

Market Landscape Explorer Research

2014 Lotto Game
Player Segmentation

- May 15, 2014 -



Agenda

- Study Overview & Methodology (15 minutes)
- Explanation of the Segmentation Approach (20 minutes)
- BREAK (5 minutes)
- Introduction and Explanation of each Segment (25 minutes)
- BREAK (5 minutes)
- Segment Comparisons: (45 minutes)
 - Lotto Participation and MVP Club membership
 - Annualized Spending Analysis
 - Relative Size and Importance of the Segment
 - Relative Value (Indexed) per Segment Member
 - Favorite Lottery Game
 - Demographics
- BREAK (5 minutes)
- Preliminary Thoughts and Next Steps (30 minutes)

Lotto Game Player Segmentation

Study Overview & Methodology



About the Survey

- 1702 complete surveys collected.
 - 1326 surveys from MVP Club members (Jan 13 - Mar 3)
 - 376 surveys from Research Now panelists (Apr 11-22)
- The median survey length was slightly over 30 minutes.

Respondent Demographic Profile

	Total
Sample Size	1,672
Female Column %	50%
Male Column %	50%

	Total
Sample Size	1,702
19-29 years Column %	7%
30-39 years Column %	14%
40-49 years Column %	20%
50-59 years Column %	33%
60+ years Column %	26%

	Total
Sample Size	1,702
Douglas/Sarpy Count Column %	650 38%
Lancaster Count Column %	267 16%
Other Regions Count Column %	785 46%

Respondent Demographic Profile

	Total
Sample Size	1,702
Under \$20,000 Column %	7%
\$20,000 to just under \$30,000 Column %	10%
\$30,000 to just under \$40,000 Column %	10%
\$40,000 to just under \$50,000 Column %	13%
\$50,000 to just under \$70,000 Column %	20%
\$70,000 to just under \$100,000 Column %	22%
\$100,000 to just under \$150,000 Column %	13%
\$150,000 or more Column %	5%

	Total
Sample Size	1,702
A part-time student Column %	3%
A full-time student Column %	3%
Neither Column %	94%

	Total
Sample Size	1,702
Employed part-time Column %	10%
Employed full-time Column %	58%
Self-employed Column %	6%
A stay-at-home mom or dad Column %	3%
Retired Column %	17%
None of the above Column %	6%

	Total
Sample Size	1,702
Some high school Column %	2%
Completed high school Column %	21%
Technical/vocational school Column %	11%
Some college/university Column %	27%
College/university degree Column %	28%
Post graduate degree Column %	11%

Weighted by Lotto Spend Groups

UNWEIGHTED STUDY SAMPLE:

	Total
Sample Size	1,702
Heavy Count Column %	386 23%
Moderate Count Column %	375 22%
Light Count Column %	669 39%
Peripheral Count Column %	272 16%

SPENDING DEFINITIONS

Non-spender = \$0 in a typical year

Peripheral = \$1-\$103 in a typical year (under \$2 a week)

Light = \$104-\$519 in a typical year (\$2-\$9 a week)

Moderate = \$520-\$1039 in a typical year (\$10-\$19 a week)

Heavy = \$1040+ in a typical a year (\$20+ a week)

STUDY SAMPLE WAS WEIGHTED TO REFLECT PROPORTIONS OF LOTTO SPENDERS IN NEBRASKA:

	Total
Sample Size	1,702
Heavy Count Column %	122 7%
Moderate Count Column %	152 9%
Light Count Column %	669 39%
Peripheral Count Column %	760 45%

Survey Topics

- Screening Questions
- Typical Frequency & Spend on Lottery Games
- Favorite Lottery Games
- Spending Allocation Exercise
- Importance of Specific Purchase Decision Factors
- Importance of Specific Lotto Game Features
- General Questions
- Demographics

Key Screening Questions

- Personal Opposition to State-run Lottery gaming
- Did not purchased Nebraska Lottery Lotto games in the past 12 months
- Employed by any of the following:
 - A market research firm
 - A supplier of gambling products
 - The Nebraska Lottery or any of its contractors

Overall Lottery Profile Questions

- Typical frequency of play
- Typical spend over identified frequency
- Questions above were asked for each form of lottery game played in the past 12 months.
 - Powerball
 - Mega Millions
 - Nebraska Pick 5
 - MyDaY
 - Nebraska Pick 3
 - 2by2
 - Scratch games
- Favorite Nebraska Lottery games

Spending Allocation Exercise

Imagine you are at a lottery retailer and both Lotto and Scratch games are available for purchase. For EACH store visit, there are between 16-19 purchase options. For EACH purchase option:

- Choose the **quantity** you would purchase. Select a quantity of "0" from the dropdown if you would not purchase that option.
- Please make realistic purchases given how you would typically purchase each lottery game, taking into account: **jackpots, available promotions, and day of the week.**

Today is Monday!

 NEXT JACKPOT: \$325 Million DRAWING DAYS: Wednesday & Saturday PRICE: \$2 per play <div>Select Quantity ▼</div> How to play Powerball.	 TOP PRIZE: For a chance to increase Powerball prizes between \$4 and \$1 Million PRICE: \$1 Power Play option per Powerball play <div>Select Quantity ▼</div> How to play Power Play. <small>Purchase restriction: Quantity must be less than or equal to quantity of Powerball.</small>	 PROMOTION PRICE: \$4 (regular price is \$6) <div>PROMOTION: Buy 3 Powerball tickets (regular price is \$6) for \$4!</div> <div>Select Quantity ▼</div>	 NEXT JACKPOT: \$15 Million DRAWING DAYS: Tuesday & Friday PRICE: \$1 per play <div>Select Quantity ▼</div> How to play Mega Millions.
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Purchase Total: \$0.00

Today is Monday!

[Previous Purchase Options](#) [Next Purchase Options](#)

You must provide a value for each of the 18 Purchase Options.

[Next »](#)

(1 of 6 Store Visits)

Today is Monday!



NEXT JACKPOT:
\$325 Million

DRAWING DAYS:
Wednesday &
Saturday

PRICE:
\$2 per play

Select Quantity ▼

[How to play Powerball.](#)

POWERPLAY*

TOP PRIZE:
For a chance to
increase Powerball
prizes between
\$4 and \$1 Million

PRICE:
\$1 Power Play option
per Powerball play

Select Quantity ▼

[How to play Power Play.](#)

Purchase restriction: Quantity
must be less than or equal to
quantity of Powerball.



