree (n=109)	58.7 (n=64)	20.00
Income		
Less than $12,000 (n=54)	57.4 (n=31)	5.50
$12,000 to $19,999 (n=35)	60.0 (n=21)	20.00
$20,000 to $29,999 (n=75)	50.7 (n=38)	10.00
$30,000 to $39,999 (n=66)	43.9 (n=29)	20.00
$40,000 to $49,999 (n=56)	50.0 (n=28)	27.50
$50,000 to $59,999 (n=68)	45.6 (n=31)	10.00
$60,000 to $74,999 (n=85)	51.8 (n=44)	20.00
$75,000 to $100,000 (n=94)	57.5 (n=54)	12.00
More than $100,000 (n=107)	57.0 (n=61)	15.00
Race		
White (n=325)	54.5 (n=177)	15.00
Black or African American (n=90)	53.3 (n=48)	16.00
Hispanic (n=205)	53.7 (n=110)	12.00
Asian or Pacific Islander (n=12)	41.7 (n=5)	--
Native American (n=6)	50.0 (n=3)	--
Other (n=6)	16.7 (n=1)	--
Two or More (n=16)	37.5 (n=6)	4.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[90] This demographic characteristic did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.076.

Table 32 (continued)

Hispanic Origin		
Yes (n=276)	55.1 (n=152)	12.00
No (n=384)	51.6 (n=198)	15.00
Gender		
Female (n=318)	50.3 (n=160)	15.0
Male (n=342)	55.6 (n=190)	15.00
Age***		
18 to 24 (n=78)	62.8 (n=49)	19.00
25 to 34 (n=138)	68.8 (n=95)	20.00
35 to 44 (n=123)	50.4 (n=62)	16.00
45 to 54 (n=115)	47.0 (n=54)	12.00
55 to 64 (n=117)	45.3 (n=53)	10.00
65 or older (n=83)	38.6 (n=32)	13.50
Employment Status***		
Employed full/part time (n=408)	59.8 (n=244)	16.00
Unemployed (n=52)	57.7 (n=30)	16.00
Retired (n=141)	35.5 (n=50)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

As shown in Table 32, there was an increase of 5.5 percentage points in the participation rate for the Extra! Feature with Lotto Texas between 2022 (32.6 percent) and 2024 (38.1 percent). The difference was statistically significant.

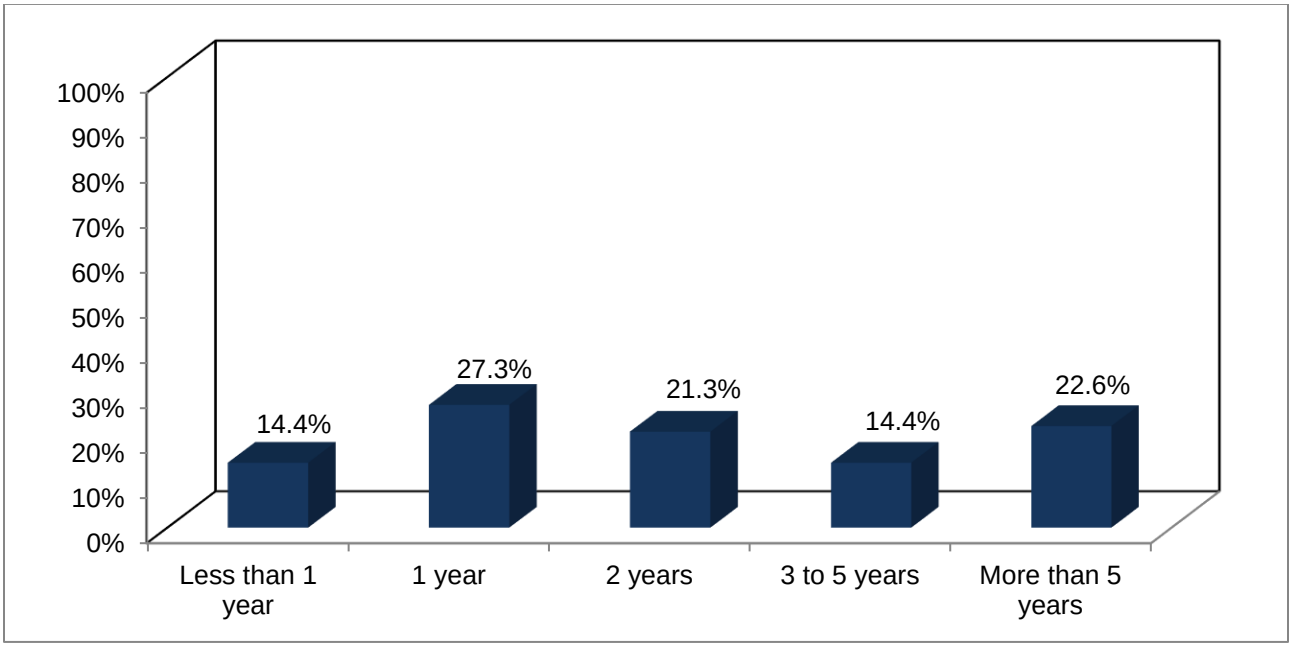
- There were statistically significant differences between past-year players who played the Extra! Feature with Lotto Texas and those who did not in 2024 for the demographic factors of age and employment status.

- The participation rates for the Extra! Feature with Lotto Texas reached a majority for those in the 25 to 34 age range (68.8 percent), those in the 18 to 24 age range (62.8 percent), and those in the 35 to 44 age group (50.4 percent). The highest median dollars spent on playing Cash Five in 2024 was reported among those in the 25 to 34 age range (at $20.00).

- The difference between the Extra! Feature with Lotto Texas past-year players and non-players was statistically significant by employment status. The highest participation rate for the Extra! Feature with Lotto Texas tickets were among employed full- or part-time players (59.8 percent). On the other hand, those who were retired had the lowest participation rate of 35.5 percent and the lowest median dollar spent at $10.00.

- The survey did not find any statistically significant differences between past-year players who played the Power play feature with Powerball and those who did not in 2024 for the demographic factors of education, income, race, Hispanic origin, and gender at the 95 percent confidence interval.

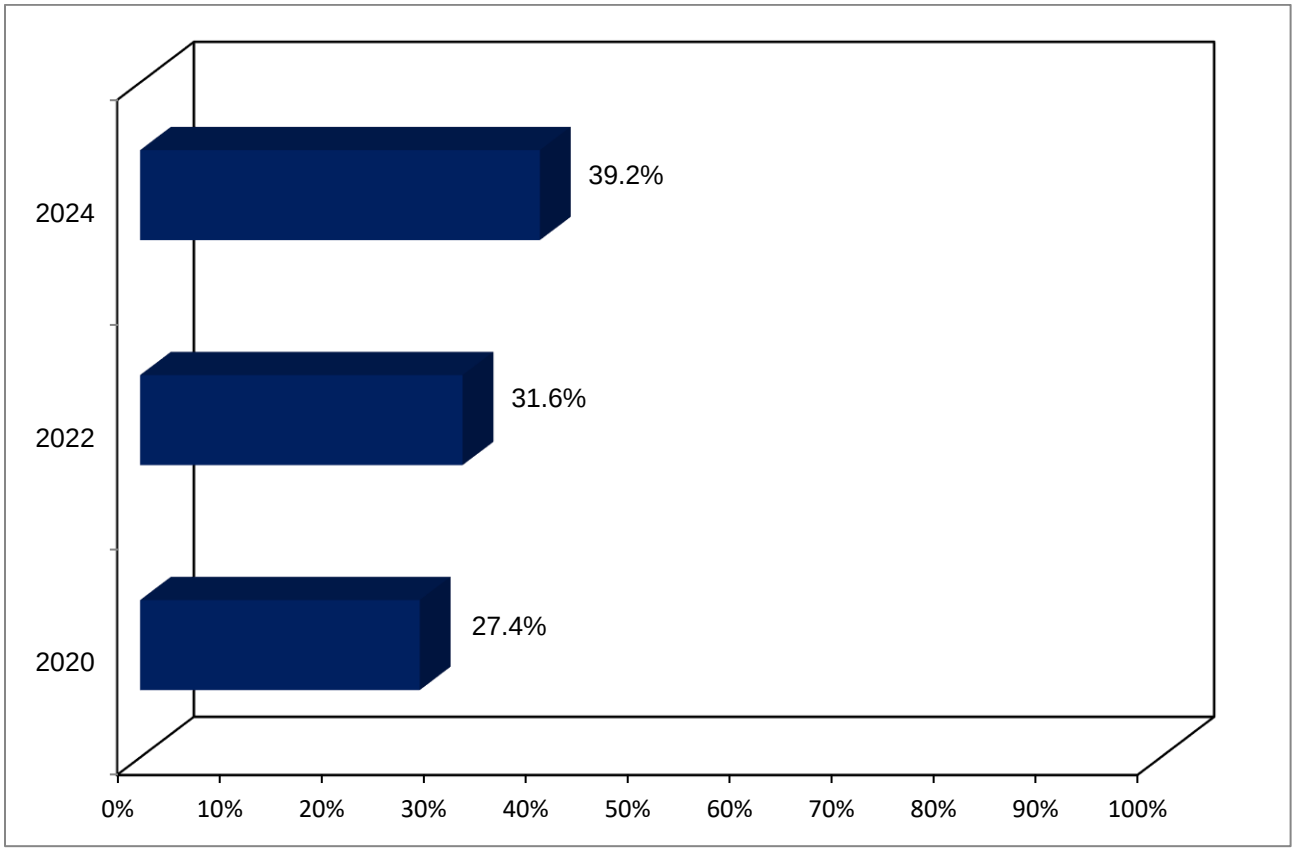
Figure 28
Years Playing Extra! Feature with Lotto Texas
(n=319)



As seen in Figure 28, over a fifth (22.6 percent) of respondents reported that they had purchased the Extra! Feature with Lotto Texas for more than five years. Another 35.7 percent of respondents reported that they purchased the Extra! Feature with Lotto Texas between 2 and 5 years. This was 1.7 percentage points fewer than reported in 2022 (37.4 percent). Furthermore, 41.7 percent of respondents reported having purchased the Extra! Feature with Lotto Texas for just one year or less.

IIIk. FIREBALL FEATURE WITH PICK 3 RESULTS

Figure 29
Percentage of Past-Year Players Purchasing FIREBALL Feature with Pick 3



Sources: Hobby School 2020, 2022, and 2024 survey data.

Thirty-nine percent (39.2) of the lottery past-year players reported purchasing the FIREBALL feature with Pick 3 in 2024. This participation rate was 7.6 percentage points higher than that in 2022 (31.6 percent).

