VI

Demographic Survey
of Texas Lottery Players
2022

Hobby School of Public Affairs
UNIVERSITY OF **HOUSTON**

November 2022

TABLE OF CONTENTS

LIST OF FIGURES

LIST OF FIGURES (CONTINUED)

LIST OF TABLES

LIST OF TABLES (CONTINUED)

EXECUTIVE SUMMARY

The Texas Lottery Commission 2022 Demographic Study of Texas Lottery Players surveyed a total of 1,685 Texas residents aged 18 years and older between September and October 2022. 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 2022 was 61.6 percent, which was 16.4 percentage points higher than the rate of 45.2 percent in 2020, and this increase was statistically significant.[1]

In contrast to the overall downward trend in Texas Lottery participation rates in the last two decades, there was a noticeable gain of 19.6 percentage points in the participation rates over the past four years. There were statistically significant differences between the samples of past-year players and non-players of Texas Lottery games in 2022 with regard to employment status, marital status, children under 18 living in the household, gender, Hispanic origin, education, and occupation. Among past-year players, differences in the percent playing any game were statistically significant based on the players' education, Hispanic origin, gender, 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 2022, with a participation rate of 81.8 percent. The second- and third-most popular games in 2022 were Texas Lottery Scratch games (69.2 percent) and Mega Millions (64.4 percent).[2] In comparison to 2020, no games recorded a double-digit increase in their respective participation rates in 2022. The FIREBALL Feature with Daily 4 had the highest frequency of purchase among those playing at least once a week (32.2 percent) among past-year players. Consistent with the findings in 2020, many 2022 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 2022 were San Antonio (71.6 percent) and Tyler (45.5 percent). The lottery sales district with the largest participation rate increase for 2022 was Fort Worth (24.3 percentage points). The differences in the participation rates between 2020 and 2022 were statistically significant for the lottery sales districts of Dallas, Fort Worth, Houston East, Lubbock, McAllen, San Antonio, and Waco.

---

[1] All statistical tests yield a margin of error of less than +/- 2.4 percent at the 95 percent confidence level.
[2] 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 2022.

Highlights

The following are some key findings from the 2022 survey on participation rates and personal expenditures in Texas Lottery games and add-on features (see Table 1):

- Consistent with the previous years, Lotto Texas remains the most popular game according to the participation rate (81.8 percent) among all games and add-on features in 2022.

- Texas Lottery Scratch Tickets remained the second-most popular game (69.2 percent) while Mega Millions became the third-most popular game by participation (64.4 percent), with an increase of 7.6 percentage points in its participation rate from 2020 to 2022.

- Of all the Texas Lottery games and features in 2022, All or Nothing had the highest average spent per play of $22.24 by past-year players.

- Daily 4 had the highest average number of times played per week and month (3.08 times and 4.12 times, respectively) among all games and features by past-year players in 2022.

- San Antonio had the highest participation rate (71.6 percent) in any Texas Lottery game in 2022. The lottery sales districts of McAllen and Waco had the second- and third-highest participation rates of 71.4 percent and 64.9 percent, respectively.

- Eight lottery sales districts logged double-digit increases in participation rates in 2022. They are Fort Worth (24.3 percentage points), Houston East (10.8 percentage points), Houston West (14.9 percentage points), Lubbock (15.0 percentage points), McAllen (12.8 percentage points), San Antonio (22.8 percentage points), Tyler (12.2 percentage points), and Waco (12.1 percentage points).

Brief summaries of participation rates by games and add-on features are given below.[3,4]

Lotto Texas: A total of 81.8 percent of past-year players reported playing Lotto Texas in this year's survey. Among them, 25.3 percent purchased Lotto Texas tickets at least once a week. Another 26.5 percent played the game at least once a month. On average, Lotto Texas players spent an average of $16.19 per play.

Texas Lottery Scratch Tickets: A total of 69.2 percent of respondents reported they purchased Texas Lottery scratch tickets in 2022. Nearly three-tenths (28.0 percent) of respondents who bought scratch tickets reported that they purchased them at least once a week. Another 27.7 percent purchased tickets at least once a month. The past-year players of Texas Lottery scratch games spent an average of $17.98 per play.

Mega Millions: A total of 64.4 percent of past-year lottery players reported having played Mega Millions in 2022. Nearly one-fifth (16.8 percent) of respondents reported that they purchased Mega Millions tickets at least once a week, while 24.0 percent of respondents purchased the tickets at least once a month. Mega Millions players spent an average of $14.95 per play.

Powerball: A total of 50.8 percent of past-year lottery players reported they played Powerball. Almost one-fifth (19.0 percent) of respondents who purchased Powerball tickets purchased them at least once a week. Another 24.1 percent purchased Powerball tickets at least once a month. Powerball players spent an average of $13.00 per play.

Pick 3: A total of 61.4 percent of past-year lottery players played Pick 3 in 2022. Slightly more than one-quarter (27.6 percent) of respondents who purchased Pick 3 tickets bought them at least once a week, and another 27.9 percent of respondents purchased them at least once a month. On average, Pick 3 players spent $19.37 per play.

Cash Five: A total of 36.9 percent of past-year lottery players played Cash Five in 2022. Among these past-year players, 19.3 percent purchased Cash Five tickets at least once a week, whereas 32.4 percent purchased tickets at least once a month. Cash Five players spent an average of $18.81 per play.

Megaplier Feature with Mega Millions: A total of 32.3 percent of past-year lottery players included Megaplier in their Mega Millions play. Among them, 20.9 percent reported having purchased the add-on feature at least once a week. Another 30.8 percent purchased the tickets at least once a month. Megaplier players spent an average of $12.59 per play.

Power Play Feature with Powerball: A total of 26.3 percent of past-year lottery players reported including Power Play with their Powerball ticket purchases. Slightly less than a quarter (23.8 percent) of respondents that purchased the Power Play feature with Powerball

---

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

[4] Note: All or Nothing, Daily 4, and the FIREBALL Feature with Daily 4 had a very low participation rates (12.7 percent, 12.4 percent, and 8.7 percent, respectively). Consistent with previous years, we did not include statistical analyses for All or Nothing, Daily 4, or the FIREBALL Feature with Daily 4 because the number of respondents who played this game was too small to provide statistically meaningful information.

purchased it at least once a week. Another 31.9 percent purchased it at least once a month. On average, Power Play players spent $13.51 per play.

Extra! Feature with Lotto Texas: A total of 32.6 percent of past-year lottery players reported they had selected the Extra! Feature with their Lotto Texas tickets. Among these players, 25.2 percent purchased the Extra! Feature at least once a week and another 35.5 percent purchased the add-on feature at least once a month. On average, the players who purchased the Extra! Feature spent $17.87 per play.

FIREBALL Feature with Pick 3: A total of 31.6 percent of past-year lottery players reported they selected the FIREBALL feature with Pick 3. Nearly three-tenths (27.1 percent) of respondents purchased the FIREBALL feature with Pick 3 at least once a week. Another 37.5 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 $21.81 per play.

Texas Two Step: A total of 25.1 percent of past-year lottery players played Texas Two Step in 2022. Twenty-five percent (24.9) of Texas Two Step players purchased tickets for the game at least once a week. Another 34.5 percent purchased the tickets at least once a month. The players of Texas Two Step spent an average of $13.67 per play.

All or Nothing: A total of 12.7 percent of past-year lottery players responded that they had played All or Nothing. About a third (31.8 percent) of All or Nothing players purchased tickets for the game at least once a week. Another 31.8 percent purchased the tickets at least once a month. The players of All or Nothing spent an average of $22.24 per play.

Daily 4: A total of 12.4 percent of past-year lottery players stated they played Daily 4 in 2022. Less than one-third (27.1 percent) of respondents who purchased Daily 4 tickets bought them at least once a week and 33.3 percent of respondents purchased them at least once a month. On average, Daily 4 players spent $17.93 per play.

FIREBALL Feature with Daily 4: A total of 8.7 percent of past-year lottery players reported they added the FIREBALL feature to their purchases of Daily 4. Thirty-two percent (32.2) of respondents purchased the FIREBALL Feature with Daily 4 at least once a week. More than a third (35.6 percent) of respondents purchased them at least once a month. The players of the FIREBALL Feature with Daily 4 tickets spent an average of $22.07 per play.

Table 1
Demographic Survey – Highlights of Key Findings

Game/Feature[1]	2022 Participation Rate	Change in Rate from 2020	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	81.8%^	7.1	25.3%	26.5%	2.49	2.83	$16.19	23
Texas Lottery Scratch Games	69.2%	-1.2	28.0%	27.7%	2.83	3.55	$17.98	29
Mega Millions	64.4%	7.6^	16.8%	24.0%	2.02	2.64	$14.95	35
Powerball	50.8%	-0.2	19.0%	24.1%	2.24	3.17	$13.00	41
Pick 3	61.4%	0.7	27.6%	27.9%	2.98	3.25	$19.37	47
Cash Five	36.9%	1.1	19.3%	32.4%	2.89	3.66	$18.81	54
Megaplier Feature with Mega Millions	32.3%	6.5	20.9%	30.8%	2.18	2.65	$12.59	60
Power Play Feature with Powerball	26.3%	2.2	23.8%	31.9%	2.35	3.49	$13.51	66
Extra! Feature with Lotto Texas	32.6%	5.7	25.2%	35.5%	2.23	3.22	$17.87	72
FIREBALL Feature with Pick 3	31.6%	4.2	27.1%	37.5%^	2.53	2.72	$21.81	78
Texas Two Step	25.1%	1.1	24.9%	34.5%	2.27	2.99	$13.67	84
All or Nothing	12.7%	-0.9	31.8%	31.8%	3.00	3.50	$22.24^	90
Daily 4	12.4%	-1.4	27.1%	33.3%	3.08^	4.12^	$17.93	93
FIREBALL Feature with Daily 4	8.7%	-1.1	32.2%^	35.6%	2.58	3.00	$22.07	96

[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 2020 to 2022
In addition to the basic results that ensured continuity of information and presentation with prior survey reports, the 2022 report also provides statistical tests of **differences in lottery participation from 2020 to 2022**. The report highlights these differences for general participation rates and the individual lottery games separately.

Comparing the 2022 survey results with those from 2020, we found that there were statistically significant increases in the percentage playing any game between 2020 and 2022 for the following individual games: Lotto Texas (7.1 percentage points), Mega Millions (7.6 percentage points), Megaplier Feature with Mega Millions (6.5 percentage points), Extra! Feature with Lotto Texas (5.7 percentage points), and FIREBALL Feature with Pick 3 (4.2 percentage points). With respect to the lottery sales districts, the increases in participation rates between 2020 and 2022 were statistically significant for Fort Worth (24.3 percentage points), Houston East (10.8 percentage points), Lubbock (15.0 percentage points), McAllen (12.8 percentage points), San Antonio (22.8 percentage points), and Waco (12.1 percentage points).

I. INTRODUCTION AND METHOD OF ANALYSIS

A survey of a random sample of adult Texas residents aged 18 and older was conducted between September and October of 2022. 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:

Gail J. Buttorff
Jim Granato
Pablo M. Pinto
Savannah L. Sipole

An all web-based (online) sampling method was used in the 2022 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.[5] 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.[6]

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 22 million panelists across the United States, United Kingdom, Europe, Asia, and the Middle East.[7]

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.[8] Active Sampling means that YouGov samples from its online panelists for a specific geographic area and only those selected panelists are allowed to participate in the survey. These sub-samples are representative of the sample area in terms of age, gender, education, and race. The sub-sample of pre-screened panelists access the survey using their usernames and passwords so that only selected panelists complete the survey and only complete the survey once.

---

[5] 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.

[6] 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.

[7] https://corporate.yougov.com/about/

[8] https://yougov.co.uk/about/panel-methodology/

Once YouGov recruits a new panelist, they are asked various socio-demographic questions and that information is recorded and stored. 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 2022 Texas lottery survey, YouGov fielded 1,700 online surveys. Of these, fourteen 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 1,685 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 were collected between September 23 and October 5, 2022.

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 2022 survey instrument used by the Hobby School was the same as in 2020.

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 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]

---

[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.

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

Lastly, with regard to 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 are an approximation of 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.

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." 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=1,685)	Past-Year Players (n=1,038)	Non-Players (n=647)
Year***[13]			
2022	n=1,685 (100.0%)	n=1,038 (61.6%)	n=647 (38.4%)
2020	1,687 (100.0%)	763 (45.2%)	924(54.8%)
2018	1,691 (100.0%)	711 (42.0%)	980 (58.0%)
Income	n=1,573 (100.0%)	n=981 (100.0%)	n=592 (100.0%)
Less than $12,000	179 (11.4%)	92 (9.4%)	87 (14.7%)
Between $12,000 and $19,999	123 (7.8%)	71 (7.2%)	52 (8.8%)
Between $20,000 and $29,999	215 (13.7%)	138 (14.1%)	77 (13.0%)
Between $30,000 and $39,999	172 (10.9%)	111 (11.3%)	61 (10.3%)
Between $40,000 and $49,999	165 (10.5%)	120 (12.2%)	45 (7.6%)
Between $50,000 and $59,999	130 (8.3%)	77 (7.9%)	53 (9.0%)
Between $60,000 and $74,999	169 (8.3%)	113 (11.5%)	56 (9.5%)
Between $75,000 and $100,000	180 (10.7%)	111 (11.3%)	69 (11.7%)
More than $100,000	240 (15.3%)	148 (15.1)	92 (15.5%)
Employment Status**	n=1,658 (100.0%)	n=1,028 (100.0%)	n=630 (100.0%)
Employed Full-time	690 (41.6%)	457 (44.5%)	233 (37.0%)
Employed Part-time	235 (14.2%)	144 (14.0%)	91 (14.4%)
Unemployed/Looking for Work	179 (10.8%)	102 (9.9%)	77 (12.2%)
Not in Labor Force	233 (14.1%)	133 (12.9%)	100 (15.9%)
Retired	321 (19.4%)	192 (18.7%)	129 (20.5%)
Own or Rent Home	n=1,662 (100.0%)	n=1,030 (100.0%)	n=632 (100.0%)
Own	945 (56.9%)	595 (57.8%)	350 (55.4%)
Rent	587 (35.3%)	368 (35.7%)	219 (34.7%)
Occupied without Payment	130 (7.8%)	67 (6.5%)	63 (10.0%)
Age of Respondent	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
18 to 24	183 (10.9%)	94 (9.1%)	89 (13.8%)
25 to 34	357 (21.2%)	214 (20.6%)	143 (22.1%)
35 to 44	331 (19.6%)	222 (21.4%)	109 (16.9%)
45 to 54	234 (13.9%)	153 (14.7%)	81 (12.5%)
55 to 64	302 (17.9%)	190 (18.3%)	112 (17.3%)
65 and over	278 (16.5%)	165 (15.9%)	113 (17.5%)

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. There were statistically significant differences between players and non-players regarding the distribution by year and employment status. Percentages are rounded to the nearest tenth.

---

[13] There was large increase in the proportion of respondents who reported that they participated in any of the Texas Lottery games during the past year in 2022 from those who reported that they participated in 2020. 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=1,685)	Past-Year Players (n=1,038)	Non-Players (n=647)
Marital Status*	n=1,667 (100.0%)	n=1,029 (100.0%)	n=638 (100.0%)
Married	751 (45.1%)	484 (47.0%)	267 (41.9%)
Widowed	85 (5.1%)	45 (4.4%)	40 (6.3%)
Divorced	198 (11.9%)	130 (12.6%)	68 (10.7%)
Separated	37 (2.2%)	23 (2.2%)	14 (2.2%)
Never Married	596 (35.8%)	347 (33.7%)	249 (39.0%)
Children under 18 Living in the Household***	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
Yes	480 (28.5%)	339 (32.7%)	141 (21.8%)
No	1,205 (71.5%)	699 (67.3%)	506 (78.2%)
Number of Children under 18 Living in the Household	n=560 (100.0%)	n=378 (100.0%)	n=182 (100.0%)
1	281 (50.2%)	185 (48.9%)	96 (52.8%)
2	188 (33.6%)	130 (34.4%)	58 (31.9%)
3	64 (11.4%)	44 (11.6%)	20 (11.0%)
4 or more	27 (4.8%)	19 (5.0%)	8 (4.4%)
Gender of Respondent***	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
Male	788 (46.8%)	533 (51.4%)	255 (39.4%)
Female	897 (53.2%)	505 (48.7%)	392 (60.6%)
Race	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
White or Anglo	743 (44.1%)	421 (40.6%)	322 (49.8%)
Black or African American	251 (14.9%)	160 (15.4%)	91 (14.1%)
Hispanic	566 (33.6%)	396 (38.2%)	170 (26.3%)
Asian or Pacific Islander	32 (1.9%)	12 (1.2%)	20 (3.1%)
Native American or Alaskan	16 (1.0%)	11 (1.1%)	5 (0.8%)
Other	32 (1.9%)	16 (1.5%)	16 (2.5%)
Two or More	45 (2.7%)	22 (2.1%)	23 (3.6%)

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, 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 gender of respondents. Percentages are rounded to the nearest tenth.

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

Demographic Factors	Number and Percentage Responding		
	All (n=1,685)	Past-Year Players (n=1,038)	Non-Players (n=647)
Hispanic Origin***	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
Yes	707 (42.0%)	493 (47.5%)	214 (33.1%)
No	978 (58.0%)	545 (52.5%)	433 (66.9%)
Education*	n=1,685 (100.0%)	n=1,038 (100.0%)	n=647 (100.0%)
Less than High School	83 (4.9%)	49 (4.7%)	34 (5.3%)
High School Graduate/GED	564 (33.5%)	354 (34.1%)	210 (32.5%)
Some College, no degree	423 (25.1%)	285 (27.5%)	138 (21.3%)
College Degree	426 (25.3%)	254 (24.5%)	172 (26.6%)
Graduate/Professional Degree	189 (11.2%)	96 (9.3%)	93 (14.4%)
Occupation**	n=1,281 (100.0%)	n=813 (100.0%)	n=468 (100.0%)
Executive, Administrative, and Managerial	205 (16.0%)	135 (16.6%)	70 (15.0%)
Professional Specialty	253 (19.8%)	144 (17.7%)	109 (23.3%)
Technicians and Related Support	93 (7.3%)	61 (7.5%)	32 (6.8%)
Sales	158 (12.3%)	99 (12.2%)	59 (12.6%)
Administrative Support, Clerical	133 (10.4%)	76 (9.4%)	57 (12.2%)
Private Household	37 (2.9%)	27 (3.3%)	10 (2.1%)
Protective Service	16 (1.3%)	8 (1.0%)	8 (1.7%)
Service, Education Instruction, and Library[14]	162 (12.7%)	100 (12.3%)	62 (13.3%)
Precision Productions, Craft, and Repair	26 (2.0%)	22 (2.7%)	4 (0.9%)
Machine Operators, Assemblers, and Inspectors	46 (3.6%)	28 (3.4%)	18 (3.9%)
Transportation and Material Moving	60 (4.7%)	45 (5.5%)	15 (3.2%)
Equipment Handlers, Cleaners, Helpers, and Laborers	51 (4.0%)	36 (4.4%)	15 (3.2%)
Farming, Forestry, Fishing	17 (1.3%)	12 (1.5%)	5 (1.1%)
Armed Forces	24 (1.9%)	20 (2.5%)	4 (0.9%)

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, education, and occupation. Percentages are rounded to the nearest tenth.

---

[14] 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 61.6 percent of survey respondents reported having participated in at least one of the Texas Lottery games in 2022, which is 16.4 percentage points higher than the participation rate in 2020 and was statistically significant.

- There were statistically significant differences between past-year players and non-players of Texas Lottery games in 2022 regarding employment status, marital status, having children under the age of 18 living in the household, gender, Hispanic Origin, education, and occupation.[15]

- Among the past-year players, 45.8 percent had annual household income of $50,000 or more. Similarly, among the non-players, 45.6 percent had annual household income of $50,000 or more. There was no 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 2022. Among the past-year players, 58.5 percent were employed either full-time or part-time and only 9.9 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 (12.9 percent and 15.9 percent, respectively). Among the non-players, nearly one-fifth (20.5 percent) were retired. By contrast, a slightly lower proportion (18.7 percent) of the past-year players were retired.

- In terms of homeownership, there was a not a statistically significant difference between players and non-players at the conventional 95 percent level of confidence we use throughout the report; however, it was statistically significant at the 90 percent confidence level. A higher proportion of past-year players (57.8 percent) indicated they owned their homes compared to non-players (55.4 percent). On the other hand, a similar proportion (34.7 percent) of non-players rented their homes compared to past-year players (35.7 percent).

- A majority of past-year players and non-players were between the ages of 18 and 44 (51.1 percent and 52.7 percent, respectively). The largest age group of past-year players was between 35 and 44 years old (21.4 percent), while the largest age group of non-players was between the ages of 25 and 34 (22.1 percent). There was no statistically significant difference between past-year players and non-players in terms of age.

- The difference among past-year players' and non-players' marital status was statistically significant. Nearly half (47.0 percent) of past-year players were married, whereas only 41.9 percent of non-players indicated that they were married. Over a third of past-year players and non-players (33.7 percent and 39.0 percent, respectively) 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, 32.7 percent reported having children under 18 living in their households. By contrast, only 21.8 percent of non-players had children under 18 living in their households. There was not a statistically significant difference in the number of children under 18 living in the household between past-year players and non-players.

---

[15] 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.

- Of the past-year players, 51.4 percent were male, whereas 48.7 percent were female. Like past-year players of the Texas Lottery games in 2020 more female respondents than male respondents were non-players (60.6 percent and 39.4 percent, respectively).

- Among the past-year players, 47.5 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 (33.1 percent). The difference between past-year players and non-players by Hispanic Origin was statistically significant.

- A higher proportion of non-players (49.8 percent) were White (non-Hispanic) than past-year players (40.6 percent) in the 2022 survey. By contrast, a higher proportion of past-year players were Hispanic or Black or African American (15.4 percent and 38.2 percent, respectively) than non-players (14.1 percent and 26.3 percent, respectively). Though, there was no statistically significant difference between past-year players and non-players in terms of race or ethnicity.[16]

- There was a statistically significant difference between past-year players and non-players in terms of educational attainment. The largest proportion of past-year players (34.1 percent) and non-players (32.5 percent) said they earned a High School degree.

- Among the past-year players, the four largest occupational categories in 2022 were: "professional specialty" (17.7 percent), "executive, administrative, and managerial occupations" (16.6 percent), "service, education instruction, and library" (12.3 percent), and "sales" (12.2 percent). Together, they constituted 58.8 percent of all respondents by occupation. The results were similar to the findings of the 2020 report. In general, there was a statistically significant difference between past-year players and non-players in terms of occupation.

- The demographic factors of income, age, number of children under 18 living in the household, and race/ethnicity were not statistically significant when it came to the difference between past-year players and non-players in the 2022 report.

---

[16] 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
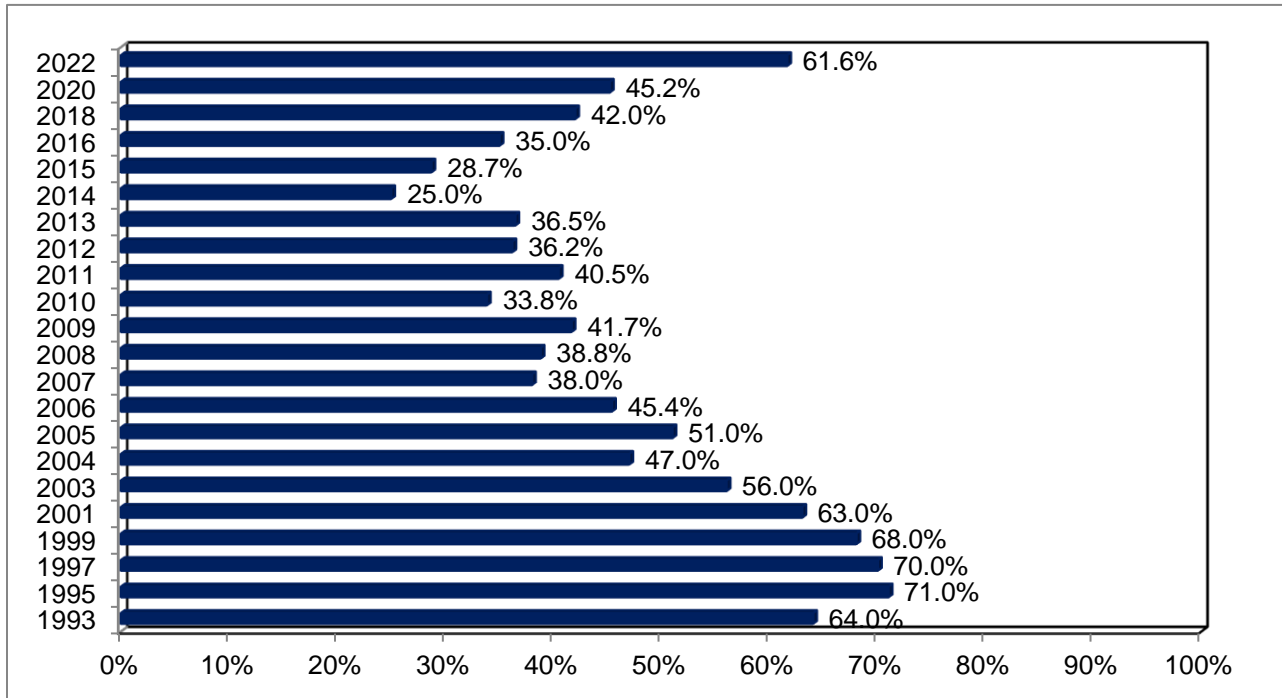
Sources: 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 Hobby School survey data, 2006 University of North Texas (UNT) survey reports and survey reports from 1993-2005.

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 2022 was 61.6 percent, which was 16.4 percentage points higher than in 2020. The increase in the participation rate was statistically significant, and its magnitude was larger than the increase observed between 2018 and 2020. In contrast to the overall downward trend in the Texas Lottery participation rates in the last two decades, there was a noticeable gain of about 19.6 percentage points in the participation rates over the past four years.

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

Year	Percentage Played	Median Dollars Spent
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=83)	59.0 (n=49)	50.00
High school diploma (n=564)	62.8 (n=354)	48.00
Some college (n=423)	67.4 (n=285)	35.00
College degree (n=426)	59.6 (n=254)	20.50
Graduate degree (n=189)	50.8 (n=96)	21.50
Income		
Less than $12,000 (n=179)	51.4 (n=92)	39.00
$12,000 to $19,999 (n=123)	57.7 (n=71)	40.00
$20,000 to $29,999 (n=215)	64.2 (n=138)	32.50
$30,000 to $39,999 (n=172)	64.5 (n=111)	32.00
$40,000 to $49,999 (n=165)	72.7 (n=120)	35.50
$50,000 to $59,999 (n=130)	59.2 (n=77)	69.00
$60,000 to $74,999 (n=169)	66.9 (n=113)	31.00
$75,000 to $100,000 (n=180)	61.7 (n=111)	40.00
More than $100,000 (n=240)	61.7 (n=148)	30.00
Race		
White or Anglo (n=743)	56.7 (n=421)	20.00
Black or African American (n=251)	63.8 (n=160)	47.00
Hispanic (n=566)	70.0 (n=396)	52.50
Asian or Pacific Islander (n=32)	37.5 (n=12)	53.00
Native American or Alaskan (n=16)	68.8 (n=11)	20.50
Other (n=32)	50.0 (n=16)	40.00
Two or More (n=45)	48.9 (n=22)	14.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$. 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=707)	69.7 (n=493)	54.00
No (n=978)	55.7 (n=545)	20.00
Gender***		
Female (n=897)	56.3 (n=505)	25.00
Male (n=788)	67.6 (n=533)	45.00
Age		
18 to 24 (n=183)	51.4 (n=94)	59.50
25 to 34 (n=357)	59.9 (n=214)	54.00
35 to 44 (n=331)	67.1 (n=222)	40.00
45 to 54 (n=234)	65.4 (n=153)	24.00
55 to 64 (n=302)	62.9 (n=190)	25.00
65 or older (n=278)	59.4 (n=165)	20.00
Employment Status*		
Employed full/part time (n=925)	65.0 (n=601)	47.00
Unemployed (n=179)	57.0 (n=102)	38.50
Retired (n=321)	59.8 (n=192)	20.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$. 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 education, Hispanic origin, gender, and employment status. Concerning education, the participation rate was higher among those who had some college (67.4 percent) and a high school degree (62.8 percent), while those with the lowest participation rate were those who had a graduate degree (50.8 percent). Male past-year player participation rates (67.6 percent) were 11.3 percentage points higher than their female counterparts (56.3 percent). In terms of age, the participation rate was the highest for respondents in the 35 to 44 age cohort (67.1 percent), while the participation rate was the lowest for respondents in the 18 to 24 age cohort (51.4 percent). Those who identified as having Hispanic origin had higher participation rates (69.7 percent) compared to those who did not identify as Hispanic (55.7 percent). Lastly, respondents who were employed either full-time or part-time had higher participation rates (65.0 percent) compared to those who were retired (59.8 percent). In terms of income, those with an annual income of $40,000 to $49,999 had the highest participation rates (72.7 percent) compared to past-year players with an annual income less than $12,000 with the lowest participation rate (51.4 percent).

On the other hand, there was no statistically significant difference between past-year players and non-players in terms of income, race, and age.

Table 4
Participation and Dollars Spent by Lottery Sales District[17]

Lottery Sales District	2022 Percent Playing Any Game	2020 Percent Playing Any Game	Percentage Change from 2022	2022 Average Amount Spent Per Month among Past-Year Players	2022 Median Amount Spent Per Month among Past-Year Players
Austin	56.8 (n=50)	47.1 (n=63)	9.7	$65.51	$31.00
Dallas*[18]	59.3 (n=102)	--	--	61.46	29.50
Fort Worth***	63.8 (n=90)	39.5 (n=43)	24.3	40.77	20.00
Houston East*	63.5 (n=40)	52.7 (n=39)	10.8	63.94	23.50
Houston North[19]	53.5 (n=54)	--	--	43.51	13.00
Houston West	53.5 (n=53)	38.6 (n=69)	14.9	54.41	29.50
Lubbock**	60.7 (n=105)	45.7 (n=37)	15.0	43.14	24.00
McAllen***	71.4 (n=105)	58.6 (n=65)	12.8	59.88	30.00
San Antonio***	71.6 (n=156)	48.8 (n=83)	22.8	65.58	40.00
Tyler	45.5 (n=35)	33.3 (n=33)	12.2	45.75	14.50
Waco**	64.9 (n=50)	52.8 (n=57)	12.1	34.80	10.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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.

- Table 4 shows that, among the 11 lottery sales districts, San Antonio had the highest participation rate (71.6 percent) in any Texas Lottery game in 2022. The lottery sales districts of McAllen and Waco had the second- and third-highest participation rates of 71.4 percent and 64.9 percent, respectively. By contrast, the Tyler sales district experienced the lowest participation rate of 45.5 percent in 2022.