PROMOTION

PRICE:
\$4
(regular price is \$6)

PROMOTION:

Buy 3
Powerball tickets
(regular price is \$6)
for \$4!

Select Quantity ▼



NEXT JACKPOT:
\$15 Million

DRAWING DAYS:
Tuesday & Friday

PRICE:
\$1 per play

Select Quantity ▼

[How to play Mega Millions.](#)

Purchase Total: \$0.00

Today is Monday!

Previous Purchase Options

Next Purchase Options

You must provide a value for each of the 18 Purchase Options.

Today is Monday!

Megaplier.

TOP PRIZE:
For a chance to
multiply Mega Millions
prizes between
\$1 and \$1 Million

PRICE:
\$1 Megaplier option
per Mega Millions play

Select Quantity ▼

[How to play Megaplier.](#)

Purchase restriction: Quantity
must be less than or equal to
quantity of Mega Millions.

nebraska lottery
**MEGA
MILLIONS**
with Megaplier
PROMOTION

PRICE:
\$4

PROMOTION:

Buy 2 Mega Millions
with Megaplier
tickets for the
regular price of \$4
and receive a free
Nebraska Pick 5
quick pick!

Select Quantity ▼

nebraska
PICK 5

NEXT JACKPOT:
\$50,000

DRAWING DAYS:
Monday through
Saturday

PRICE:
\$1 per play

Select Quantity ▼

[How to play NE Pick 5.](#)

nebraska
PICK 5
PROMOTION

PRICE:
\$5

PROMOTION:

Buy 5 Nebraska
Pick 5 tickets for the
regular price of \$5
and receive an entry
for the chance to win
Huskers football
season tickets!

Select Quantity ▼

Purchase Total: \$0.00

Today is Monday!

Previous Purchase Options

Next Purchase Options

You must provide a value for each of the 18 Purchase Options.

Today is Monday!



TOP PRIZE:
\$5,000

DRAWING DAYS:
Monday through
Saturday

PRICE:
\$1 per play

Select Quantity ▼

[How to play MyDaY.](#)



TOP PRIZE:
\$600

DRAWING DAYS:
Monday through
Saturday

PRICE:
A standard play
consisting of one
set of three numbers
and one bet type for
a single drawing, will
cost \$1. Each bet
type costs \$1.

Select Quantity ▼

[How to play NE Pick 3.](#)



TOP PRIZE:
\$22,000

DRAWING DAYS:
7 days a week

PRICE:
\$1 per play

Select Quantity ▼

[How to play 2by2.](#)



TOP PRIZE RANGE:
\$2,000 to \$7,000
(depends on the game)

PRICE:
\$1 Scratch Games

Select Quantity ▼

Purchase Total: \$0.00

Today is Monday!

Previous Purchase Options

Next Purchase Options

You must provide a value for each of the 18 Purchase Options.

Today is Monday!



TOP PRIZE RANGE:
\$10,000 to \$17,000
(depends on the game)

PRICE:
\$2 Scratch Games

Select Quantity ▼



TOP PRIZE RANGE:
\$25,000 to \$35,000
(depends on the game)

PRICE:
\$3 Scratch Games

Select Quantity ▼



TOP PRIZE RANGE:
\$30,000 to \$50,000
(depends on the game)

PRICE:
\$5 Scratch Games

Select Quantity ▼



TOP PRIZE:
\$100,000

PRICE:
\$10 Scratch Games

Select Quantity ▼

Purchase Total: \$0.00

Today is Monday!

Previous Purchase Options

Next Purchase Options

You must provide a value for each of the 18 Purchase Options.

Today is Monday!



TOP PRIZE:
\$150,000

PRICE:
\$15 Scratch Games

Select Quantity ▼



TOP PRIZE:
\$200,000

PRICE:
\$20 Scratch Games

Select Quantity ▼

Purchase Total: \$0.00

Today is Monday!

Previous Purchase Options

Next Purchase Options

You must provide a value for each of the 18 Purchase Options.

“Typical” Play Frequency Groups by Lotto Game

	Powerball	Mega Millions	NE Pick 5	MyDaY	NE Pick 3	2by2
Regular	26%	17%	13%	2%	2%	3%
Occasional	24%	17%	12%	2%	3%	2%
Infrequent	47%	45%	36%	12%	18%	12%
Non-players	3%	21%	39%	85%	78%	83%
	100%	100%	100%	100%	100%	100%

PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of weeks or
Every month

Infrequent - Every couple of months,
Every 6 months, or Once a year

Non-Players - Less than once a year or
Have never played

Avg. Annualized Spend by Play Frequency for that Game

	Played price point in PY	Regular Players	Occasional Players	Infrequent Players
Powerball	\$154.78	\$390.25	\$143.54	\$30.56
Mega Millions	\$90.10	\$235.35	\$119.68	\$23.21
NE Pick 5	\$111.70	\$370.30	\$116.32	\$17.15
MyDaY	\$77.23	\$538.00	\$92.43	\$12.18
NE Pick 3	\$69.41	\$606.95	\$95.94	\$13.63
2by2	\$95.45	\$447.5	\$94.19	\$11.10
Scratch Games	\$653.48	\$2,086.11	\$428.03	\$123.01

PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of weeks or Every month

Infrequent - Every couple of months, Every 6 months, or Once a year

Interpretation Example:

- Players of Powerball games, regardless of their typical play frequency, spend an avg. of \$154.78 a year (or the equivalent of \$2.98 a week on Powerball).
- "Regular" (i.e. Weekly) Players of Powerball spend an avg. of \$390.25 a year (or the equivalent of \$7.50 a week on Powerball).
- "Occasional " Players of Powerball games spend an avg. \$30.56 (or the equivalent of \$0.59 a week on Powerball)

Lotto Game Player Segmentation

Explanation of the
Segmentation Approach



Segmentation Studies

- Goal is to provide lotteries and vendors with a framework for understanding/conceptualizing the marketplace through the use of identified segments.
- The key to segmentation is incorporating statements that will discriminate the broader audience in question in to like-minded sub-audiences whose behaviors and attitudes are similar within groups but noticeably different, on some elements, across groups.
 - Demographics (Age, Gender)
 - Attitudes
 - Psychographics
 - Behavior
 - Needs-based / Product-based