Figure 30
Frequency of Purchasing FIREBALL Feature with Pick 3
(n=360)

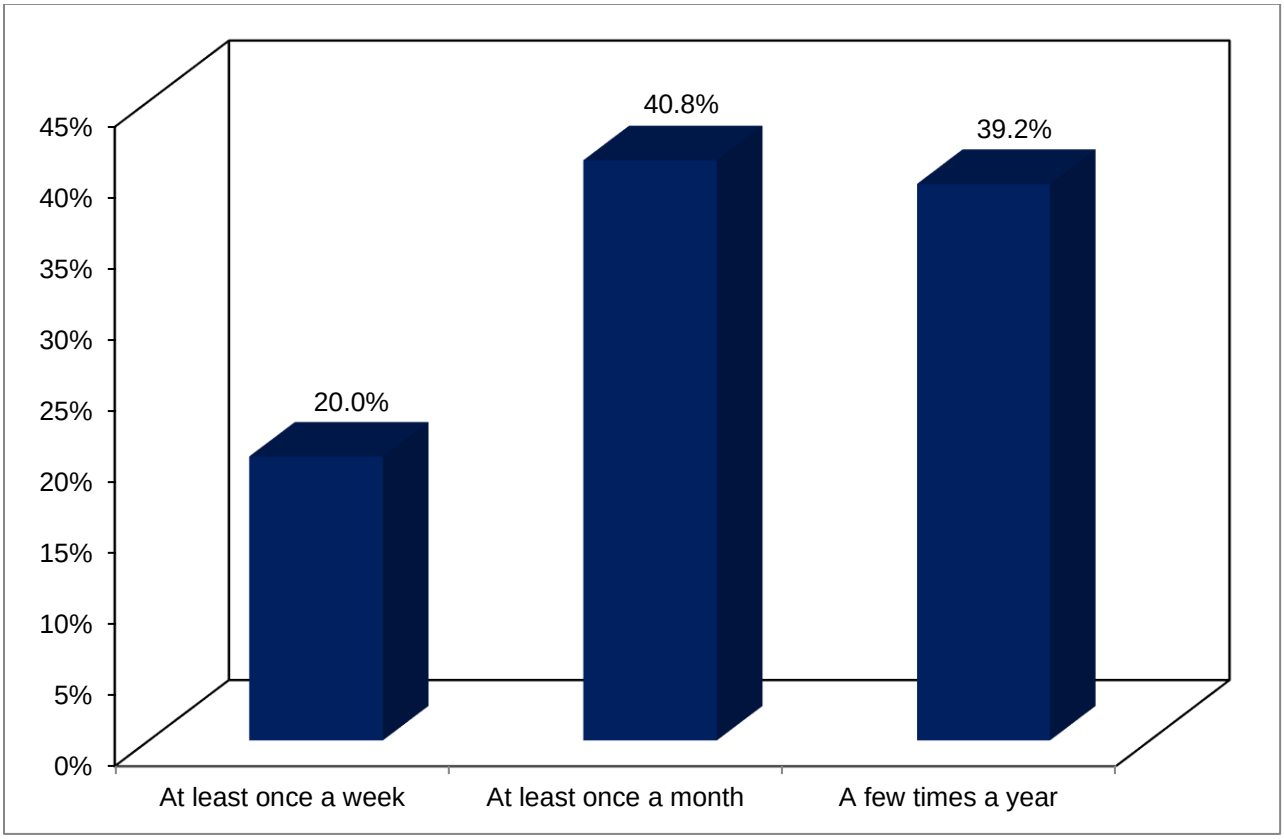


Figure 30 demonstrates that among those who purchased the FIREBALL Feature with Pick 3, 20.0 percent did so at least once a week. Another 40.8 percent purchased the FIREBALL Feature with Pick 3 at least once a month in 2024 which was 3.3 percentage points higher than in 2022 (37.5 percent). Additionally, 39.2 percent purchased the feature a few times a year.

Table 33
Average Number of Times Purchased FIREBALL Feature with Pick 3

Purchased FIREBALL Feature with Pick 3	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[91]	2.16	2.53
Per month for monthly past-year players[92]	2.41	2.72
Per year for yearly past-year players[93]	4.94	4.84

As shown in Table 33, past-year players purchased the FIREBALL Feature with Pick 3 2.16 times per week on average which was 0.4 percentage points fewer than in 2022 (2.53 times). Players picked the feature 2.41 times per month in 2024. Besides, yearly players purchased the feature with an average of 4.94 times per year in 2024.

Table 34
Dollars Spent on FIREBALL Feature with Pick 3

FIREBALL Feature with Pick 3	Dollars Spent	
	2024	2022
Average spent per play[94]	$26.87	$22.81
Average spent per month (mean)[95]	48.08	40.85
Average spent per month (median)[96]	20.00	20.00

The past-year players of the FIREBALL feature with Pick 3 spent an average of $26.87 per play, an increase of $4.06 from 2022 (Table 34). Those who reported adding the feature on a monthly or more frequent basis spent an average of $48.08 per month. Half of respondents were likely to spend $20.00 or more a month on the FIREBALL feature with Pick 3 which was a the same as the amount in 2022.

[91] Only survey respondents who answered that they played the FIREBALL Feature with Pick 3 “At least once a week” were asked how many times per week they played.
[92] Only survey respondents who answered that they played the FIREBALL Feature with Pick 3 “At least once a month” were asked how many times per month they played.
[93] Only survey respondents who answered that they played the FIREBALL Feature with Pick 3 “A few times a year” were asked how many times per year they played.
[94] The average spent per play excludes respondents who reported having spent $400 per play. If those respondents are included, the average spent per play is $34.36.
[95] The average spent per month (mean) excludes respondents who reported having spent more than $500 per month. If the respondents are included, the average spent per month (mean) is $59.66.
[96] The average spent per month (median) excludes the respondents who reported having spent more than $500 a month. If the respondents are included, the average spent per month (median) is $20.50.

Table 35
FIREBALL Feature with Pick 3: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

FIREBALL Feature with Pick 3	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year***		
2024 (N = 919)	39.2 (n=360)	$20.50
2022 (N = 1,038)	31.6 (n=328)	20.00
2024 Demographics		
Education***		
Less than high school diploma (n=26)	57.7 (n=15	30.00
High school diploma (n=166)	57.8 (n=96)	20.00
Some college (n=119)	46.2 (n=55)	15.00
College degree (n=154)	74.0 (n=114)	20.00
Graduate degree (n=102)	78.4 (n=80)	40.00
Income		
Less than $12,000 (n=56)	58.9 (n=33)	10.00
$12,000 to $19,999 (n=28)	64.3 (n=18)	35.00
$20,000 to $29,999 (n=69)	59.4 (n=41)	12.00
$30,000 to $39,999 (n=46)	58.7 (n=27)	12.50
$40,000 to $49,999 (n=51)	60.8 (n=31)	30.00
$50,000 to $59,999 (n=58)	70.7 (n=41)	24.00
$60,000 to $74,999 (n=70)	61.4 (n=43)	30.00
$75,000 to $100,000 (n=78)	64.1 (n=50)	30.00
More than $100,000 (n=87)	71.3 (n=62)	27.50
Race*		
White (n=261)	65.5 (n=171)	23.50
African American (n=95)	69.5 (n=66)	21.00
Hispanic (n=178)	60.7 (n=107)	20.00
Asian (n=13)	61.5 (n=7)	--
Native American (n=5)	40.0 (n=2)	--
Other (n=5)	20.0 (n=1)	--
Two or More (n=10)	40.0 (n=4)	--

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 35 (continued)

Hispanic Origin		
Yes (n=243)	64.2 (n=156)	20.00
No (n=324)	63.0 (n=204)	25.00
Gender**		
Female (n=271)	57.9 (n=157)	20.00
Male (n=296)	68.6 (n=203)	24.00
Age***		
18 to 24 (n=93)	72.0 (n=67)	20.00
25 to 34 (n=164)	81.7 (n=134)	25.00
35 to 44 (n=97)	72.2 (n=70)	22.50
45 to 54 (n=94)	53.2 (n=50)	20.00
55 to 64 (n=62)	38.7 (n=24)	10.00
65 or older (n=51)	21.6 (n=11)	--
Employment Status***		
Employed full/part time (n=387)	73.9 (n=286)	25.00
Unemployed (n=49)	63.3 (n=31)	18.00
Retired (n=86)	25.6 (n=22)	9.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 35 shows there was an increase of 7.6 percentage points in the participation rate for the FIREBALL Feature with Pick 3 between 2022 (31.6 percent) and 2024 (39.2 percent). The median dollars spent on playing the FIREBALL feature with Pick 3 tickets was $20.50. The difference was statistically significant.

- When it comes to educational attainment, the highest participation rate for the FIREBALL Feature with Pick 3 was from those who indicated they had a graduate degree (78.4 percent), followed by respondents who said they had earned a college degree (74.0 percent). The participation rate was the lowest among respondents who had some college, but no degree (46.2 percent). Furthermore, the highest median dollars spent was $40.00 among those who had a graduate degree followed by those with less than a high school diploma (at $30.00).

- A higher proportion of past-year players of the FIREBALL Feature with Pick 3 were Black or African American (69.5 percent) followed by white, non-Hispanic players (65.5 percent). By contrast, white, non-Hispanic past-year players had the highest median dollars spent (at $23.50) followed by Black or African American players (at $21.00) and Hispanics (at $20.00).

- Male respondents had higher participation rates and median dollars spent than females the FIREBALL Feature with Pick 3 in 2024 (68.6 percent and $24.00, respectively).

- Furthermore, there was a statistically significant difference between the FIREBALL Feature with Pick 3 past-year players and non-players by age. The participation rate for the FIREBALL Feature with Pick 3 was highest among those in the age group of 25 to 34 (81.7 percent), followed by those in the 35 to 44 age cohort (72.2 percent) and those in the 18 to 24 age group (72.0

percent). The highest median dollars spent on playing the FIREBALL Feature with Pick 3 tickets in 2024 was found among those in the 25 to 34 age range (at $25.00).

- There was a statistically significant difference between the past-year players and non-players of the FIREBALL Feature with Pick 3 in 2024 by employment status. The highest participation rate and median dollars spent for the FIREBALL Feature with Pick 3 tickets was among players who were employed either part-time or full-time (73.9 percent and $25.00, respectively). Conversely, those who were retired had the lowest participation rate of 25.6 percent and median dollars spent (at $9.50).

- There were no statistically significant differences between past-year players who played the FIREBALL Feature with Pick 3 and those who did not in 2024 regarding the demographic factors of income and Hispanic origin.

Figure 31
Years Playing FIREBALL Feature with Pick 3
(n=348)

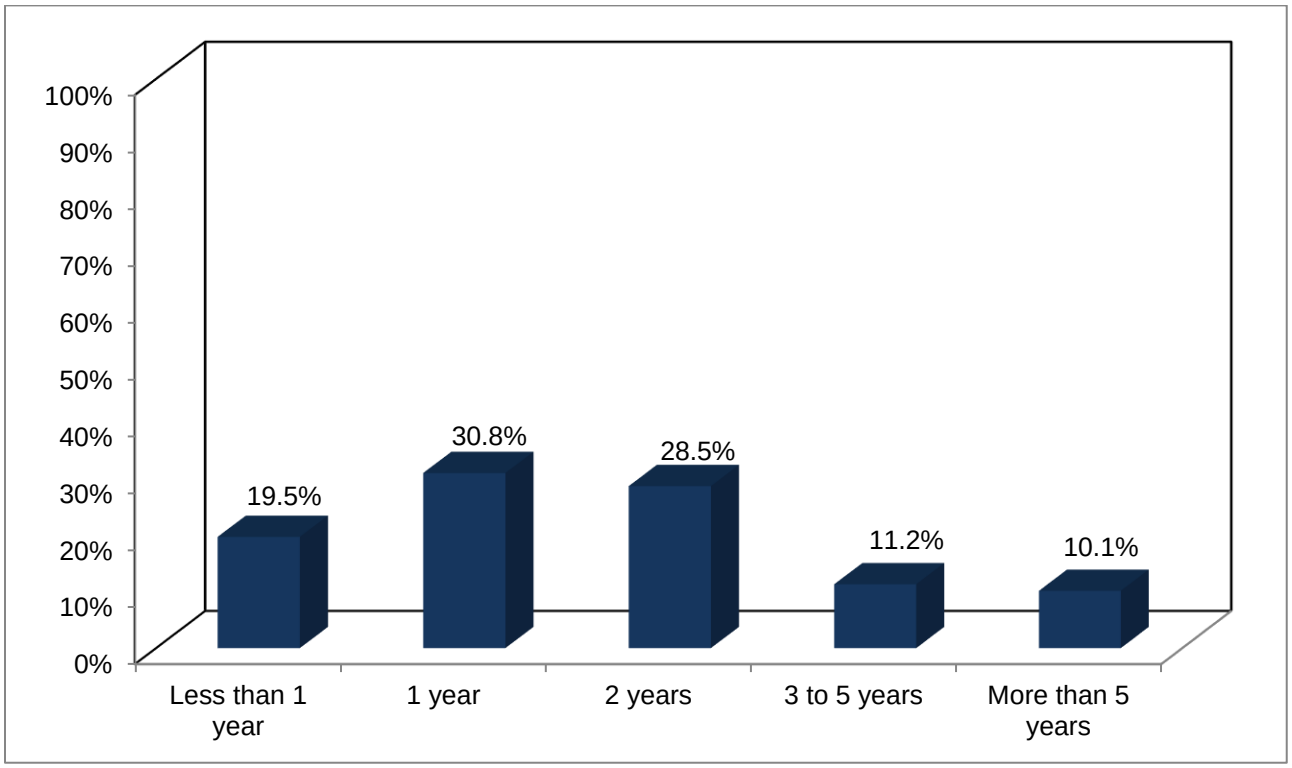
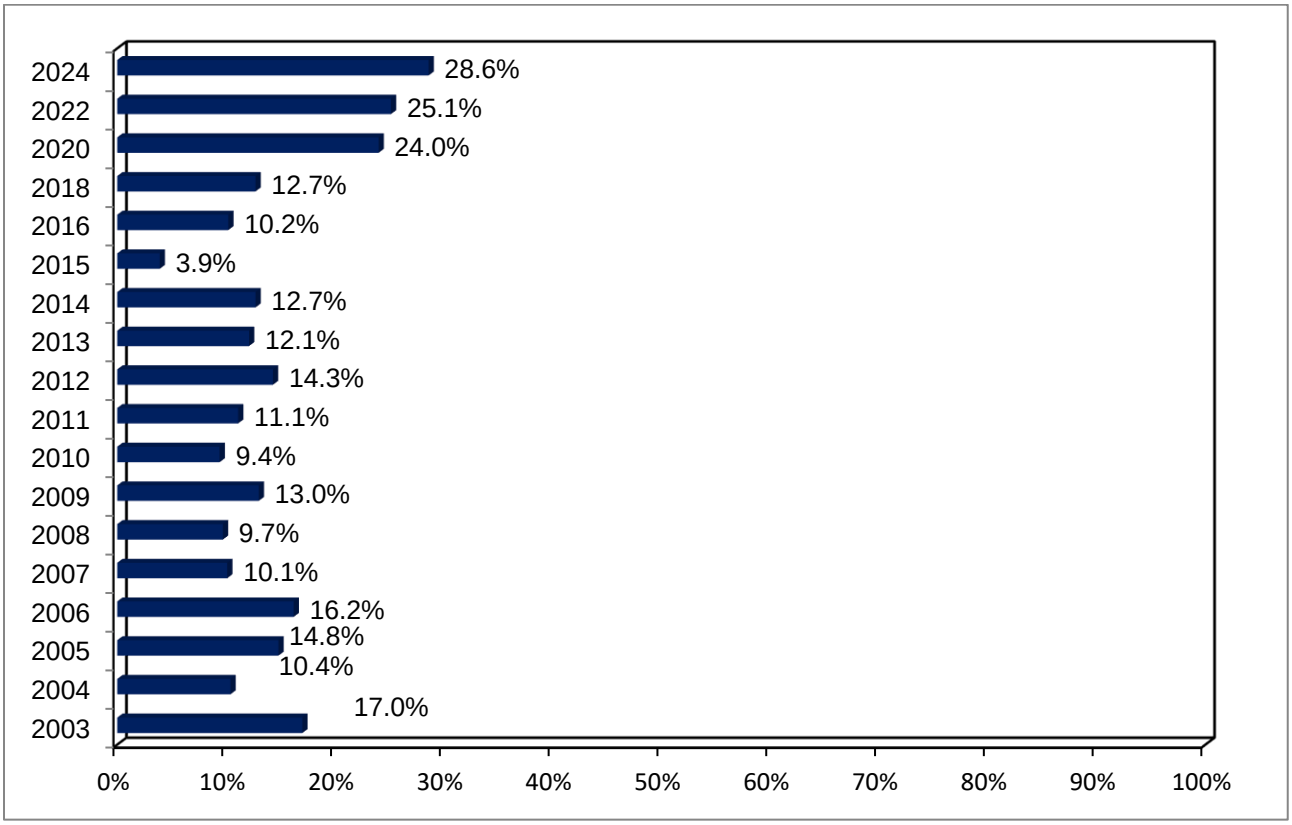