[17] All of the current sales districts had their boundaries adjusted in 2021. In the past, respondents were matched to sales districts according to their zip codes; however, several of the current lottery sales districts, bisect a number of zip codes. Respondents whose zip codes now fall into more than one sales district were excluded from the sales district analysis. In total, 325 respondents were excluded from the analysis for Table 4, leaving an N= 1,356. These respondents are included in all other analyses throughout the report.
[18] This sales district was not included in the 2020 report; previously it was Dallas North and Dallas South districts.
[19] This sales district was not included in the 2020 report; previously it was Houston Northwest and Houston Southwest districts.

Hobby School of Public Affairs
UNIVERSITY OF **HOUSTON**

- Overall, the participation rates in most sales districts in 2022 increased compared to those in 2020. Specifically, eight lottery sales districts logged double-digit increases in the participation rate in 2022: Fort Worth (24.3 percentage points), Houston East (10.8 percentage points), Houston West (14.9 percentage points), Lubbock (15.0 percentage points), McAllen (12.8 percentage points), San Antonio (22.8 percentage points), Tyler (12.2 percentage points), and Waco (12.1 percentage points). The differences in the participation rates between 2020 and 2022 were statistically significant for the lottery sales districts of Dallas, Fort Worth, Houston East, Lubbock, McAllen, San Antonio, and Waco. No sales districts that appeared in the 2020 report saw a decline in participation.

- The three lottery sales districts with the highest average monthly amounts spent per player in 2022 were San Antonio ($65.58), Austin ($65.51), and Houston East ($63.94). By contrast, the lottery sales districts of Lubbock ($43.14), Fort Worth ($40.77), and Waco ($34.80) had the lowest average monthly amounts spent per player in 2022. Overall, in five of the nine sales districts that also appeared in the 2020 report – Austin, Houston East, Houston West, and San Antonio – the average monthly amounts spent per player were higher in 2020; the remaining four had lower average monthly amounts spent in 2022 compared to 2020.

- The three lottery sales districts with the highest median monthly amounts spent per player were San Antonio ($40.00), Austin ($31.00), and McAllen ($30.00. By contrast, the lottery sales districts of Tyler ($14.50), Houston North ($13.00), and Waco ($10.00) had the lowest median monthly amounts spent per player in 2022. It was noted that the median monthly amounts spent per player in six of the nine lottery sales districts in 2022 were lower than in 2020.

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

Texas Lottery Game/Feature	2022 Number and Percent Playing the Game (n=1,038)	2020 Number and Percent Playing the Game (n=763)	Change in Percentage from 2020
Lotto Texas	849 (81.8%)	570 (74.7%)	7.1%
Texas Lottery Scratch Games	718 (69.2%)	537 (70.4%)	-1.2%
Mega Millions	668 (64.4%)	433 (56.8%)	7.6%
Pick 3	637 (61.4%)	463 (60.7%)	0.7%
Powerball	527 (50.8%)	389 (51.0%)	-0.2%
Cash Five	383 (36.9%)	273 (35.8%)	1.1%
Extra! Feature with Lotto Texas	338 (32.6%)	205 (26.9%)	5.7%
Megaplier Feature with Mega Millions	335 (32.3%)	197 (25.8%)	6.5%
FIREBALL Feature with Pick 3	328 (31.6%)	209 (27.4%)	4.2%
Power Play Feature with Powerball	273 (26.3%)	184 (24.1%)	2.2%
Texas Two Step	261 (25.1%)	183 (24.0%)	1.1%
All or Nothing	132 (12.7%)	104 (13.6%)	-0.9%
Daily 4	129 (12.4%)	105 (13.8%)	-1.4%
FIREBALL Feature with Daily 4	90 (8.7%)	75 (9.8%)	-1.1%

Note: Games are shown in decreasing order of popularity based on 2022 percentages. Percentages are rounded to the nearest tenth.

Like 2020, Lotto Texas was the most popular Texas Lottery game in 2022: 81.8 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 69.2 percent, followed by Mega Millions which moved from the fourth position in 2020 to the third-most popular choice at 64.4 percent. No games had a double-digit increase in their respective participation rates from 2020 to 2022. Mega Millions had the largest increase in the participation rate from 2020 to 2022 (an increase of 7.6 percentage points), followed by Lotto Texas (an increase of 7.1 percentage points), Megaplier Feature with Mega Millions (an increase of 6.5 percentage points), and the Extra! Feature with Lotto Texas (an increase of 5.7 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 2022. 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" follow the 2020 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.

The 2022 Demographic Survey of Lottery Players included a revised format for follow up questions on frequency of play for games and add-on features. Only survey respondents who said they played a game or add-on feature "At least once a week" were asked the follow up question to specify about how many times per week they play the game or add-on feature. Similarly, only respondents who answered "At least once a month" or "A few times a year" were asked about how many times per month and year, respectively, they played a game or add-on feature. Previous versions of the survey asked these three follow up questions regardless of whether the respondent was a weekly, monthly, or yearly player; consequently, the averages per month for monthly past-year players and per year for yearly past-year players in previous reports are higher than those reported in the 2022 report.

IIIb. LOTTO TEXAS RESULTS

Figure 2
Percentage of Past-Year Players Playing Lotto Texas
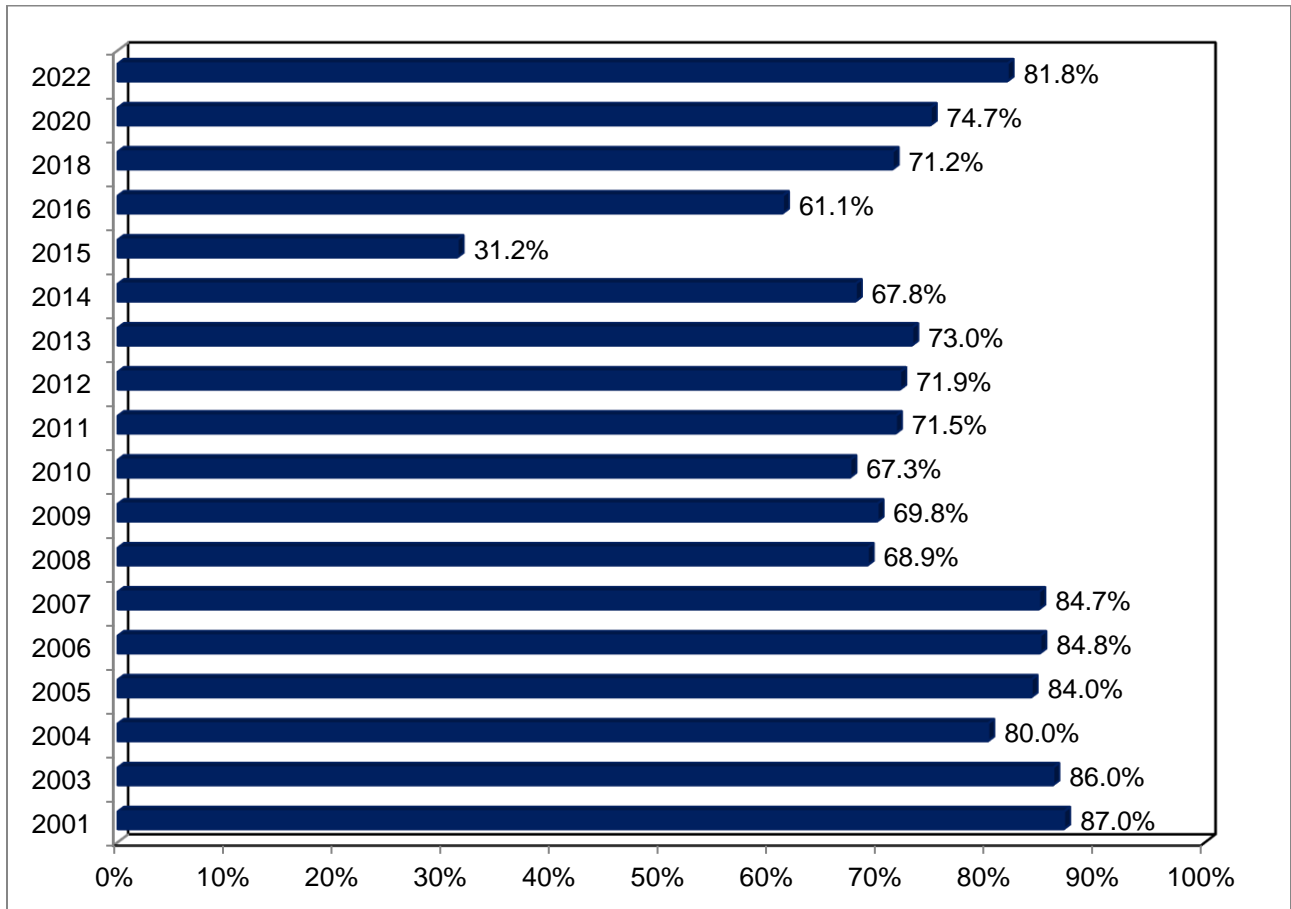
Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2001-2006.

Figure 2 shows that 81.8 percent of past-year players bought Lotto Texas tickets in 2022. The participation rate was 7.1 percentage points higher than in 2020 (74.7 percent).

Figure 3
Frequency of Purchasing Lotto Texas Tickets
(n=849)
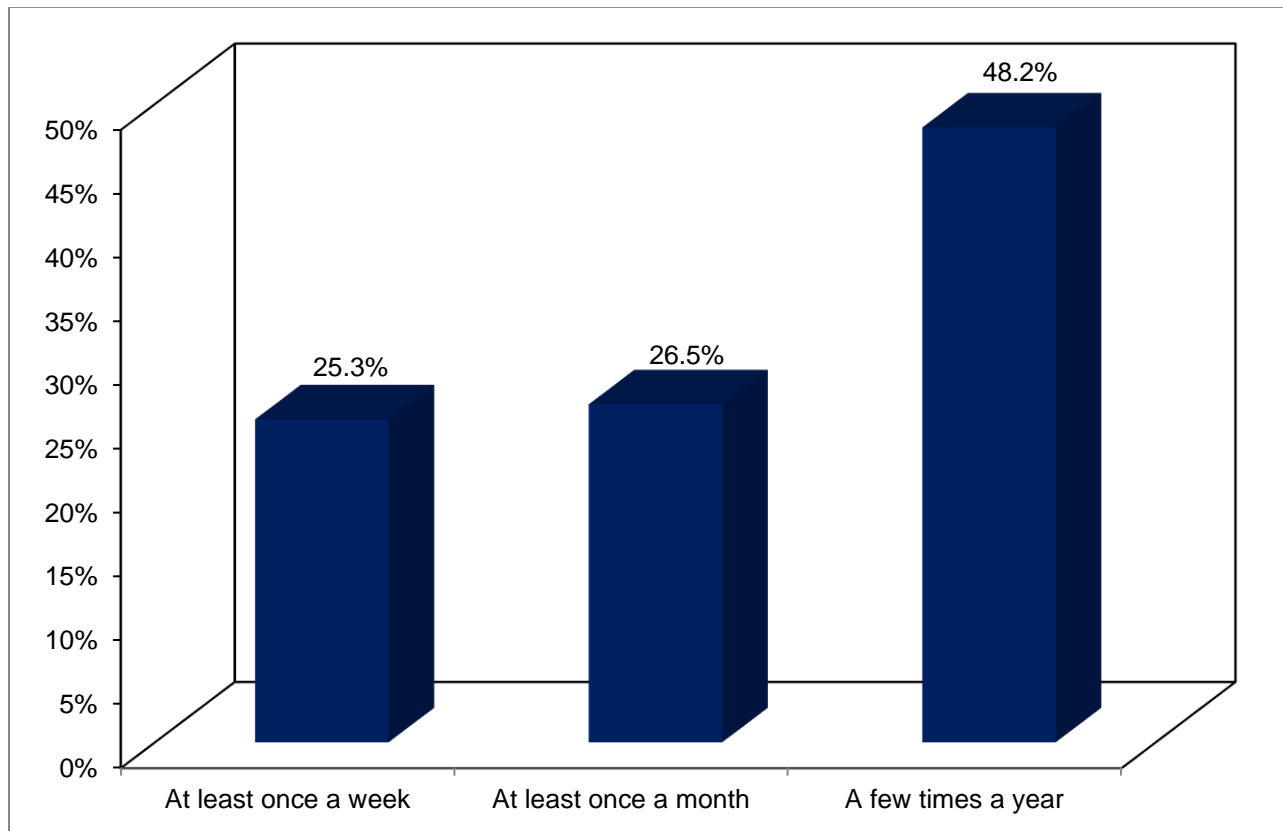
Figure 3 shows that 25.3 percent of respondents that purchased Lotto Texas tickets purchased them at least once a week, while 26.5 percent bought tickets at least once a month. Additionally, 48.2 percent of respondents reported having purchased Lotto Texas tickets a few times a year. The weekly and monthly frequencies of purchasing were lower than those reported in 2020 (27.4 percent and 30.5 percent, respectively).

Table 6
Average Number of Times Played Lotto Texas

Played Lotto Texas	Average Number of Times Played	
	2022	**2020**
Per week for weekly past-year players[20,21]	2.49	1.75
Per month for monthly past-year players[22]	2.83	4.03
Per year for yearly past-year players[23]	5.67	23.46

As shown in Table 6, weekly players of Lotto Texas bought the game 2.49 times per week. Monthly players did so 2.83 times per month on average. Yearly players bought the game 5.67 times per year on average.

Table 7
Dollars Spent on Lotto Texas

Lotto Texas	Dollars Spent	
	2022	**2020**
Average spent per play[24]	$16.19	$13.75
Average spent per month (mean)[25]	27.29	24.02
Average spent per month (median)[26]	12.00	10.00

As presented in Table 7, 2022 Lotto Texas players spent an average of $16.19 per play, which was larger than the average spent per play in 2020. Those who reported playing the game on a monthly or more frequent basis spent an average of $27.29 per month. Half of all respondents were likely to spend $12.00 or more a month on playing Lotto Texas. The mean expenditures on Lotto Texas in 2022 were higher than those in 2020.

---

[20] Only survey respondents who answered that they played Lotto Texas "At least once a week" were asked how many times per week they played.

[21] The average number of times played per week excludes the respondents who reported having played more than 7 times a week. If those respondent are included, the average number of times played is 2.86 times per week.

[22] Only survey respondents who answered that they played Lotto Texas "At least once a month" were asked how many times per month they played.

[23] Only survey respondents who answered that they played Lotto Texas "A few times a year" were asked how many times per year they played.

[24] The average spent per play excludes a respondent who reported having spent more than $400 per play. If this respondent is included, the average spent per play is $17.47.

[25] 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 $28.35.

[26] 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.

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***		
2022 (N = 1,038)	81.8 (n=849)	$12.00
2020 (N = 763)	74.7 (n=570)	10.00
2022 Demographics		
Education		
Less than high school diploma (n=45)	91.1 (n=41)	20.00
High school diploma (n=339)	87.0 (n=295)	16.00
Some college (n=266)	87.6 (n=233)	10.00
College degree (n=242)	83.9 (n=203)	10.00
Graduate degree (n=93)	82.8 (n=77)	10.00
Income		
Less than $12,000 (n=82)	87.8 (n=72)	15.00
$12,000 to $19,999 (n=68)	86.8 (n=59)	16.00
$20,000 to $29,999 (n=132)	85.6 (n=113)	10.00
$30,000 to $39,999 (n=106)	88.7 (n=94)	15.00
$40,000 to $49,999 (n=118)	79.7 (n=94)	15.00
$50,000 to $50,999 (n=73)	93.2 (n=68)	12.00
$60,000 to $74,999 (n=109)	84.4 (n=92)	15.00
$75,000 to $100,000 (n=103)	86.4 (n=89)	10.00
More than $100,000 (n=146)	86.3 (n=126)	12.00
Race		
White (n=400)	84.8 (n=339)	10.00
Black or African American (n=146)	88.4 (n=129)	20.00
Hispanic (n=379)	87.1 (n=330)	15.00
Asian or Pacific Islander (n=12)	83.3 (n=10)	5.00
Native American (n=11)	90.9 (n=10)	--[27]
Other (n=16)	93.8 (n=15)	10.00
Two or More (n=21)	76.2 (n=16)	4.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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.

---

[27] 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=471)	87.7 (n=413)	10.00
No (n=514)	84.8 (n=436)	15.00
Gender*		
Female (n=468)	88.5 (n=414)	10.00
Male (n=517)	84.1 (n=435)	15.00
Age		
18 to 24 (n=84)	83.3 (n=70)	20.00
25 to 34 (n=201)	83.1 (n=167)	20.00
35 to 44 (n=207)	85.5 (n=177)	10.00
45 to 54 (n=149)	89.9 (n=134)	10.00
55 to 64 (n=182)	86.3 (n=157)	10.00
65 or older (n=162)	88.9 (n=144)	12.00
Employment Status		
Employed full/part time (n=577)	87.0 (n=502)	15.00
Unemployed (n=94)	81.9 (n=77)	15.00
Retired (n=183)	84.7 (n=155)	10.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 an increase of 7.1 percentage points in the participation rate for Lotto Texas between 2022 (81.8 percent) and 2020 (74.7 percent). The difference in the percentage of respondents playing Lotto Texas between 2020 and 2022 was statistically significant.

- The survey found statistically significant differences between past-year players who played Lotto Texas and those who did not in 2022 in terms of gender. There were very high participation rates across age groups for Lotto Texas players (83 percent or higher). The age group with the highest participation rate were those aged between 45 and 54 (89.9 percent) closely followed by those 65 or older (88.9 percent). Males had higher median dollars spent (at $15.00) compared to females (at $10.00).

- The survey did not find any statistically significant differences between past-year players who played Lotto Texas and those who did not in 2022 for the demographic factors of education, income, race and ethnicity, Hispanic origin, age, and employment status.

Figure 4
Years Playing Lotto Texas
(n=803)
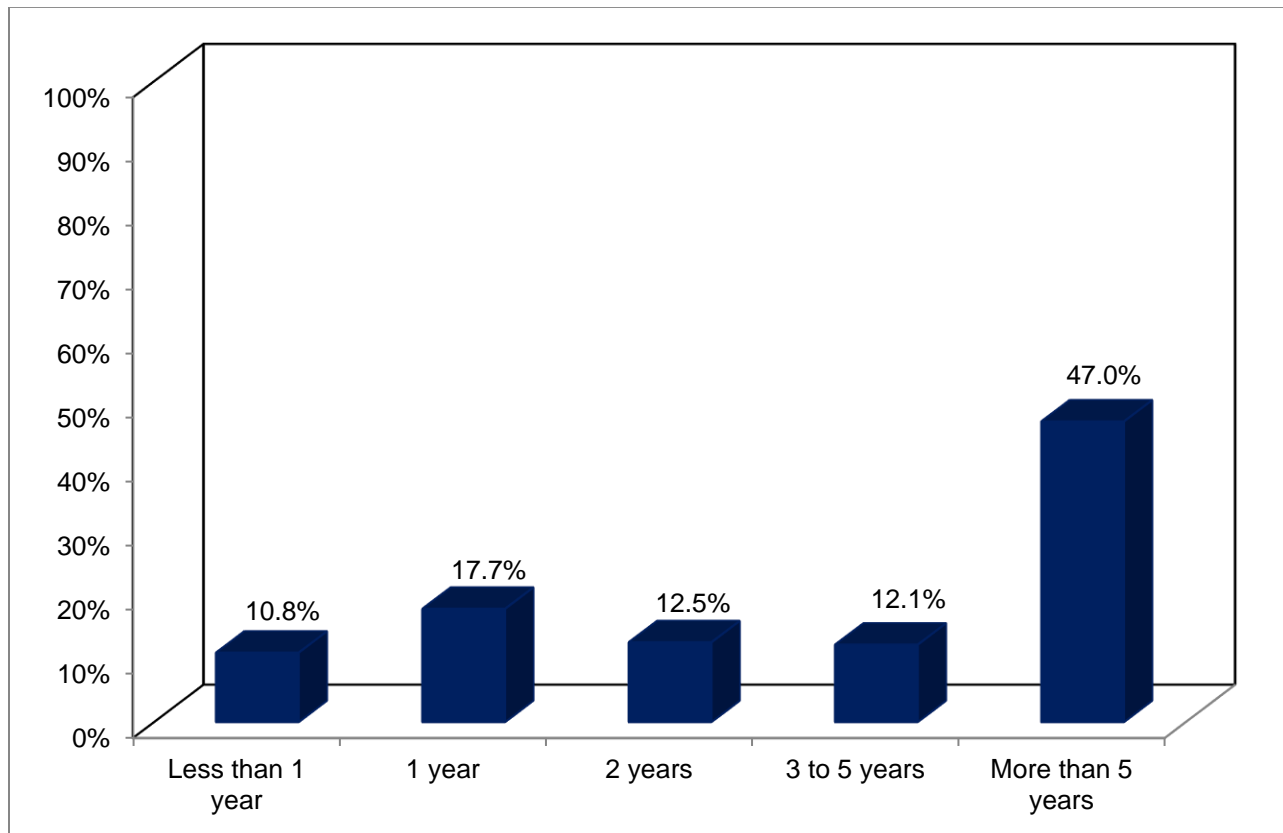
Figure 4 shows that 47.0 percent of respondents who played Lotto Texas in the past year reported playing it for more than five years. This rate was 9.3 percentage points lower than that in 2020. About twelve percent (12.1) of respondents reported having played Lotto Texas for three to five years compared to 11.3 percent in 2020.

IIIc. TEXAS LOTTERY SCRATCH TICKETS RESULTS

Figure 5
Percentage of Past-Year Players Playing Texas Lottery Scratch Tickets
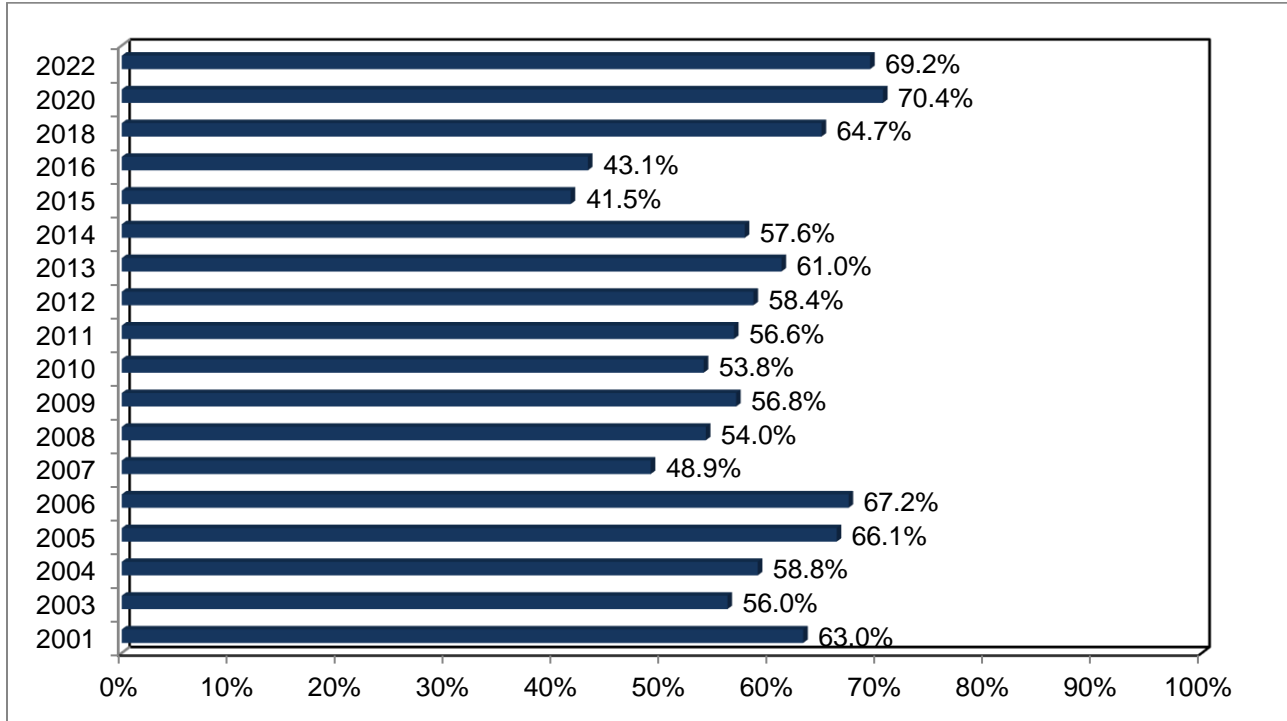
Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2001-2006.

As shown in Figure 5, 69.2 percent of past-year players bought Texas Lottery scratch tickets in 2022. The participation rate was slightly lower than 70.4 percent in 2020.

Figure 6
Frequency of Purchasing Texas Lottery Scratch Tickets
(n=718)
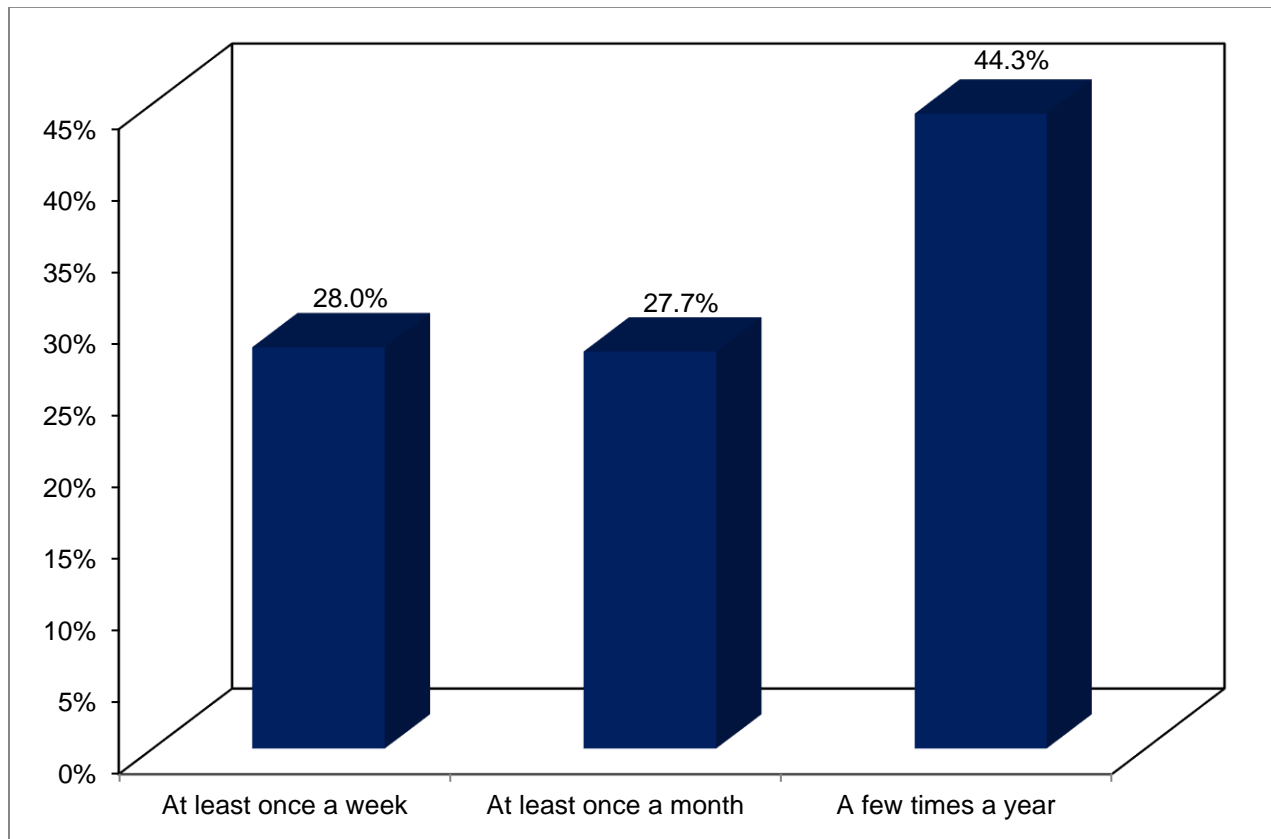
Figure 6 shows that 28.0 percent of respondents purchased Texas Lottery Scratch Tickets at least once a week. Another 27.7 percent purchased the tickets at least once a month and 44.3 percent reported purchasing tickets a few times a year. Percentages of those purchasing Texas Lottery Scratch Tickets monthly in 2022 were 1.2 percentage points lower than in 2020.

Table 9
Average Number of Times Played Texas Lottery Scratch Tickets

Played Texas Lottery Scratch Tickets	Average Number of Times Played	
	2022	**2020**
Per week for weekly past-year players[28,29]	2.83	2.01
Per month for monthly past-year players[30,31]	3.55	4.80
Per year for yearly past-year players[32,33]	5.84	21.69

Table 9 demonstrates that the weekly past-year players of the Texas Lottery Scratch Tickets played an average number of 2.83 times per week in 2022 Monthly players played an average number of 3.55 times per month, whereas yearly players played an average of 5.84 times per year.

Table 10
Dollars Spent on Texas Lottery Scratch Tickets

Texas Lottery Scratch Tickets	Dollars Spent	
	2022	**2020**
Average spent per play[34]	$17.98	$17.45
Average spent per month (mean)[35]	35.70	34.12
Average spent per month (median)[36]	20.00	15.00

Texas Lottery Scratch Ticket players spent an average of $17.98 per play in 2022 compared to $17.45 reported in 2020 (Table 10). Those who played on a monthly or more frequent basis spent an average of $1.58 more (at $35.70) than the amount reported in 2020 ($34.12). Half of the past-year players of the Texas Lottery scratch games spent $20.00 or more per month in 2022.

[28] 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.

[29] 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 3.33 times per week.

[30] Only survey respondents who answered that they played Texas Lottery Scratch Tickets "At least once a month" were asked how many times per month they played.

[31] The average number of times played per month excludes a respondent who reported having 100 times a month. If the respondent is included, the average number of times played is 3.88 times per month.

[32] 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.

[33] The average number of times played per year excludes the respondents who reported having played 300 times or more a year. If those respondents are included, the average number of times played is 28.67 times per year.

[34] The average spent per play excludes the respondents who reported having spent $400 or more per play. If those respondents are included, the average spent per play is $21.04.

[35] 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 $46.63.

[36] 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 $20.00.