Attitudinal Scratch Segmentation

[Randomize]	Does Not Describe Me At All											Describes Me Very Well
	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]	
I play just for fun	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I play when I'm feeling lucky	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Scratcher games are a special "treat" for me	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I often buy Scratcher tickets as a gift for friends or family	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I play Scratcher games because I like the excitement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I tend to play Scratcher games when I have some extra money	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I tend to buy Scratcher games at stores where I know someone has won	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I tend to buy Scratcher tickets when I see others buying them	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I buy Scratcher games to make some easy money	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I think Scratcher games are an inexpensive form of entertainment	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Scratcher games are an escape, or a special break in my day	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
I often dream about winning a big Scratcher prize	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Attitudinal Scratch Segmentation

[Randomize]	Does Not Describe Me At All										Describes Me Very Well
	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]	[9]	[10]
I try to spend the same amount every time I buy Scratcher games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I normally buy Scratchers with money left over after other purchases	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to buy more Scratchers on payday	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to spend my winnings on more Scratchers	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I normally buy Scratchers with spare money that I have in my wallet/purse	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to spend more on Scratchers when the Powerball jackpot is large.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I spend more after I see or hear of someone winning a prize	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to spend more on games that I know have top prizes remaining	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I tend to spend more on Scratchers after I have won a Scratcher prize	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

About the Segmentation Approach for Lotto Games

- A hybrid product-based/behavioral/attitudinal (multi-variable) segmentation model.
 - The model is derived by how groups of PY Lotto players:
 - actually use Lotto Games;
 - what they want out of them; AND
 - how they “feel” (attitudinally) about the broad product category.
 - Segments are more “tangible” given they are primarily-derived from marketing/product-based variables.
 - Study findings are more “actionable” than a traditional attitudinal/psychographic segmentation.
- Axiom CR uses responses from 3 key questions to derive the segmentation of Lotto game players
 - Question #1 pertains to Purchase Decision Factors
 - Question #2 pertains to Lotto Game Attributes
 - Question #3 pertains to behaviors & attitudes towards playing Lotto games

Behavioral & Attitudinal Question Bank

How do you feel about each of the following statements on a scale of 1 to 7 where 1 means you "Disagree Completely" and 7 means you "Agree Completely"?

Typically, the main reason why I go in to a convenience store is to buy Scratch games.

I tend to know which lottery game(s) I am going to purchase before going in the store.

I feel awkward and uncertain when buying a Lotto game like Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2

I don't like playing Lotto games (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2) because you have to wait until the numbers are drawn to find out whether you have won a prize.

I play Lotto games more often because I'm part of a lottery pool with my friends, family or colleagues.

I enjoy playing Lotto games (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2) more than Scratch games.

I only consider buying a Lotto game when I'm buying something else at the store.

Typically, the main reason why I go in to a convenience store is to buy Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2.

I typically decide to purchase a lottery game at the last minute.

Being part of a lottery pool with my friends, family or colleagues makes playing Lotto games more fun.

I don't know how often every Lotto game is drawn each week, which makes it difficult to determine which game(s) to purchase (if any at all) on a given day.

22 Items included in the Purchase Decision Factors Question (E1)

1. The day of the week
2. The size of the jackpot for the next draw.
3. The game is drawn that evening meaning I don't have to wait long to find out whether I've won a prize.
4. The cost to play that game
5. The chances of winning the top prize / jackpot.
6. The chances of winning any prize.
7. The chances of winning a significant or meaningful prize.
8. The game is being promoted within the store.
9. The game is being promoted on TV or the radio.
10. The game is being talked about in the media.
11. The game is being talked about by friends, family, colleagues, or others I know.
12. There is a limited-time in-store offer of a free quick pick of a certain game with a qualifying purchase (example: "get a free quick pick for Mega Millions if you purchase \$6 worth of Scratch games").
13. There is a limited-time statewide discount offer for a specific game (example: "purchase \$6 of Mega Millions with Megaplier for \$5").
14. There is a limited-time statewide offer of a free entry for a 2nd chance drawing with a qualifying purchase (example: "purchase \$6 of Mega Millions with Megaplier and receive an entry for the chance drawing to win Huskers football season tickets").
15. The game is easy to play.
16. A game I have played before.
17. A game that has served me well in the past.
18. Knowing other players have NOT won much money playing a particular game at that store.
19. Knowing other players have won money playing a particular game at that store.
20. A suggestion from the clerk.
21. A suggestion from other players.
22. A game that I play as part of a lottery pool with my friends, family or colleagues.

Layout of the Purchase Decision Factors Exercise within the Survey (E1)

Which factor do you feel is the **MOST** and **LEAST important** to you personally when choosing a Lotto game (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, 2by2) to purchase at the counter?

MOST Important		LEAST Important
<input type="radio"/>	Knowing other players have NOT won much money playing a particular game at that store.	<input type="radio"/>
<input type="radio"/>	A suggestion from the clerk.	<input type="radio"/>
<input type="radio"/>	Knowing other players have won money playing a particular game at that store.	<input type="radio"/>
<input type="radio"/>	The game is being talked about in the media.	<input type="radio"/>
<input type="radio"/>	The chances of winning a significant or meaningful prize.	<input type="radio"/>
<input type="radio"/>	The game is easy to play.	<input type="radio"/>

Next »

(1 of 11)

Layout of the Purchase Decision Factors Exercise within the Survey (E1)

Which factor do you feel is the **MOST** and **LEAST important** to you personally when choosing a Lotto game (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, 2by2) to purchase at the counter?

MOST Important		LEAST Important
<input type="radio"/>	There is a limited-time in-store offer of a free quick pick of a certain game with a qualifying purchase (example: "get a free quick pick for Mega Millions if you purchase \$6 worth of Scratch games").	<input type="radio"/>
<input type="radio"/>	The game is being talked about in the media.	<input type="radio"/>
<input type="radio"/>	The size of the jackpot for the next draw.	<input type="radio"/>
<input type="radio"/>	The chances of winning the top prize / jackpot.	<input type="radio"/>
<input type="radio"/>	A game that I play as part of a lottery pool with my friends, family or colleagues.	<input type="radio"/>
<input type="radio"/>	A game I have played before.	<input type="radio"/>

Next »

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Layout of the Purchase Decision Factors Exercise within the Survey (E1)

Which factor do you feel is the **MOST** and **LEAST important** to you personally when choosing a Lotto game (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, 2by2) to purchase at the counter?