Figure 31 demonstrates that 10.1 percent of respondents who played the FIREBALL Feature with Pick 3 during the past year reported having played it for more than five years. In addition, 50.3 percent had played the FIREBALL Feature with Pick 3 for just one year or less which was 3.6 percentage points lower than in 2022 (53.9 percent).[97]

[97] The FIREBALL feature with Pick 3 has only been offered since 2019; therefore, it is possible that players who reported playing 3 years or more could be associating this feature with the Sum it Up feature used in previous years. The FIREBALL feature sales started in April 2019.

IIII. TEXAS TWO STEP RESULTS

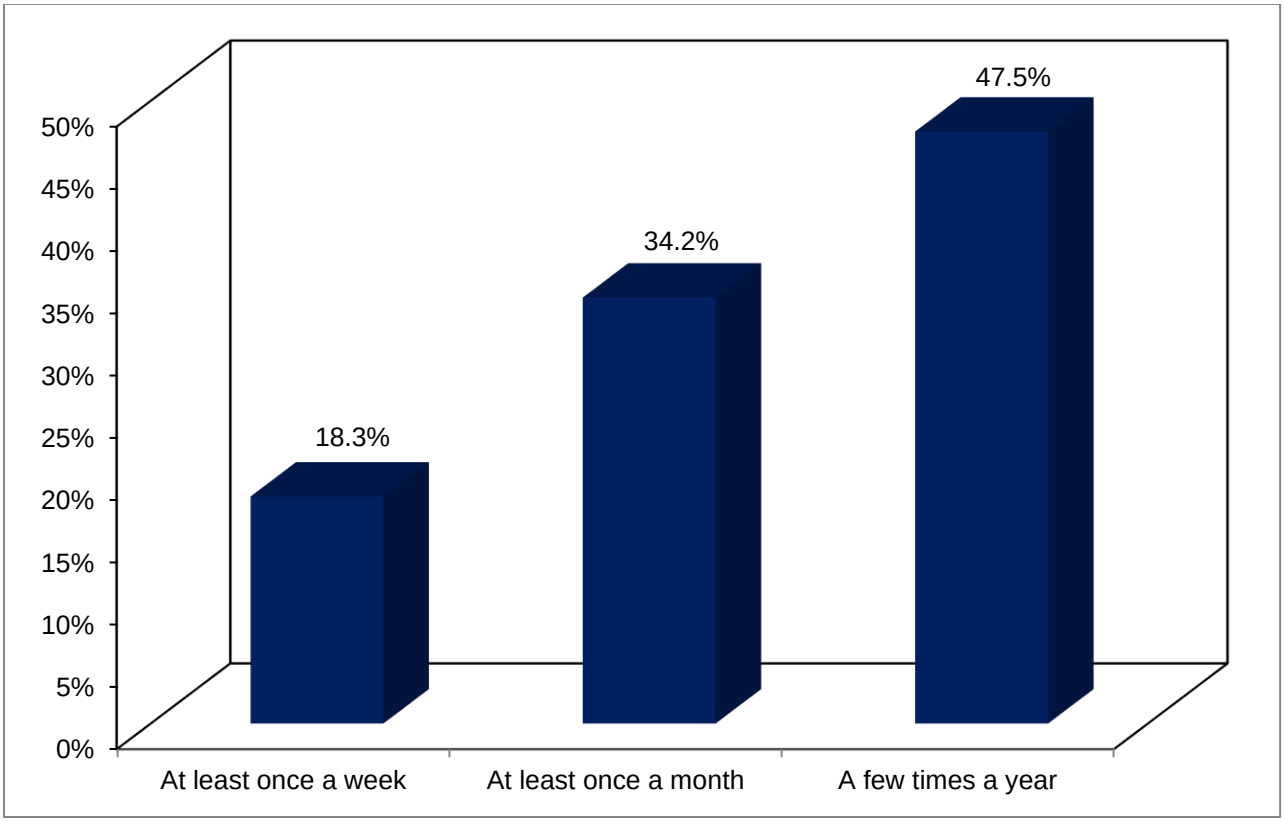
Figure 32
Percentage of Past-Year Players Playing Texas Two Step



Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, 2022, and 2024 survey data and additional survey reports 2004-2006.

Nearly three-tenths (28.6 percent) of the lottery past-year players reported playing Texas Two Step in 2024. The participation rate was 3.5 percentage points higher than the rate recorded in 2022 (25.1 percent).

Figure 33
Frequency of Purchasing Texas Two Step Tickets
(n=263)



As seen in Figure 33, 18.3 percent of the Texas Two Step players purchased tickets for the game at least once a week in 2024. Another 34.2 percent reported that they purchased tickets at least once a month which was a decrease of 0.3 percentage points from 2022. An additional 47.5 percent of the players purchased tickets a few times a year.

Table 36
Average Number of Times Played Texas Two Step

Played Texas Two Step	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[98]	2.24	2.27
Per month for monthly past-year players[99,100]	2.86	2.99
Per year for yearly past-year players[101]	5.69	4.12

As shown in Table 36, weekly players of Texas Two Step played an average number of 2.24 times per week. Monthly players reported playing the game 2.86 times per month, whereas yearly players logged 5.69 times per year.

Table 37
Dollars Spent on Texas Two Step

Texas Two Step	Dollars Spent	
	2024	2022
Average spent per play[102]	$18.10	$13.67
Average spent per month (mean)	26.74	28.19
Average spent per month (median)	10.00	10.00

Table 37 reveals that the respondents who played Texas Two Step spent an average of $18.10 per play in 2024, a $4.43 increase from 2022 ($13.67). Those who reported playing the game on a monthly or more frequent basis spent an average of $26.74 per month. The median monthly expenditure for 2024 was $10.00, the same monthly median as 2022.

[98] Only survey respondents who answered that they played Texas Two Step "At least once a week" were asked how many times per week they played.
[99] Only survey respondents who answered that they played Texas Two Step "At least once a month" were asked how many times per month they played.
[100] The average number of times played per month excludes respondents who reported having played more than 30 times a month. If those respondents are included, the average number of times played is 4.79 times per month.
[101] Only survey respondents who answered that they played Texas Two Step "A few times a year" were asked how many times per year they played.
[102] The average spent per play excludes a respondent who reported having spent $400 per play. If this respondent is included, the average spent per play is $23.32.

Table 38
Texas Two Step: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Texas Two Step	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year^[103]		
2024 (N = 919)	28.6 (n=263)	$10.00
2022 (N = 1,038)	25.1 (n=261)	10.00
2024 Demographics		
Education**		
Less than high school diploma (n=32)	18.8 (n=6)	--
High school diploma (n=251)	32.7 (n=82)	15.00
Some college (n=215)	22.3 (n=48)	10.00
College degree (n=217)	35.9 (n=78)	10.00
Graduate degree (n=123)	39.8 (n=49)	12.50
Income		
Less than $12,000 (n=65)	35.4 (n=23)	5.00
$12,000 to $19,999 (n=50)	36.0 (n=18)	10.00
$20,000 to $29,999 (n=95)	30.5 (n=29)	8.00
$30,000 to $39,999 (n=87)	24.1 (n=21)	24.00
$40,000 to $49,999 (n=75)	30.7 (n=23)	32.50
$50,000 to $59,999 (n=82)	30.5 (n=25)	10.00
$60,000 to $74,999 (n=110)	28.2 (n=31)	35.00
$75,000 to $100,000 (n=108)	38.9 (n=42)	13.50
More than $100,000 (n=135)	31.1 (n=42)	10.00
Race		
White (n=422)	31.8 (n=134)	11.00
Black or African American (n=111)	32.4 (n=36)	20.00
Hispanic (n=253)	33.2 (n=84)	10.00
Asian or Pacific Islander (n=17)	29.4 (n=5)	--
Native American (n=6)	16.7 (n=1)	--
Other (n=9)	22.2 (n=2)	--
Two or More (n=20)	5.0 (n=1)	--

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

[103] Though the difference between 2022 and 2024 did not reach the conventional 95 percent confidence level for statistical significance, but did reach the 90 percent confidence level with a p-value of 0.08.

Table 38 (continued)

Hispanic Origin*		
Yes (n=338)	35.8 (n=121)	10.00
No (n=500)	28.4 (n=142)	15.00
Gender		
Female (n=414)	30.0 (n=124)	10.00
Male (n=424)	32.8 (n=139)	15.00
Age***		
18 to 24 (n=97)	43.3 (n=42)	10.00
25 to 34 (n=172)	43.6 (n=75)	15.00
35 to 44 (n=155)	27.7 (n=43)	10.00
45 to 54 (n=153)	28.8 (n=44)	10.00
55 to 64 (n=138)	23.9 (n=33)	8.00
65 or older (n=116)	19.0 (n=22)	16.00
Employment Status**		
Employed full/part time (n=514)	35.6 (n=183)	12.00
Unemployed (n=65)	30.8 (n=20)	10.00
Retired (n=180)	21.1 (n=38)	10.00

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 38 shows there was an increase of 3.5 percentage points in the participation rate for Texas Two Step between 2022 (25.1 percent) and 2024 (28.6 percent). The median dollars spent playing Texas Two Step remained the same as in 2022 at $10.00. The difference was statistically significant.