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		
2022 (N = 1,038)	69.2 (n=718)	$20.00
2020 (N = 763)	70.4 (n=537)	15.50
2022 Demographics		
Education***		
Less than high school diploma (n=47)	91.5 (n=43)	20.00
High school diploma (n=327)	78.6 (n=257)	20.00
Some college (n=265)	75.9 (n=201)	20.00
College degree (n=239)	64.4 (n=154)	10.00
Graduate degree (n=91)	69.2 (n=63)	20.00
Income**		
Less than $12,000 (n=82)	81.7 (n=67)	20.00
$12,000 to $19,999 (n=69)	85.5 (n=59)	25.00
$20,000 to $29,999 (n=126)	77.0 (n=97)	16.00
$30,000 to $39,999 (n=103)	77.7 (n=80)	22.50
$40,000 to $49,999 (n=114)	65.8 (n=75)	20.00
$50,000 to $59,999 (n=74)	75.7 (n=56)	10.00
$60,000 to $74,999 (n=107)	74.8 (n=80)	20.00
$75,000 to $100,000 (n=102)	75.5 (n=77)	20.00
More than $100,000 (n=145)	64.8 (n=94)	10.00
Race		
White (n=396)	70.0 (n=277)	20.00
Black or African American (n=142)	76.8 (n=109)	20.00
Hispanic (n=371)	79.8 (n=296)	20.00
Asian or Pacific Islander (n=11)	63.6 (n=7)	15.00
Native American (n=11)	72.7 (n=8)	--
Other (n=16)	62.5 (n=10)	20.00
Two or More (n=22)	50.0 (n=11)	5.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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=461)	80.3 (n=370)	20.00
No (n=370)	68.5 (n=348)	20.00
Gender		
Female (n=464)	76.7 (n=356)	20.00
Male (n=505)	71.7 (n=362)	20.00
Age***		
18 to 24 (n=84)	84.5 (n=71)	15.00
25 to 34 (n=193)	76.7 (n=148)	20.00
35 to 44 (n=208)	77.4 (n=161)	20.00
45 to 54 (n=142)	69.0 (n=98)	20.00
55 to 64 (n=185)	73.5 (n=136)	15.00
65 or older (n=157)	66.2 (n=104)	13.50
Employment Status		
Employed full/part time (n=567)	73.9 (n=419)	20.00
Unemployed (n=93)	85.0 (n=79)	20.00
Retired (n=185)	68.7 (n=127)	15.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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 1.2 percentage points in the participation rate for Texas Lottery Scratch Tickets between 2020 and 2022 (70.4 percent and 69.2 percent, respectively). The difference in the percentage of respondents playing Texas Lottery scratch games between 2020 and 2022 was not statistically significant.

- 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 age.

- 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 (91.5 percent), while those with a college degree had the lowest participation rate (64.4 percent) and the lowest median dollars spent (at $10.00). Besides those with a college degree, each educational attainment level had the same median dollars spent (at $20.00).

- The participation rate was the highest among players with annual household income between $12,000 and $19,999 (85.5 percent), closely followed by those with annual household income less than $12,000 (81.7 percent). Those with the highest median dollars spent of $25.00 on playing the Texas Lottery Scratch Ticket games in 2022 were among those who had annual household incomes between $12,000 and $12,999.

- 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 (80.3 percent) was higher than for non-Hispanics (68.5 percent). Both those who said they were of Hispanic origin and those who were not had the same median dollars spent (at $20.00).

- There was a statistically significant difference between the Texas Lottery Scratch Ticket games' past-year players and non-players by age. The participation rate was the highest for the age group of 18 to 24 (at 84.5 percent), followed by the age group of 35 to 44 (77.4 percent). The highest median dollars spent on playing the Texas Lottery Scratch Ticket games in 2022 were those in the 25 to 34, 35 to 44, and 45 to 54 age ranges (at $20.00).

- There was no statistically significant difference between Texas Lottery scratch game past-year players and non-players by race and ethnicity, gender, and employment status.

Figure 7
Years Playing Texas Lottery Scratch Games
(n=691)
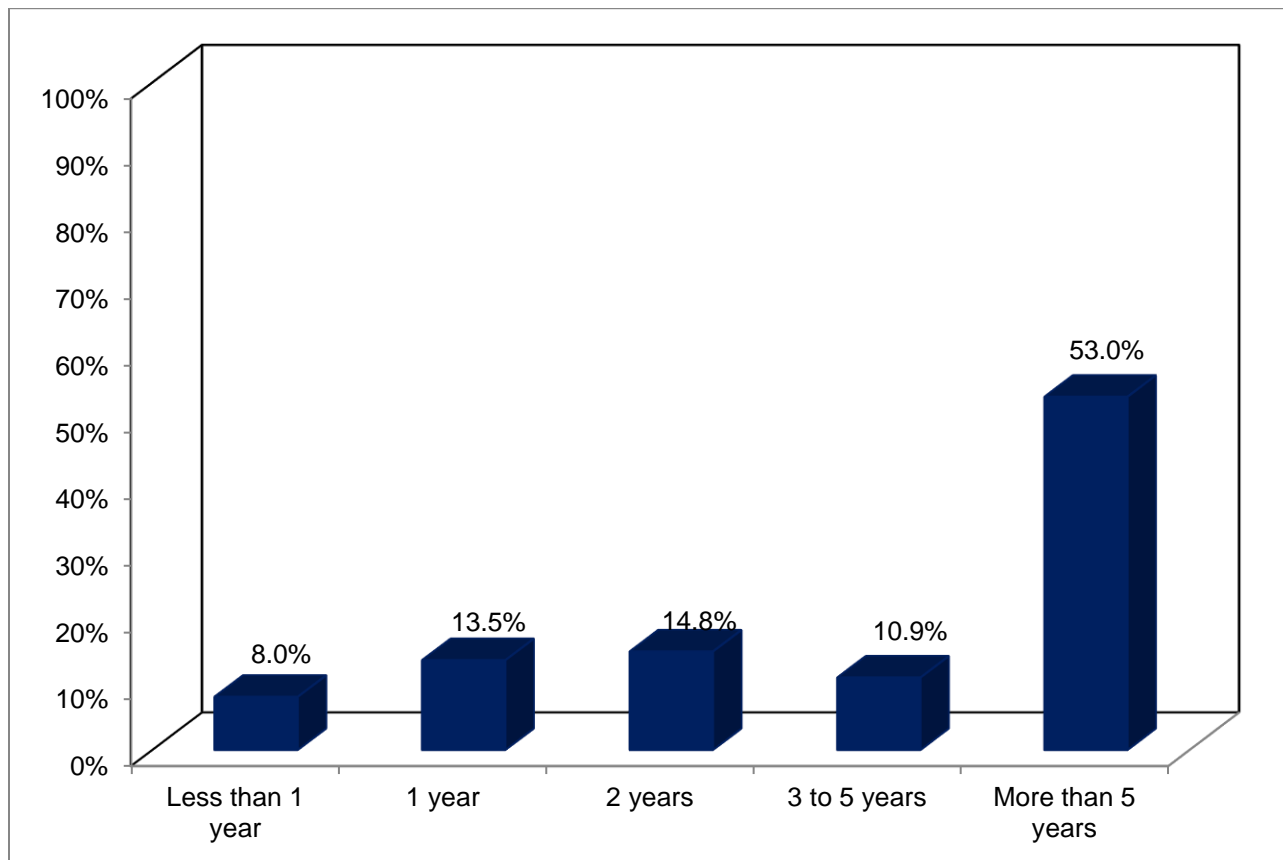
As shown in Figure 7, a high proportion (53.0 percent) of respondents who played Texas Lottery Scratch Ticket games reported playing them for more than 5 years. However, the percentage was lower than in 2020 (59.0 percent). A quarter (25.7 percent) of respondents reported playing Texas Lottery Scratch Ticket games between 2 and 5 years. While a fifth (21.5 percent) of respondents reported having played Texas Lottery Scratch Ticket games for just one year or less in 2022.

IIId. MEGA MILLIONS RESULTS

Figure 8
Percentage of Past-Year Players Playing Mega Millions
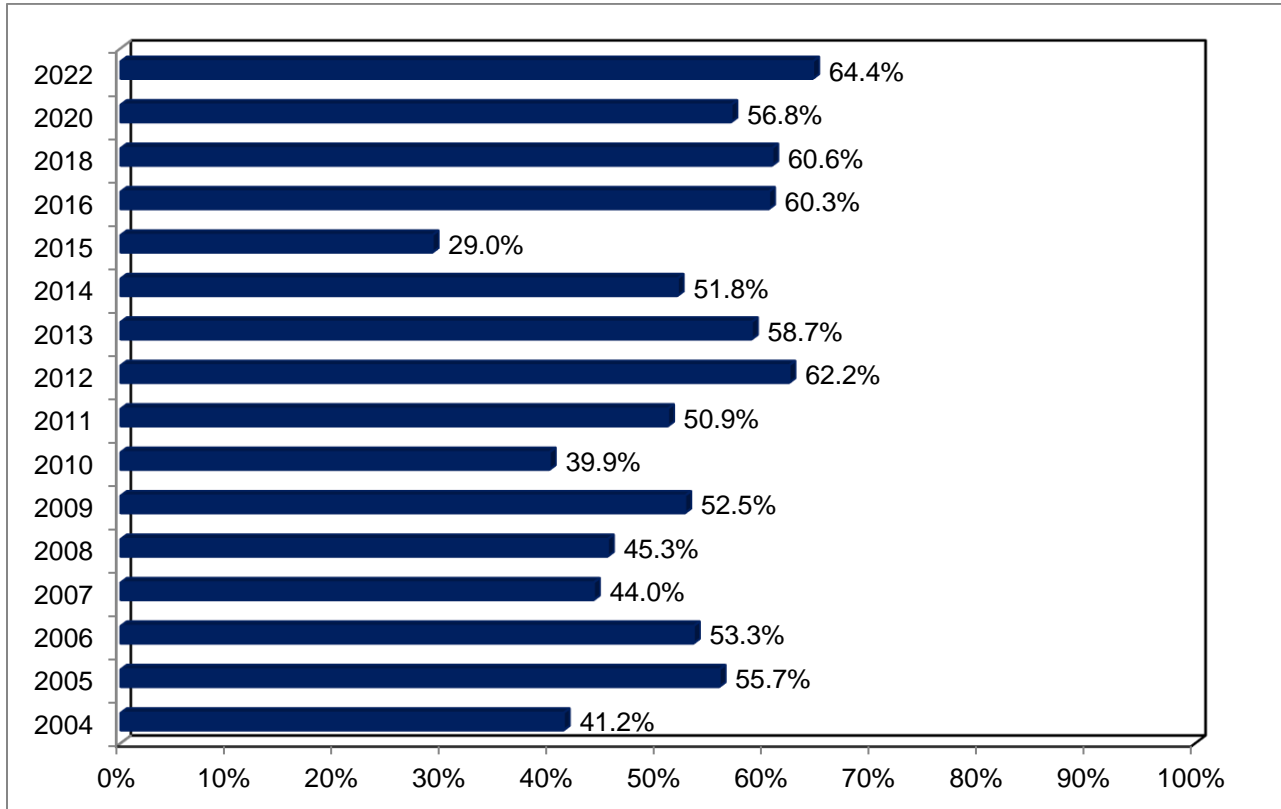
Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020 and 2022 survey data and additional survey reports 2004-2006.

Figure 8 shows that 64.4 percent of the past-year players played Mega Millions in 2022, which was a 7.6 percentage point increase from the participation rate in 2020 (56.8 percent).

Hobby School of Public Affairs
UNIVERSITY OF **HOUSTON**

Figure 9
Frequency of Purchasing Mega Millions Tickets
(n=668)
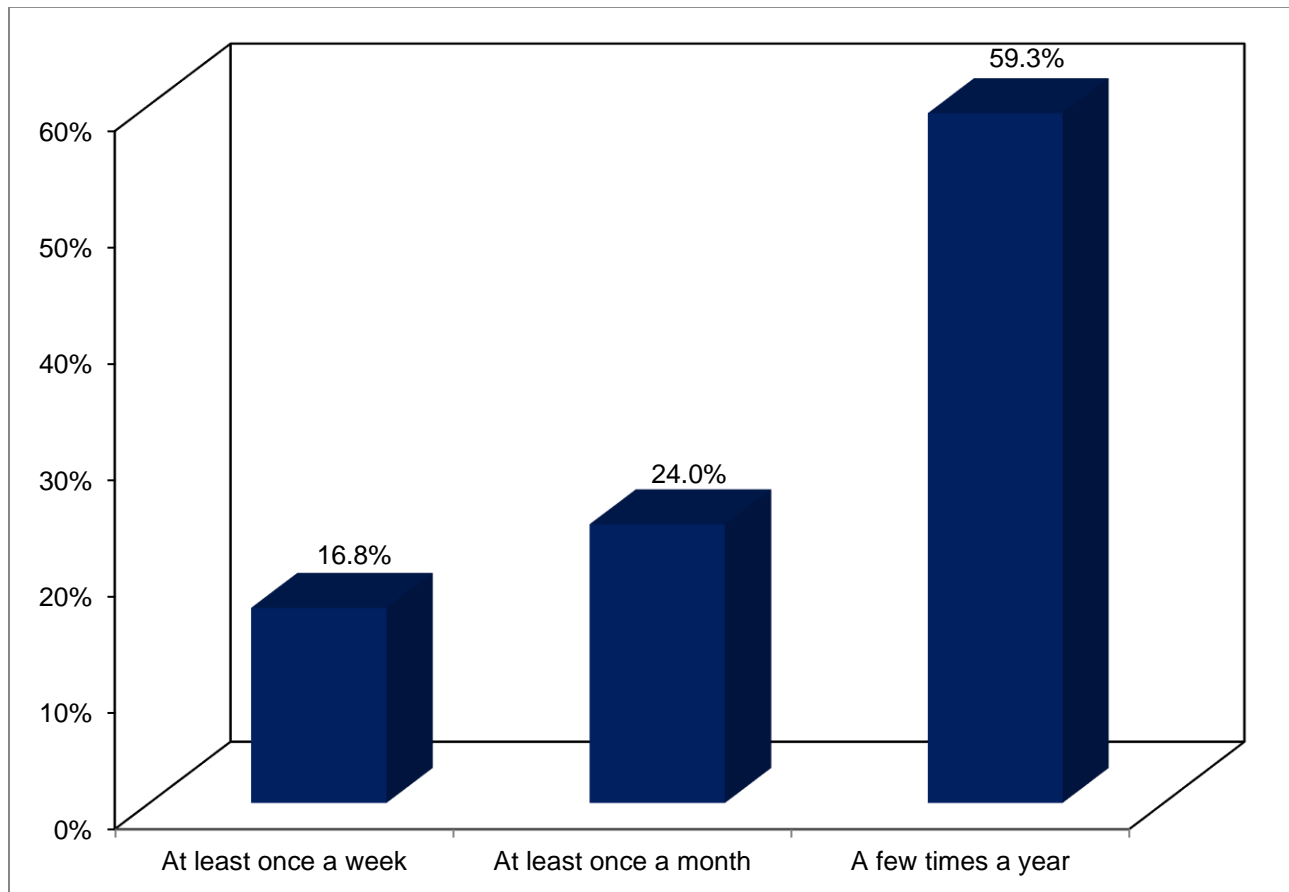
As shown in Figure 9, 59.3 percent of survey respondents reported buying Mega Millions tickets a few times a year, an increase of 35.3 percentage points from 2020. Besides, 16.8 percent of respondents reported that they purchased Mega Millions tickets at least once a week and 24.0 percent did so at least once a month. The weekly and monthly frequencies of purchasing was lower than those reported in 2020 (23.3 percent and 27.3 percent, respectively).

Table 12
Average Number of Times Played Mega Millions

Played Mega Millions	Average Number of Times Played	
	2022	**2020**
Per week for weekly past-year players[37,38]	2.02	1.77
Per month for monthly past-year players[39,40]	2.64	3.58
Per year for yearly past-year players[41,42]	3.96	20.85

Table 12 shows that weekly players of Mega Millions played the game an average of 2.02 times per week. Monthly players did so 2.64 times per month on average, and yearly players averaged 3.96 times per year.

Table 13
Dollars Spent on Mega Millions

Mega Millions	Dollars Spent	
	2022	**2020**
Average spent per play[43]	$14.95	$13.12
Average spent per month (mean)	21.28	24.39
Average spent per month (median)	10.00	10.00

Table 13 shows that Mega Millions players spent an average of $14.95 per play in 2022, which was $1.83 higher than the average spent per play in 2020 ($13.12). Those who reported playing the game on a monthly or more frequent basis spent an average of $21.28, which was $3.11 lower than in 2020. Half of respondents spent $10.00 or more a month on purchasing Mega Millions tickets in 2022 as in 2020.

---

[37] Only survey respondents who answered that they played Mega Millions "At least once a week" were asked how many times per week they played.
[38] 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 2.41 times per week.
[39] Only survey respondents who answered that they played Mega Millions "At least once a month" were asked how many times per month they played.
[40] 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 2.88 times per month.
[41] Only survey respondents who answered that they played Mega Millions "A few times a year" were asked how many times per year they played.
[42] The average number of times played per year excludes respondents who reported having played more than 300 times a year. If the respondents are included, the average number of times played is 22.67 times per year.
[43] The average spent per play excludes the respondents who reported having spent $400 or more per play. If those respondents are included, the average spent per play is $23.64.

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***		
2022 (N = 1,038)	64.4 (n=668)	$10.00
2020 (N = 763)	56.8 (n=433)	10.00
2022 Demographics		
Education**		
Less than high school diploma (n=46)	63.0 (n=29)	20.00
High school diploma (n=324)	64.5 (n=209)	10.00
Some college (n=261)	71.7 (n=187)	10.00
College degree (n=239)	73.2 (n=175)	10.00
Graduate degree (n=92)	73.9 (n=68)	12.00
Income***		
Less than $12,000 (n=82)	51.2 (n=42)	20.00
$12,000 to $19,999 (n=65)	69.2 (n=45)	10.00
$20,000 to $29,999 (n=118)	60.2 (n=71)	7.00
$30,000 to $39,999 (n=104)	67.3 (n=70)	12.00
$40,000 to $49,999 (n=113)	77.9 (n=88)	10.00
$50,000 to $59,999 (n=74)	79.7 (n=59)	10.00
$60,000 to $74,999 (n=109)	63.3 (n=69)	10.00
$75,000 to $100,000 (n=105)	76.2 (n=80)	10.00
More than $100,000 (n=144)	77.1 (n=111)	10.00
Race		
White (n=395)	68.4 (n=270)	10.00
Black or African American (n=144)	74.3 (n=107)	12.00
Hispanic (n=367)	67.9 (n=249)	10.00
Asian or Pacific Islander (n=11)	90.9 (n=10)	12.50
Native American (n=9)	55.6 (n=5)	--
Other (n=15)	93.3 (n=14)	5.50
Two or More (n=21)	61.9 (n=13)	5.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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 14 (continued)

Hispanic Origin		
Yes (n=454)	67.6 (n=307)	10.00
No (n=508)	71.1 (n=361)	10.00
Gender		
Female (n=459)	69.3 (n=318)	10.00
Male (n=503)	69.6 (n=350)	10.00
Age* **		
18 to 24 (n=85)	54.1 (n=46)	11.00
25 to 34 (n=191)	70.7 (n=135)	19.00
35 to 44 (n=208)	56.7 (n=118)	10.00
45 to 54 (n=145)	76.6 (n=111)	10.00
55 to 64 (n=178)	77.5 (n=138)	10.00
65 or older (n=155)	77.4 (n=120)	10.00
Employment Status		
Employed full/part time (n=566)	69.4 (n=393)	10.00
Unemployed (n=92)	67.4 (n=62)	11.00
Retired (n=179)	74.9 (n=134)	10.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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 2020 (56.8 percent) were 7.6 percentage points lower than 2022 (64.4 percent). The difference in the percentage of respondents playing Mega Millions between 2020 and 2022 was statistically significant.

- The difference between the Mega Millions past-year players and non-players was statistically significant by education. The participation rate was the highest among players with a graduate degree (73.9 percent), followed by those with a college degree (73.2 percent). In addition, players with less than a high school diploma had the highest median dollars spent on Mega Millions at $20.00.

- 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 $50,000 and $59,999, followed by those with an annual household income between $40,000 and $49,999 (79.7 percent and 77.9 percent, respectively).

- 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 (77.5 percent), closely followed by those who were 65 or older (77.4 percent). By contrast, those who were between the ages of 18 and 24 had the lowest participation rate of 54.1 percent. The median dollars spent on Mega Millions was the highest for the age group of 25 to 34 at $19.00.

- There was no statistically significant difference between past-year players who played Mega Millions and those who did not in 2022 in terms of the demographic factors of race and ethnicity, Hispanic origin, gender, and employment status.

Figure 10
Years Playing Mega Millions
(n=625)
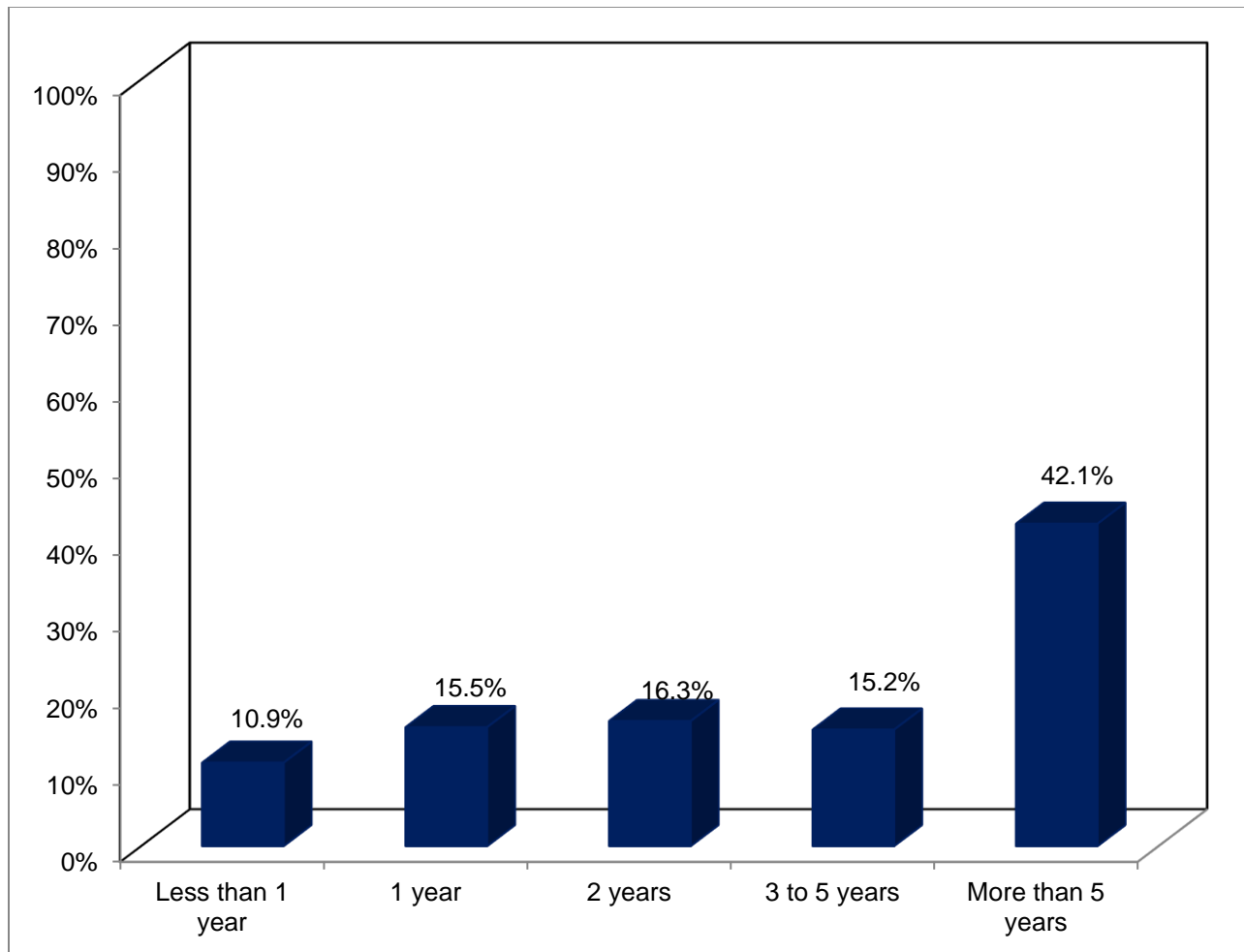
Figure 10 shows that 42.1 percent of respondents reported that they had been playing Mega Millions for more than five years which was a 7.6 percentage point decrease from 2020. Moreover, 15.2 percent of respondents reported having played Mega Millions for three to five years. Another 42.7 percent of respondents had played the game for two years or less.

IIIe. POWERBALL RESULTS

Figure 11
Percentage of Past-Year Players Playing Powerball
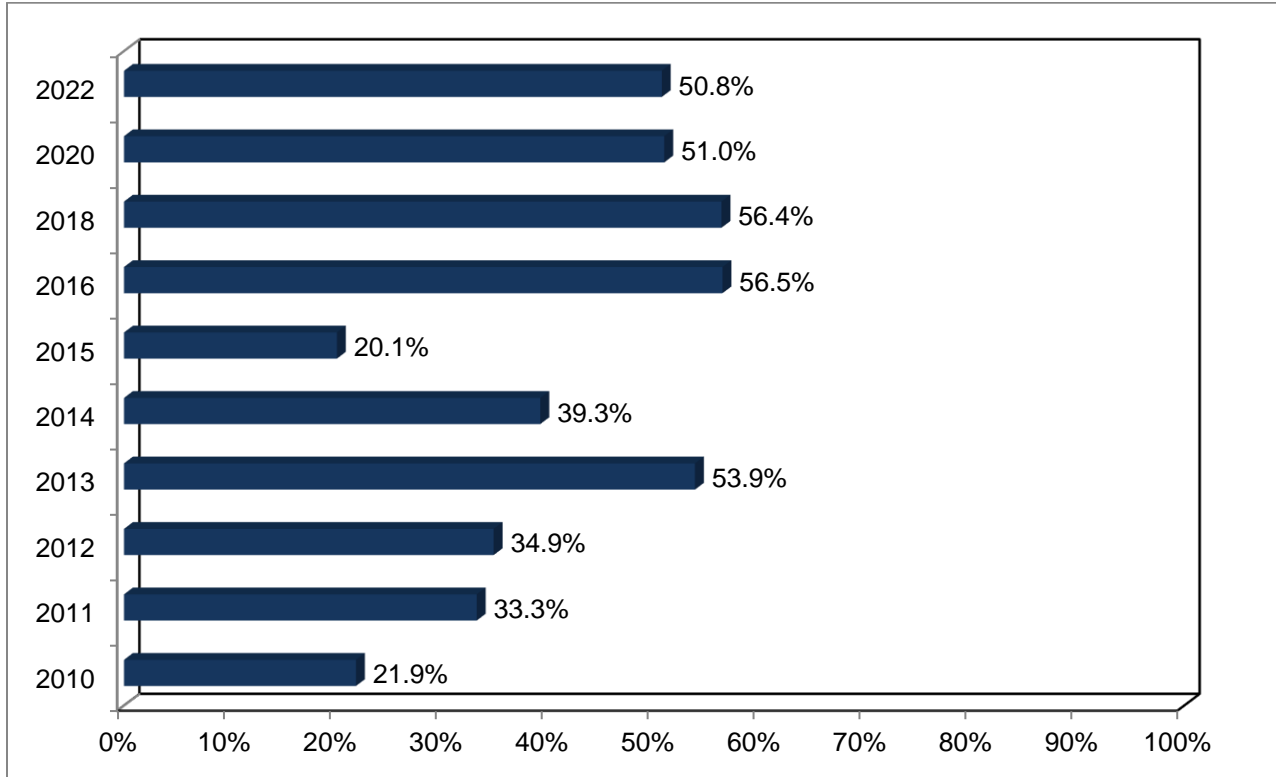
Sources: Hobby School 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data.

Figure 11 indicates that half (50.8 percent) of past-year players reported that they played the Powerball game in 2022. The participation rate was 0.2 percentage points less than that recorded in 2020 (51.0 percent).

Figure 12
Frequency of Purchasing Powerball Tickets
(n=527)
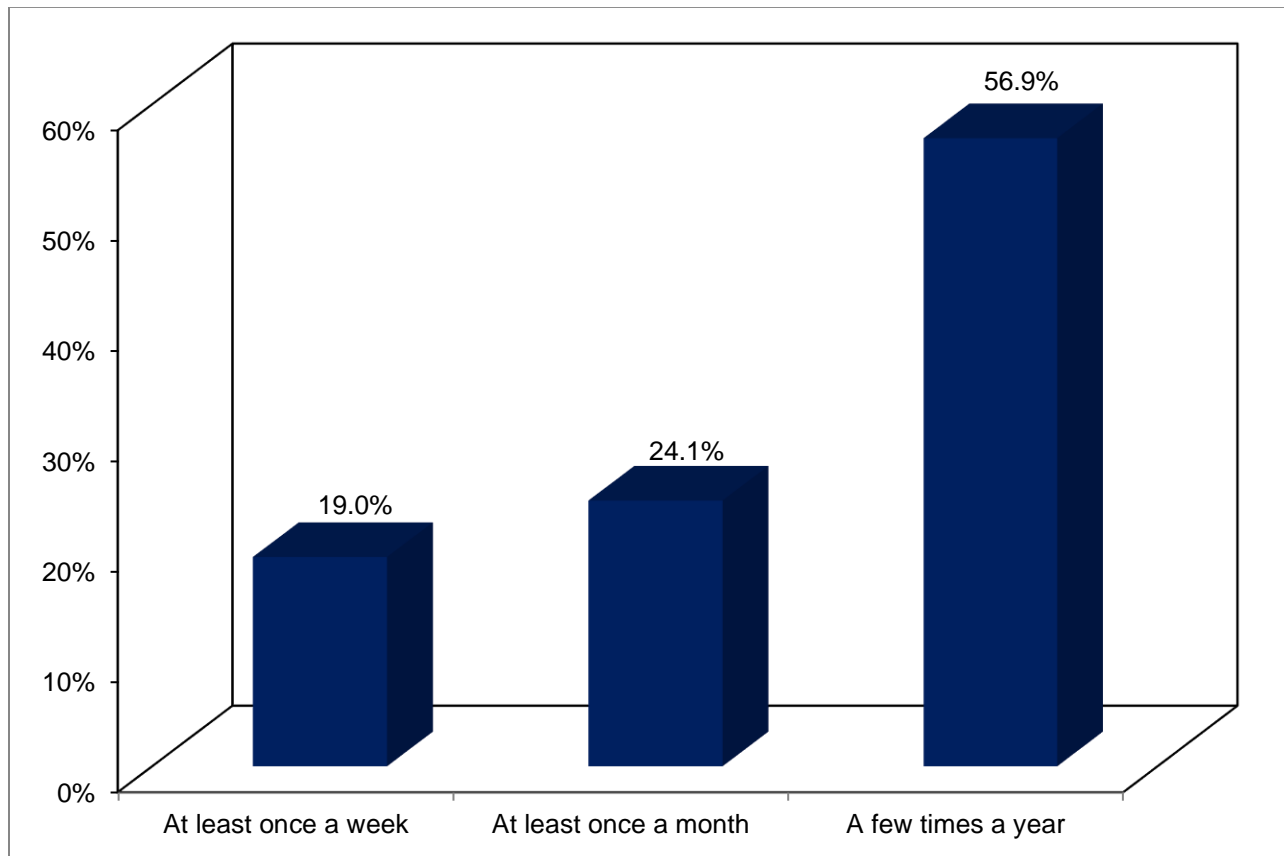
Figure 12 reveals that 19.0 percent of respondents who purchased Powerball tickets purchased them at least once a week. Another 24.1 percent purchased the tickets at least once a month, which was less than reported in 2020 (27.0 percent). More than half (56.9 percent) of respondents reported having bought Powerball tickets a few times a year.