MOST Important		LEAST Important
<input type="radio"/>	The game is being talked about by friends, family, colleagues, or others I know.	<input type="radio"/>
<input type="radio"/>	A game I have played before.	<input type="radio"/>
<input type="radio"/>	There is a limited-time statewide offer of a free entry for a 2nd chance drawing with a qualifying purchase (example: "purchase \$6 of Mega Millions with Megaplier and receive an entry for the chance drawing to win Huskers football season tickets").	<input type="radio"/>
<input type="radio"/>	The game is being promoted within the store.	<input type="radio"/>
<input type="radio"/>	The size of the jackpot for the next draw.	<input type="radio"/>
<input type="radio"/>	A suggestion from other players.	<input type="radio"/>

Next »

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22 Items included in Lotto Game Attributes Question (F1)

1. The game offers the chance to win a jackpot that is at least \$10 million and can grow to over \$500 million.
2. The game offers the chance to win a jackpot that is at least \$1 million and can grow to over \$10 million.
3. The game offers the chance to win a jackpot that starts at \$50 thousand and can grow to over \$150 thousand.
4. The game offers the chance to win a fixed top prize of \$1000 or less.
5. The game is drawn 6 or more times a week.
6. The game is drawn twice a week.
7. The game is only played in Nebraska.
8. The game is played across most states.
9. The game is only played in a handful of states.
10. A game that costs \$1 per play.
11. A game that costs \$2 per play.
12. A game with an appealing name.
13. The jackpot prize is split equally among multiple winners.
14. The prize is fixed (i.e. isn't split equally among multiple winners).
15. The jackpot prize is paid all at once.
16. You can choose whether you would want your jackpot prize in annual payments or one cash payment.
17. You can win a free Quick Pick Play for that game by matching a specific number of balls.
18. The game gives you the opportunity to choose both your numbers AND the bet type.
19. You select all of your numbers from one set of balls.
20. You select half of your numbers from one set of balls AND the rest of your numbers from another set of balls.
21. You select your numbers from one set of balls PLUS a "bonus ball" from another set of balls.
22. For \$1, you can purchase an add-on feature giving you the chance to win larger prizes on the game.

Layout of the Lotto Game Attributes Exercise within the Survey (F1)

Which Lotto game attribute do you feel is the **MOST** and **LEAST important** to you personally?

MOST Important		LEAST Important
<input type="radio"/>	The game gives you the opportunity to choose both your numbers AND the bet type.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a fixed top prize of \$1000 or less.	<input type="radio"/>
<input type="radio"/>	For \$1, you can purchase an add-on feature giving you the chance to win larger prizes on the game.	<input type="radio"/>
<input type="radio"/>	A game that costs \$2 per play.	<input type="radio"/>
<input type="radio"/>	You select all of your numbers from one set of balls.	<input type="radio"/>
<input type="radio"/>	A game that costs \$1 per play.	<input type="radio"/>

Next »

(1 of 11)

Layout of the Lotto Game Attributes Exercise within the Survey (F1)

Which Lotto game attribute do you feel is the **MOST** and **LEAST important** to you personally?

MOST Important		LEAST Important
<input type="radio"/>	The game offers the chance to win a jackpot that is at least \$1 million and can grow to over \$10 million.	<input type="radio"/>
<input type="radio"/>	The game is only played in Nebraska.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a fixed top prize of \$1000 or less.	<input type="radio"/>
<input type="radio"/>	A game with an appealing name.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a jackpot that starts at \$50 thousand and can grow to over \$150 thousand.	<input type="radio"/>
<input type="radio"/>	The game is played across most states.	<input type="radio"/>

Next »

(2 of 11)

Layout of the Lotto Game Attributes Exercise within the Survey (F1)

Which Lotto game attribute do you feel is the **MOST** and **LEAST important** to you personally?

MOST Important		LEAST Important
<input type="radio"/>	You select half of your numbers from one set of balls AND the rest of your numbers from another set of balls.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a jackpot that is at least \$10 million and can grow to over \$500 million.	<input type="radio"/>
<input type="radio"/>	The game is drawn 6 or more times a week.	<input type="radio"/>
<input type="radio"/>	The game is played across most states.	<input type="radio"/>
<input type="radio"/>	You can win a free Quick Pick Play for that game by matching a specific number of balls.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a jackpot that is at least \$1 million and can grow to over \$10 million.	<input type="radio"/>

Next »

(3 of 11)

Lotto Game Player Segmentation

7 Most Important...
Purchase Decision Factors &
Lotto Game Attributes



7 Most Important Purchase Decision Factors (Among All Respondents)

Which factor do you feel is the **MOST** and **LEAST important to you personally** when choosing a Lotto game (Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, 2by2) to purchase at the counter?

MOST Important		LEAST Important
<input type="radio"/>	Knowing other players have NOT won much money playing a particular game at that store.	<input type="radio"/>
<input type="radio"/>	A suggestion from the clerk.	<input type="radio"/>
<input type="radio"/>	Knowing other players have won money playing a particular game at that store.	<input type="radio"/>
<input type="radio"/>	The game is being talked about in the media.	<input type="radio"/>
<input type="radio"/>	The chances of winning a significant or meaningful prize.	<input type="radio"/>
<input type="radio"/>	The game is easy to play.	<input type="radio"/>

Next »

(1 of 11)

7 Most Important Purchase Decision Factors (Among All Respondents)

MOST IMPORTANT PURCHASE DECISION FACTORS
Size of the jackpot (27.72%)
Chances of winning a significant prize (16.35%)
Cost to play that game (12.43%)
Chances of winning the top prize / jackpot (10.63%)
Chances of winning any prize (9.46%)
Game that has served me well in the past (3.42%)
Game is easy to play (2.88%)
7 (out of 22) most important purchase decision factors account for 82.89% of choice share.

7 Most Important Lotto Game Attributes (Among All Respondents)

Which Lotto game attribute do you feel is the **MOST** and **LEAST important** to you personally?

MOST Important		LEAST Important
<input type="radio"/>	The game gives you the opportunity to choose both your numbers AND the bet type.	<input type="radio"/>
<input type="radio"/>	The game offers the chance to win a fixed top prize of \$1000 or less.	<input type="radio"/>
<input type="radio"/>	For \$1, you can purchase an add-on feature giving you the chance to win larger prizes on the game.	<input type="radio"/>
<input type="radio"/>	A game that costs \$2 per play.	<input type="radio"/>
<input type="radio"/>	You select all of your numbers from one set of balls.	<input type="radio"/>
<input type="radio"/>	A game that costs \$1 per play.	<input type="radio"/>

Next »

(1 of 11)

7 Most Important Lotto Game Attributes (Among All Respondents)

MOST IMPORTANT LOTTO GAME ATTRIBUTES	
Chance to win a jackpot \$10 million to over \$500 million	(25.93%)
Costs \$1 per play	(21.09%)
Only played in Nebraska	(10.00%)
You can choose annual or one cash payment	(9.81%)
Chance to win a jackpot \$1 million to over \$10 million	(7.00%)
Jackpot prize is paid all at once	(4.65%)
Chance to win a jackpot \$50K to over \$150K	(3.18%)
7 (out of 22) most important Lotto game attributes account for 81.65% of choice share.	