- There was a statistically significant difference between the Texas Two Step past-year players and non-players by education, Hispanic origin, age, and employment status.

- The difference between Texas Two Step past-year players and non-players was statistically significant by education. The participation rate was the highest among players with a graduate degree (39.8 percent), followed by those with a college degree (35.9 percent). In addition, players with a high school diploma had the highest median dollars spent on Powerball tickets of $15.00.

- There was a statistically significant difference between the Texas Two Step past-year players and non-players of Hispanic origin. The participation rate of the Texas Two Step for players of Hispanic origin (35.8 percent) was higher than non-Hispanics (28.4 percent). Those who said they were of Hispanic origin had fewer median dollars spent (at $10.00) compared to non-Hispanics (at $15.00).

- Regarding age, there was a statistically significant difference between past-year players and non-players of Texas Two Step. Respondents between the ages of 25 and 34 had the highest participation rate (43.6 percent), followed by respondents between the ages of 18 and 24 (43.3 percent). The highest median dollars spent among age groups was $16.00 for those 65 years or older.

- Employed respondents (part- or full-time) had the highest participation rates (35.6 percent) and the highest median dollars spent playing Texas Two Step (at $12.00); conversely, retired respondents had the lowest participation rate at 21.1 percent and the lowest median dollars spent along with those who were unemployed (at $10.00).

- There were no statistically significant differences between past-year players who played the Texas Two Step and those who did not in 2024 regarding the demographic factors of income, race and ethnicity, and gender.

Figure 34
Years Playing Texas Two Step
(n=242)

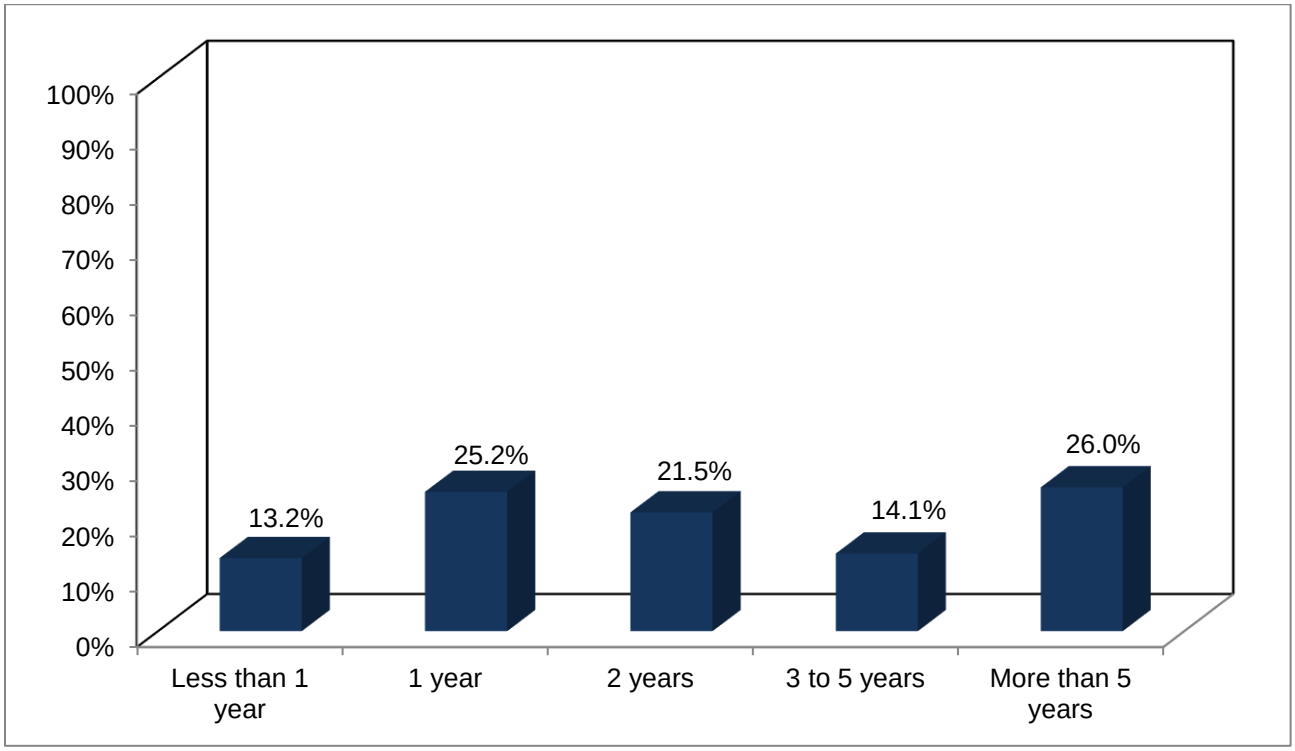
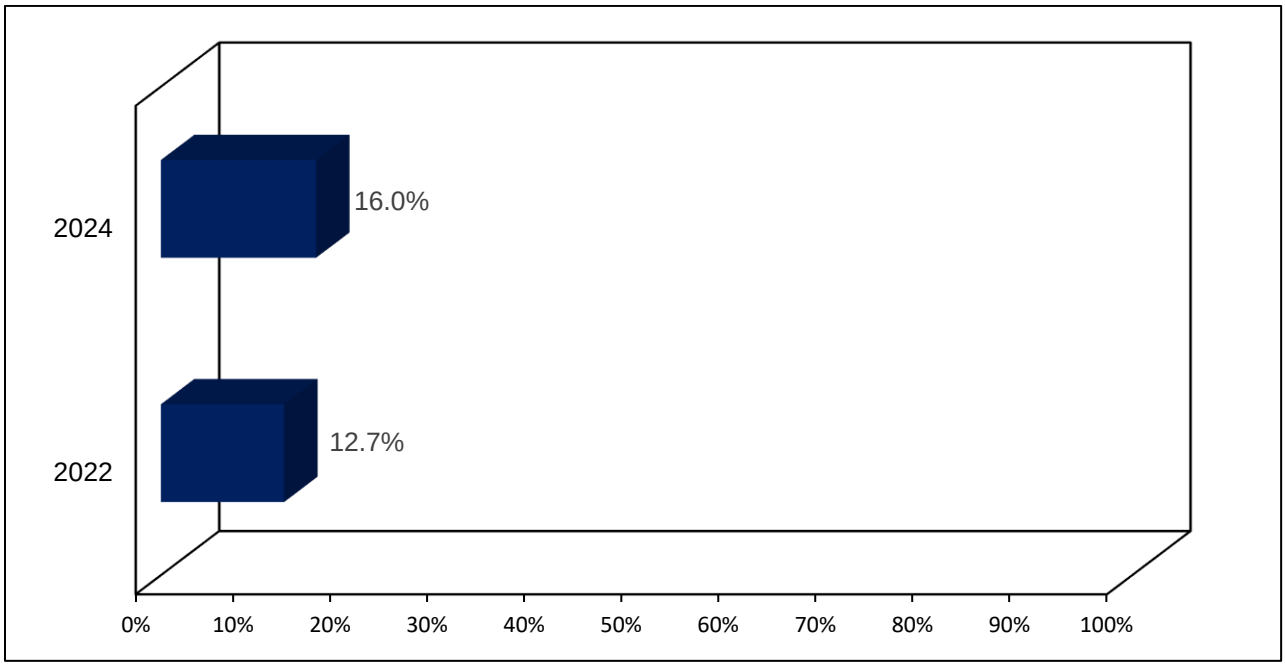


Figure 34 illustrates that 26.0 percent of respondents reported that they had bought Texas Two Step for more than five years. A total of 38.4 percent of respondents reported having played Texas Two Step for just one year or less. This was a decrease of 8.8 percentage points from 2022 (47.2 percent).

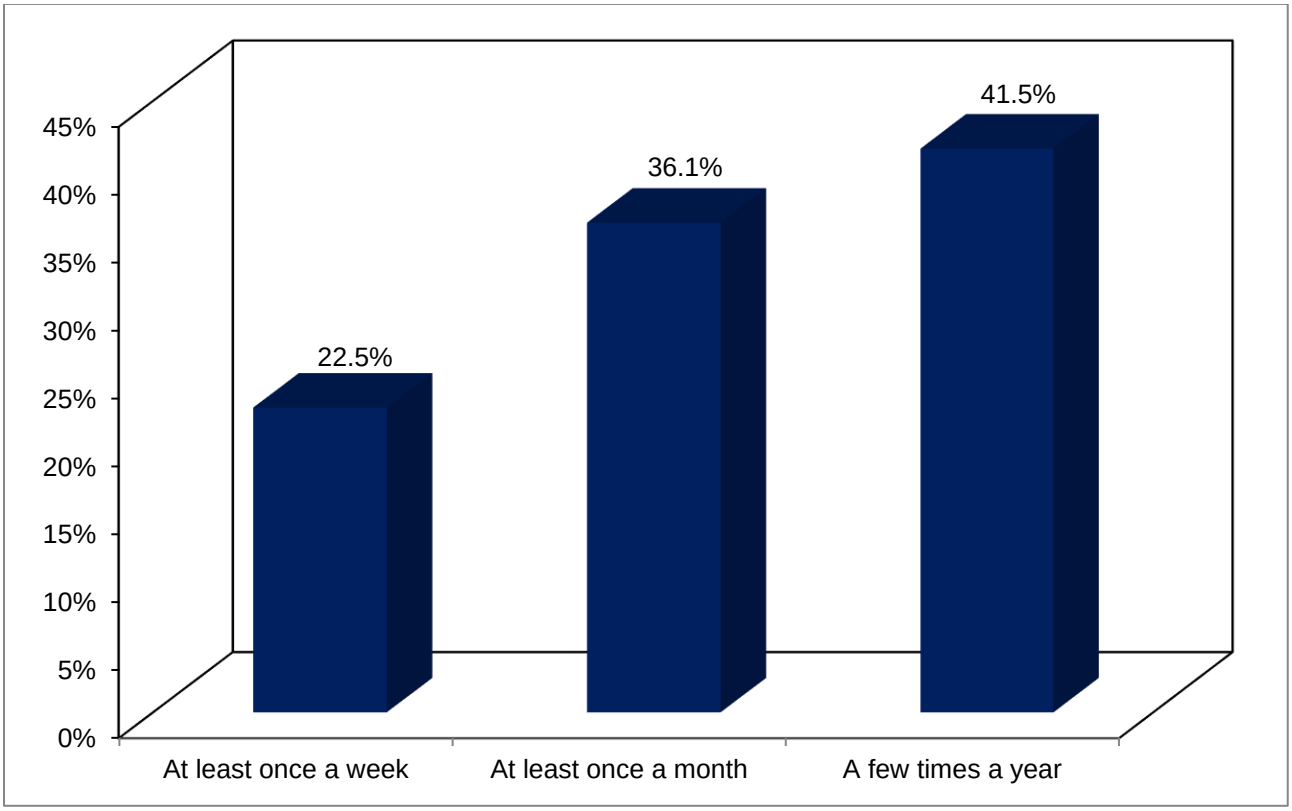
IIIm. ALL OR NOTHING RESULTS

Figure 35
Percentage of Past-Year Players Playing All or Nothing



Sixteen percent (16.0) of the lottery past-year players reported playing the All or Nothing game, which was 3.3 percentage points higher than in 2022 (12.7 percent).

Figure 36
Frequency of Purchasing All or Nothing
(n=147)



As displayed in Figure 35, among those who purchased the All or Nothing game, 22.5 percent did so at least once a week, and 36.1 percent did so at least once a month. Another 41.5 percent reported playing the game a few times a year which is an increase of 5.1 percentage points from 2022 (36.4 percent).

Table 39
Average Number of Times Played All or Nothing

Played All of Nothing	Average Number of Times Played	
	2024	2022
Per week for weekly past-year players[104]	2.85	3.00
Per month for monthly past-year players[105,106]	2.92	3.50
Per year for yearly past-year players[107]	5.37	3.69

As shown in Table 39, past-year players purchased the All or Nothing game 2.85 times per week on average, while monthly players picked the game 2.92 times per month. Yearly players picked the game 5.37 times per year.