Table 15
Average Number of Times Played Powerball

Played Powerball	Average Number of Times Played	
	2022	**2020**
Per week for weekly past-year players[44,45]	2.24	1.77
Per month for monthly past-year players[46]	3.17	3.64
Per year for yearly past-year players[47,48]	3.96	20.31

As shown in Table 15, weekly players of Powerball played the game with an average number of 2.24 times per week. Monthly players did so 3.17 times per month on average. Yearly players bought the tickets 3.96 times per year on average.

Table 16
Dollars Spent on Powerball

Powerball	Dollars Spent	
	2022	**2020**
Average spent per play[49]	$13.00	$13.63
Average spent per month (mean)[50]	18.90	20.98
Average spent per month (median)[51]	10.00	10.00

Table 16 demonstrates that Powerball players spent an average of $13.00 per play in 2022. Those who reported playing the game on a monthly or more frequent basis spent an average of $18.90 per month, which was $2.08 less than that in 2020 (at $20.98). Half of respondents were likely to spend $10.00 or more a month on Powerball, which was the same as the median value in 2020.

[44] Only survey respondents who answered that they played Powerball "At least once a week" were asked how many times per week they played.
[45] The average number of times played per month excludes respondents who reported having played more than 7 times a week. If the respondents are included, the average number of times played is 2.95 times per week.
[46] Only survey respondents who answered that they played Powerball "At least once a month" were asked how many times per month they played.
[47] Only survey respondents who answered that they played Powerball "A few times a year" were asked how many times per year they played.
[48] The average number of times played per year excludes a respondent who reported having played 365 times in a year. If the respondent is included, the average number of times played is 21.30 times per year.
[49] 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 $16.71.
[50] The average spent per month (mean) excludes respondents who reported having spent more than $500 a month. If these respondents are included, the average spent per month (mean) is $22.82.
[51] The average spent per month (median) excludes respondents who reported having spent more than $500 a month. If these respondents are 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		
2022 (N = 1,038)	50.8 (n=527)	$10.00
2020 (N = 763)	51.0 (n=389)	10.00
2022 Demographics		
Education**		
Less than high school diploma (n=41)	58.5 (n=24)	17.00
High school diploma (n=315)	48.6 (n=153)	11.00
Some college (n=257)	60.3 (n=155)	10.00
College degree (n=235)	58.3 (n=137)	10.00
Graduate degree (n=90)	64.4 (n=58)	15.00
Income***		
Less than $12,000 (n=82)	42.7 (n=35)	20.00
$12,000 to $19,999 (n=62)	56.5 (n=35)	12.50
$20,000 to $29,999 (n=115)	48.7 (n=56)	10.00
$30,000 to $39,999 (n=101)	63.4 (n=64)	12.00
$40,000 to $49,999 (n=109)	51.4 (n=56)	10.00
$50,000 to $50,999 (n=72)	61.1 (n=44)	12.00
$60,000 to $74,999 (n=109)	47.7 (n=52)	10.00
$75,000 to $100,000 (n=104)	62.5 (n=65)	10.00
More than $100,000 (n=139)	69.1 (n=96)	10.00
Race		
White (n=390)	52.6 (n=205)	10.00
Black or African American (n=138)	68.1 (n=94)	10.00
Hispanic (n=354)	55.1 (n=195)	10.00
Asian or Pacific Islander (n=12)	50.0 (n=6)	--
Native American (n=9)	44.4 (n=4)	--
Other (n=14)	78.6 (n=11)	6.00
Two or More (n=21)	57.1 (n=12)	6.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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=443)	55.3 (n=245)	10.00
No (n=495)	57.0 (n=282)	10.00
Gender		
Female (n=440)	54.8 (n=241)	10.00
Male (n=498)	57.4 (n=286)	10.00
Age***		
18 to 24 (n=89)	51.7 (n=46)	11.00
25 to 34 (n=188)	51.6 (n=97)	12.50
35 to 44 (n=203)	45.8 (n=93)	10.00
45 to 54 (n=140)	63.6 (n=89)	7.00
55 to 64 (n=172)	62.2 (n=107)	10.00
65 or older (n=146)	65.1 (n=95)	10.00
Employment Status		
Employed full/part time (n=552)	56.2 (n=310)	10.00
Unemployed (n=92)	57.6 (n=53)	11.00
Retired (n=172)	62.8 (n=108)	10.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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 a not statistically significant difference in the participation rate for Powerball between 2020 (51.0 percent) and 2022 (50.8 percent). The median dollars spent playing Powerball tickets in 2022 ($10.00) equaled the median dollars spent in 2020.

- The difference between Powerball past-year players and non-players was statistically significant by education. The participation rate was the highest among players with a graduate degree (64.4 percent), followed by those with some college (60.3 percent). In addition, players with less than a high school diploma had the highest median dollars spent on Powerball tickets of $17.00.

- There was a statistically significant difference between the Powerball past-year players and non-players by income level. The participation rate for the Powerball game was the highest for players with an annual household income of more than $100,000 (69.1 percent), $30,000 to $39,999 (63.4 percent), followed by those with annual household income between $75,000 to $100,000 (62.5 percent). By contrast, the Powerball past-year players with annual household income less than $12,000 had the highest median dollars spent per month (at $20.00).

- 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 65 and older (65.1 percent), followed by those who are between 45 and 54 years old (63.6 percent). The highest median dollars spent on playing Powerball tickets in 2022 were those in the 25 to 34 age range (at $12.50).

- The survey did not find any statistically significant differences between past-year players who played Powerball and those who did not in 2022 with regard to the demographic factors of race or ethnicity, Hispanic origin, gender, and employment status.

Figure 13
Years Playing Powerball
(n=493)
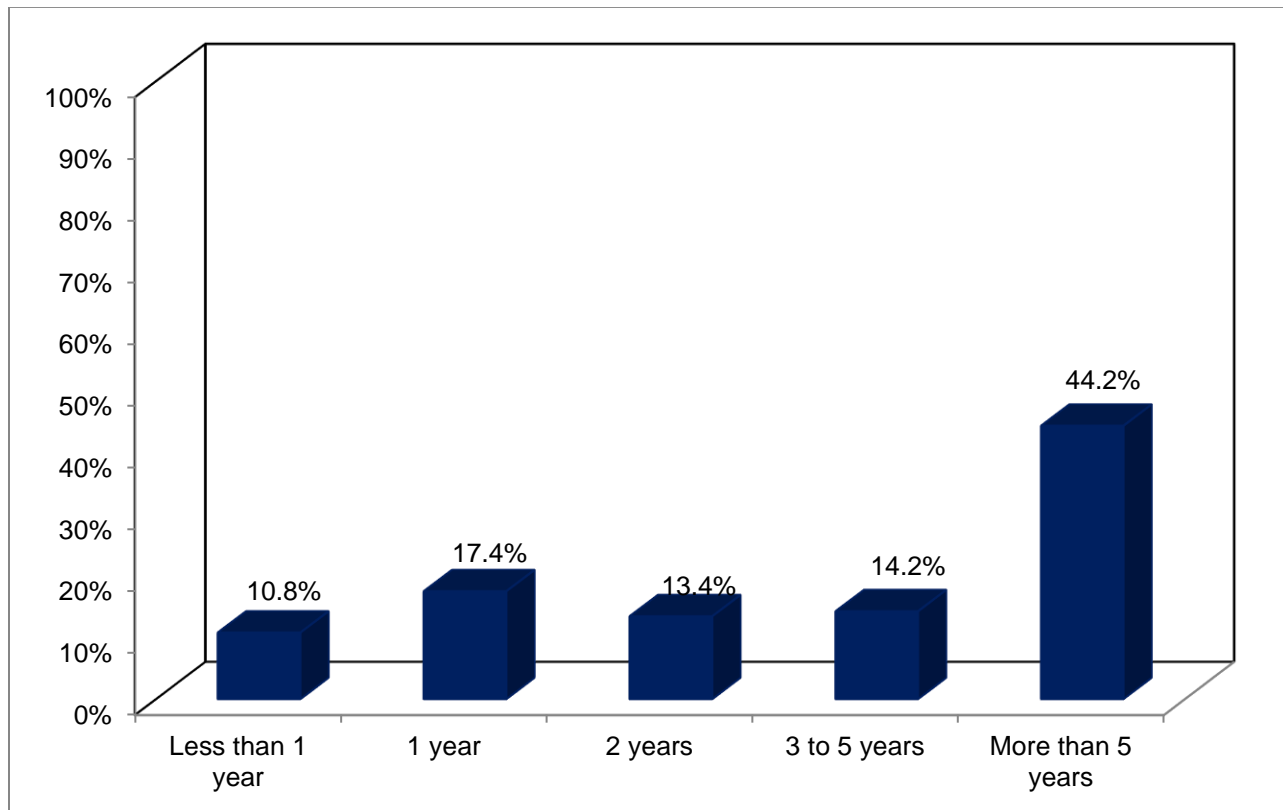
Figure 13 illustrates that 44.2 percent of respondents indicated that they had played Powerball for more than five years, a significant decrease of 9.2 percentage points compared to 2020 (53.4 percent). A total of 14.2 percent of respondents reported having played Powerball for three to five years, which was 2 percentage points less than that reported in 2020 (16.2 percent). Nearly twenty percent (28.2) 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
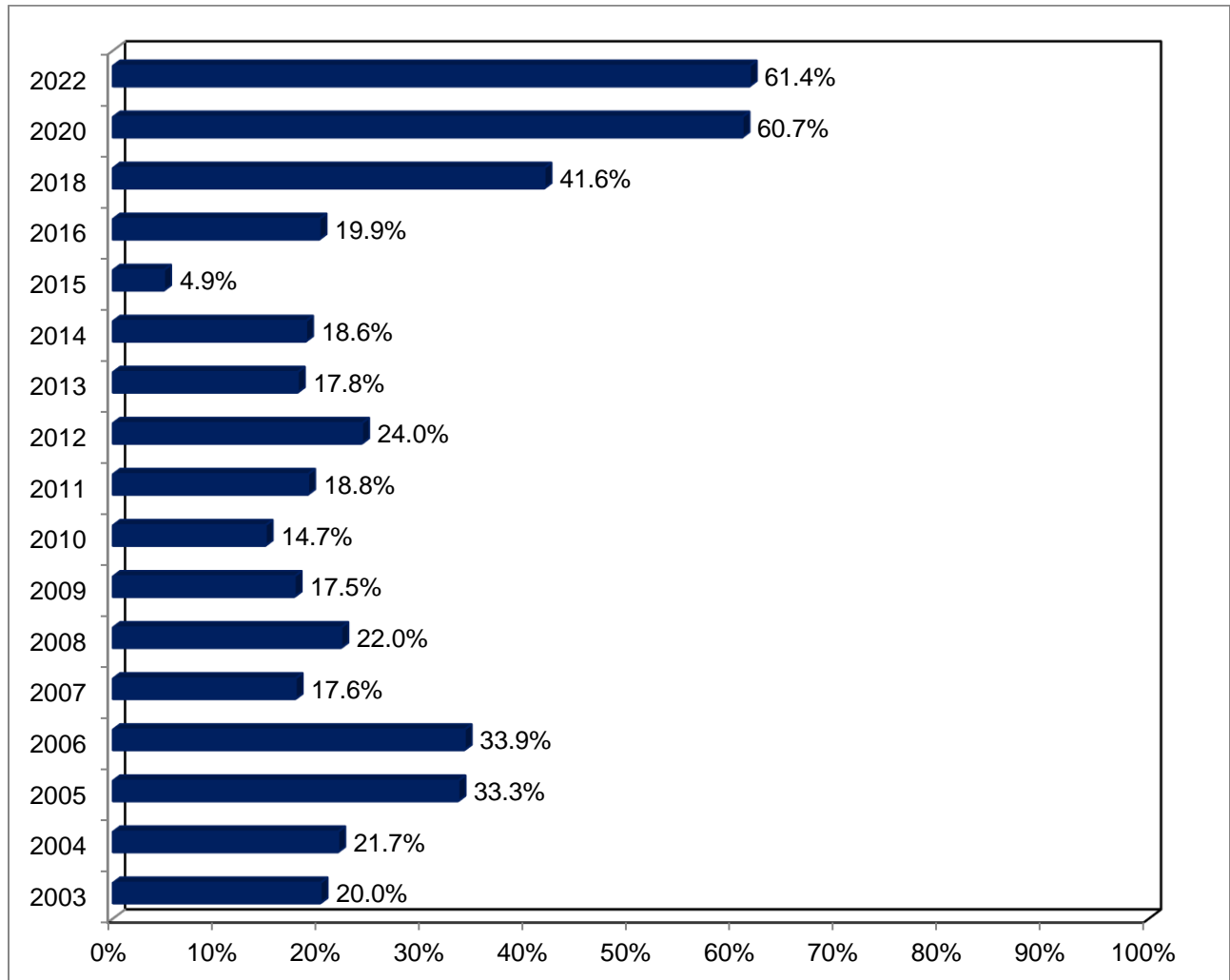
Figure 14 shows that 61.4 percent of lottery players played Pick 3 in 2022, a slight increase of 0.7 percentage points from 2020.

Figure 15
Frequency of Purchasing Pick 3 Tickets
(n=637)
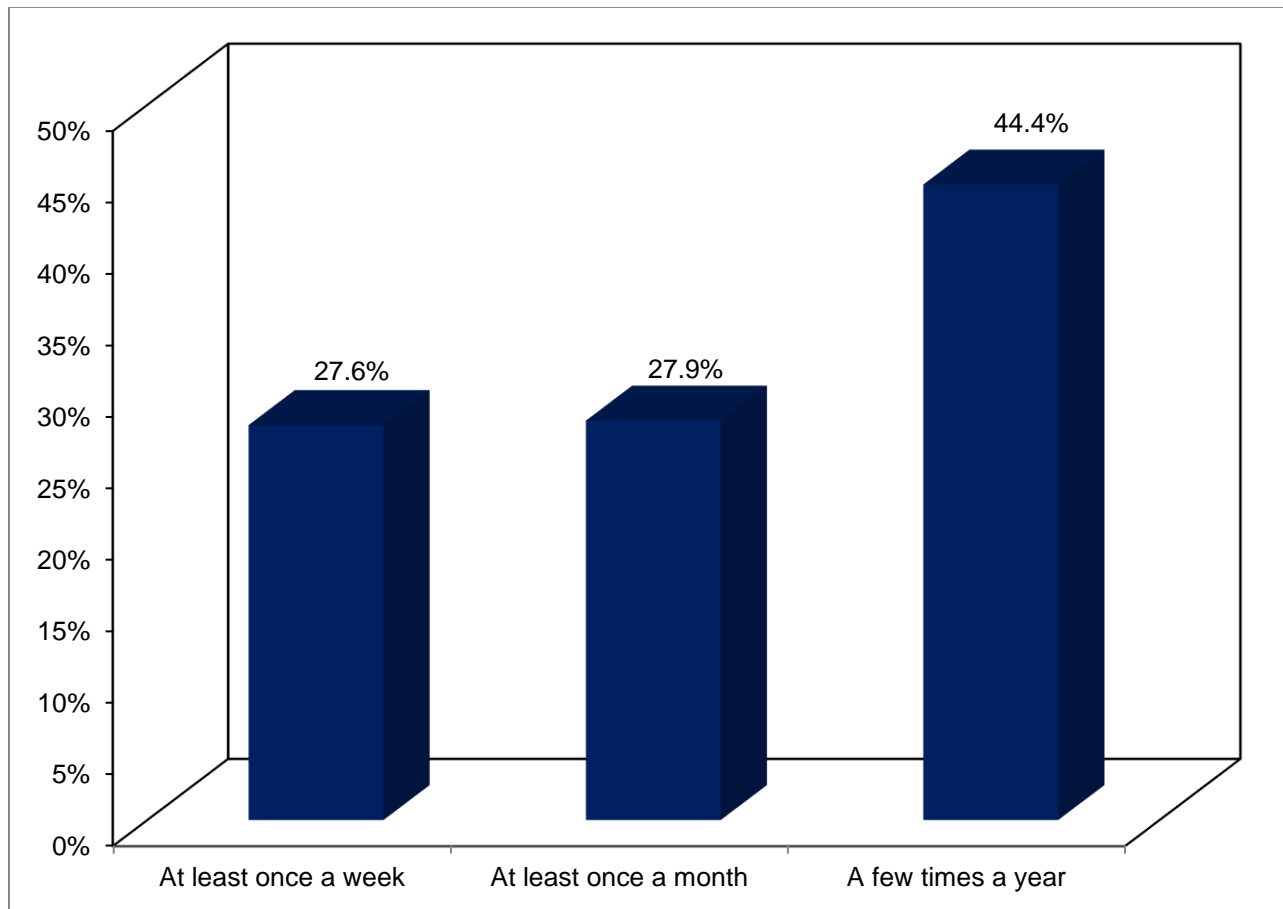
As displayed in Figure 15, 27.6 percent of the past-year players that bought Pick 3 tickets purchased them at least once a week. Another 27.9 percent bought tickets at least once a month which is higher than that reported in 2020 (25.9 percent). Correspondingly, 44.4 percent of respondents purchased 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	
	2022	**2020**
Per week for weekly past-year players[52,53]	2.98	2.05
Per month for monthly past-year players[54]	3.25	4.76
Per year for yearly past-year players[55]	4.99	26.58

Table 18 reveals that weekly players of Pick 3 played this game an average of 2.98 times per week. In addition, monthly players reported an average number of 3.25 times per month, whereas yearly players had an average number of 4.99 times. The average for weekly players in 2022 was more than that in 2020 (2.98 and 2.05, respectively), but the average for monthly players in 2022 was less than that in 2020 (3.25 and 4.76, respectively). The average for yearly players in 2022 was much lower than that in 2020 (4.99 and 26.58, respectively).

Table 19
Dollars Spent on Pick 3

Pick 3	Dollars Spent	
	2022	**2020**
Average spent per play[56]	$19.37	$13.39
Average spent per month (mean)	42.22	32.01
Average spent per month (median)	15.00	15.00

As shown in Table 19, Pick 3 players spent an average of $19.37 per play in 2022, which was $5.98 more than that in 2020. Those who reported playing the game on a monthly basis spent an average of $42.22 per month, or $10.21 higher than that in 2020. Half of respondents were likely to spend $15.00 or more a month on playing Pick 3 in 2022, the same as in 2020.

---

[52] Only survey respondents who answered that they played Pick 3 "At least once a week" were asked how many times per week they played.

[53] 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 3.16 times per week.

[54] Only survey respondents who answered that they played Pick 3 "At least once a month" were asked how many times per month they played.

[55] Only survey respondents who answered that they played Pick 3 "A few times a year" were asked how many times per year they played.

[56] The average spent per play (mean) excludes a respondents who reported having spent over $400 per play. If the respondents were included, the average spent per play (mean) is $21.87.

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		
2022 (N = 1,038)	61.4 (n=637)	$15.00
2020 (N = 763)	60.7 (n=463)	$15.00
2022 Demographics		
Education*		
Less than high school diploma (n=49)	61.2 (n=30)	15.00
High school diploma (n=348)	65.2 (n=227)	20.00
Some college (n=275)	68.4 (n=188)	15.00
College degree (n=250)	55.2 (n=138)	15.00
Graduate degree (n=92)	58.7 (n=54)	30.00
Income**		
Less than $12,000 (n=87)	64.4 (n=56)	15.00
$12,000 to $19,999 (n=70)	65.7 (n=46)	19.00
$20,000 to $29,999 (n=133)	74.4 (n=99)	15.00
$30,000 to $39,999 (n=110)	71.8 (n=79)	20.00
$40,000 to $49,999 (n=120)	55.8 (n=67)	20.00
$50,000 to $59,999 (n=75)	68.0 (n=51)	20.00
$60,000 to $74,999 (n=113)	59.3 (n=67)	20.00
$75,000 to $100,000 (n=108)	63.9 (n=69)	12.00
More than $100,000 (n=146)	54.8 (n=80)	12.00
Race**		
White (n=414)	51.2 (n=212)	15.00
Black or African American (n=153)	74.5 (n=114)	20.00
Hispanic (n=387)	71.6 (n=277)	20.00
Asian or Pacific Islander (n=12)	66.7 (n=8)	10.00
Native American (n=11)	63.6 (n=7)	--
Other (n=15)	46.7 (n=7)	3.00
Two or More (n=22)	54.6 (n=12)	5.50

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. Percentages are rounded to the nearest tenth. 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 the category. The average and median amount spent per month only includes those who spent $1.00 or more.

Table 20 (continued)

Hispanic Origin***		
Yes (n=482)	72.6 (n=350)	20.00
No (n=532)	54.0 (n=287)	13.50
Gender		
Female (n=489)	61.8 (n=302)	15.00
Male (n=525)	63.8 (n=335)	20.00
Age***		
18 to 24 (n=92)	82.6 (n=76)	24.00
25 to 34 (n=205)	77.1 (n=158)	24.00
35 to 44 (n=216)	66.2 (n=143)	20.00
45 to 54 (n=152)	61.2 (n=93)	10.00
55 to 64 (n=187)	50.8 (n=95)	12.00
65 or older (n=162)	44.4 (n=72)	10.00
Employment Status***		
Employed full/part time (n=591)	68.5 (n=405)	20.00
Unemployed (n=98)	72.5 (n=71)	20.00
Retired (n=189)	44.4 (n=84)	10.00

Note: * $p < 0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. Percentages are rounded to the nearest tenth. 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 the category. The average and median amount spent per month only includes those who spent $1.00 or more.

Table 20 shows a slight increase of 0.7 percentage points in the participation rate for Pick 3 between 2020 (60.7 percent) and 2022 (61.4 percent). The difference in the percentage of playing Pick 3 between 2020 and 2022 was not statistically significant.

▪ There was a statistically significant difference between the Pick 3 past-year players and non-players by education, income, race, 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 some college, no degree (68.4 percent), closely followed by respondents who said they earned a high school degree (65.2 percent). The participation rate was the lowest among respondents who earned a college degree (55.2 percent). On the other hand, the highest median dollars spent was $30.00 among those who had earned a graduate degree.

▪ The survey found a statistically significant difference between Pick 3 past-year players and non-players by income. The highest participation rates of past-year players were those who had annual incomes between $20,000 and $29,999 (74.4 percent) and incomes between $30,000 and $39,999 (71.8 percent). The lowest participation rate was among those who made more than $100,000. The highest median dollars spent was $20.00 for those with incomes between $30,000 and $74,999.

▪ The participation rates for Pick 3 are statistically significant and high among players across many race and ethnic categories. It was the highest for Black or African American respondents (74.5 percent), followed by those who are Hispanic (71.6 percent). The highest median dollars spent on playing Pick 3 in 2022 were also those who said they are Black or African American or Hispanic (at $20.00).

- Respondents who said they are of Hispanic origin had the highest participation rate and median dollars spent (72.6 percent and $20.00) compared to those who are not of Hispanic origin (54.0 percent and $13.50). The difference between players and non-players are statistically significant.

- The difference between players and non-players for Pick 3 was statistically significant by age group. The highest participation rate and median dollars spent among age groups were those who were between the ages of 18 and 24 (82.6 percent and $24.00, respectively), followed by those in the 25 to 34 age group (77.1 percent and $24.00, respectively). On the other hand, respondents aged 65 and older had the lowest participation rate (44.4 percent). Those between the ages of 45 and 54 and 65 or older had the lowest median dollars spent (at $10.00).

- Likewise, the difference between the Pick 3 past-year players and non-players was statistically significant by employment status. The highest participation rate for Pick 3 was among unemployed players (72.5 percent). The highest median dollars spent were from those who were employed full-time or part-time and those who were unemployed (both at $20.00). By contrast, those who were retired had the lowest participation rate of 44.4 percent.

- The survey did not find any statistically significant difference between past-year players who played Pick 3 and those who did not in 2022 for the demographic factor of gender.

Figure 16
Years Playing Pick 3
(n=588)
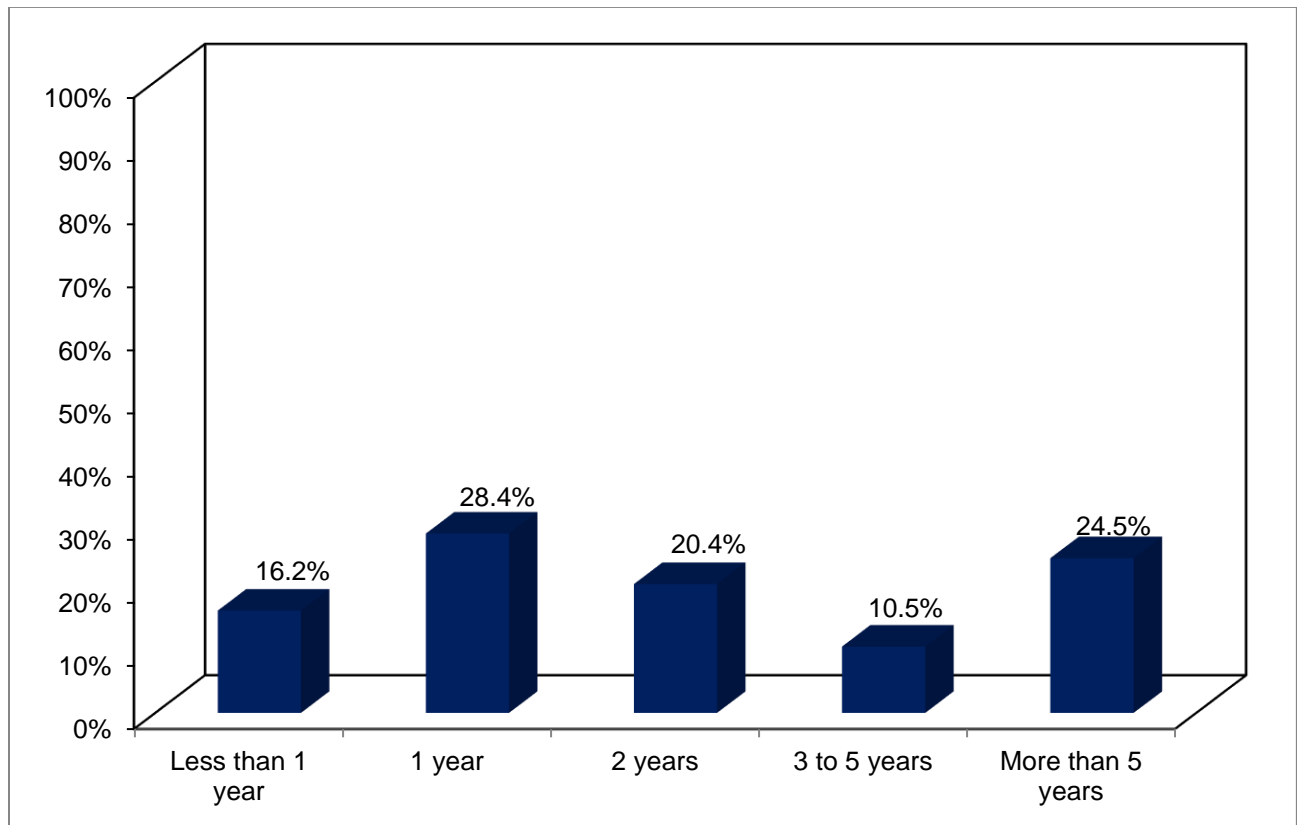
As displayed in Figure 16, almost one-quarter (24.5 percent) of respondents who played Pick 3 reported playing it for more than five years. The proportion was 7.4 percentage points lower than that reported in 2020 (31.9 percent). Another 28.4 percent of respondents reported playing Pick 3 for just one year and 16.2 percent reported playing for one year or less.

IIIg. CASH FIVE RESULTS

Figure 17
Percentage of Past-Year Players Playing Cash Five
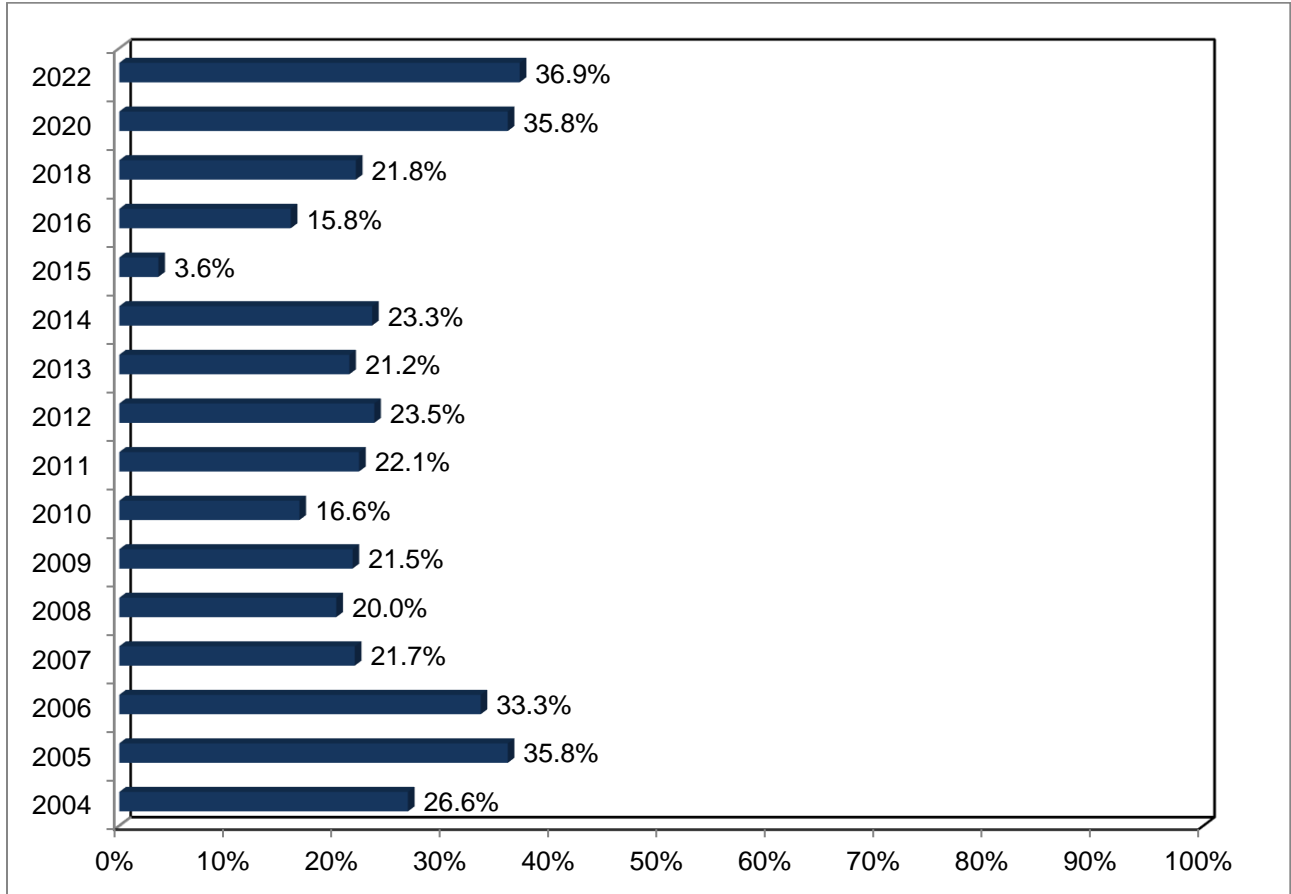
Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2001-2006.