Break Time

Approximately 5 minutes



2014 Lotto Game Player Segmentation

Introduction and Explanation
of each Segment



7 Most Important (Overall) Purchase Decision Factors

PURCHASE DECISION FACTORS

Size of the jackpot

Chances of winning a significant prize

Cost to play that game

Chances of winning the top prize / jackpot

Chances of winning any prize

Game that has served me well in the past

Game is easy to play

7 (out of 22) most important purchase decision factors account for 82.89% of choice share.

7 Most Important (Overall) Purchase Decision Factors

PURCHASE DECISION FACTORS	SEGMENT 1	SEGMENT 2	SEGMENT 3	SEGMENT 4	SEGMENT 5
Size of the jackpot	26.53%	24.81%	37.86%	32.55%	15.30%
Chances of winning a significant prize	15.80%	17.39%	15.64%	16.16%	17.49%
Cost to play that game	15.80%	8.59%	12.21%	8.07%	13.97%
Chances of winning the top prize / jackpot	9.80%	10.85%	11.50%	8.86%	12.59%
Chances of winning any prize	11.15%	8.43%	7.16%	5.91%	13.48%
Game that has served me well in the past	3.47%	2.04%	2.59%	2.79%	6.75%
Game is easy to play	3.59%	1.33%	3.17%	1.73%	3.84%
7 (out of 22) most important purchase decision factors account for 82.89% of choice share.	86.14%	73.44%	90.13%	76.07%	83.42%

Other Important Purchase Decision Factor(s) for Specific Segments

- Segment 2
 - Limited-time statewide free entry offer (8.09%)
 - Limited-time in-store offer (8.02%)
 - Limited-time statewide discount offer (6.68%)

- Segment 4
 - Game that I play as part of a lottery pool (9.94%)

7 Most Important (Overall) Lotto Game Attributes

LOTTO GAME ATTRIBUTES

Chance to win a jackpot \$10 million to over \$500 million

Costs \$1 per play

Only played in Nebraska

You can choose annual or one cash payment

Chance to win a jackpot \$1 million to over \$10 million

Jackpot prize is paid all at once

Chance to win a jackpot \$50K to over \$150K

7 (out of 22) most important Lotto Game attributes account for 81.65% of choice share.

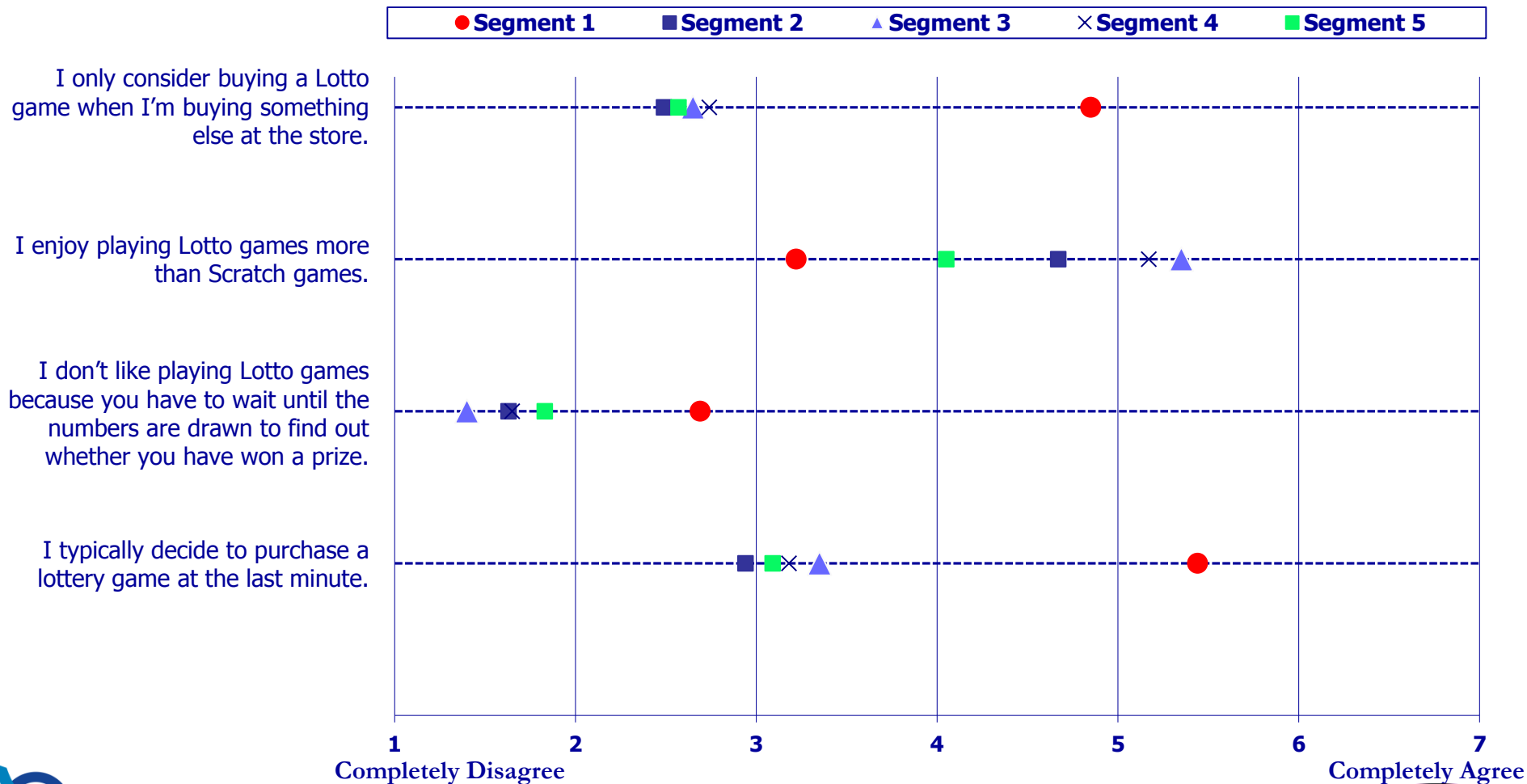
7 Most Important (Overall) Lotto Game Attributes