Table 40
Dollars Spent on All or Nothing

All or Nothing	Dollars Spent	
	2024	2022
Average spent per play	$32.63	$22.24
Average spent per month (mean)	40.62	39.55
Average spent per month (median)	20.00	20.00

Past-year players of the All or Nothing game spent an average of $32.63 per play (Table 40). Those who reported playing on a monthly or more frequent basis spent an average of $40.62 per month. Half of respondents were likely to spend $20.00 or more a month purchasing the All or Nothing game, which was the same as the median amount in 2022.

[104] Only survey respondents who answered that they played All or Nothing “At least once a week” were asked how many times per week they played.
[105] Only survey respondents who answered that they played All or Nothing “At least once a month” were asked how many times per month they played.
[106] The average number of times played per month excludes respondents who reported having more than 30 times a month. If those respondents are included, the average number of times played is 9.63 times per month.
[107] Only survey respondents who answered that they played All or Nothing “A few times a year” were asked how many times per year they played.

Table 41
All or Nothing: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

All or Nothing	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year*		
2024 (N = 919)	16.0 (n=147)	$20.00
2022 (N = 1,038)	12.7 (n=132)	20.00
2024 Demographics		
Education***		
Less than high school diploma (n=33)	15.2 (n=5)	--
High school diploma (n=245)	19.2 (n=47)	25.00
Some college (n=218)	9.6 (n=21)	10.00
College degree (n=213)	18.8 (n=40)	15.00
Graduate degree (n=122)	27.9 (n=34)	19.50
Income		
Less than $12,000 (n=65)	18.5 (n=12)	10.00
$12,000 to $19,999 (n=47)	14.9 (n=7)	50.00
$20,000 to $29,999 (n=95)	15.8 (n=15)	18.00
$30,000 to $39,999 (n=87)	10.3 (n=9)	50.00
$40,000 to $49,999 (n=79)	20.3 (n=16)	18.00
$50,000 to $59,999 (n=76)	22.4 (n=17)	10.00
$60,000 to $74,999 (n=110)	20.0 (n=22)	40.00
$75,000 to $100,000 (n=106)	20.8 (n=22)	15.00
More than $100,000 (n=133)	14.3 (n=19)	20.00
Race		
White (n=419)	18.9 (n=79)	20.00
Black or African American (n=113)	24.8 (n=28)	48.00
Hispanic (n=248)	14.1 (n=35)	10.00
Asian or Pacific Islander (n=18)	16.7 (n=3)	--
Native American (n=7)	14.3 (n=1)	--
Other (n=7)	0.0 (n=0)	--
Two or More (n=19)	5.3 (n=1)	--

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 41 (continued)

Hispanic Origin		
Yes (n=331)	17.5 (n=58)	10.00
No (n=500)	17.8 (n=89)	24.50
Gender		
Female (n=411)	15.8 (n=65)	20.00
Male (n=420)	19.5 (n=82)	18.00
Age***		
18 to 24 (n=97)	27.8 (n=27)	30.00
25 to 34 (n=173)	31.8 (n=55)	20.00
35 to 44 (n=148)	16.9 (n=25)	20.00
45 to 54 (n=151)	14.6 (n=22)	30.00
55 to 64 (n=140)	6.4 (n=9)	8.00
65 or older (n=115)	6.1 (n=7)	4.50
Employment Status***		
Employed full/part time (n=507)	24.3 (n=123)	20.00
Unemployed (n=67)	14.9 (n=10)	20.00
Retired (n=179)	4.5 (n=8)	4.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 41 shows there was an increase of 3.3 percentage points in the participation rate for All or Nothing between 2022 (12.7 percent) and 2024 (16.0 percent). The median dollars spent playing All or Nothing remained the same as in 2022 at $20.00. The difference was statistically significant.

- There was a statistically significant difference between the All or Nothing past-year players and non-players by education, age, and employment status.

- Regarding educational attainment, past-year players of All or Nothing with a graduate degree had the highest participation rate (27.9 percent) followed by players with a high school diploma (19.2 percent). All or Nothing past-year players with a high school diploma had the highest median dollars spent (at $25.00).

- The participation rate for All or Nothing was the highest for those in the 25 to 34 age range (31.8 percent), followed by those in the 18 to 24 age range (27.8 percent). The highest median dollars spent on playing Cash Five in 2024 was reported among those in the 18 to 24 age group and the 45 to 54 age range, each at $30.00.

- The employment status of All or Nothing past-year players and non-players was statistically significant at the 99 percent confidence level. The participation rates were low across all employment statuses with the highest among those who were employed full- or part-time (24.3 percent) and lowest among those who were retired (4.5 percent). Those who were employed full- or part-time and unemployed had the highest median dollars spent on All or Nothing (at $20.00).

- The survey did not find any statistically significant differences between past-year players who played All or Nothing and those who did not in 2024 for the demographic factors of race and ethnicity, income, Hispanic origin, and gender.

Figure 37
Years Playing All or Nothing
(n=137)

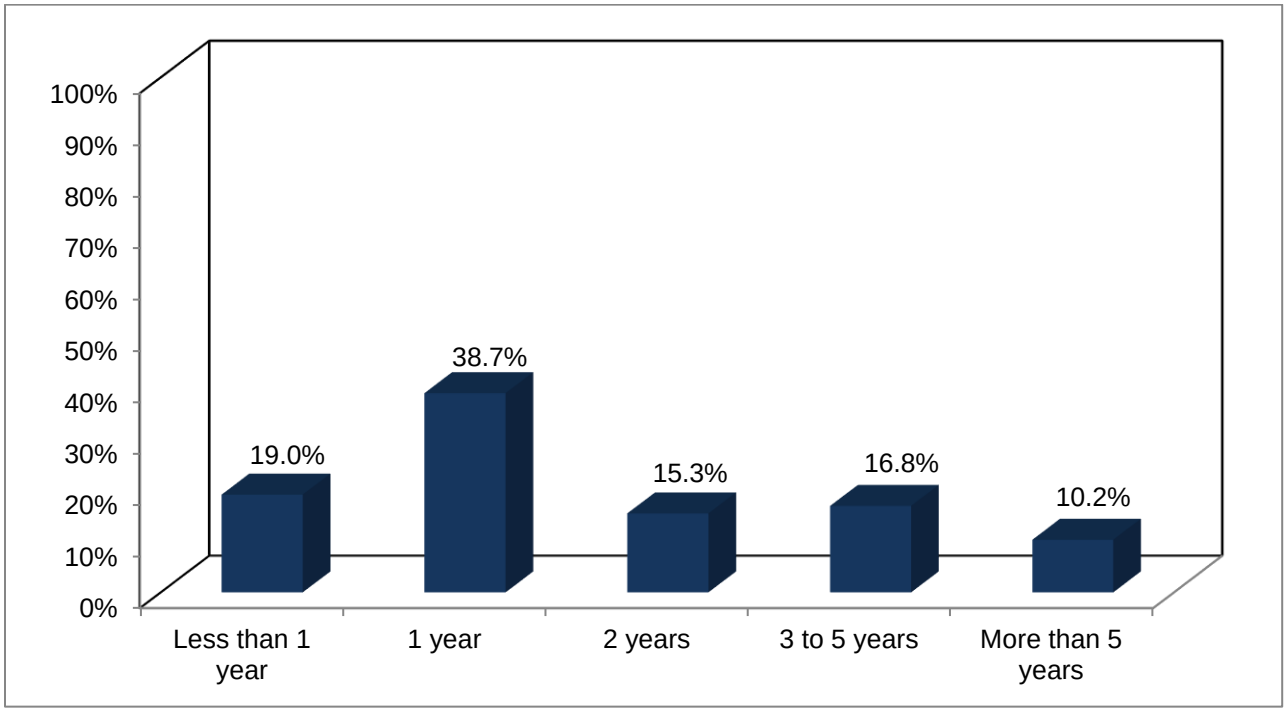
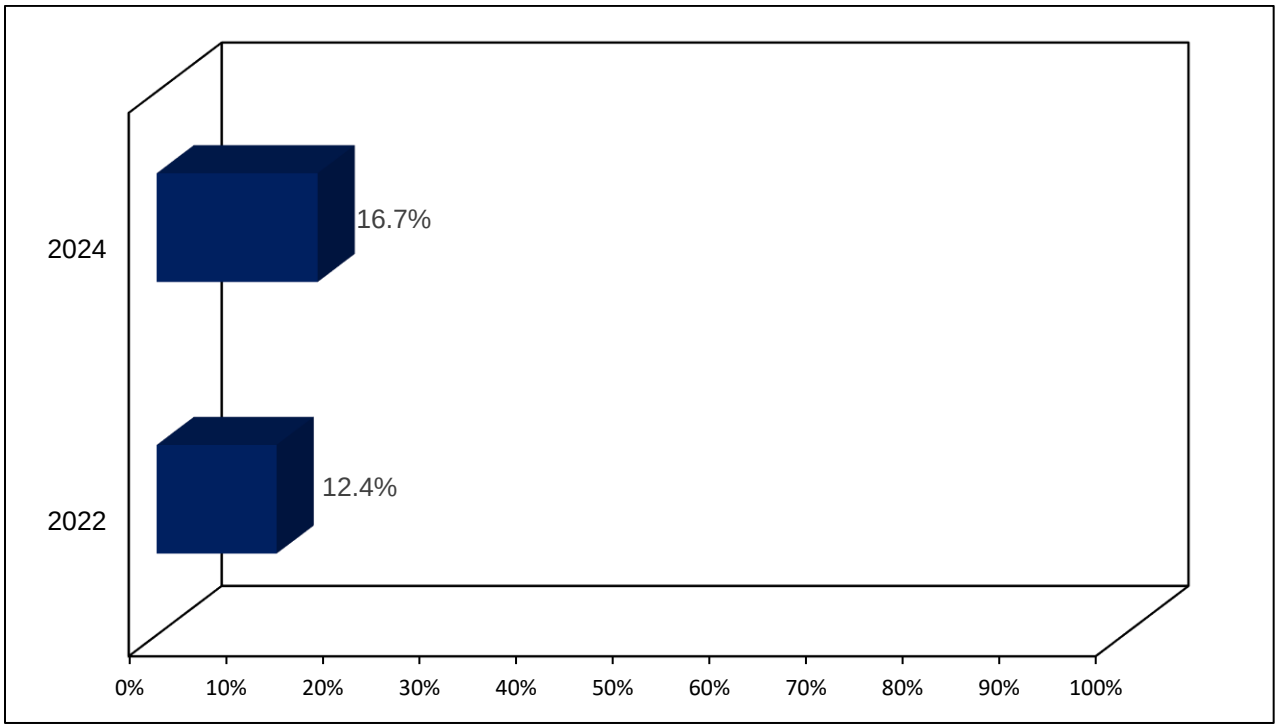


Figure 36 shows that 10.2 percent of respondents who played the All or Nothing game during the past year reported having played it for more than five years. Another 32.1 percent played All or Nothing between 2 and 5 years while 57.7 percent had played the All or Nothing game for just one year or less. This was a decrease of 2.3 percentage points from 2022 (60.0 percent).

IIIn. DAILY 4 RESULTS

Figure 38
Percentage of Past-Year Players Playing Daily 4



A total of 16.7 percent of the lottery past-year players reported purchasing the Daily 4 game in 2024, 4.3 percentage points higher than that recorded in 2022 (12.4 percent).