Figure 17 reveals that 36.9 percent of the lottery games past-year players reported playing Cash Five in 2022. This participation rate was 1.1 percentage points higher than that in 2020.

Figure 18
Frequency of Purchasing Cash Five Tickets
(n=383)
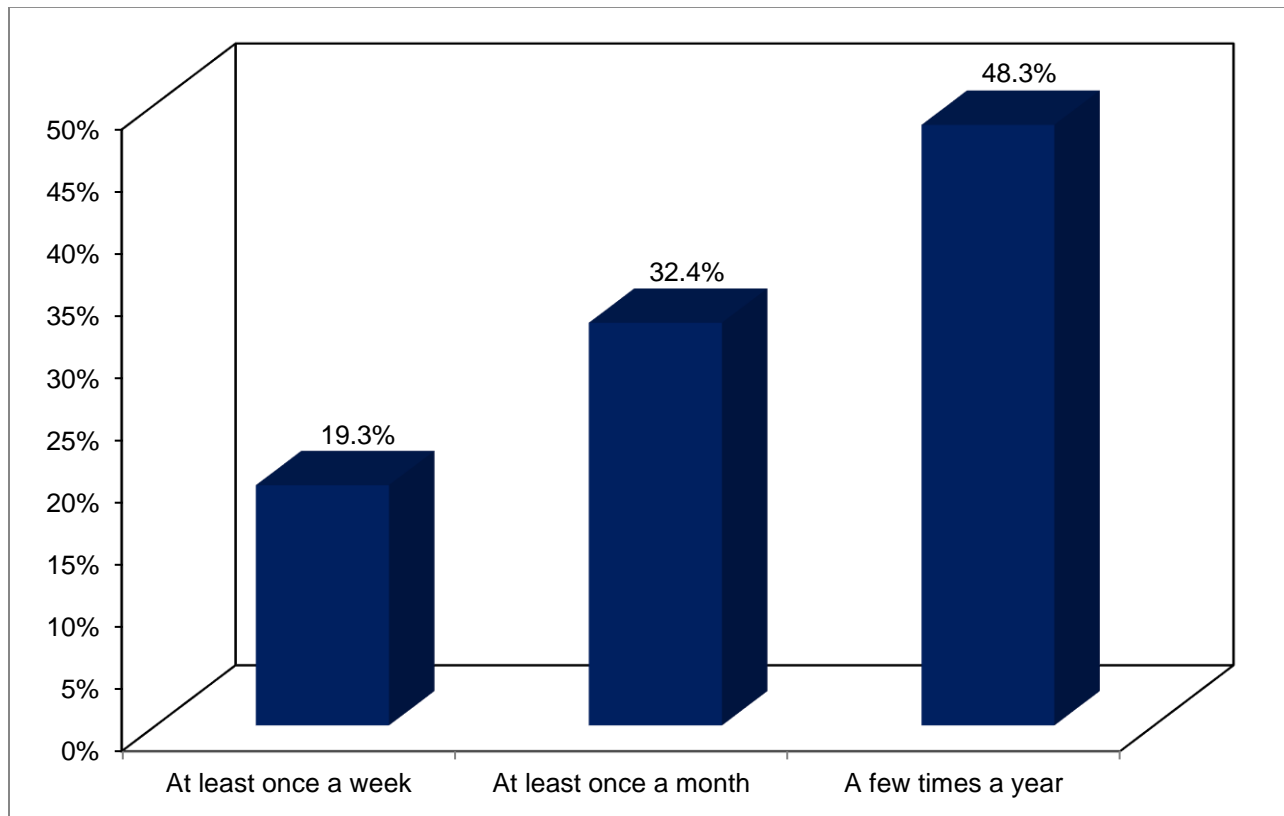
Figure 18 illustrates that 19.3 percent of respondents purchased Cash Five tickets at least once a week, and 32.4 percent purchased the tickets at least once a month. Additionally, 48.3 percent did so just a few times a year which was slightly less than reported in 2020 (48.7 percent).

Table 21
Average Number of Times Played Cash Five

	Average Number of Times Played	
Played Cash Five	**2022**	**2020**
Per week for weekly past-year players[57,58]	2.89	1.96
Per month for monthly past-year players[59,60]	3.66	3.91
Per year for yearly past-year players[61,62]	6.33	18.73

As shown in Table 21, weekly players of Cash Five played an average number of 2.89 times per week in 2022 which is an increase of almost a day compared to 2020 (1.96 times). Monthly players played this game 3.66 times per month on average in 2022. Yearly players played this game 6.33 times per year on average in 2022.

Table 22
Dollars Spent on Cash Five

	Dollars Spent	
Cash Five	**2022**	**2020**
Average spent per play	$18.81	$16.27
Average spent per month (mean)	30.94	26.86
Average spent per month (median)[63]	15.00	10.00

As reported in Table 22, Cash Five players spent an average of $18.81 per play in 2022. Those who reported playing the game on a monthly or more frequent basis spent an average of $30.94 per month in 2022. Half of respondents were likely to spend $15.00 or more a month on playing Cash Five in 2022. The average amount spent on Cash Five per month in 2022 ($30.94) is $4.08 more than the average amount spent in 2020 ($26.86).

---

[57] Only survey respondents who answered that they played Cash Five "At least once a week" were asked how many times per week they played.

[58] 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 3.54 times per week.

[59] Only survey respondents who answered that they played Cash Five "At least once a month" were asked how many times per month they played.

[60] 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 4.30 times per month.

[61] Only survey respondents who answered that they played Cash Five "A few times a year" were asked how many times per year they played.

[62] The average number of times played per year excludes the respondents who reported having played more than 300 times a year. If those respondents are included, the average number of times played is 21.52 times per year.

[63] The average spent per month (median) excludes respondents who reported having spent more than $500 per month. If the respondents are included, the average spent per month (mean) is $32.89 but the (median) is still $15.00.

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		
2022 (N = 1,038)	36.9 (n=383)	$15.00
2020 (N = 763)	35.8 (n=273)	10.00
2022 Demographics		
Education**		
Less than high school diploma (n=46)	50.0 (n=23)	16.50
High school diploma (n=326)	42.3 (n=138)	15.00
Some college (n=259)	43.2 (n=112)	12.00
College degree (n=239)	33.1 (n=79)	15.00
Graduate degree (n=87)	35.6 (n=31)	27.50
Income*		
Less than $12,000 (n=80)	47.5 (n=38)	20.00
$12,000 to $19,999 (n=67)	47.8 (n=32)	15.00
$20,000 to $29,999 (n=127)	40.2 (n=51)	14.00
$30,000 to $39,999 (n=104)	51.9 (n=54)	17.00
$40,000 to $49,999 (n=111)	36.9 (n=41)	12.00
$50,000 to $59,999 (n=72)	40.3 (n=29)	10.00
$60,000 to $74,999 (n=104)	32.7 (n=34)	20.00
$75,000 to $100,000 (n=106)	43.4 (n=46)	17.50
More than $100,000 (n=139)	34.5 (n=48)	10.00
Race		
White (n=391)	31.7 (n=124)	10.00
Black or African American (n=144)	53.5 (n=77)	24.50
Hispanic (n=367)	45.0 (n=165)	12.00
Asian or Pacific Islander (n=11)	54.6 (n=6)	--
Native American (n=9)	22.2 (n=2)	--
Other (n=14)	28.6 (n=4)	--
Two or More (n=21)	23.8 (n=5)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 23 (continued)

Hispanic Origin*		
Yes (n=459)	46.6 (n=214)	15.00
No (n=498)	33.9 (n=169)	12.00
Gender*		
Female (n=458)	36.0 (n=165)	15.00
Male (n=499)	43.7 (n=218)	15.00
Age*		
18 to 24 (n=84)	52.4 (n=44)	13.00
25 to 34 (n=195)	53.9 (n=105)	20.00
35 to 44 (n=204)	45.1 (n=92)	15.00
45 to 54 (n=141)	36.2 (n=51)	10.00
55 to 64 (n=177)	26.6 (n=47)	10.00
65 or older (n=156)	28.2 (n=44)	12.00
Employment Status*		
Employed full/part time (n=555)	45.2 (n=251)	19.50
Unemployed (n=93)	40.9 (n=38)	13.50
Retired (n=181)	27.6 (n=50)	11.00

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 1.1 percentage points in the participation rate for the Cash Five game between 2022 (35.8 percent) and 2020 (36.9 percent). However, the difference was not statistically significant.

- There was a statistically significant difference between the Cash Five past-year players and non-players in 2022 by education, income, Hispanic origin, gender, age, and employment status.

- For education, the participation rates of past-year players for Cash Five in 2022 was highest among respondents with less than a high school degree (50.0 percent) and the lowest for those with a college degree (33.1 percent). The highest median dollars spent was reported among respondents with a graduate degree (at $27.50).

- The highest participation rate for Cash Five by income was among those who said they had annual income between $30,000 and $39,999 (51.9 percent), while the lowest participation rate was among those who had annual incomes between $60,000 and $74,999 (32.7 percent). The highest median dollars spent were among respondents who reported annual incomes between $60,000 and $74,999 and less than $12,000 (each at $20.00).

- Respondents of Hispanic origin had higher participation rates than non-Hispanics for Cash Five in 2022 (46.6 percent and 33.9 percent, respectively). Additionally, they also had the highest median dollars spent at $15.00.

- The participation rates for Cash Five were high among players across many age groups. It was the highest for the age group of 25 to 34 (53.9 percent), followed by those between 18 and 24 (52.4 percent). The highest median dollars spent on playing Cash Five in 2022 was found among those in the 25 to 34 age range (at $20.00).

- Cash Five players who were employed full- or part-time had the highest participation rates (45.2 percent) while retired players had the lowest (27.6 percent). Likewise, the highest median dollars spent on Cash Five in 2022 were those who were employed full-time or part-time at $19.50.

- There was no statistically significant difference between past-year players who played Cash Five and those who did not in 2022 with regard to the demographic factor race and ethnicity.

Figure 19
Years Playing Cash Five
(n=363)
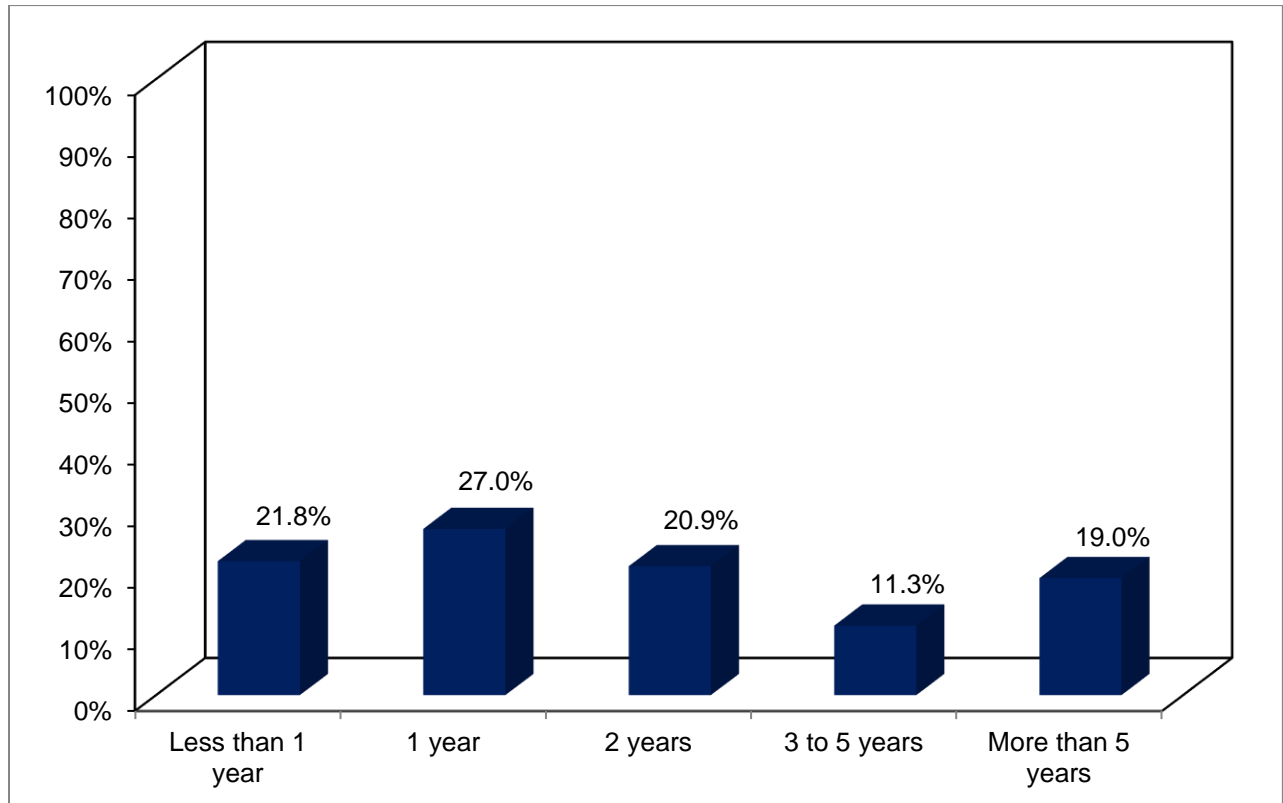
Figure 19 shows that 19.0 percent of respondents who played Cash Five during the past year reported having played it for more than five years. This was significantly lower than reported in 2020 (30.8 percent). Another 27.0 percent reported playing for one year and 21.8 percent had played Cash Five for just less than one year.

IIIh. MEGAPLIER FEATURE WITH MEGA MILLIONS RESULTS

Figure 20
Percentage of Past-Year Players Purchasing Megaplier Feature with Mega Millions Tickets
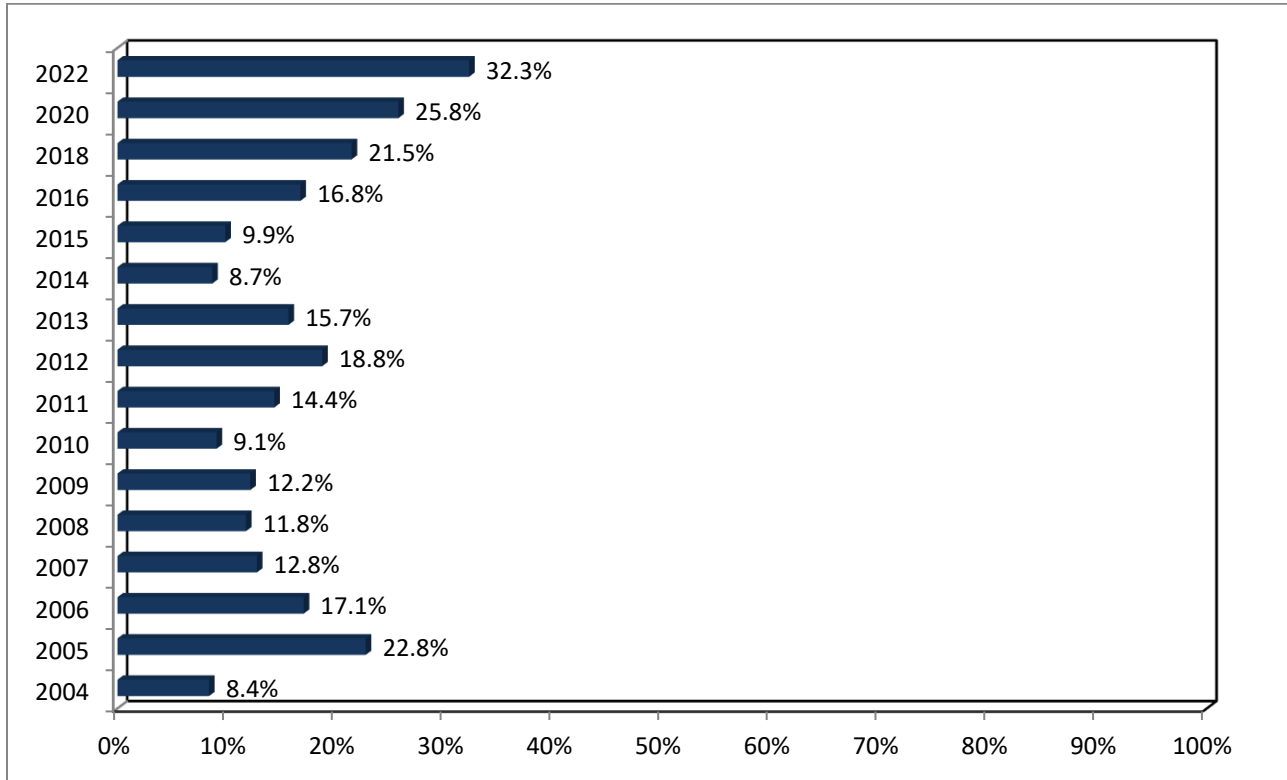
Sources: Hobby School 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2004-2006.

As seen in Figure 20, 32.3 percent of past-year players purchased Megaplier, the Mega Millions add-on feature, in 2022. This rate was 6.5 percentage points higher than that in 2020.

Figure 21
Frequency of Purchasing Megaplier Feature with Mega Millions Tickets
(n=335)
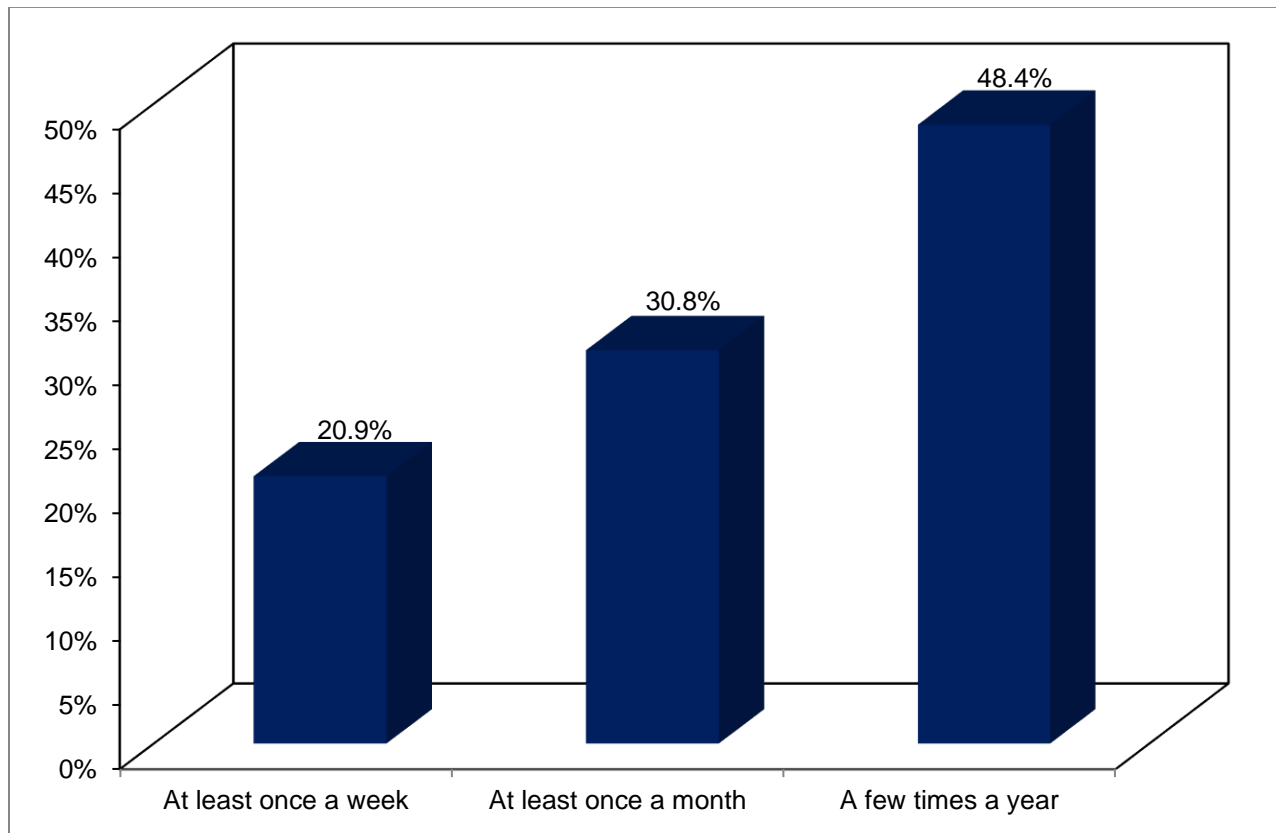
Figure 21 demonstrates that nearly half (48.4 percent) of respondents who purchased Megaplier with their Mega Millions tickets in 2022 reported that they did so a few times a year, while 20.9 percent picked the feature at least once a week. Furthermore, another 30.8 percent purchased the feature at least once a month which was similar to the rate reported in 2020 (30.0 percent).

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

Purchased Megaplier Feature with Mega Millions	Average Number of Times Purchased	
	2022	**2020**
Per week for weekly past-year players[64,65]	2.18	2.08
Per month for monthly past-year players[66,67]	2.65	3.72
Per year for yearly past-year players[68,69]	4.51	18.23

As shown in Table 24, the weekly players who added the Megaplier feature to their Mega Millions purchase chose the feature an average of 2.18 times per week in 2022. The monthly players did so 2.65 times per month on average and yearly players added the feature 4.51 times per year on average in 2022.

Table 25
Dollars Spent on Megaplier Feature with Mega Millions

Megaplier Feature with Mega Millions	Dollars Spent	
	2022	**2020**
Average spent per play	$12.59	$19.63
Average spent per month (mean)[70]	16.61	24.37
Average spent per month (median)[71]	10.00	10.00

Respondents who purchased the Megaplier feature with Mega Millions spent an average of $12.59 per play in 2022 (Table 25). Those who reported adding the feature on a monthly or more frequent basis spent an average of $16.61 per month in 2022 as compared to $24.37 in 2020. Moreover, in 2022, half of respondents were likely to spend $10.00 or more on Megaplier per month.

---

[64] 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.

[65] The average number of times played per week excludes a respondent who reported having played 55 times a week. If this respondent is included, the average number of times played is 3.02 times per week.

[66] 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.

[67] The average number of times played per month excludes a respondent who reported having played more than 30 times a week. If the respondent is included, the average number of times played is 3.91 times per month.

[68] 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.

[69] The average number of times played per year excludes a respondent who reported having played more than 300 times a year. If the respondent is included, the average number of times played is 20.16 times per year.

[70] The average spent per month (mean) excludes a respondent who reported having spent $788 a month. If the respondent is included, the average spent per month (mean) is $20.23.

[71] The average spent per month (median) excludes the respondents who reported having spent $788 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**		
2022 (N = 1,038)	32.3 (n=335)	$10.00
2020 (N = 763)	25.8 (n=197)	10.00
2022 Demographics		
Education		
Less than high school diploma (n=28)	67.9 (n=19)	25.00
High school diploma (n=189)	55.0 (n=104)	10.00
Some college (n=171)	56.7 (n=97)	8.00
College degree (n=165)	49.7 (n=82)	5.50
Graduate degree (n=63)	52.4 (n=33)	20.00
Income		
Less than $12,000 (n=39)	64.1 (n=25)	10.50
$12,000 to $19,999 (n=42)	73.8 (n=31)	10.00
$20,000 to $29,999 (n=66)	50.0 (n=33)	6.00
$30,000 to $39,999 (n=66)	53.0 (n=35)	16.00
$40,000 to $49,999 (n=80)	47.5 (n=38)	12.00
$50,000 to $59,999 (n=53)	56.6 (n=30)	9.00
$60,000 to $74,999 (n=65)	63.1 (n=41)	5.00
$75,000 to $100,000 (n=78)	52.6 (n=41)	10.00
More than $100,000 (n=101)	49.5 (n=50)	5.50
Race		
White (n=246)	46.3 (n=114)	8.00
Black or African American (n=103)	69.9 (n=72)	10.00
Hispanic (n=227)	57.7 (n=131)	10.00
Asian or Pacific Islander (n=10)	50.0 (n=5)	--
Native American (n=5)	40.0 (n=2)	--
Other (n=13)	46.2 (n=6)	--
Two or More (n=12)	41.7 (n=5)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages around rounded to the nearest tenth.

Table 26 (continued)

Hispanic Origin		
Yes (n=283)	58.0 (n=164)	10.00
No (n=333)	51.4 (n=171)	9.00
Gender		
Female (n=284)	54.9 (n=156)	9.00
Male (n=332)	53.9 (n=179)	10.00
Age		
18 to 24 (n=40)	60.0 (n=24)	12.00
25 to 34 (n=126)	56.4 (n=71)	20.00
35 to 44 (n=110)	58.2 (n=64)	10.00
45 to 54 (n=100)	50.0 (n=50)	5.00
55 to 64 (n=129)	49.6 (n=64)	5.50
65 or older (n=111)	55.9 (n=62)	8.50
Employment Status		
Employed full/part time (n=366)	55.2 (n=202)	10.00
Unemployed (n=57)	52.6 (n=30)	10.00
Retired (n=125)	52.8 (n=66)	8.50

Note: * $p<0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the category. The average and median amount spent per month only includes those who spent $1.00 or more. Percentages around rounded to the nearest tenth.

As shown in Table 26, there was an increase of 6.5 percentage points in the participation rate for the Megaplier add-on feature to Mega Millions between 2020 (25.8 percent) and 2022 (32.3 percent). The difference was statistically significant.

- 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 2022 for the demographic factors of education, income, race and ethnicity, Hispanic origin, gender, age, and employment status.

Figure 22
Years Purchasing Megaplier Feature with Mega Millions Tickets
(n=303)
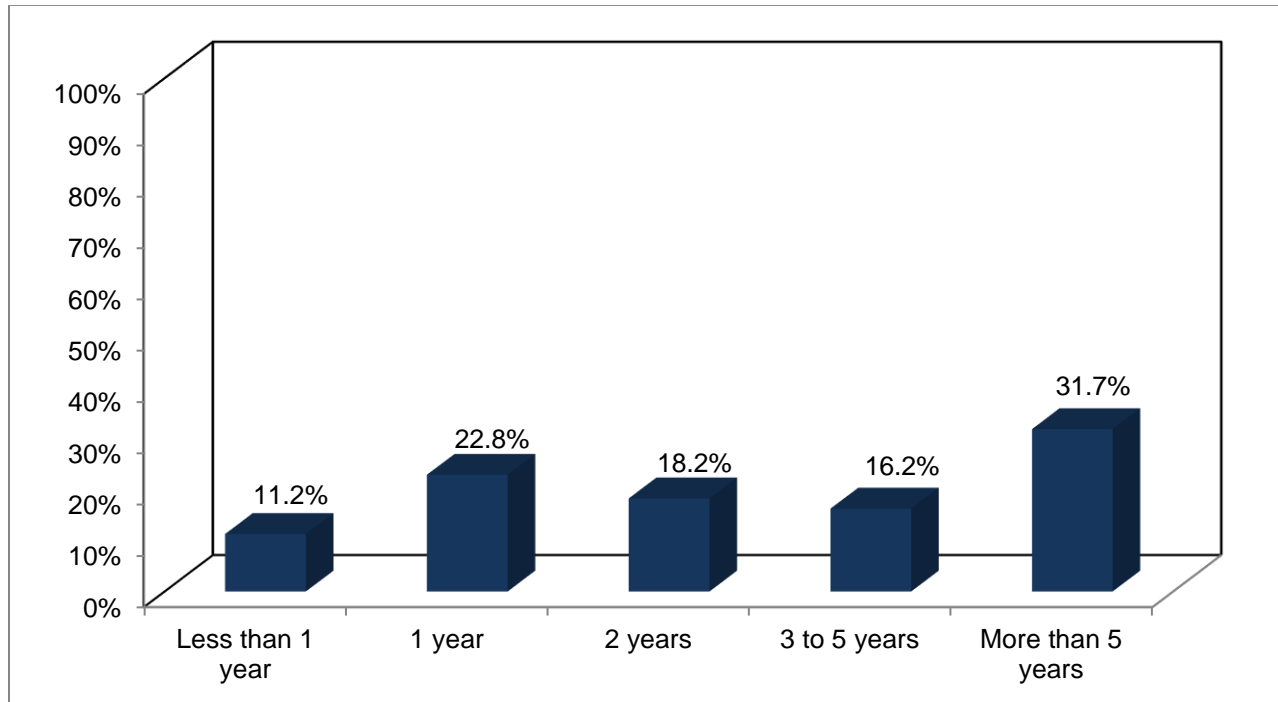
As shown in Figure 22, 31.7 percent of respondents who added Megaplier to their purchase of Mega Millions tickets had done so for more than five years. Besides, a total of 34.0 percent of the players reported adding the feature for just one year or less which was a 2-percentage point increase from what was reported in 2020.

IIIi. POWER PLAY FEATURE WITH POWERBALL RESULTS

Figure 23
Percentage of Past-Year Players Purchasing Power Play Feature with Powerball
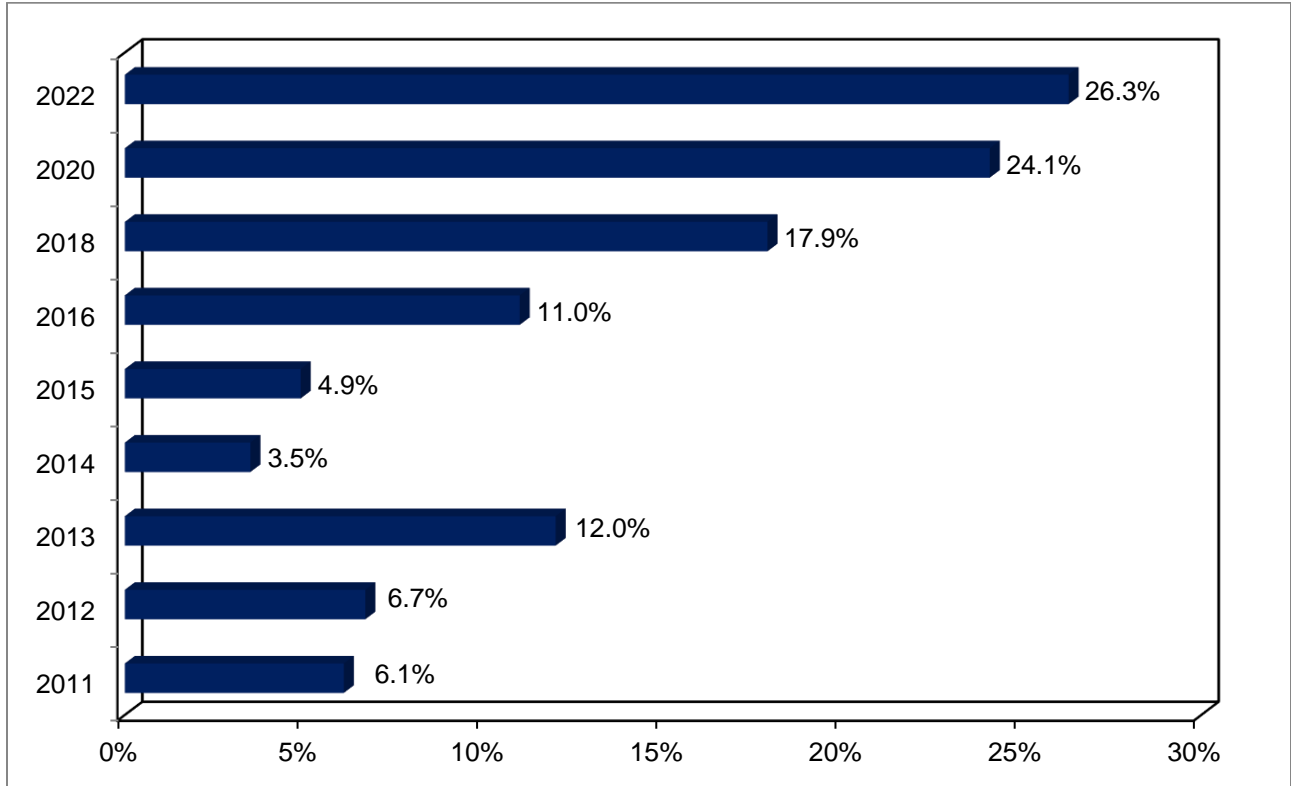
Sources: Hobby School 2011, 2012, 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data and additional survey reports 2001-2006.