LOTTO GAME ATTRIBUTES	SEGMENT 1	SEGMENT 2	SEGMENT 3	SEGMENT 4	SEGMENT 5
Chance to win a jackpot \$10 million to over \$500 million	19.60%	31.55%	40.04%	35.49%	4.44%
Costs \$1 per play	27.97%	13.84%	16.35%	18.45%	23.89%
Only played in Nebraska	10.13%	6.55%	0.61%	5.09%	31.60%
You can choose annual or one cash payment	9.13%	9.89%	14.03%	10.28%	4.86%
Chance to win a jackpot \$1 million to over \$10 million	6.20%	9.74%	7.98%	8.45%	2.66%
Jackpot prize is paid all at once	4.48%	4.72%	5.46%	4.29%	4.13%
Chance to win a jackpot \$50K to over \$150K	2.96%	5.54%	2.09%	2.47%	2.95%
7 (out of 22) most important Lotto Game attributes account for 81.65% of choice share.	80.47%	81.82%	86.56%	84.54%	74.52%

Additional Important Lotto Game Attribute(s) for Specific Segments

- Segment 5
 - Can win a free Quick Pick Play (3.35%)
 - Drawn 6 or more times a week (3.28%)

Attitudes Towards Lottery Games



Attitudes Towards Lottery Games

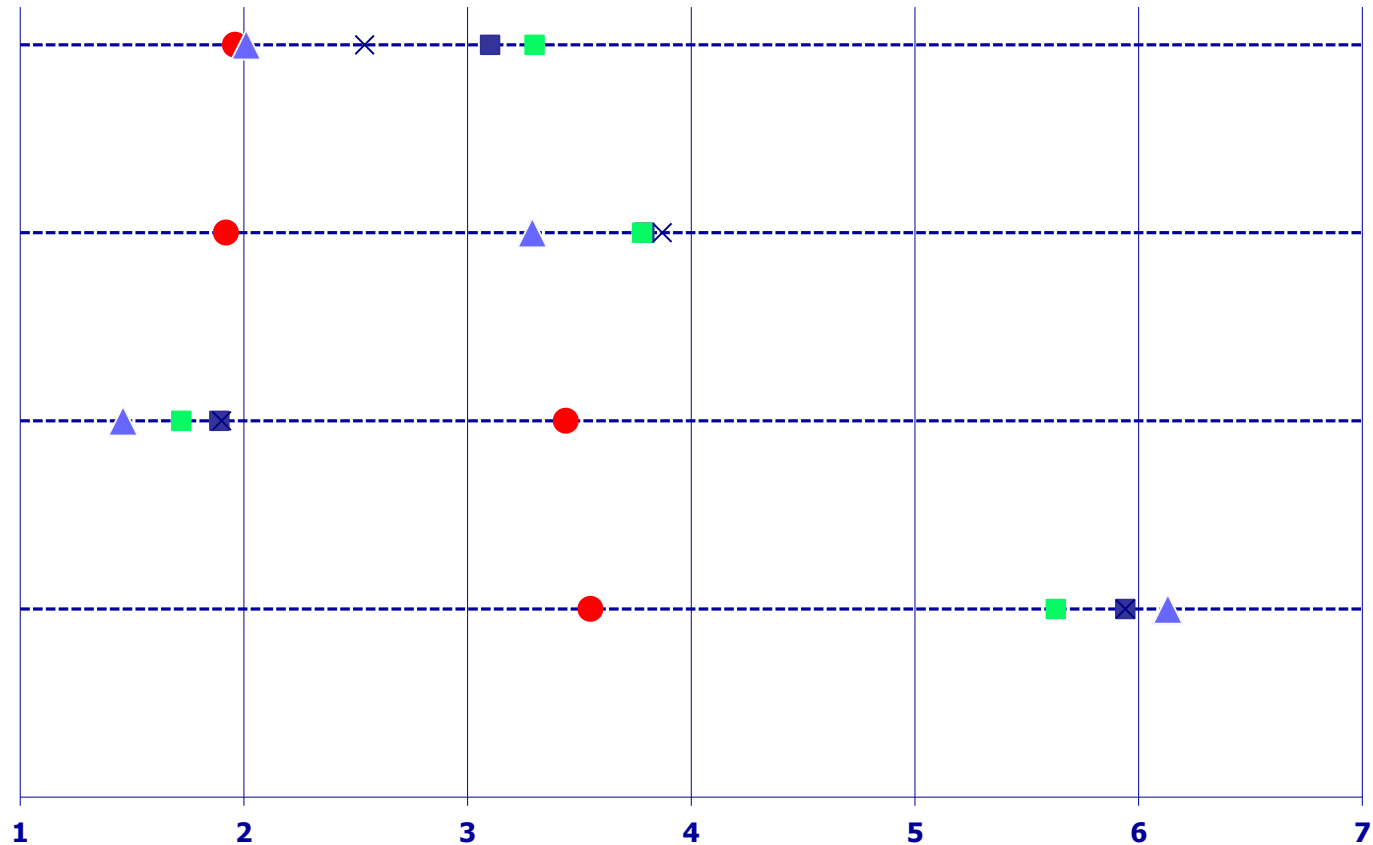
● Segment 1 ■ Segment 2 ▲ Segment 3 × Segment 4 ■ Segment 5

Typically, the main reason why I go in to a convenience store is to buy Scratch games.

Typically, the main reason why I go in to a convenience store is to buy Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2.

I feel awkward and uncertain when buying a Lotto game like Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2.