Figure 39
Frequency of Purchasing Daily 4
(n=153)

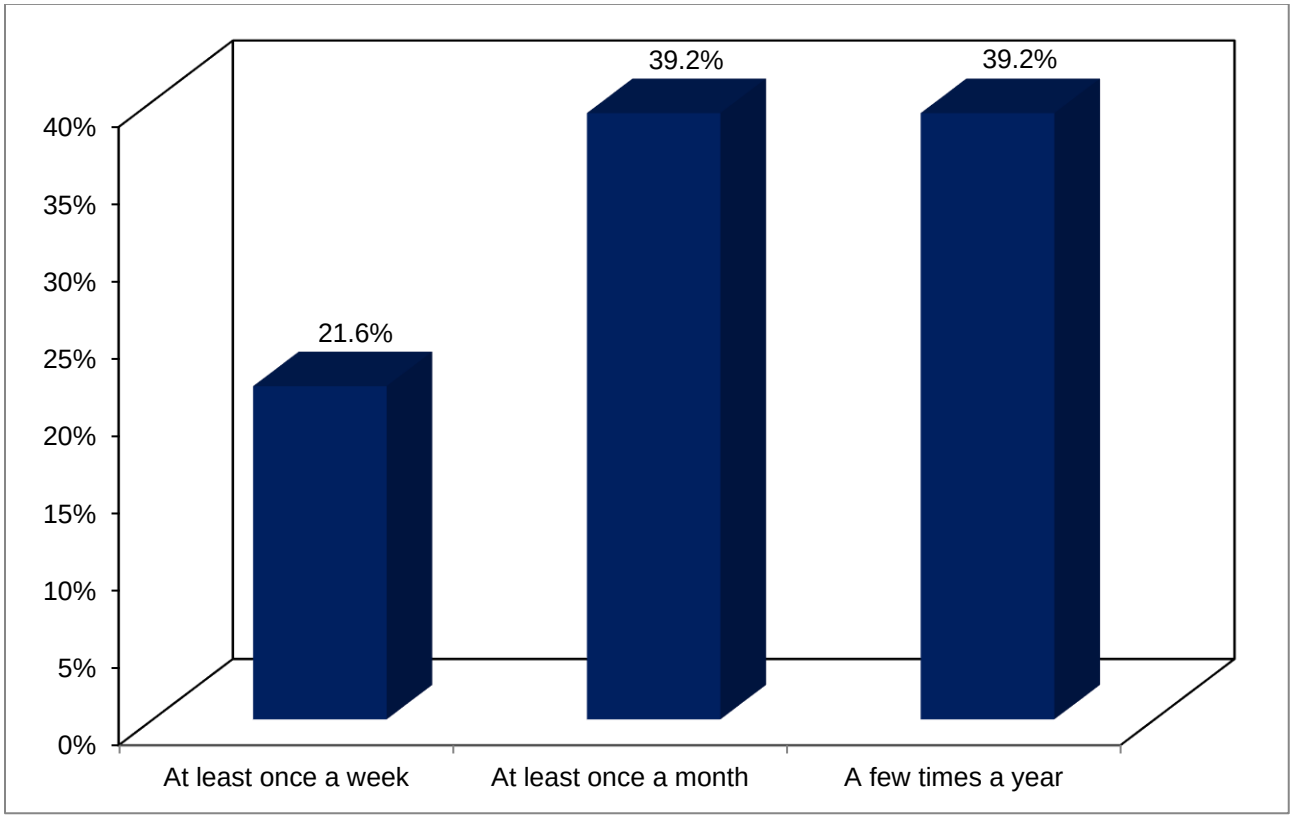


Figure 37 indicates that among those who purchased the Daily 4 game, 21.6 did so at least once a week. More than a third (39.2 percent) purchased the Daily 4 game at least once a month which was an increase of 5.9 percentage points from the rate reported in 2022 (33.3 percent). Moreover, 39.2 percent played the Daily 4 game a few times a year.

Table 42
Average Number of Times Purchased Daily 4

Purchased Daily 4	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[108,109]	3.89	3.08
Per month for monthly past-year players[110,111]	2.21	4.12
Per year for yearly past-year players[112]	6.53	4.30

As shown in Table 42, past-year players purchased the Daily 4 game 3.89 times per week on average, and monthly players played the game 2.21 times per month in 2024. Besides, yearly players purchased the Daily 4 game an average of 6.53 times per year.

Table 43
Dollars Spent on Daily 4

Daily 4	Dollars Spent	
	2024	2022
Average spent per play[113]	$30.38	$17.93
Average spent per month (mean)[114]	43.20	31.45
Average spent per month (median)[115]	20.00	20.00

As displayed in Table 43 past-year players of the Daily 4 game spent an average of $30.38 per play in 2024, a significant increase of $12.45 from 2022 (at $17.93). Those who reported playing the Daily 4 game on a monthly or more frequent basis spent an average of $43.20 per month. In addition, half of respondents were likely to spend $20.00 or more a month on the Daily 4 game which was the same as the average spent per month (median) in 2022.

[108] Only survey respondents who answered that they played Daily 4 “At least once a week” were asked how many times per week they played.
[109] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If those respondents are included, the average number of times played is 3.89 times per week.
[110] Only survey respondents who answered that they played Daily 4 “At least once a month” were asked how many times per month they played.
[111] The average number of times played per week excludes respondents who reported having played more than 30 times a month. If those respondents are included, the average number of times played is 7.41 times per month.
[112] Only survey respondents who answered that they played Daily 4 “A few times a year” were asked how many times per year they played.
[113] The average spent per play excludes a respondent who reported having spent $400 per play. If this respondent is included, the average spent per play is $34.94.
[114] The average spent per month (mean) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (mean) is $66.46.
[115] The average spent per month (median) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (median) is still $20.00.

Table 44
Daily 4: Lottery Play and Median Dollars Spent per Month by Past-Year Player Demographics

Daily 4	Percentage Played Game Among Past-Year Players	Median Dollars Spent
Year**		
2024 (N = 919)	16.7 (n=153)	$20.00
2022 (N = 1,038)	12.4 (n=129)	20.00
2024 Demographics		
Education***		
Less than high school diploma (n=31)	16.1 (n=5)	--
High school diploma (n=241)	18.3 (n=44)	20.00
Some college (n=218)	9.2 (n=20)	9.00
College degree (n=215)	20.5 (n=44)	30.00
Graduate degree (n=122)	32.8 (n=40)	18.00
Income		
Less than $12,000 (n=64)	23.4 (n=15)	10.00
$12,000 to $19,999 (n=47)	19.2 (n=9)	13.00
$20,000 to $29,999 (n=91)	14.3 (n=13)	16.00
$30,000 to $39,999 (n=86)	15.1 (n=13)	100.00
$40,000 to $49,999 (n=79)	21.5 (n=17)	60.00
$50,000 to $59,999 (n=78)	21.8 (n=17)	20.00
$60,000 to $74,999 (n=111)	19.8 (n=22)	30.00
$75,000 to $100,000 (n=105)	19.1 (n=20)	15.50
More than $100,000 (n=133)	16.5 (n=22)	12.00
Race*		
White (n=411)	17.5 (n=72)	20.00
Black or African American (n=112)	29.5 (n=33)	16.00
Hispanic (n=253)	16.6 (n=42)	20.00
Asian or Pacific Islander (n=18)	22.2 (n=4)	--
Native American (n=7)	0.0 (n=0)	--
Other (n=7)	0.0 (n=0)	--
Two or More (n=19)	10.5 (n=2)	--

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 44 (continued)

Hispanic Origin		
Yes (n=338)	20.4 (n=69)	20.00
No (n=489)	17.2 (n=84)	20.00
Gender*		
Female (n=410)	15.6 (n=64)	20.00
Male (n=417)	21.3 (n=89)	20.00
Age***		
18 to 24 (n=31)	33.0 (n=31)	30.00
25 to 34 (n=168)	31.6 (n=53)	11.00
35 to 44 (n=151)	17.2 (n=26)	30.00
45 to 54 (n=150)	15.3 (n=23)	20.00
55 to 64 (n=139)	5.8 (n=8)	21.00
65 or older (n=117)	6.8 (n=8)	16.00
Employment Status***		
Employed full/part time (n=501)	24.6 (n=123)	20.00
Unemployed (n=66)	18.2 (n=12)	12.00
Retired (n=180)	5.6 (n=10)	9.50

Note: ^p<0.10, * p < 0.05, ** p < 0.01, *** p < 0.001, two-tailed test using the chi-square statistic. The significance notations indicate whether there are statistically significant differences in the percentage playing the lottery game among different categories of each demographic factor. Percentages are within a category; overall N's are the numbers of past-year players for all games; overall n's are the numbers of all respondents in each category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages are rounded to the nearest tenth.

Table 44 shows there was an increase of 4.3 percentage points in the participation rate for Daily 4 between 2022 (12.4 percent) and 2024 (16.7 percent). The median dollars spent playing Daily 4 remained the same as in 2022 at $20.00. The difference was statistically significant.

- There was a statistically significant difference between the Daily 4 past-year players and non-players by education, race and ethnicity, gender, age, and employment status.

- The difference between Daily 4 past-year players and non-players was statistically significant by education. The participation rate was the highest among players with a graduate degree (32.8 percent), followed by those with a college degree (20.5 percent). In addition, players with a college degree had the highest median dollars spent on Daily 4 of $30.00.

- Concerning race and ethnicity, Black or African American past-year Daily 4 players had the highest participation rate (29.5 percent) followed by Asian or Pacific Islanders (22.2 percent). There were no Daily 4 players that were Native American or who fell into the "Other" category. White, non-Hispanic and Hispanic players had the highest median dollars spent (at $20.00). The difference between past-year players and non-players for Daily 4 was statistically significant in 2024.

- Past-year Daily 4 male players had a higher participation rate (21.3 percent) compared to their female counterparts (15.6 percent). This difference was statistically significant. On the other hand, both male and female Daily 4 players had the same median dollars spent at $20.00.

- Likewise, there was a statistically significant difference between the Daily 4 past-year players and non-players by age. The participation rate for Daily 4 was highest among those in the age

group of 18 to 24 (33.0 percent), followed by those in the 25 to 34 age cohort (31.6 percent). The highest median dollars spent on playing Daily 4 in 2024 was found among those between the age of 18 to 24 and 35 to 44 (at $30.00).

- Employed respondents (part- or full-time) had the highest participation rates (24.6 percent) and the highest median dollars spent playing Daily 4 (at $20.00); conversely, retired respondents had the lowest participation rate at 5.6 percent and the lowest median dollars spent (at $9.50).

- The survey did not find any statistically significant differences between past-year players who played Daily 4 and those who did not in 2024 for the demographic factors of income and Hispanic origin.

Figure 40
Years Playing Daily 4
(n=139)

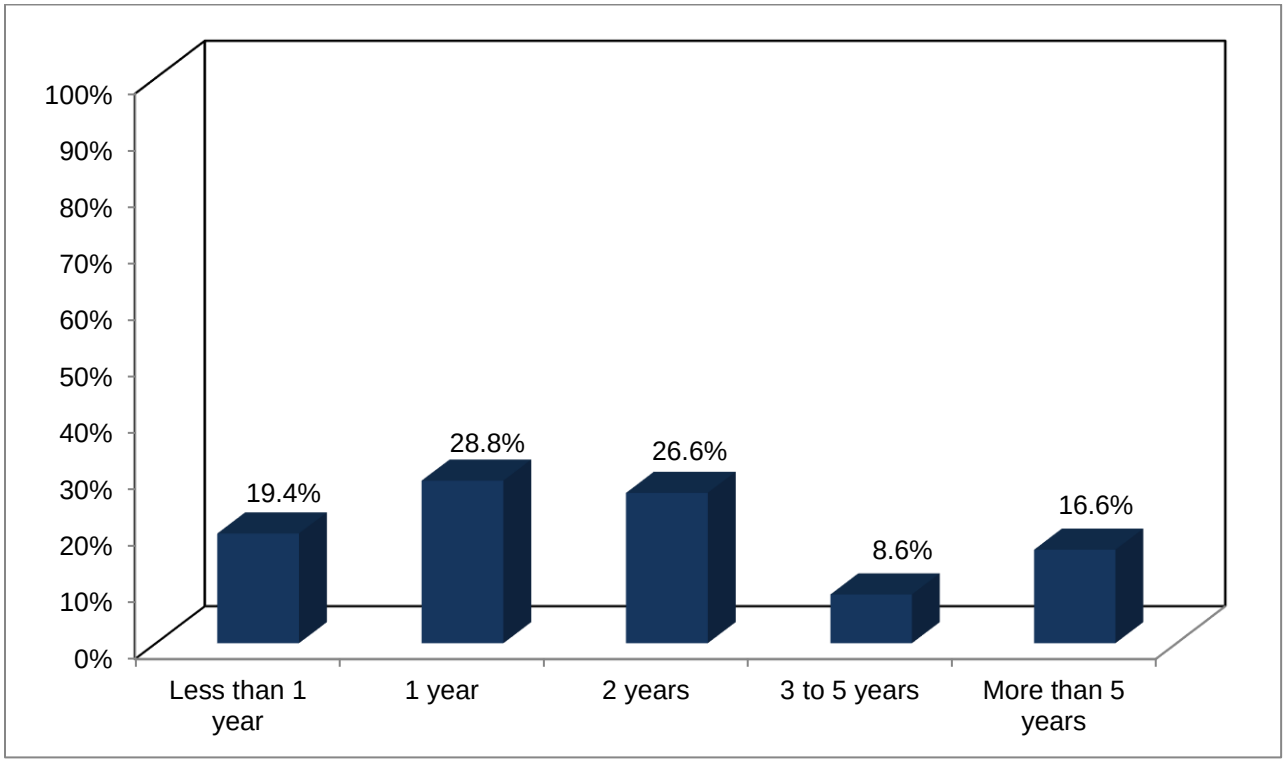


Figure 40 reveals that 16.6 percent of respondents reported that they had bought the Daily 4 game for more than five years in 2024 which was 7.4 percentages points more than in 2022 (9.2 percent). A total of 48.2 percent of respondents reported having played the Daily 4 game for just one year or less which was nine percentage points less than in 2022 (57.2 percent).