Twenty-six percent (26.3) of the lottery past-year players reported that they added the Power Play feature to their Powerball purchases in 2022. This participation rate was 2.2 percentage points higher than that in 2020 (24.1 percent).

Figure 24
Frequency of Purchasing Power Play Feature with Powerball Tickets
(n=273)
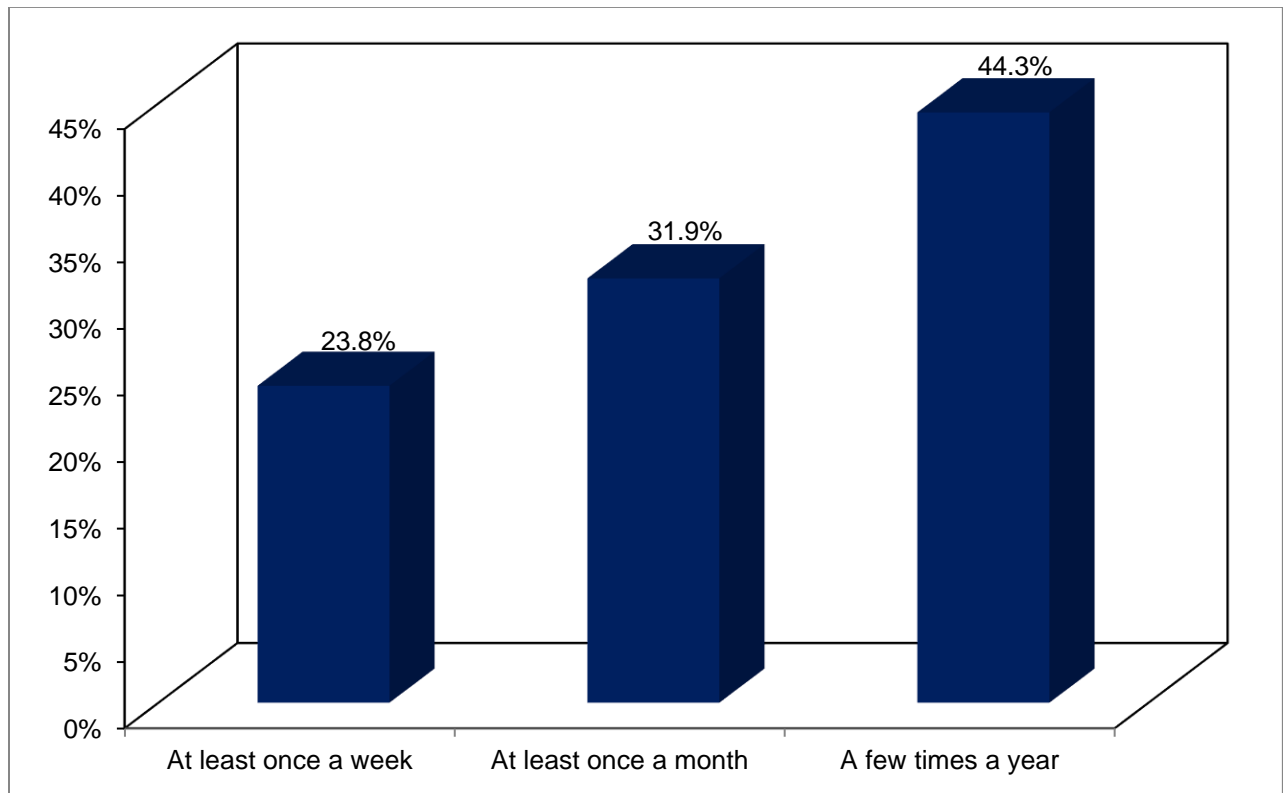
As shown in Figure 24, 23.8 percent of respondents who added the Power Play feature to their Powerball ticket purchases did so at least once a week. In addition, over two-fifths (44.3 percent) of respondents purchased the feature a few times a year, a decrease of 1.4 percentage points from 2020. The remaining 31.9 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	
	2022	**2020**
Per week for weekly past-year players[72,73]	2.35	2.27
Per month for monthly past-year players[74]	3.49	3.60
Per year for yearly past-year players[75]	4.66	19.92

Table 27 indicates that the weekly players of the Power Play add-on feature reported selecting this feature 2.35 times per week on average in 2022. Monthly players reported an average number of 3.49 times per month in 2022. Yearly players reported picking the feature an average number of 4.66 times per year in 2022.

Table 28
Dollars Spent on Power Play Feature with Powerball

Power Play Feature with Powerball	Dollars Spent	
	2022	**2020**
Average spent per play[76]	$13.51	$16.79
Average spent per month (mean)[77]	19.04	23.36
Average spent per month (median)[78]	10.00	10.00

Table 28 shows that the respondents selecting the add-on Power Play feature spent an average of $13.51 per play in 2022. Those who reported purchasing the feature on a monthly or more frequent basis spent an average of $19.04 per month in 2022. Half of respondents were likely to spend $10.00 or more per month on Power Play, which was the same median amount as in 2020.

---

[72] 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.

[73] The average number of times played per month excludes respondents who reported having played more than 7 times a week. If the respondents are included, the average number of times played is 3.21 times per week.

[74] 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.

[75] 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.

[76] The average spent per play excludes a respondent who reported having spent $567 per play. If that respondent is included, the average spent per month (mean) is $16.20.

[77] The average spent per month (mean) excludes respondents who reported having spent more than $500 a month. If the respondent is included, the average spent per month (mean) is $25.21.

[78] 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 $10.00.

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		
2022 (N = 1,038)	26.3 (n=273)	$10.00
2020 (N = 763)	24.1 (n=184)	10.00
2022 Demographics		
Education		
Less than high school diploma (n=17)	64.7 (n=11)	50.00
High school diploma (n=138)	61.6 (n=85)	10.00
Some college (n=134)	56.0 (n=75)	8.00
College degree (n=125)	55.2 (n=69)	11.00
Graduate degree (n=57)	57.9 (n=33)	10.00
Income		
Less than $12,000 (n=31)	74.2 (n=23)	13.50
$12,000 to $19,999 (n=29)	65.5 (n=19)	17.50
$20,000 to $29,999 (n=50)	54.0 (n=27)	11.00
$30,000 to $39,999 (n=55)	54.6 (n=30)	15.00
$40,000 to $49,999 (n=52)	65.4 (n=34)	10.00
$50,000 to $59,999 (n=38)	60.5 (n=23)	8.00
$60,000 to $74,999 (n=49)	63.3 (n=31)	9.50
$75,000 to $100,000 (n=56)	50.0 (n=28)	12.50
More than $100,000 (n=91)	52.8 (n=48)	5.50
Race		
White (n=190)	53.7 (n=102)	10.00
Black or African American (n=87)	72.4 (n=63)	11.00
Hispanic (n=167)	55.1 (n=92)	10.00
Asian or Pacific Islander (n=6)	83.3 (n=5)	--
Native American (n=3)	66.7 (n=2)	--
Other (n=9)	44.4 (n=4)	--
Two or More (n=9)	55.6 (n=5)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 29 (continued)

Hispanic Origin		
Yes (n=212)	57.6 (n=122)	11.00
No (n=259)	58.3 (n=151)	10.00
Gender		
Female (n=209)	55.5 (n=116)	11.00
Male (n=262)	59.9 (n=157)	10.00
Age*		
18 to 24 (n=39)	66.7 (n=26)	15.00
25 to 34 (n=89)	66.3 (n=59)	20.00
35 to 44 (n=87)	58.6 (n=51)	12.00
45 to 54 (n=78)	51.3 (n=40)	6.00
55 to 64 (n=92)	52.2 (n=48)	8.00
65 or older (n=86)	57.0 (n=49)	6.50
Employment Status		
Employed full/part time (n=279)	61.7 (n=172)	10.00
Unemployed (n=48)	52.1 (n=25)	20.00
Retired (n=97)	52.6 (n=51)	4.50

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 2.2 percentage points in the participation rate for the Power Play feature with Powerball between 2020 (24.1 percent) and 2022 (26.3 percent). The difference was not 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 (66.7 percent), followed by those who were between 25 and 34 (66.3 percent). The highest median dollars spent on playing the Power Play feature with Powerball in 2022 was reported for those in the 25 to 34 age range (at $20.00).

- 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 2022 for the demographic factors of education, income, race and ethnicity, Hispanic origin, gender, and employment status.

Figure 25
Years Purchasing Power Play Feature with Powerball Tickets
(n=258)
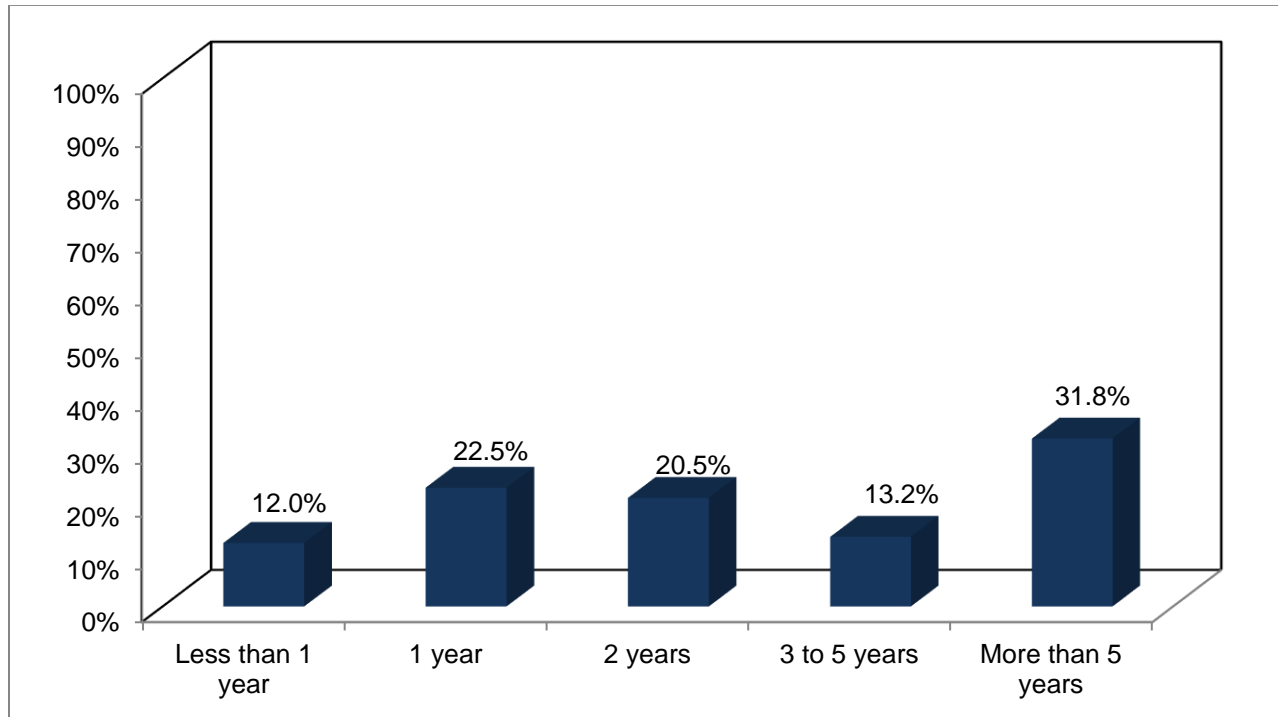
As seen in Figure 25, nearly a third (31.8 percent) of respondents reported that they had purchased the Power Play feature with Powerball Tickets for more than five years. This was 10.2 percentage points lower than the rate reported in 2020. One-third (33.7 percent) of respondents reported that they purchased the Power Play feature with Powerball tickets between 2 and 5 years. Furthermore, 34.5 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
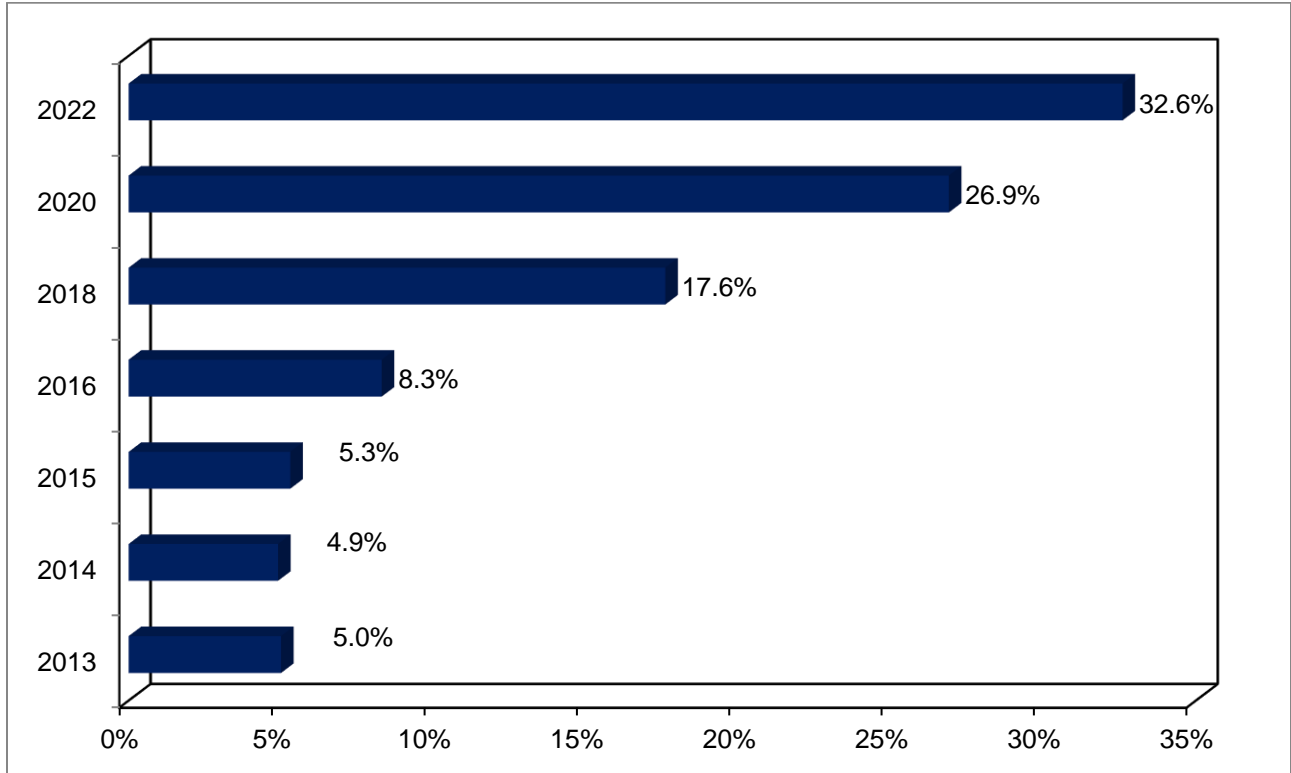
Sources: Hobby School 2013, 2014, 2015, 2016, 2018, 2020, and 2022 survey data.

A total of thirty-three percent (32.6) of the lottery past-year players reported purchasing the Extra! Add-on feature with Lotto Texas, 5.7 percentage points higher than the corresponding figure in 2020.

Figure 27
Frequency of Purchasing Extra! Feature with Lotto Texas Tickets
(n=338)
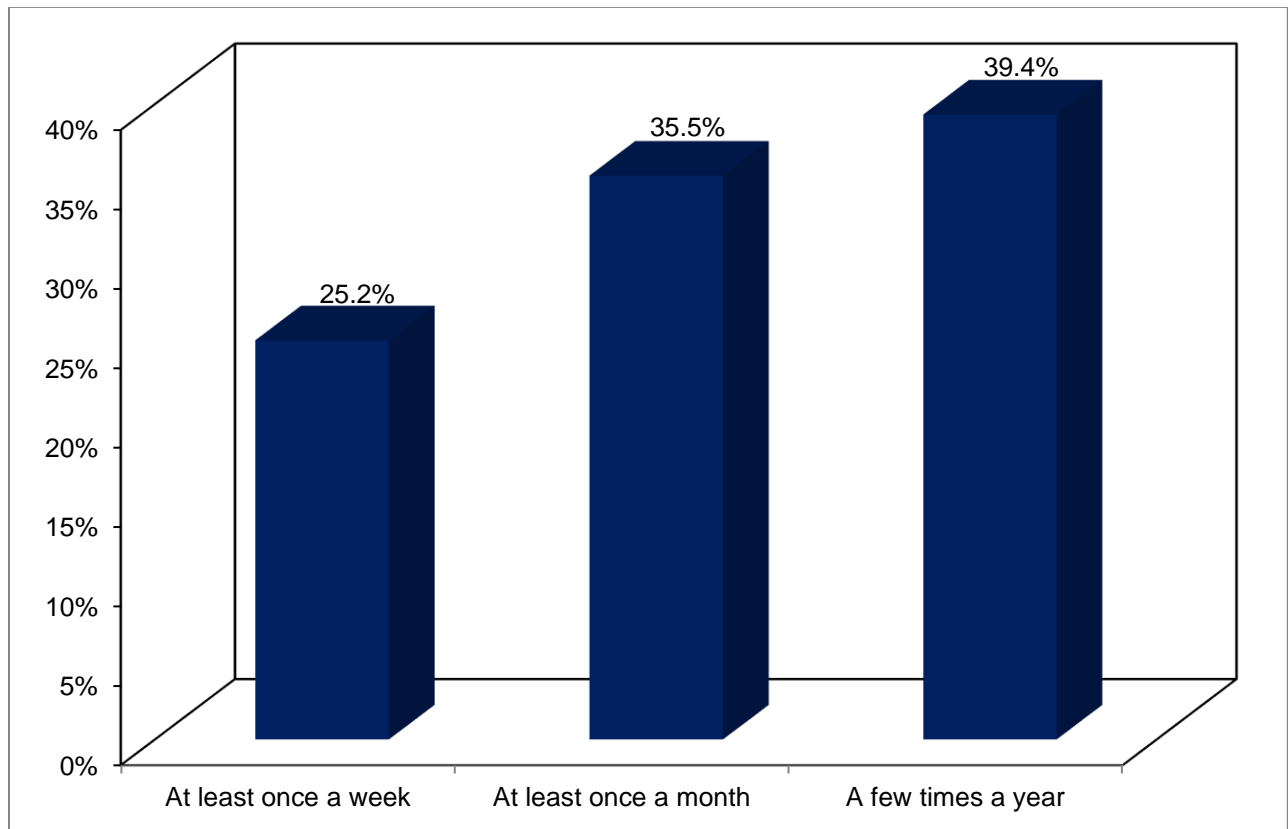
Figure 27 indicates that among those who purchased the Extra! Feature with Lotto Texas, 25.2 percent did so at least once a week which was slightly less than the rate reported in 2020 (30.7 percent). Another 35.5 percent purchased the feature at least once a month. Furthermore, 39.4 percent bought the 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	
	2022	**2020**
Per week for weekly past-year players[79,80]	2.23	2.02
Per month for monthly past-year players[81,82]	3.22	3.89
Per year for yearly past-year players[83,84]	4.64	18.83

As shown in Table 30, past-year players purchased the Extra! Feature with Lotto Texas 2.23 times per week on average, and players picked the feature 3.22 times per month in 2022.

Table 31
Dollars Spent on Extra! Feature with Lotto Texas

Extra! Feature with Lotto Texas	Dollars Spent	
	2022	**2020**
Average spent per play[85]	$17.87	$18.35
Average spent per month (mean)[86]	25.80	23.93
Average spent per month (median)[87]	10.00	10.00

The past-year players of the Extra! add-on feature spent an average of $17.87 per play, a slight decrease of $0.48 from 2020 (Table 31). Those who reported adding the feature on a monthly or

---

[79] 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.

[80] 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 2.33 times per week.

[81] 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 month they played.

[82] 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 4.36 times per month.

[83] 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.

[84] The average number of times played per month excludes a respondent who reported having played more 435 times a year. If the respondent is included, the average number of times played is 8.70 times per year.

[85] The average spent per play excludes a respondent who reported having spent $432 per play. If this respondent is included, the average spent per play is $19.44.

[86] 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 $31.72.

[87] 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 still $10.00.

more frequent basis spent an average of $25.80 per month. Half of respondents were likely to spend $10.00 or more a month on the Extra! add-on feature, which was the same as in 2020.

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**		
2022 (N = 1,038)	32.6 (n=338)	$10.00
2020 (N = 763)	26.9 (n=205)	10.00
2022 Demographics		
Education		
Less than high school diploma (n=37)	48.7 (n=18)	30.00
High school diploma (n=257)	42.0 (n=108)	10.00
Some college (n=213)	46.5 (n=99)	10.00
College degree (n=188)	41.5 (n=78)	10.00
Graduate degree (n=72)	48.6 (n=35)	20.00
Income		
Less than $12,000 (n=63)	49.2 (n=31)	20.00
$12,000 to $19,999 (n=51)	51.0 (n=26)	10.00
$20,000 to $29,999 (n=100)	43.0 (n=43)	10.00
$30,000 to $39,999 (n=83)	43.4 (n=36)	13.00
$40,000 to $49,999 (n=89)	48.3 (n=43)	9.00
$50,000 to $59,999 (n=62)	45.2 (n=28)	8.00
$60,000 to $74,999 (n=88)	40.9 (n=36)	20.00
$75,000 to $100,000 (n=79)	45.6 (n=36)	10.00
More than $100,000 (n=119)	39.5 (n=47)	8.00
Race		
White (n=309)	40.5 (n=125)	10.00
Black or African American (n=117)	53.9 (n=63)	10.00
Hispanic (n=295)	46.4 (n=137)	10.00
Asian or Pacific Islander (n=10)	30.0 (n=3)	--
Native American (n=10)	40.0 (n=4)	--
Other (n=13)	30.8 (n=4)	--
Two or More (n=13)	15.4 (n=2)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 32 (continued)

Hispanic Origin		
Yes (n=372)	47.0 (n=175)	10.00
No (n=395)	41.3 (n=163)	10.00
Gender*		
Female (n=368)	40.2 (n=148)	9.00
Male (n=399)	47.6 (n=190)	10.00
Age***		
18 to 24 (n=64)	53.1 (n=34)	14.00
25 to 34 (n=152)	57.9 (n=88)	20.00
35 to 44 (n=157)	42.0 (n=66)	10.00
45 to 54 (n=118)	33.9 (n=40)	8.00
55 to 64 (n=143)	42.7 (n=61)	7.00
65 or older (n=133)	36.8 (n=49)	8.50
Employment Status*		
Employed full/part time (n=465)	46.7 (n=217)	10.00
Unemployed (n=68)	54.4 (n=37)	15.00
Retired (n=143)	35.0 (n=50)	6.00

Note: * $p<0.05$, ** $p < 0.01$, *** $p < 0.001$, two-tailed test. 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 the 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 5.7 percentage points in the participation rate for the Extra! Feature with Lotto Texas between 2020 (26.9 percent) and 2022 (32.6 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 2022 for the demographic factors of gender, age, and employment status.

- Male respondents had a higher participation rate (47.6 percent) and median dollars spent ($10.00) than female respondents playing the Extra! Feature with Lotto Texas.

- The participation rates for the Extra! Feature with Lotto Texas reached a majority for those in the 25 to 34 age range (57.9 percent) and those in the 18 to 24 age range (53.1 percent). The highest median dollars spent on playing the Extra! Feature with Lotto Texas in 2022 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 and median dollars spent for the Extra! Feature with Lotto Texas tickets were among unemployed players (54.4 percent and $15.00, respectively). On the other hand, those who were retired had the lowest participation rate of 35.0 percent and the lowest median dollar spent at $6.00.

- The survey did not find any statistically significant differences between past-year players who played the Extra! Feature with Lotto Texas and those who did not in 2020 for the demographic factors of education, income, race, and Hispanic origin.

Hobby School of Public Affairs
UNIVERSITY OF **HOUSTON**

Figure 28
Years Playing Extra! Feature with Lotto Texas
(n=305)
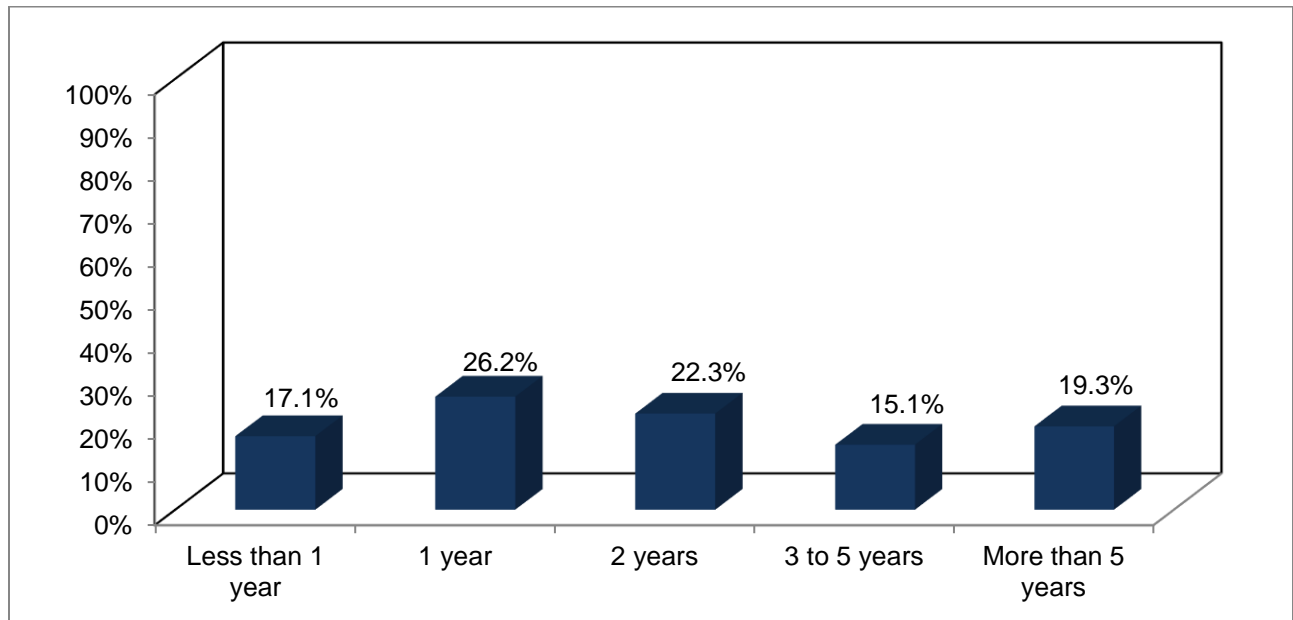
As seen in Figure 28, nearly a fifth (19.3 percent) of respondents reported that they had purchased the Extra! Feature with Lotto Texas for more than five years. Another 37.4 percent of respondents reported that they purchased the Extra! Feature with Lotto Texas between 2 and 5 years. This was 13.6 percentage points higher than reported in 2020. Furthermore, there were 43.3 percent of respondents who 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
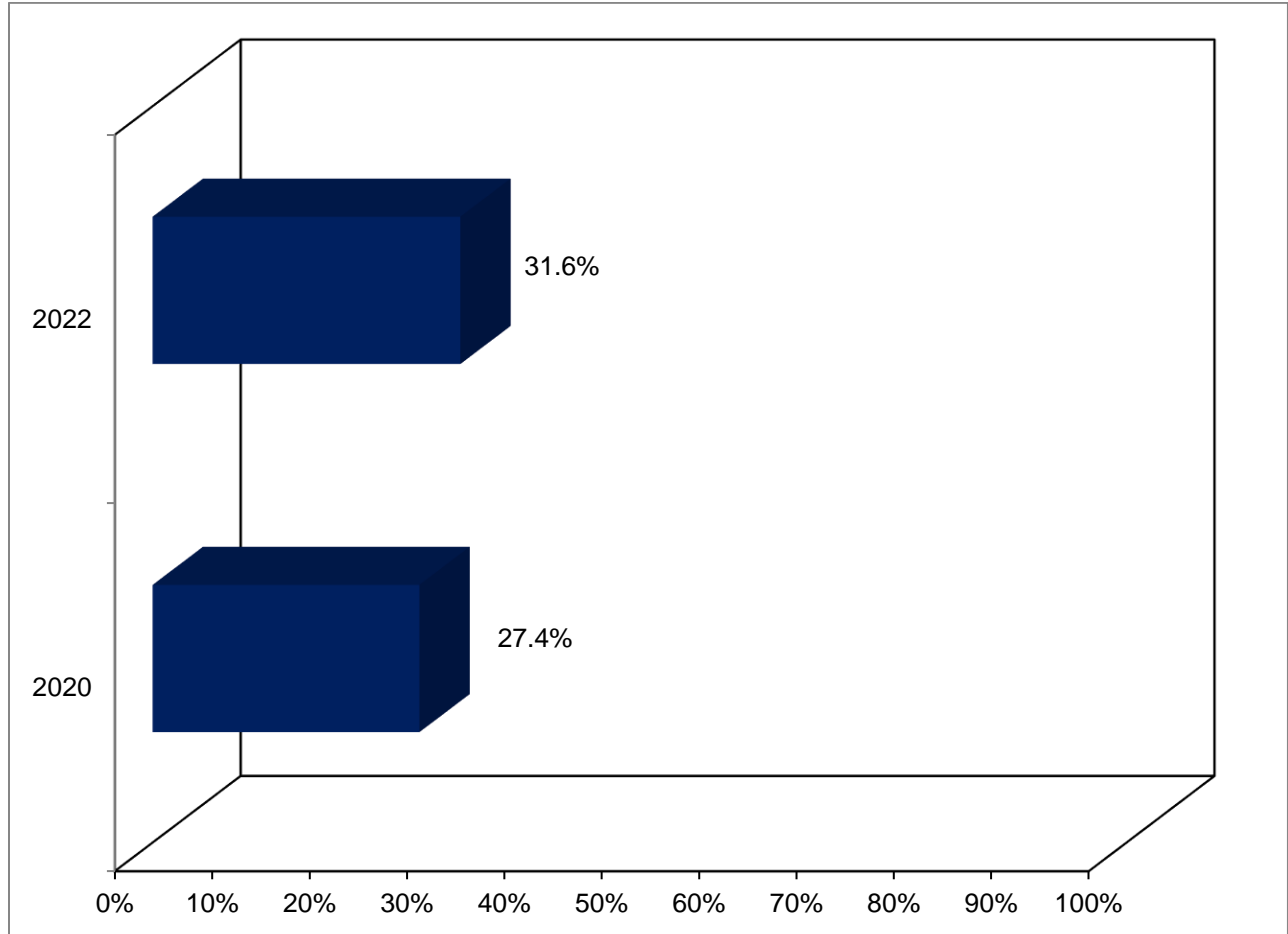
Sources: Hobby School 2020 and 2022 survey data.