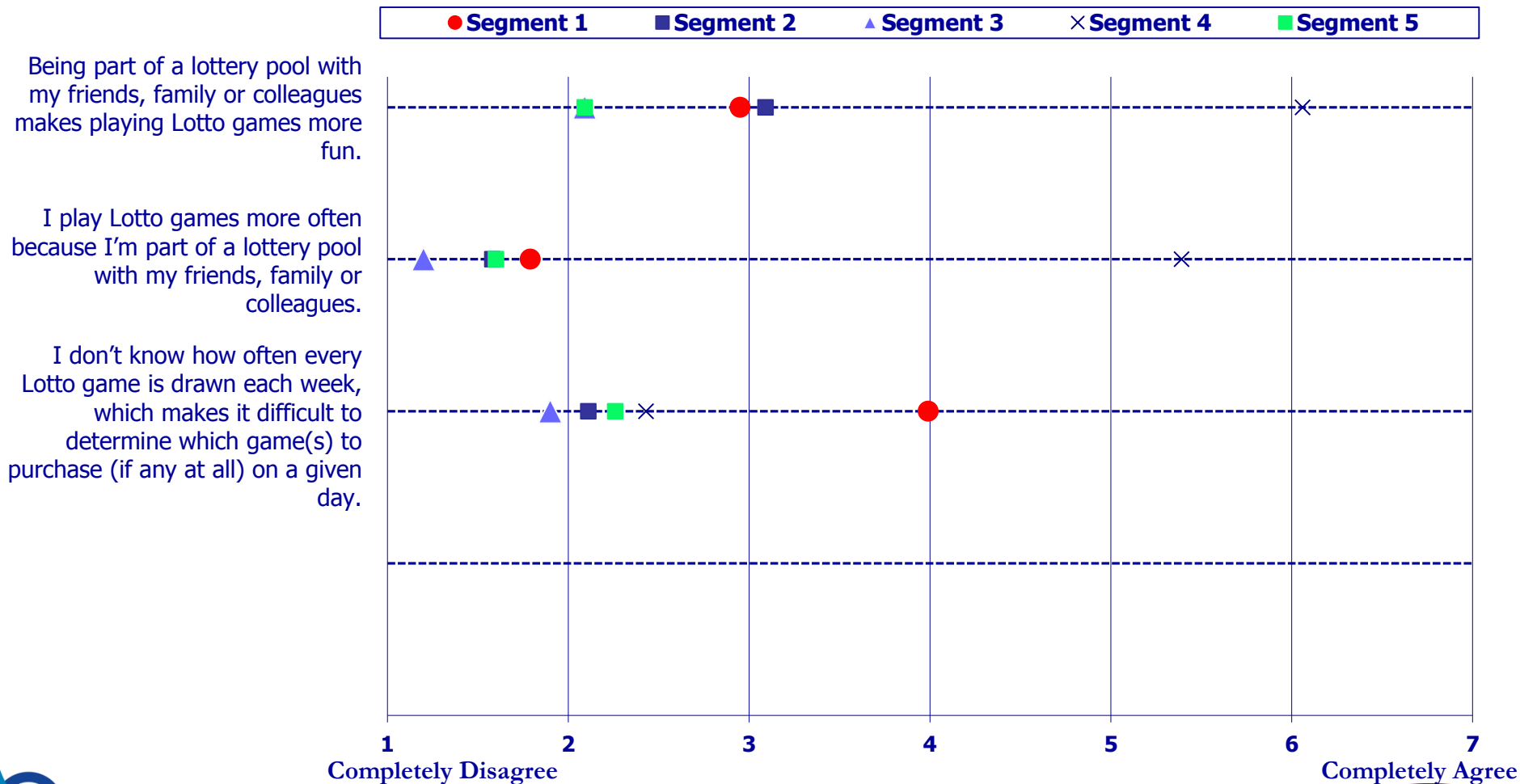
I tend to know which lottery game(s) I am going to purchase before going in the store.