IIIo. FIREBALL FEATURE WITH DAILY 4 RESULTS[116]

A total of 11.6 percent of the lottery past-year players reported purchasing the FIREBALL Feature with Daily 4 in 2024, 2.9 percentage points higher than that recorded in 2022 (8.7 percent).

Figure 41
Frequency of Purchasing FIREBALL Feature with Daily 4
(n=107)

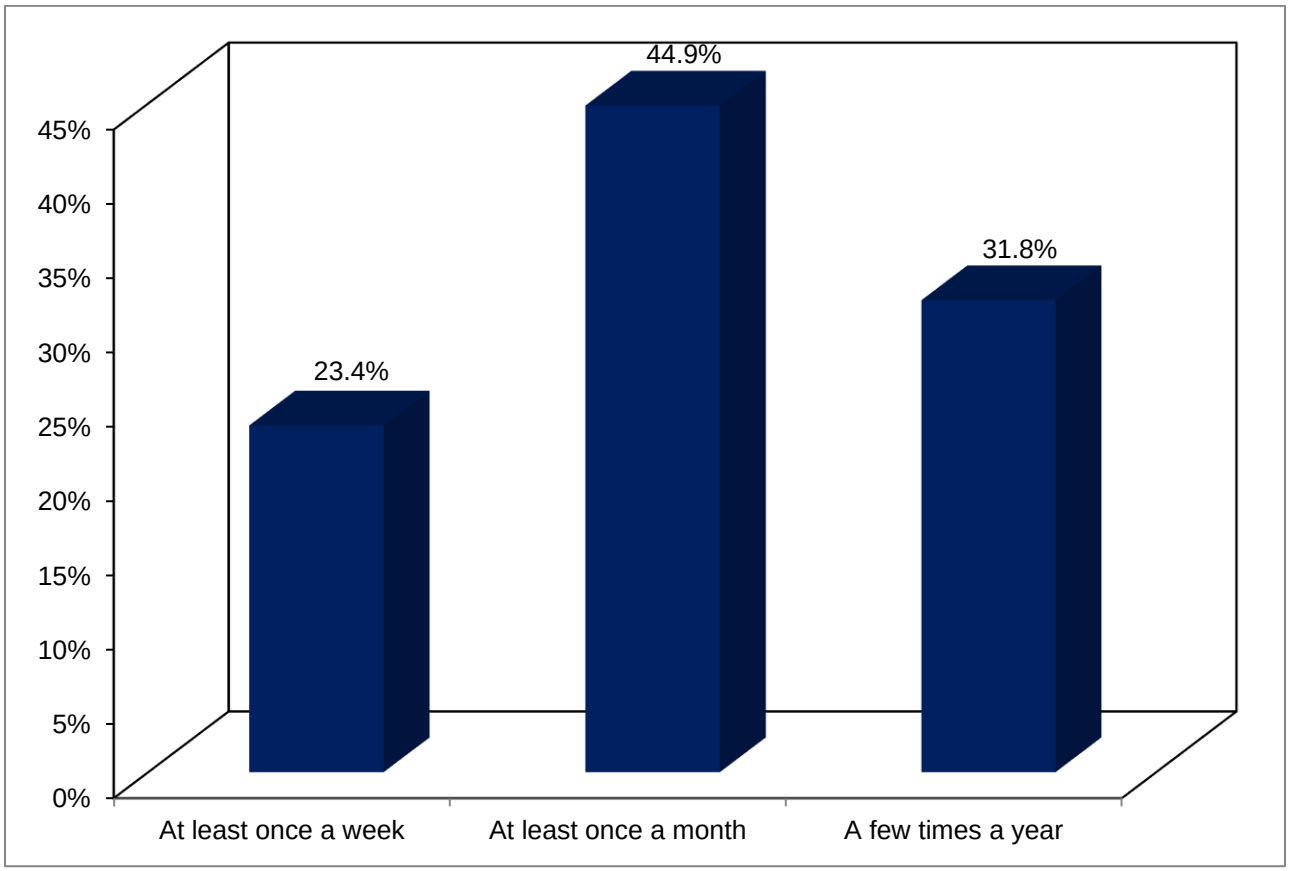


Figure 41 demonstrates that among those who purchased the FIREBALL Feature with Daily 4, 23.4 percent did so at least once a week. Another 44.9 percent purchased the FIREBALL Feature with Daily 4 at least once a month and 31.8 percent purchased the feature a few times a year. This was 0.4 percentage points lower than in 2022 (32.2 percent).

[116] The participation rate for the FIREBALL Feature with Daily 4 was less than 15%; therefore, we do not include the analysis on lottery play and median dollars spent per month by past-year player demographics. However, the difference in past-year players between 2022 and 2024 was statistically significant at the 95 percent confidence level.

Table 45
Average Number of Times Purchased FIREBALL Feature with Daily 4

Purchased FIREBALL Feature with Daily 4	Average Number of Times Purchased	
	2024	2022
Per week for weekly past-year players[117,118]	2.50	2.58
Per month for monthly past-year players[119,120]	3.30	3.00
Per year for yearly past-year players[121]	6.57	7.06

As shown in Table 43, past-year players purchased the FIREBALL Feature with Daily 4 2.50 times per week on average, and monthly players picked the feature 3.30 times per month in 2024. Besides, yearly players purchased the feature with an average of 6.57 times per year in 2024.

Table 46
Dollars Spent on FIREBALL Feature with Daily 4

FIREBALL Feature with Daily 4	Dollars Spent	
	2024	2022
Average spent per play[122]	$28.30	$22.07
Average spent per month (mean)[123]	44.66	31.90
Average spent per month (median)[124]	20.00	10.00

Past-year players of the FIREBALL Feature with Daily 4 spent an average of $28.30 per play. Those who reported adding the feature on a monthly or more frequent basis spent an average of $44.66

[117] Only survey respondents who answered that they played the FIREBALL Feature with Daily 4 “At least once a week” were asked how many times per week they played.
[118] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If that respondent is included, the average number of times played is 3.33 times per week.
[119] Only survey respondents who answered that they played the FIREBALL Feature with Daily 4 “At least once a month” were asked how many times per month they played.
[120] The average number of times played per week excludes respondents who reported having played more than 30 times a month. If those respondents are included, the average number of times played is 8.81 times per month.
[121] Only survey respondents who answered that they played the FIREBALL Feature with Daily 4 “A few times a year” were asked how many times per year they played.
[122] The average spent per play excludes respondents who reported having spent $400 per play. If those respondents are included, the average spent per play is $80.21.
[123] The average spent per month (mean) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (mean) is $84.59.
[124] The average spent per month (median) excludes a respondent who reported having spent more than $500 a month. If the respondent is included, the average spent per month (median) is still $20.00.

per month. Besides, half of respondents were likely to spend $20.00 or more a month on the FIREBALL Feature with Daily 4 in 2024, double of that spent in 2022 ($10.00).

Note: Because the numbers of respondents for the demographic sub-categories were too small to provide any statistically meaningful information, we did not include the analysis on lottery play and median dollars spent per month by past-year player demographics for the FIREBALL feature with Daily 4.

Figure 42
Years Playing FIREBALL Feature with Daily 4
(n=104)

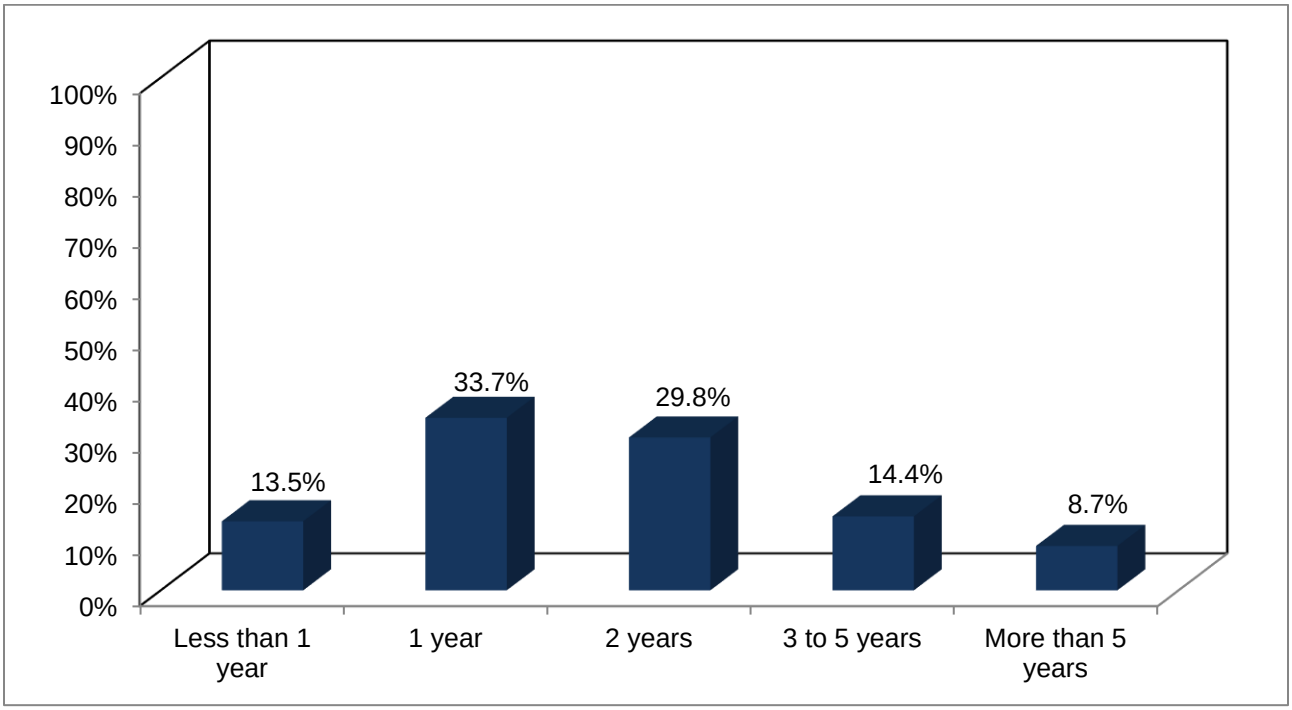


Figure 42 demonstrates that 8.7 percent of respondents who played the FIREBALL Feature with Daily 4 during the past year reported having played it for more than five years. This was an increase of 3.9 percentage points from 2022 (4.8 percent). In addition, 47.1 percent had played the FIREBALL Feature with Daily 4 for just one year or less.

IV. SUMMARY

The Texas Lottery Commission 2022 Demographic Study of Texas Lottery Players surveyed a total of 1,678 Texas adults aged 18 years and older between October 15 and 25, 2024. The Texas Lottery participation rate for 2024 was 54.8 percent, which was a 6.8 percentage point decrease from the rate of 61.6 percent in 2022. The decrease in the participation rate was statistically significant at the 99.9 percent confidence level. In contrast to the overall downward trend in the Texas Lottery participation rates in the last two decades, there was a gain of 9.6 percentage points in the participation rates over the past four years (see Figure 1).

There were statistically significant differences between the samples of past-year players and non-players of Texas Lottery games in 2024 regarding income, employment status, homeownership, age, marital status, children under 18 living in the household, race and ethnicity, and Hispanic origin (see Table 2). Among past-year players, the differences in the percentages of playing any game were statistically significant based on the players' income, race and ethnicity, Hispanic origin, age, and employment status at the 95 percent confidence level, but not for education and gender (see Table 3).