Thirty-two percent (31.6) of the lottery past-year players reported purchasing the FIREBALL feature with Pick 3 in 2022. This participation rate was 4.2 percentage points higher than that in 2020 (27.4 percent).

Figure 30
Frequency of Purchasing FIREBALL Feature with Pick 3
(n=328)
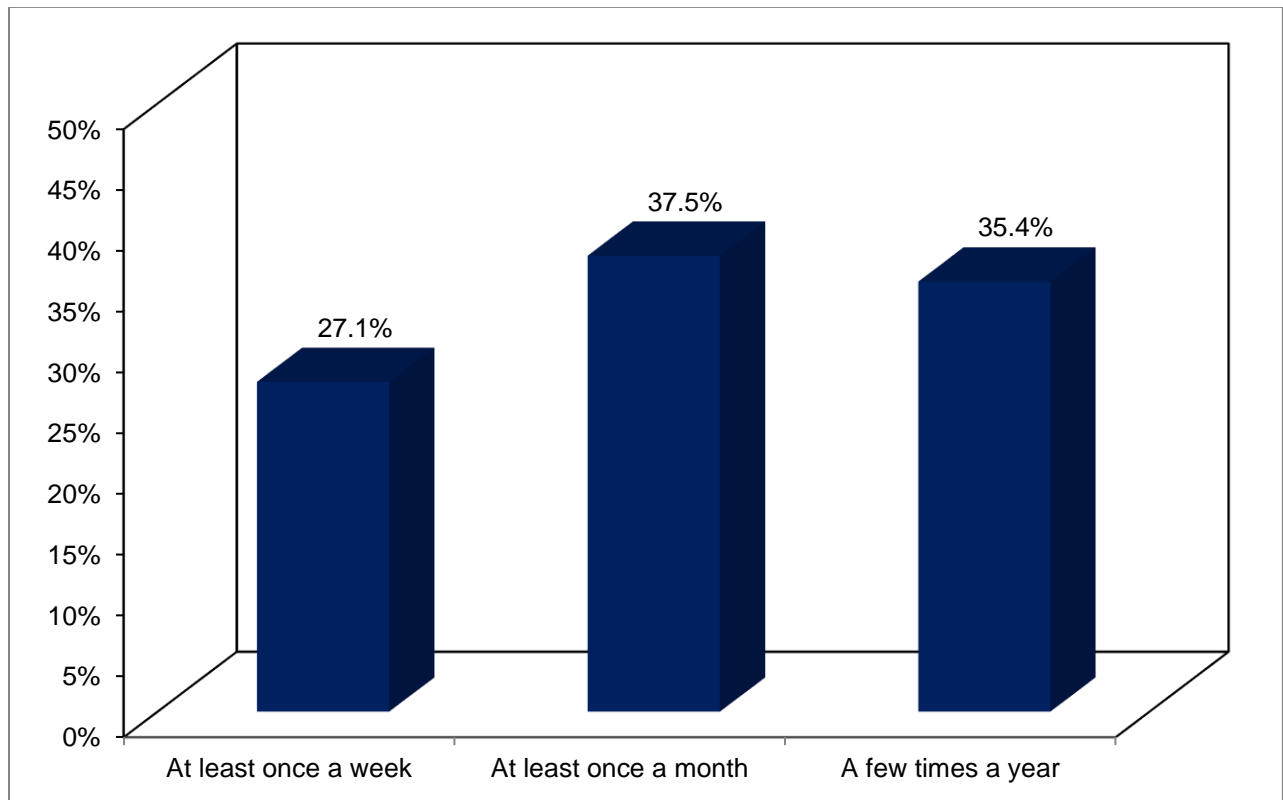
Figure 30 demonstrates that among those who purchased the FIREBALL Feature with Pick 3, 27.1 percent did so at least once a week. Another 37.5 percent purchased the FIREBALL Feature with Pick 3 at least once a month in 2022 which was 3 percentage points higher than in 2020. Additionally, 35.4 percent 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	
	2022	**2020**
Per week for weekly past-year players[88,89]	2.53	1.97
Per month for monthly past-year players[90,91]	2.72	4.30
Per year for yearly past-year players[92]	4.84	20.53

As shown in Table 33, past-year players purchased the FIREBALL Feature with Pick 3 2.53 times per week on average which was 0.6 percentage points higher than in 2020 (1.97). Players picked the feature 2.72 times per month in 2022. Besides, yearly players purchased the feature with an average of 4.84 times per year in 2022.

Table 34
Dollars Spent on FIREBALL Feature with Pick 3

FIREBALL Feature with Pick 3	Dollars Spent	
	2022	**2020**
Average spent per play[93]	$22.81	$24.82
Average spent per month (mean)[94]	40.85	31.09
Average spent per month (median)[95]	20.00	13.00

The past-year players of the FIREBALL feature with Pick 3 spent an average of $22.81 per play, a decrease of $2.01 from 2020 (Table 34). Those who reported adding the feature on a monthly or more frequent basis spent an average of $40.85 per month. Half of respondents were likely to spend

---

[88] 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.

[89] 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 3.28 times per week.

[90] 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.

[91] The average number of times played per month excludes arespondents who reported having played more than 200 times a month. If that respondent is included, the average number of times played is 4.53 times per month.

[92] 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.

[93] 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 $28.42.

[94] 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 $43.02.

[95] The average spent per month (median) excludes respondents who reported having spent more than $500 per month. If the respondents are included, the average spent per month (mean) is $43.02, but the (median) is still $13.00.

$20.00 or more a month on the FIREBALL feature with Pick 3 which was a significant increase from the amount in 2020 ($13.00).

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*		
2022 (N = 1,038)	31.6 (n=328)	$20.00
2020 (N = 763)	27.4 (n=209)	13.00
2022 Demographics		
Education		
Less than high school diploma (n=28)	60.7 (n=17)	15.00
High school diploma (n=210)	54.8 (n=115)	20.00
Some college (n=167)	55.7 (n=93)	16.00
College degree (n=124)	62.1 (n=77)	19.00
Graduate degree (n=50)	52.0 (n=26)	45.00
Income*		
Less than $12,000 (n=51)	60.8 (n=31)	15.00
$12,000 to $19,999 (n=40)	70.0 (n=28)	25.00
$20,000 to $29,999 (n=91)	60.4 (n=55)	15.00
$30,000 to $39,999 (n=69)	59.4 (n=41)	18.00
$40,000 to $49,999 (n=63)	63.5 (n=40)	20.00
$50,000 to $59,999 (n=49)	53.1 (n=26)	12.50
$60,000 to $74,999 (n=61)	47.5 (n=29)	30.00
$75,000 to $100,000 (n=64)	48.4 (n=31)	35.00
More than $100,000 (n=73)	53.4 (n=39)	15.50
Race		
White (n=192)	53.7 (n=103)	20.00
African American (n=103)	60.2 (n=62)	22.50
Hispanic (n=254)	58.3 (n=148)	15.00
Asian (n=8)	75.0 (n=6)	--
Native American (n=6)	33.3 (n=2)	--
Other (n=6)	33.3 (n=2)	--
Two or More (n=10)	50.0 (n=5)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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=325)	59.7 (n=194)	20.00
No (n=254)	52.8 (n=134)	20.00
Gender		
Female (n=267)	53.6 (n=143)	20.00
Male (n=312)	59.3 (n=185)	20.00
Age***		
18 to 24 (n=68)	70.6 (n=48)	15.00
25 to 34 (n=144)	78.5 (n=113)	25.00
35 to 44 (n=133)	62.4 (n=83)	20.00
45 to 54 (n=81)	46.9 (n=38)	10.00
55 to 64 (n=84)	38.1 (n=32)	15.00
65 or older (n=69)	20.3 (n=14)	10.00
Employment Status***		
Employed full/part time (n=369)	64.2 (n=237)	20.00
Unemployed (n=68)	58.8 (n=40)	25.00
Retired (n=77)	22.1 (n=17)	12.00

Note: * p<0.05, ** p < 0.01, *** p < 0.001, two-tailed test. 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 the 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 4.2 percentage points in the participation rate for the FIREBALL Feature with Pick 3 between 2020 (27.4 percent) and 2022 (31.6 percent). The difference was statistically significant.

- There was a statistically significant difference between the FIREBALL Feature with Pick 3 past-year players and non-players by income. The participation rate was highest among players with an annual income between $12,000 and $19,999 (70.0 percent), followed by those with incomes between $40,000 and $49,999 (63.5 percent). Players with an annual income between $75,000 to $100,000 had the highest median dollars spent on the FIREBALL Feature at $35.00.

- 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 (78.5 percent), followed by those in the 18 to 24 age cohort (70.6 percent). The highest median dollars spent on playing the FIREBALL Feature with Pick 3 tickets in 2022 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 2022 by employment status. The highest participation rate for the FIREBALL Feature with Pick 3 tickets was among players who were employed either part-time or full-time (64.2 percent). The highest median dollars spent on the FIREBALL Feature with Pick 3 tickets was among players who were unemployed (at $25.00). Conversely, those who were retired had the lowest participation rate of 22.1 percent.

- There were no statistically significant differences between past-year players who played the FIREBALL Feature with Pick 3 and those who did not in 2022 with regard to the demographic factors of education, race or ethnicity, Hispanic origin, and gender.

Figure 31
Years Playing FIREBALL Feature with Pick 3
(n=308)
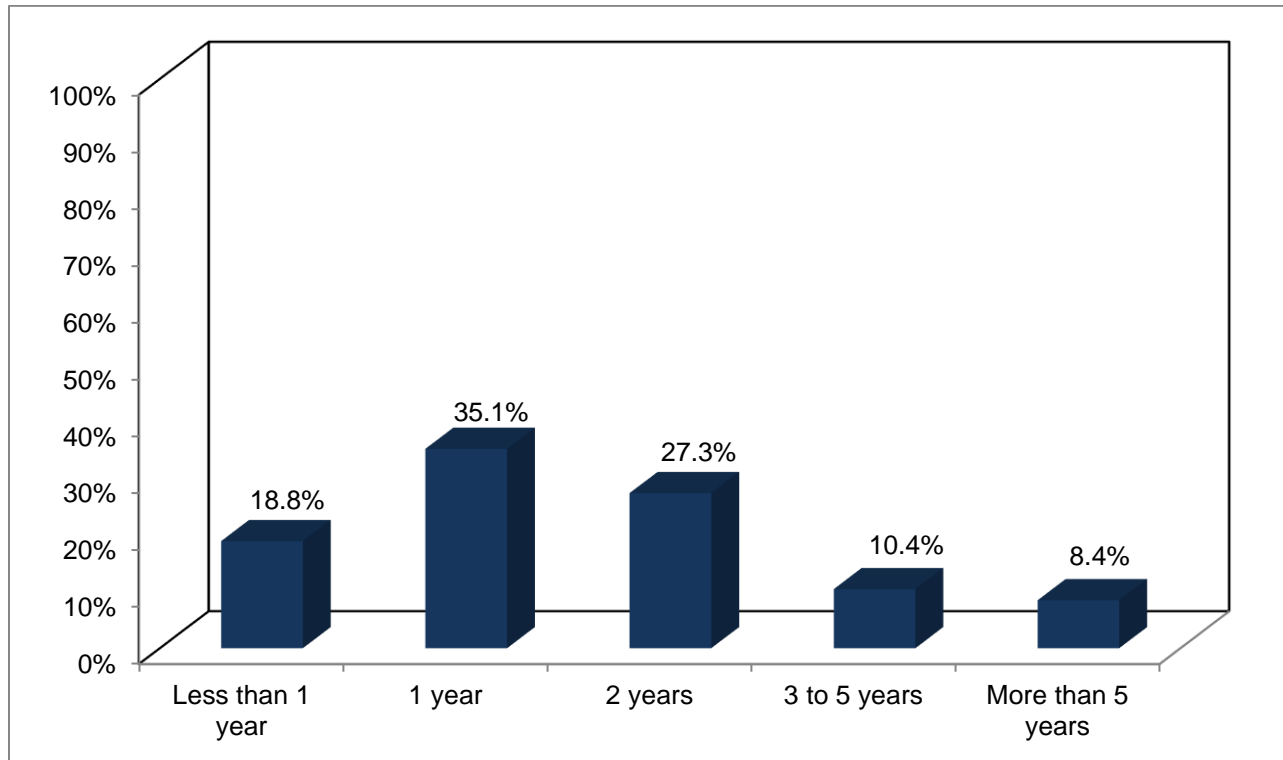
Figure 31 demonstrates that 8.4 percent of respondents who played the FIREBALL Feature with Pick 3 during the past year reported having played it for more than five years. In addition, 53.9 percent had played the FIREBALL Feature with Pick 3 for just one year or less which was 1.0 percentage points lower than in 2020.[96]

---

[96] 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
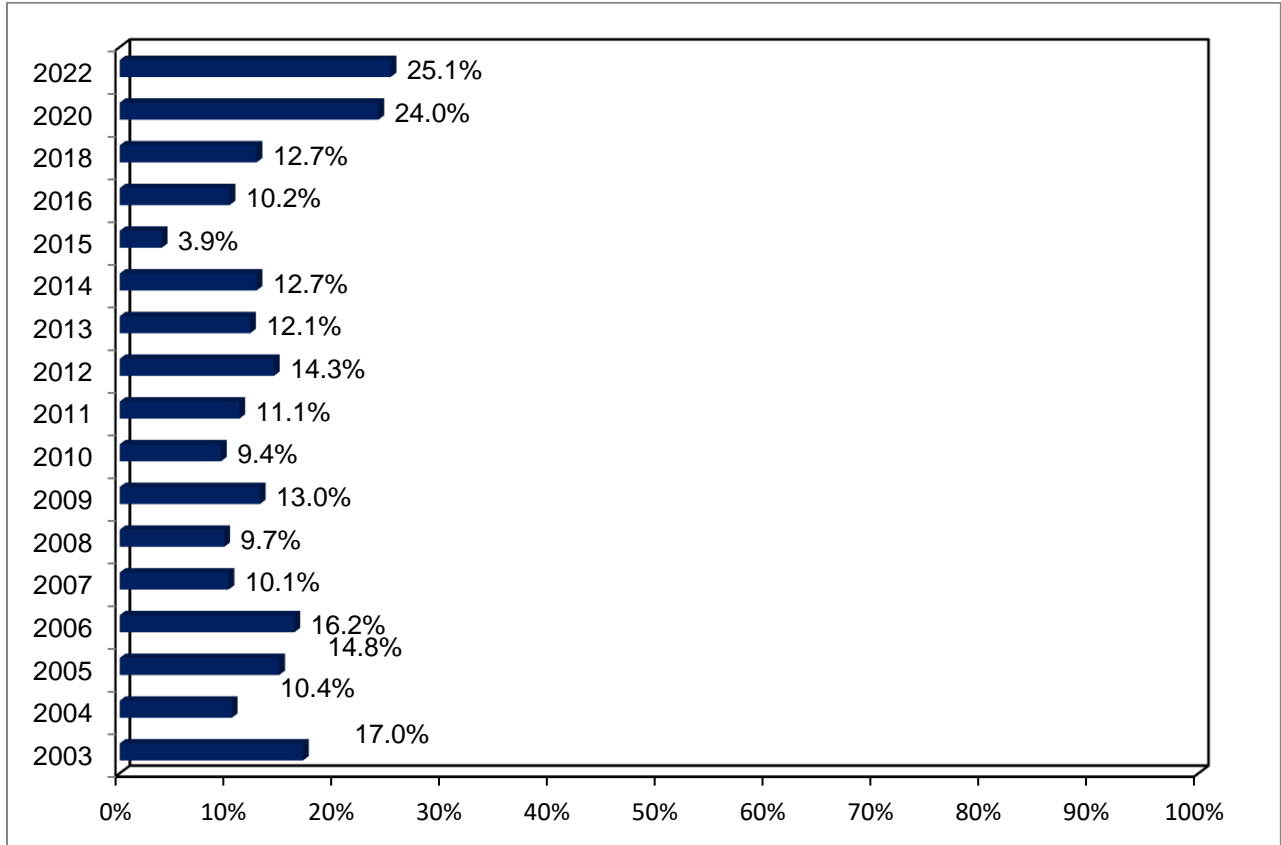
Twenty-five percent (25.1) of the lottery past-year players reported playing Texas Two Step in 2022. The participation rate was 1.1 percentage points higher than the rate recorded in 2020.

UNIVERSITY OF **HOUSTON**

Figure 33
Frequency of Purchasing Texas Two Step Tickets
(n=261)
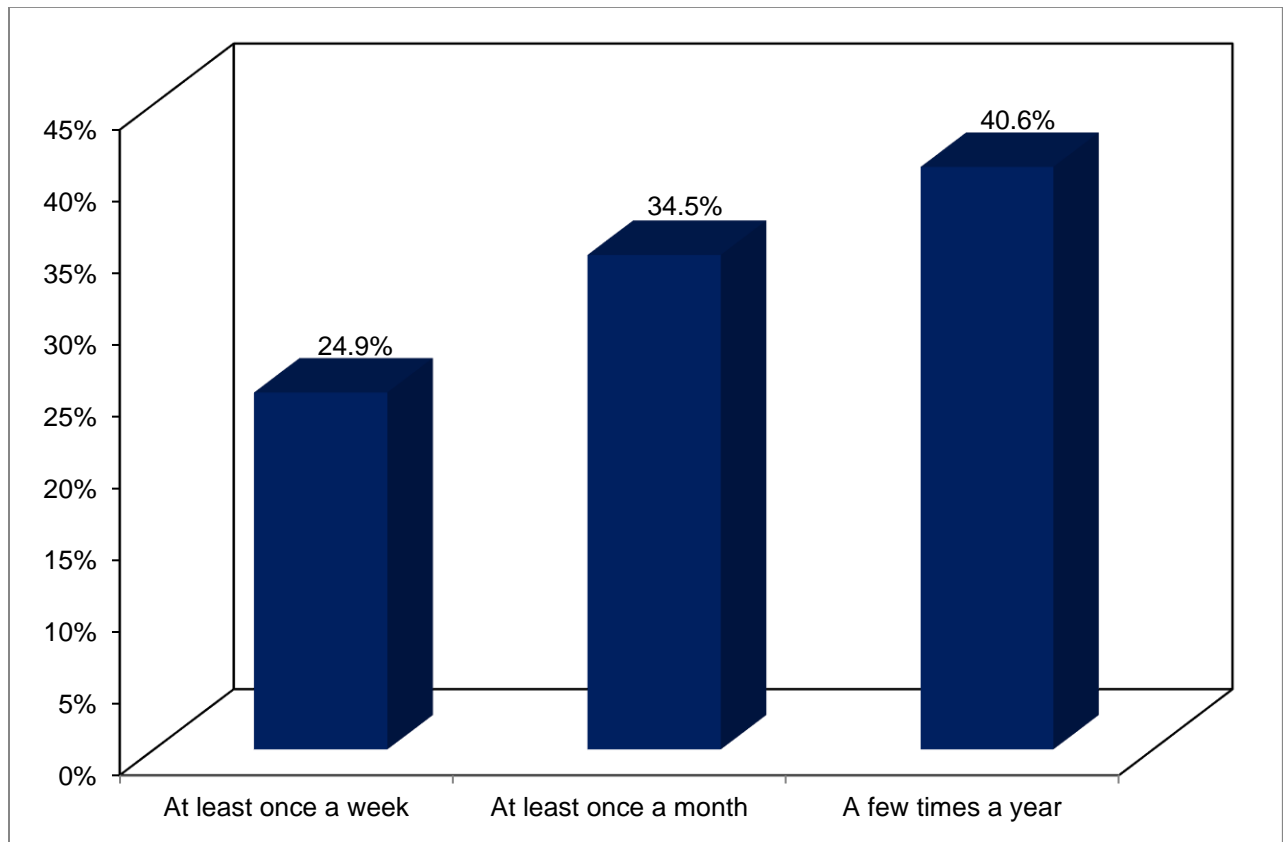
As seen in Figure 33, 24.9 percent of the Texas Two Step players purchased tickets for the game at least once a week in 2022. Another 34.5 percent reported that they purchased tickets at least once a month which was an increase of 7.7 percentage points from 2020. An additional 40.6 percent of the players 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	
	2022	**2020**
Per week for weekly past-year players[97,98]	2.27	2.20
Per month for monthly past-year players[99,100]	2.99	4.49
Per year for yearly past-year players[101]	4.12	23.81

As shown in Table 36, weekly players of Texas Two Step played an average number of 2.27 times per week. Monthly players reported playing the game 2.99 times per month, whereas yearly players logged 4.12 times per year.

Table 37
Dollars Spent on Texas Two Step

Texas Two Step	Dollars Spent	
	2022	**2020**
Average spent per play[102]	$13.67	$17.26
Average spent per month (mean)[103]	28.19	22.47
Average spent per month (median)[104]	10.00	10.00

Table 37 reveals that the respondents who played Texas Two Step spent an average of $13.67 per play in 2022, a $3.99 decrease from 2020 ($17.26). Those who reported playing the game on a monthly or more frequent basis spent an average of $28.19 per month. The median monthly expenditure for 2022 was $10.00, the same monthly median as 2020.

---

[97] 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.

[98] 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 7.93 times per week.

[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 a respondent who reported having played 40 times a month. If those that respondent is included, the average number of times played is 3.98 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 respondents who reported having spent $400 per play. If these respondents are included, the average spent per play is $20.77.

[103] 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 $31.10.

[104] The average spent per month (median) excludes respondents who reported having spent more than $500 per month. If the respondents are included, the average spent per month (median) is still $10.00.

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		
2022 (N = 1,038)	25.1 (n=261)	$10.00
2020 (N = 763)	24.0 (n=183)	10.00
2022 Demographics		
Education		
Less than high school diploma (n=43)	32.6 (n=14)	20.00
High school diploma (n=323)	31.3 (n=101)	13.50
Some college (n=245)	26.9 (n=66)	10.00
College degree (n=229)	25.3 (n=58)	10.00
Graduate degree (n=85)	25.9 (n=22)	20.00
Income**		
Less than $12,000 (n=76)	34.2 (n=26)	16.00
$12,000 to $19,999 (n=62)	40.3 (n=25)	11.00
$20,000 to $29,999 (n=121)	28.1 (n=34)	10.00
$30,000 to $39,999 (n=99)	33.3 (n=33)	11.00
$40,000 to $49,999 (n=111)	35.1 (n=39)	15.00
$50,000 to $59,999 (n=72)	25.0 (n=18)	7.50
$60,000 to $74,999 (n=106)	18.9 (n=20)	20.00
$75,000 to $100,000 (n=99)	27.3 (n=27)	10.00
More than $100,000 (n=134)	25.4 (n=34)	10.00
Race		
White (n=382)	24.6 (n=94)	11.00
Black or African American (n=137)	38.7 (n=53)	12.00
Hispanic (n=349)	28.7 (n=100)	10.00
Asian or Pacific Islander (n=10)	30.0 (n=3)	--
Native American (n=9)	22.2 (n=2)	--
Other (n=16)	25.0 (n=4)	--
Two or More (n=22)	22.7 (n=5)	--

Note: * p<0.05, ** p < 0.01, *** p < 0.001. 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 the 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 (continued)

Hispanic Origin		
Yes (n=436)	29.1 (n=127)	11.00
No (n=489)	27.4 (n=134)	10.00
Gender		
Female (n=440)	27.3 (n=120)	10.00
Male (n=485)	29.1 (n=141)	12.00
Age***		
18 to 24 (n=77)	37.7 (n=29)	13.00
25 to 34 (n=179)	41.3 (n=74)	15.00
35 to 44 (n=197)	23.9 (n=47)	10.00
45 to 54 (n=136)	25.0 (n=34)	10.00
55 to 64 (n=178)	21.9 (n=39)	10.00
65 or older (n=158)	24.1 (n=38)	15.00
Employment Status***		
Employed full/part time (n=539)	32.7 (n=176)	10.00
Unemployed (n=88)	29.6 (n=26)	15.00
Retired (n=184)	16.3 (n=30)	16.00

Note: * $p<0.05$, ** $p < 0.01$, *** $p < 0.001$. 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 the 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 1.1 percentage points in the participation rate for Texas Two Step between 2020 (24.0 percent) and 2022 (25.1 percent). The median dollars spent playing Texas Two Step remained the same as in 2020 at $10.00. The difference was not statistically significant.

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

- The participation rate was the highest among players with an annual household income between $12,000 and $19,999 (40.3 percent). While those 2022 Texas Two Step players with an annual household income between $60,000 and $74,999 had the lowest participation rate (18.9 percent), though respondents in this income group had the highest median dollars spent playing Texas Two Step (at $20.00).

- 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 (41.3 percent), followed by respondents between the ages of 18 and 24 (37.7 percent). The highest median dollars spent among age groups was $15.00 for those between the ages of 25 and 34 and those 65 years or older.

- Employed respondents (part- or full-time) had the highest participation rates (32.7 percent) and the lowest median dollars spent playing Texas Two Step (at $10.00); conversely, retired respondents had the lowest participation rate at 16.3 percent and the highest median dollars spent (at $16.00).

- There were no statistically significant differences between past-year players who played the Texas Two Step and those who did not in 2022 with regard to the demographic factors of education, race and ethnicity, Hispanic origin, and gender.

Figure 34
Years Playing Texas Two Step
(n=244)
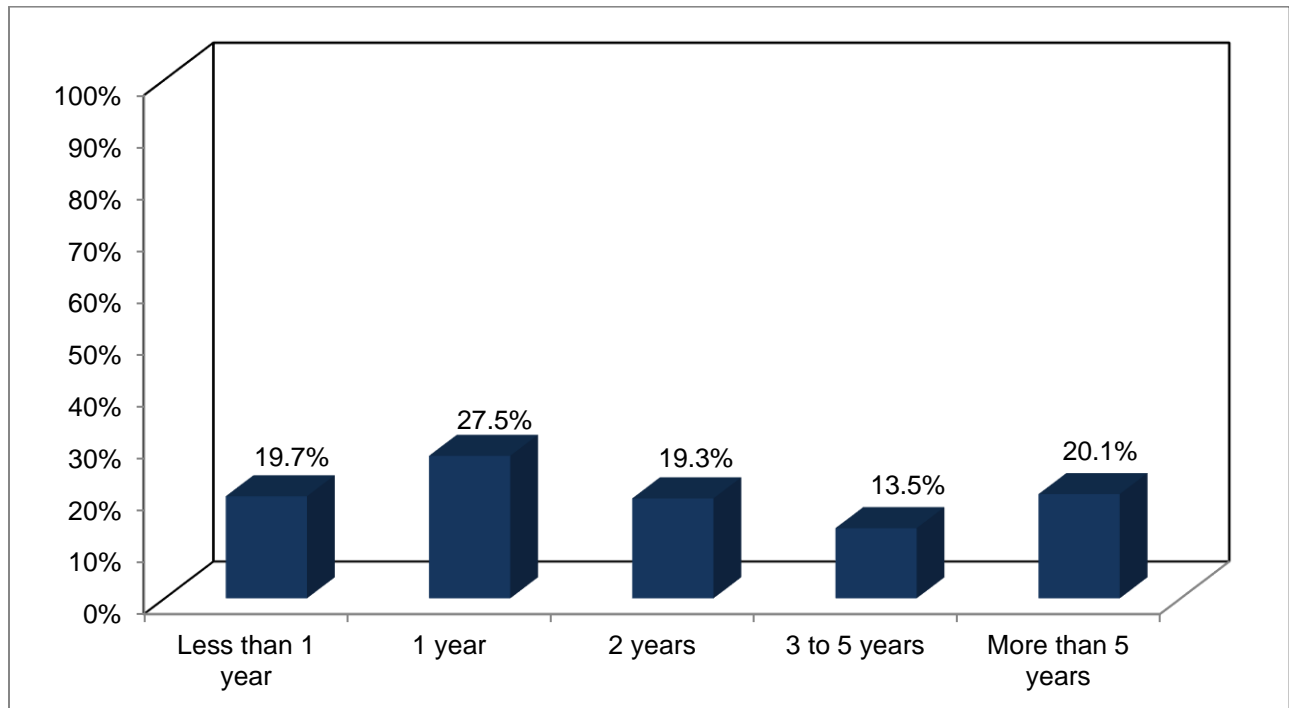
Figure 34 illustrates that 20.1 percent of respondents reported that they had bought Texas Two Step for more than five years. A total of 47.2 percent of respondents reported having played Texas Two Step for just one year or less. This was an increase of 9.5 percentage points from 2020.

IIIm. ALL OR NOTHING RESULTS[105]

About thirteen percent (12.7) of the lottery past-year players reported playing the All or Nothing game, which was 0.9 percentage points lower than in 2020 (13.6 percent).

Figure 35
Frequency of Purchasing All or Nothing
(n=132)
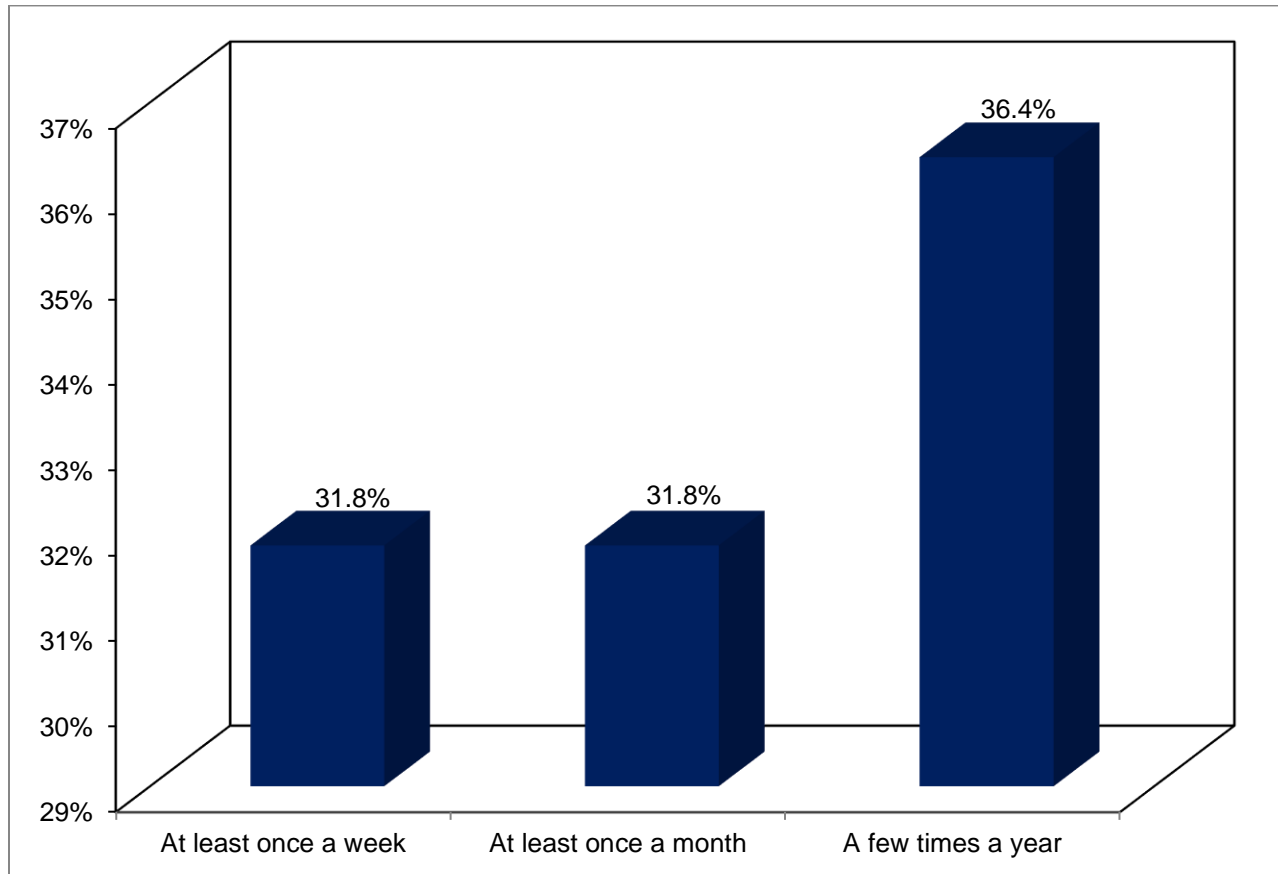
As displayed in Figure 35, among those who purchased the All or Nothing game, 31.8 percent did so at least once a week, and 31.8 percent did so at least once a month. Another 36.4 percent reported playing the game a few times a year which is an increase of 3.7 percentage points from 2020.

---

[105] The participation rate for All or Nothing 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.

Table 39
Average Number of Times Played All or Nothing

Played All of Nothing	Average Number of Times Played	
	2022	**2020**
Per week for weekly past-year players[106,107]	3.00	2.78
Per month for monthly past-year players[108,109]	3.50	4.70
Per year for yearly past-year players[110]	3.69	26.86

As shown in Table 39, past-year players purchased the All or Nothing game 3.00 times per week on average, while monthly players picked the game 3.50 times per month. Yearly players picked the game 3.69 times per year.

Table 40
Dollars Spent on All or Nothing

All or Nothing	Dollars Spent	
	2022	**2020**
Average spent per play[111]	$22.24	$20.97
Average spent per month (mean)	39.55	24.89
Average spent per month (median)	20.00	10.00

Past-year players of the All or Nothing game spent an average of $22.24 per play (Table 40). Those who reported playing on a monthly or more frequent basis spent an average of $39.55 per month. Half of respondents were likely to spend $20.00 or more a month purchasing the All or Nothing game, which was double the median amount in 2020 (at $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 All or Nothing game.

---

[106] 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.
[107] The average number of times played per week excludes a respondent who reported having played 25 times a week. If that respondent is included, the average number of times played is 3.69 times per week.
[108] 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.
[109] The average number of times played per month excludes a respondent who reported having 50 times a month. If that respondent is included, the average number of times played is 5.00 times per month.
[110] 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.
[111] The average spent per play excludes respondents who reported having spent $400 per play. If these respondents are included, the average spent per play is $31.57.

Figure 36
Years Playing All or Nothing
(n=120)
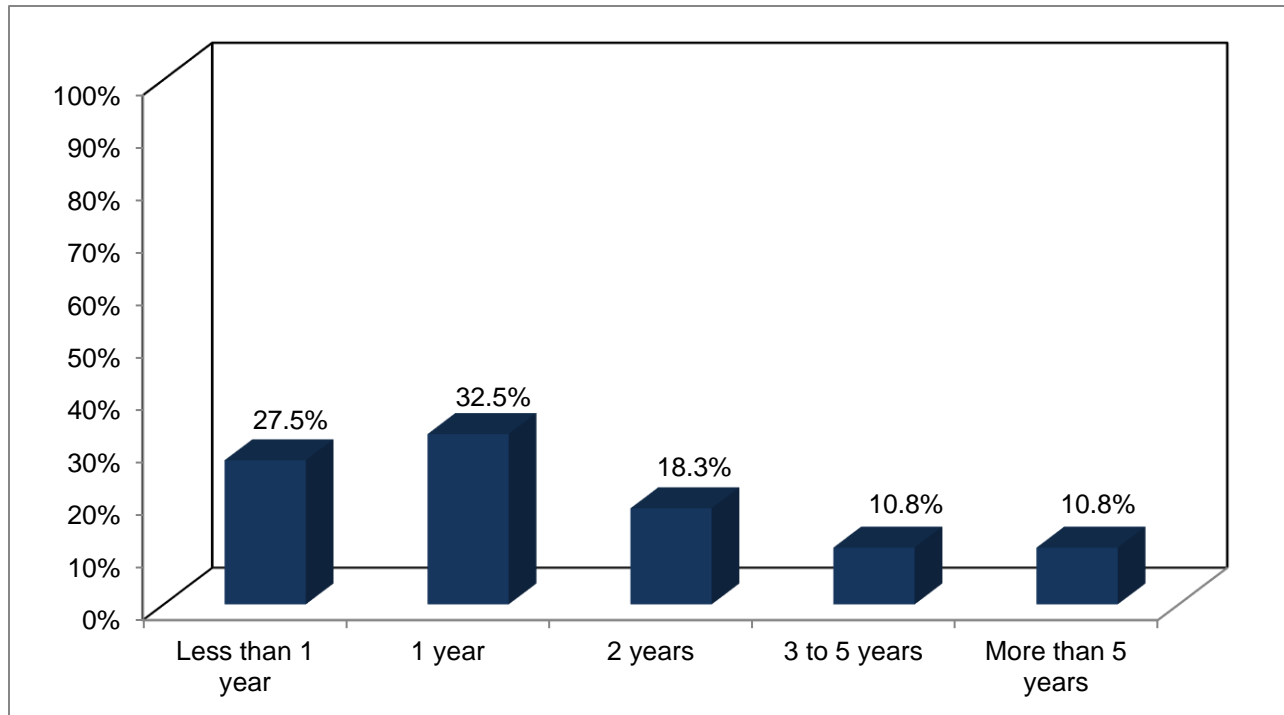
Figure 36 shows that 10.8 percent of respondents who played the All or Nothing game during the past year reported having played it for more than five years. Another 29.1 percent played All or Nothing between 2 and 5 years while 60.0 percent had played the All or Nothing game for just one year or less. This was an increase of 7.6 percentage points from 2020.

IIIn. DAILY 4 RESULTS[112]

A total of 12.4 percent of the lottery past-year players reported purchasing the Daily 4 game in 2022, 1.4 percentage points lower than that recorded in 2020 (13.8 percent).

Figure 37
Frequency of Purchasing Daily 4
(n=129)
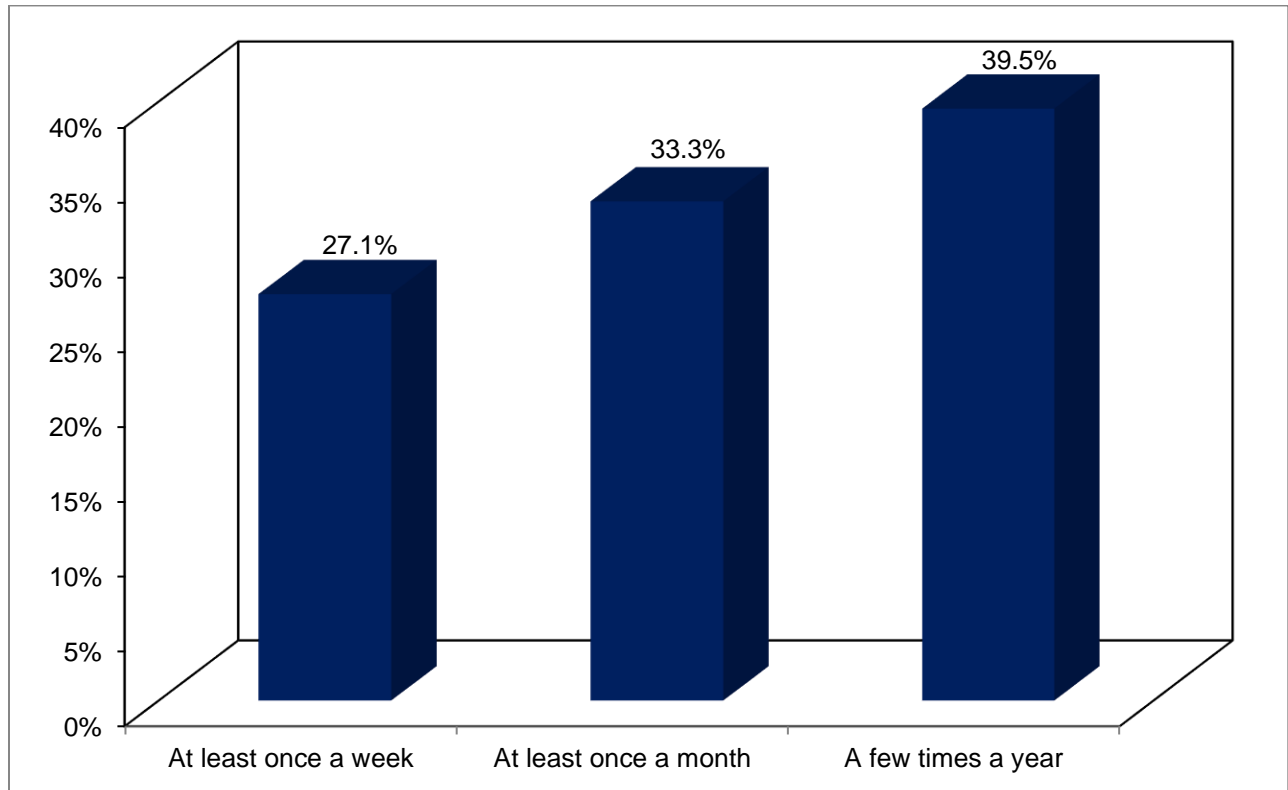
Figure 37 indicates that among those who purchased the Daily 4 game, 27.1 did so at least once a week. Another third (33.3 percent) purchased the Daily 4 game at least once a month which was an increase of 1.9 percentage points from the rate reported in 2020. Moreover, 39.5 percent played the Daily 4 game a few times a year.

---

[112] The participation rate for 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.

Table 41
Average Number of Times Purchased Daily 4

Purchased Daily 4	Average Number of Times Purchased	
	2022	**2020**
Per week for weekly past-year players[113,114]	3.08	2.69
Per month for monthly past-year players[115,116]	4.12	5.17
Per year for yearly past-year players[117]	4.30	17.86

As shown in Table 41, past-year players purchased the Daily 4 game 3.08 times per week on average, and monthly players played the game 4.12 times per month in 2022. Besides, yearly players purchased the Daily 4 game an average of 4.30 times per year.

Table 42
Dollars Spent on Daily 4

Daily 4	Dollars Spent	
	2022	**2020**
Average spent per play	$17.93	$20.32
Average spent per month (mean)	31.45	24.77
Average spent per month (median)	20.00	10.00

As displayed in Table 42, past-year players of the Daily 4 game spent an average of $17.93 per play in 2022. Those who reported playing the Daily 4 game on a monthly or more frequent basis spent an average of $31.45 per month. In addition, half of respondents were likely to spend $20.00 or more a month on the Daily 4 game which was double the average spent per month (median) in 2020 (at $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 Daily 4 game.

---

[113] Only survey respondents who answered that they played Daily 4 "At least once a week" were asked how many times per week they played.
[114] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If these respondents are included, the average number of times played is 5.10 times per week.
[115] Only survey respondents who answered that they played Daily 4 "At least once a month" were asked how many times per month they played.
[116] The average number of times played per week excludes a respondent who reported having played 35 times a month. If this respondent is included, the average number of times played is 5.03 times per month.
[117] Only survey respondents who answered that they played Daily 4 "A few times a year" were asked how many times per year they played.

Figure 38
Years Playing Daily 4
(n=119)
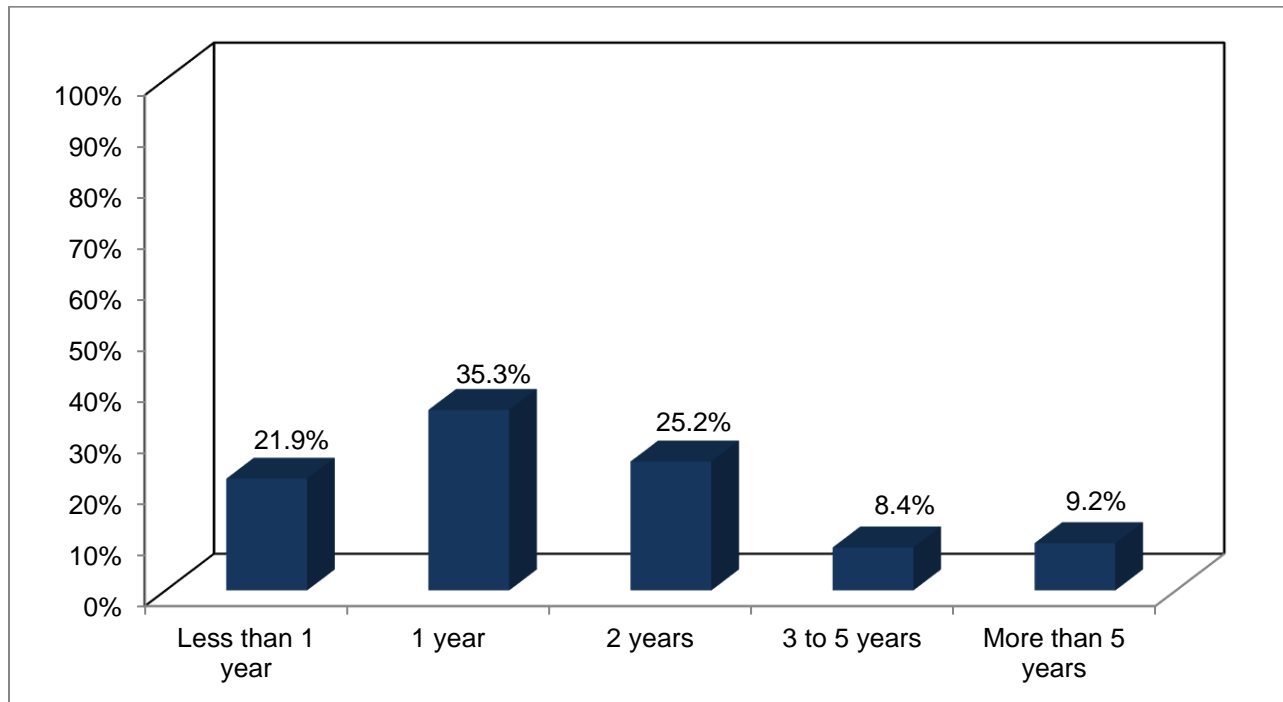
Figure 38 reveals that 9.2 percent of respondents reported that they had bought the Daily 4 game for more than five years in 2022 which was 6 percentage points lower than in 2020 (15.2 percent). A total of 57.2 percent of respondents reported having played the Daily 4 game for just one year or less.

IIIo. FIREBALL FEATURE WITH DAILY 4 RESULTS[118]

A total of 8.7 percent of the lottery past-year players reported purchasing the FIREBALL Feature with Daily 4 in 2022, 1.1 percentage points lower than that recorded in 2020 (9.8 percent).

Figure 39
Frequency of Purchasing FIREBALL Feature with Daily 4
(n=90)
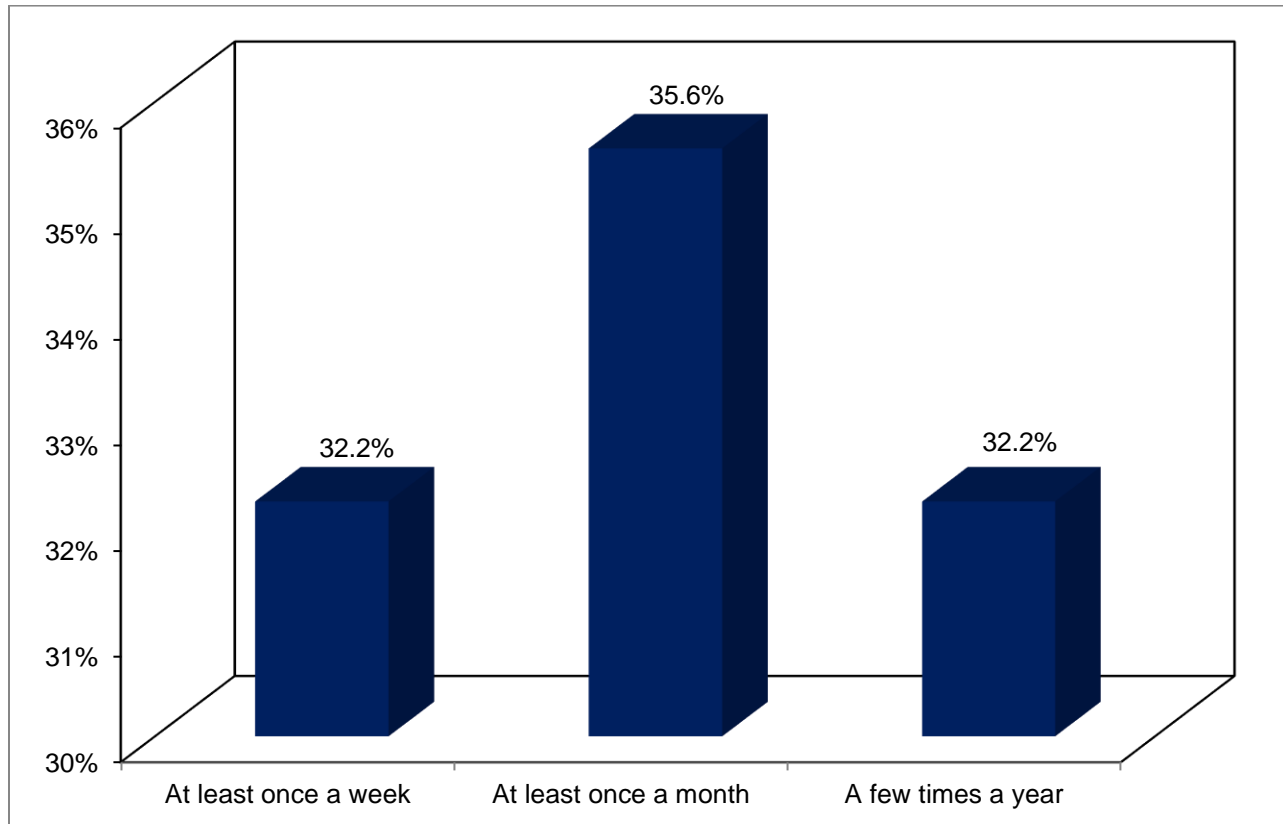
Figure 39 demonstrates that among those who purchased the FIREBALL Feature with Daily 4, 32.2 percent did so at least once a week. Another 35.6 percent purchased the FIREBALL Feature with Daily 4 at least once a month and 32.2 percent purchased the feature a few times a year. This was 9.5 percentage points higher than in 2020.

---

[118] 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.

Hobby School of Public Affairs
UNIVERSITY OF **HOUSTON**

Demographic Study of Texas Lottery Players 2022

Table 43
Average Number of Times Purchased FIREBALL Feature with Daily 4

Purchased FIREBALL Feature with Daily 4	Average Number of Times Purchased	
	2022	**2020**
Per week for weekly past-year players[119,120]	2.58	2.79
Per month for monthly past-year players[121]	3.00	5.11
Per year for yearly past-year players[122]	7.06	15.17

As shown in Table 43, past-year players purchased the FIREBALL Feature with Daily 4 2.58 times per week on average, and monthly players picked the feature 3.00 times per month in 2022. Besides, yearly players purchased the feature with an average of 7.06 times per year in 2022.

Table 44
Dollars Spent on FIREBALL Feature with Daily 4

FIREBALL Feature with Daily 4	Dollars Spent	
	2022	**2020**
Average spent per play	$22.07	$20.76
Average spent per month (mean)	31.90	23.64
Average spent per month (median)	10.00	11.00

Past-year players of the FIREBALL Feature with Daily 4 spent an average of $22.07 per play. Those who reported adding the feature on a monthly or more frequent basis spent an average of $31.90 per month. Besides, half of respondents were likely to spend $10.00 or more a month on the FIREBALL Feature with Daily 4 in 2022, one dollar less than in 2020.

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.

[119] 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.
[120] The average number of times played per week excludes respondents who reported having played more than 7 times a week. If these respondents are included, the average number of times played is 5.43 times per week.
[121] 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.
[122] 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

Figure 40
Years Playing FIREBALL Feature with Daily 4
(n=84)
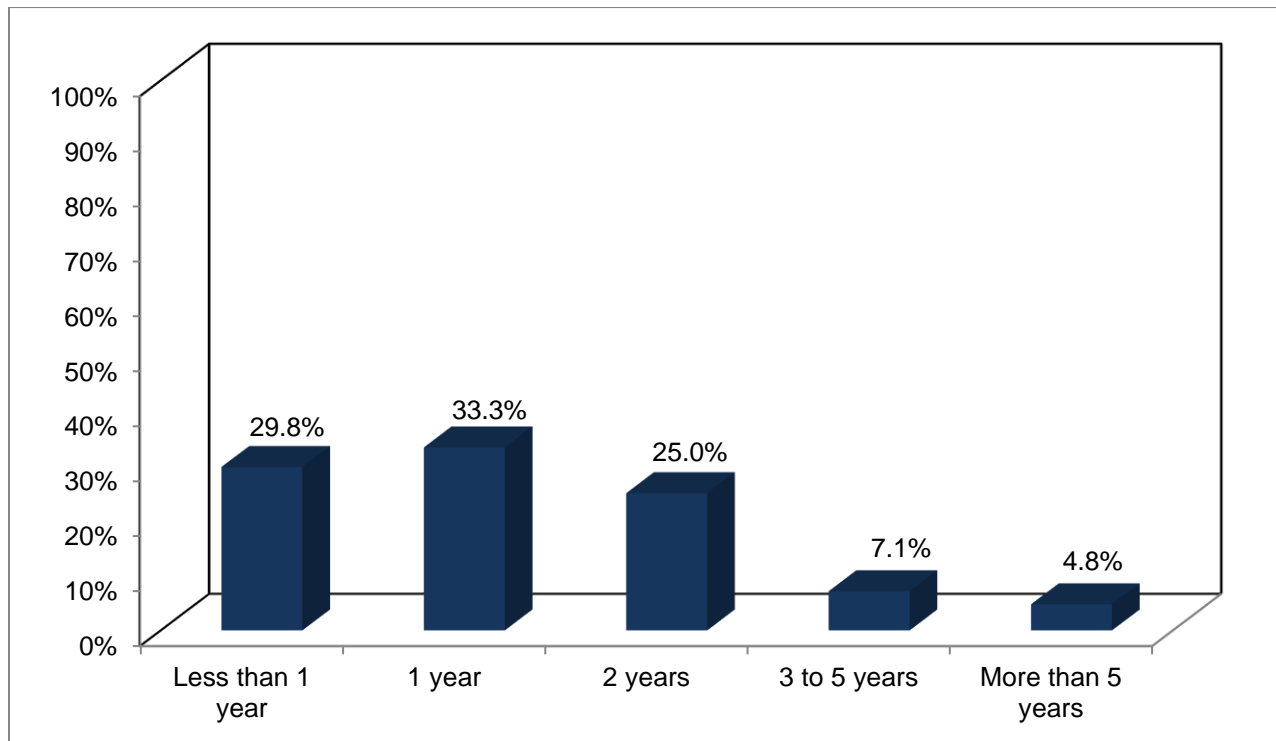
Figure 40 demonstrates that 4.8 percent of respondents who played the FIREBALL Feature with Daily 4 during the past year reported having played it for more than five years. This was a decrease of 5.9 percentage points from 2020. In addition, 63.1 percent had played the FIREBALL Feature with Daily 4 for just one year or less.[123]

---

[123] The FIREBALL feature with Daily 4 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.

IV. SUMMARY

The Texas Lottery Commission 2022 Demographic Study of Texas Lottery Players surveyed a total of 1,685 Texas adults aged 18 years and older between September 23 and October 5, 2022. The Texas Lottery participation rate for 2022 was 61.6 percent, which was 16.4 percentage points higher than the rate of 45.2 percent in 2020. The increase 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 noticeable gain of 19.6 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 2022 with regard to employment status, marital status, children under 18 living in the household, gender, Hispanic origin, education, and occupation (see Table 2). Among past-year players, the differences in the percentages of playing any game were statistically significant based on the players' education, Hispanic origin, gender, and employment status, but not for other demographic characteristics (see Table 3).

Lotto Texas was still the most popular game in terms of participation among all games and add-on features in 2022, with a participation rate of 81.8 percent. The second- and third-most popular games in 2022 were Texas Lottery scratch games (69.2 percent) and Mega Millions (64.4 percent), respectively. All or Nothing, on the other hand, had the highest average expenditure per play of $22.24 by past-year players in 2022.

In comparison to 2020, no games recorded a double-digit increase in their participation rates in 2022. (see Table 1).

The Daily 4 had the highest average number of times played per week (3.08 times) and per month (4.12 times) among all games and features among past-year players in 2022. The FIREBALL Feature with Daily 4 had the highest frequency of purchase for at least once a week (32.2 percent) among past-year players in 2022, while the FIREBALL Feature with Pick 3 had the highest frequency of purchase for at least once a month (37.5 percent).

Consistent with the findings of the 2020 survey, many 2022 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 for any Texas Lottery game in 2022 were San Antonio (71.6 percent) and McAllen (71.4 percent) (see Table 4). The lottery sales districts with the largest increases in the participation rates for 2022 were Fort Worth (24.3 percentage points) and San Antonio (22.8 percentage points). No sales district saw a decline between 2020 and 2022. The differences in the participation rates between 2020 and 2022 were statistically significant for the lottery sales districts of Dallas, Fort Worth, Houston East, Lubbock, McAllen, San Antonio, and Waco.

APPENDIX

Table A
Descriptions of Texas Lottery Games and Add-on Features[124]

Texas Lottery Game and Add-on Feature	Description	Drawing Schedule[125]
Lotto Texas®	The original jackpot game where the player picks 6 numbers.	Monday, Wednesday, and Saturday
Extra![126]	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

---

[124] 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
[125] Draw schedule can be found at:
https://www.texaslottery.com/export/sites/lottery/Games/Drawing_Schedule/index.html.
[126] The Extra! add-on feature does not have a drawing.

Table B
Sample Population by Texas County[127]
(n=1,685)

County	Count	Percentage	County	Count	Percentage
Anderson	3	0.18	Coryell	7	0.42
Andrews	1	0.06	Crosby	1	0.06
Angelina	3	0.18	Dallas	141	8.37
Aransas	2	0.12	Dawson	1	0.06
Atascosa	2	0.12	Delta	1	0.06
Austin	4	0.24	Denton	45	2.67
Bandera	3	0.18	Dimmit	1	0.06
Bastrop	2	0.12	Ector	8	0.47
Bee	2	0.12	El Paso	61	3.62
Bell	23	1.36	Ellis	13	0.77
Bexar	189	11.22	Falls	2	0.12
Blanco	2	0.12	Fannin	2	0.12
Bowie	6	0.36	Fort Bend	28	1.66
Brazoria	10	0.59	Franklin	1	0.06
Brazos	9	0.53	Freestone	1	0.06
Brooks	1	0.06	Galveston	20	1.19
Brown	2	0.12	Gonzales	2	0.12
Burnet	2	0.12	Gray	2	0.12
Caldwell	2	0.12	Grayson	11	0.65
Calhoun	1	0.06	Gregg	5	0.30
Callahan	2	0.12	Grimes	3	0.18
Cameron	38	2.26	Guadalupe	12	0.71
Cass	1	0.06	Hale	1	0.06
Castro	3	0.18	Hardin	2	0.12
Cherokee	1	0.06	Harris	273	16.20
Clay	1	0.06	Harrison	4	0.24
Collin	43	2.55	Hays	12	0.71
Colorado	3	0.18	Henderson	8	0.47
Comal	7	0.42	Hidalgo	38	2.26
Cooke	1	0.06	Hill	2	0.12

---

[127] The respondents came from 140 out of 254 counties, 55.1 percent of the counties in Texas.

County	Count	Percentage	County	Count	Percentage
Hopkins	2	0.12	Palo Pinto	3	0.18
Houston	1	0.06	Panola	1	0.06
Howard	1	0.06	Parker	13	0.77
Hunt	3	0.18	Polk	3	0.18
Jack	1	0.06	Potter	16	0.95
Jasper	4	0.24	Rains	1	0.06
Jefferson	6	0.36	Randall	11	0.65
Jim Wells	5	0.30	Reeves	1	0.06
Johnson	16	0.95	Robertson	2	0.12
Jones	1	0.06	Rockwall	5	0.30
Karnes	1	0.06	Sabine	3	0.18
Kaufman	8	0.47	San Patricio	4	0.24
Kendall	1	0.06	Smith	17	1.01
Kerr	2	0.12	Swisher	1	0.06
Kleberg	6	0.36	Tarrant	103	6.11
Knox	1	0.06	Taylor	10	0.59
Lamar	3	0.18	Terry	2	0.12
Lamb	1	0.06	Titus	2	0.12
Lavaca	2	0.12	Tom Green	10	0.59
Leon	2	0.12	Travis	69	4.09
Liberty	7	0.42	Trinity	2	0.12
Limestone	1	0.06	Upshur	1	0.06
Llano	2	0.12	Uvalde	3	0.18
Lubbock	27	1.60	Val Verde	2	0.12
Marion	2	0.12	Van Zandt	1	0.06
Martin	1	0.06	Victoria	10	0.59
Maverick	1	0.06	Walker	2	0.12
McCulloch	2	0.12	Waller	1	0.06
McLennon	13	0.77	Washington	4	0.24
Medina	6	0.36	Webb	15	0.89
Midland	5	0.30	Wharton	3	0.18
Montague	1	0.06	Wichita	7	0.42
Montgomery	36	2.14	Willacy	3	0.18
Moore	1	0.06	Williamson	37	2.20
Morris	1	0.06	Wilson	3	0.18
Nacogdoches	3	0.18	Wise	7	0.42
Navarro	7	0.42	Wood	5	0.30
Nolan	2	0.12	Young	1	0.06
Nueces	31	1.84	Zapata	1	0.06
Orange	5	0.30	Zavala	2	0.12

Table C
Counties by Lottery Sales District

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

Table C Continued

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