Lotto Texas was still the most popular game in terms of participation among all games and add-on features in 2024, with a participation rate of 78.5 percent. The second- and third-most popular games in 2024 were Texas Lottery scratch games (67.0 percent) and Pick 3 (65.8 percent), respectively. All or Nothing, on the other hand, had the highest average expenditure per play of $32.63 by past-year players in 2024.

In comparison to 2022, no games recorded a double-digit increase in their participation rates in 2024 (see Table 1).

Daily 4 had the highest average number of times played per week (3.89 times) and the FIREBALL Feature with Daily 4 had the highest average number of times played per month (3.30 times) among all games and features among past-year players in 2024. Pick 3 had the highest frequency of purchase for at least once a week (23.8 percent) among past-year players in 2024, while the FIREBALL Feature with Daily 4 had the highest frequency of purchase for at least once a month (44.9 percent).

Consistent with the findings of the 2022 survey, many 2024 past-year players had participated in Texas lottery games for more than five years.

The lottery sales districts with the highest and the lowest participation rates in any Texas Lottery game in 2024 were McAllen (68.2 percent) and Houston East (47.3 percent), respectively (see Table 4). The only lottery sales district with an increase in the participation rates for 2024 was Tyler (3.2 percentage points). All but one sales district saw a decline between 2022 and 2024. The differences in the participation rates between 2022 and 2024 were statistically significant for the lottery sales districts of McAllen and San Antonio.

APPENDIX

Table A
Descriptions of Texas Lottery Games and Add-on Features[125]

Texas Lottery Game and Add-on Feature	Description	Drawing Schedule[126]
Lotto Texas®	The original jackpot game where the player picks 6 numbers.	Monday, Wednesday, and Saturday
Extra!®[127]	The add-on feature for Lotto Texas.	
Pick 3™	The daily game where the player picks 3 numbers.	Four times a day, Monday - Saturday
Daily 4™	The daily game where the player picks 4 numbers.	Four times a day, Monday - Saturday
FIREBALL®	The add-on feature for another way to win with Daily 4 or Pick 3.	Four times a day, Monday - Saturday
Scratch Tickets	Games in which the player scratches out portions of the ticket to reveal prize symbols.	
Cash Five®	The daily game where the player picks 5 numbers.	Once a day, Monday - Saturday
Texas Two Step®	The jackpot game where the player picks 4 numbers plus a bonus ball.	Monday and Thursday
Mega Millions®	The multi-state large jackpot game where the player picks 5 numbers plus a Mega Ball.	Tuesday and Friday
Megaplier®	The add-on feature for Mega Millions can increase non-jackpot prizes.	Tuesday and Friday
Powerball®	The multi-state large jackpot game where the player picks 5 numbers plus a Powerball	Monday, Wednesday, and Saturday
Power Play®	The add-on feature for Powerball can increase non-jackpot prizes.	Monday, Wednesday, and Saturday
All or Nothing™	The daily game where the player picks 12 numbers and may win the top prize by matching all 12 numbers or matching none of the numbers.	Four times a day, Monday - Saturday

[125] The table provides brief descriptions of the Texas Lottery games and add-on features that are presented in the report. Detailed information of the games and add-on features can be found at the website: https://www.texaslottery.com/export/sites/lottery/Games/index.html

[126] Draw schedule can be found at: https://www.texaslottery.com/export/sites/lottery/Games/Drawing_Schedule/index.html.

[127] The Extra! add-on feature does not have a drawing.

Table B
Sample Population by Texas County[128]
(n1,678)

County	Count	Percentage
Anderson	5	0.30
Andrews	1	0.06
Angelina	3	0.18
Atascosa	6	0.36
Austin	4	0.24
Bandera	2	0.12
Bastrop	3	0.18
Bell	14	0.83
Bexar	128	7.63
Bosque	1	0.06
Bowie	5	0.30
Brazoria	18	1.07
Brazos	9	0.54
Brewster	1	0.06
Brooks	1	0.06
Brown	1	0.06
Burleson	1	0.06
Burnet	2	0.12
Calhoun	1	0.06
Cameron	30	1.79
Camp	1	0.06
Cass	2	0.12
Castro	1	0.06
Chambers	2	0.12
Cherokee	1	0.06
Childress	1	0.06
Coleman	2	0.12
Collin	71	4.23
Colorado	1	0.06
Comal	5	0.30
Comanche	1	0.06
Concho	1	0.06
Cooke	1	0.06
Coryell	1	0.06
Dallas	334	19.90

County	Count	Percentage
Dawson	1	0.06
Delta	1	0.06
Denton	31	1.85
Duval	1	0.06
Ector	6	0.36
El Paso	68	4.05
Ellis	7	0.42
Erath	2	0.12
Falls	2	0.12
Fannin	3	0.18
Fisher	1	0.06
Floyd	1	0.06
Fort Bend	24	1.43
Franklin	1	0.06
Freestone	1	0.06
Gaines	1	0.06
Galveston	14	0.83
Gillespie	1	0.06
Gray	1	0.06
Grayson	7	0.42
Gregg	9	0.54
Grimes	2	0.12
Guadalupe	3	0.18
Hale	1	0.06
Hamilton	2	0.12
Hardin	4	0.24
Harris	247	14.72
Harrison	4	0.24
Hays	12	0.72
Hemphill	1	0.06
Henderson	4	0.24
Hidalgo	30	1.79
Hill	7	0.42
Hood	2	0.12
Hopkins	1	0.06

[128] The respondents came from 144 out of 254 counties, 56.7 percent of the counties in Texas.

County	Count	Percentage
Houston	1	0.06
Hunt	7	0.42
Hutchinson	2	0.12
Jack	1	0.06
Jasper	3	0.18
Jefferson	7	0.42
Jim Wells	3	0.18
Johnson	12	0.72
Karnes	1	0.06
Kaufman	7	0.48
Kendall	1	0.06
Kerr	1	0.06
Lamar	3	0.18
Lavaca	3	0.18
Lee	2	0.12
Liberty	4	0.24
Limestone	1	0.06
Llano	2	0.12
Lubbock	18	1.07
Madison	1	0.06
Marion	1	0.06
Matagorda	1	0.06
Maverick	1	0.06
McLennan	11	0.66
Medina	1	0.06
Midland	6	0.36
Montgomery	15	0.89
Moore	1	0.06
Morris	1	0.06
Nacogdoches	3	0.18
Navarro	2	0.12
Newton	1	0.06
Nolan	2	0.12
Nueces	26	1.55
Ochiltree	1	0.06
Orange	7	0.42
Panola	1	0.06

County	Count	Percentage
Parker	7	0.42
Polk	3	0.18
Potter	6	0.36
Randall	4	0.24
Refugio	1	0.06
Rockwall	9	0.54
Rusk	2	0.12
Sabine	2	0.12
San Patricio	6	0.36
Scurry	1	0.06
Shelby	2	0.12
Smith	3	0.18
Starr	2	0.12
Tarrant	123	7.33
Taylor	10	0.60
Terry	3	0.18
Titus	1	0.06
Tom Green	10	0.60
Travis	88	5.24
Tyler	1	0.06
Uvalde	1	0.06
Val Verde	3	0.18
Van Zandt	1	0.06
Victoria	3	0.18
Walker	4	0.24
Waller	2	0.12
Washington	2	0.12
Webb	5	0.30
Wharton	1	0.06
Wichita	4	0.24
Wilbarger	1	0.06
Williamson	31	1.85
Wilson	2	0.12
Wise	3	0.18
Wood	2	0.12
Young	2	0.12
Zavala	1	0.06

Table C
Counties by Lottery Sales District

Austin District
(Counties)
Austin
Bastrop
Blanco
Brazos
Burleson
Burnet
Caldwell
Colorado
Comal
Fayette
Gillespie
Guadalupe
Hays
Kendall
Lee
Milam
Robertson
Travis
Waller
Washington
Williamson
Dallas District
(Counties)
Collin
Cooke
Dallas
Delta
Denton
Ellis
Fanning
Grayson
Hopkins
Hunt
Kaufman
Lamar
Rains
Rockwall
Tarrant
Fort Worth District
(Counties)
Archer
Baylor
Childress
Clay
Cooke
Cottle
Dallas
Denton
Eastland
Ellis
Erath
Foard
Hardeman
Haskell
Hood
Jack
Johnson
King
Knox
Montague
Palo Pinto
Parker
Shackelford
Stephens
Tarrant
Throckmorton
Wichita
Wilbarger
Wise
Young
Houston East District
(Counties)
Brazoria
Chambers
Fort Bend
Galveston
Hardin
Harris
Jasper
Jefferson
Liberty
Newton
Orange
Polk
Tyler
Houston North District
(Counties)
Austin
Brazos
Burleson
Grimes
Hardin
Harris
Houston
Leon
Liberty
Madison
Montgomery
Polk
Robertson
San Jacinto
Trinity
Walker
Waller
Washington
Houston West District
(Counties)
Austin
Brazoria
Calhoun
Colorado
Fort Bend
Harris
Jackson
Matagorda
Waller
Washington
Wharton
Lubbock District
(Counties)
Andrews
Armstrong
Bailey
Baylor
Borden
Brewster
Briscoe
Brown
Callahan
Carson
Castro
Childress
Cochran
Coke
Coleman
Collingsworth
Comanche
Concho
Cottle
Crane
Crockett
Crosby
Culberson
Dallam
Dawson
Deaf Smith
Dickens
Donley
Eastland
Ector
Edwards
El Paso
Fisher
Floyd
Foard
Gaines
Garza
Gillespie
Glasscock
Gray
Hale
Hall
Hansford
Hardeman
Hartley
Haskell
Hemphill
Hockley
Howard
Hudspeth
Hutchinson
Irion
Jeff Davis
Jones
Kent
Kerr
Kimble
King
Knox
Lamb
Lipscomb
Loving
Lubbock
Lynn
Martin
Mason
McCulloch
Menard
Midland
Mills
Mitchell
Moore
Motley
Nolan
Ochiltree
Oldham
Palo Pinto
Parmer
Pecos
Potter
Presidio
Randall
Reagan
Reeves
Roberts
Runnels
San Saba
Schleicher
Scurry
Shackelford
Sherman
Stephens
Sterling
Stonewall
Sutton
Swisher
Taylor
Terrell
Terry
Throckmorton
Tom Green
Upton
Val Verde
Ward
Wheeler
Winkler
Yoakum
McAllen District
(Counties)
Aransas
Atascoca
Bee
Brooks
Calhoun
Cameron
Colorado
DeWitt
Dimmit
Duval
Goliad
Hidalgo
Jackson
Jim Hogg
Jim Wells
Karnes
Kenedy
Kleberg
La Salle
Lavaca
Live Oak
Matagorda
Maverick
McMullen
Nueces
Refugio
San Patricio
Starr
Victoria
Webb
Wharton
Willacy
Zapata
San Antonio District
(Counties)
Atascosca
Bandera
Bastrop
Bee
Bexar
Blanco
Caldwell
Colorado
Comal
Crockett
DeWitt
Dimmit
Duval
Edwards
Fayette
Frio
Gillespie
Goliad
Gonzales
Guadalupe
Jackson
Karnes
Kendall
Kerr
Kimble
Kinney
La Salle
Lavaca
Live Oak
Llano
Mason
Maverick
McMullen
Medina
Real
Sutton
Terrell
Uvalde
Val Verde
Victoria
Webb
Wharton
Wilson
Zavala
Tyler District
(Counties)
Anderson
Angelina
Bowie
Brazos
Camp
Cass
Cherokee
Dallas
Delta
Ellis
Fannin

Table C Continued

Franklin Freestone Gregg Grimes Hardin Harrison Henderson Hopkins Houston Hunt Jasper Kaufman Lamar Leon Liberty Limestone Madison Marion Morris Nacogdoches Navarro Newton Panola Polk Rains Red River Robertson Rockwall Rusk Sabine San Augustine San Jacinto Shelby Smith Titus Trinity Tyler Upshur Van Zandt Walker Wood	Ellis Erath Falls Freestone Gillespie Hamilton Henderson Hill Hood Johnson Kaufman Kimble Lampasas Lee Leon Limestone Llano Madison Mason McCulloch McLennan Menard Milam Mills Navarro Palo Pinto Parker Robertson San Saba Somervell Tarrant Travis Williamson				
Waco District					
(Counties) Bastrop Bell Blanco Bosque Brazos Brown Burleson Burnet Comanche Coryell Dallas Eastland					