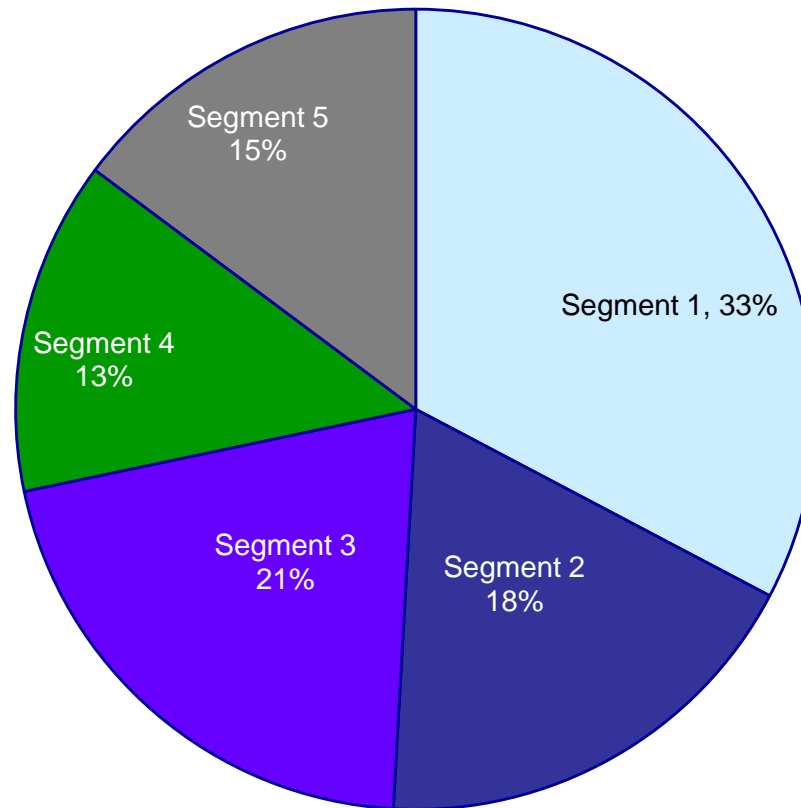
1 2 3 4 5 6 7
Completely Disagree

Completely Agree

Attitudes Towards Lottery Games



Lotto Game Player Segments



Break Time

Approximately 5 minutes

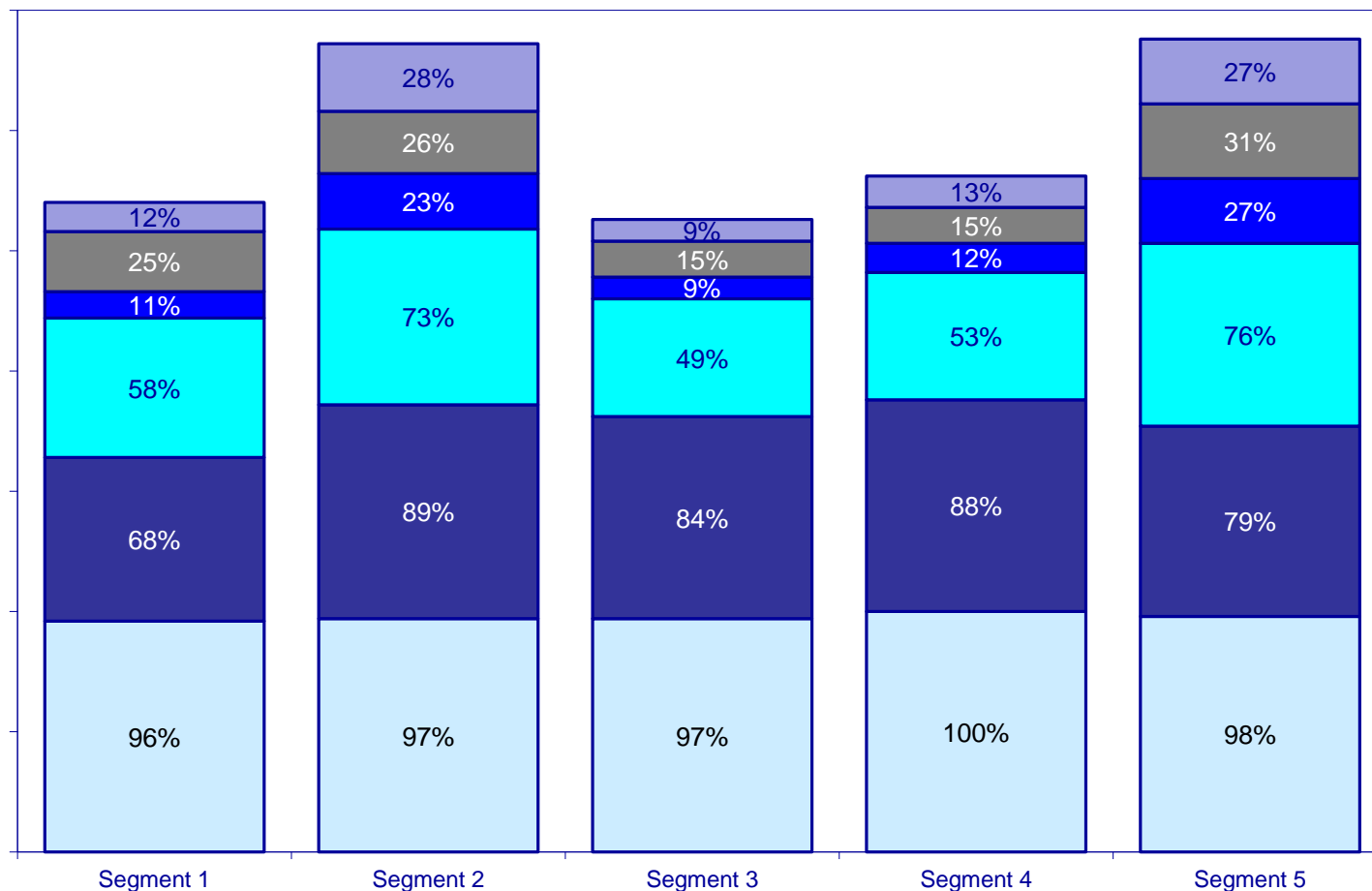


Segment Comparisons

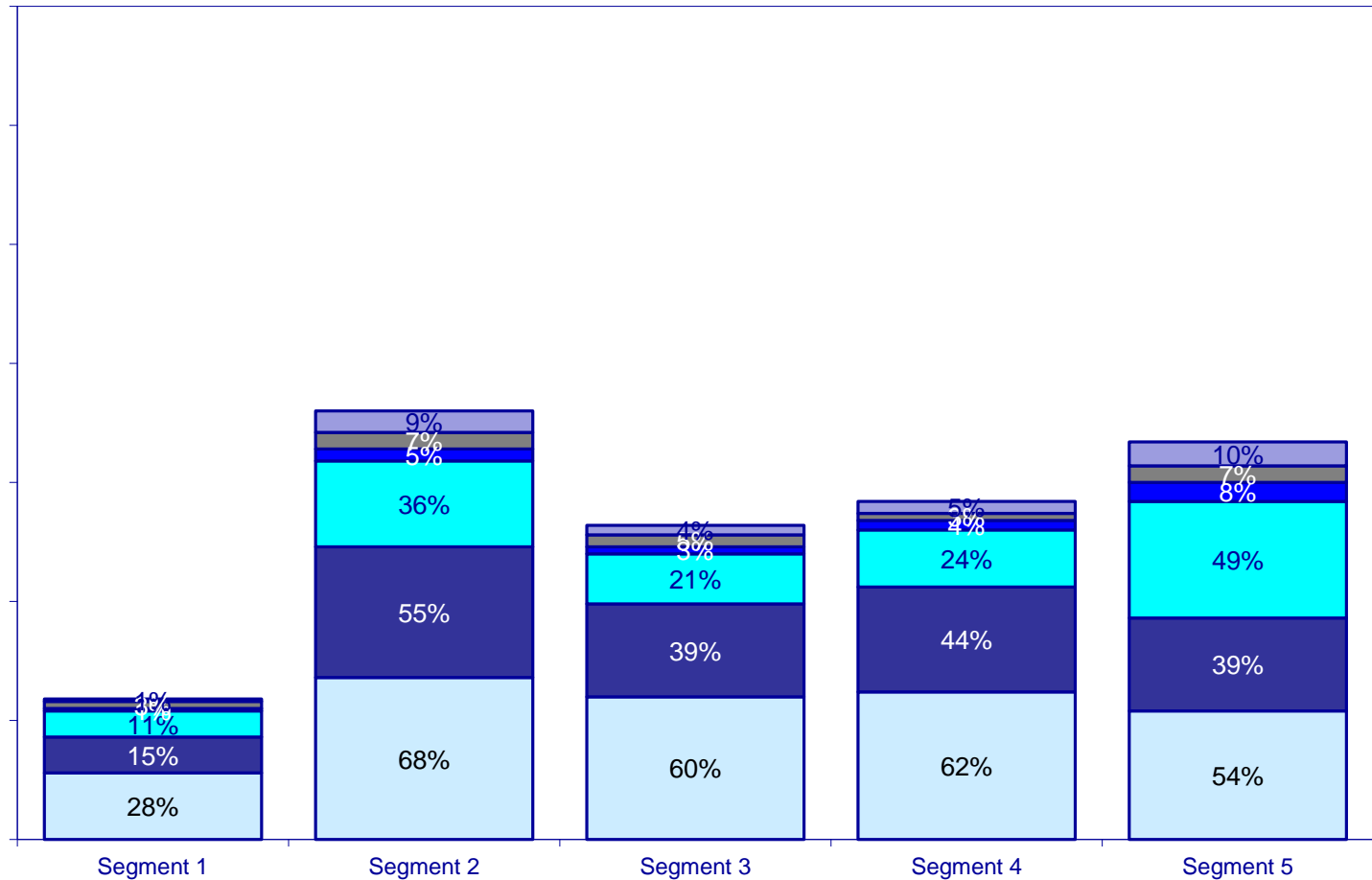
Lottery Participation



Played in Past Year



Played in Past Month



% of Regular Players of each Lotto game

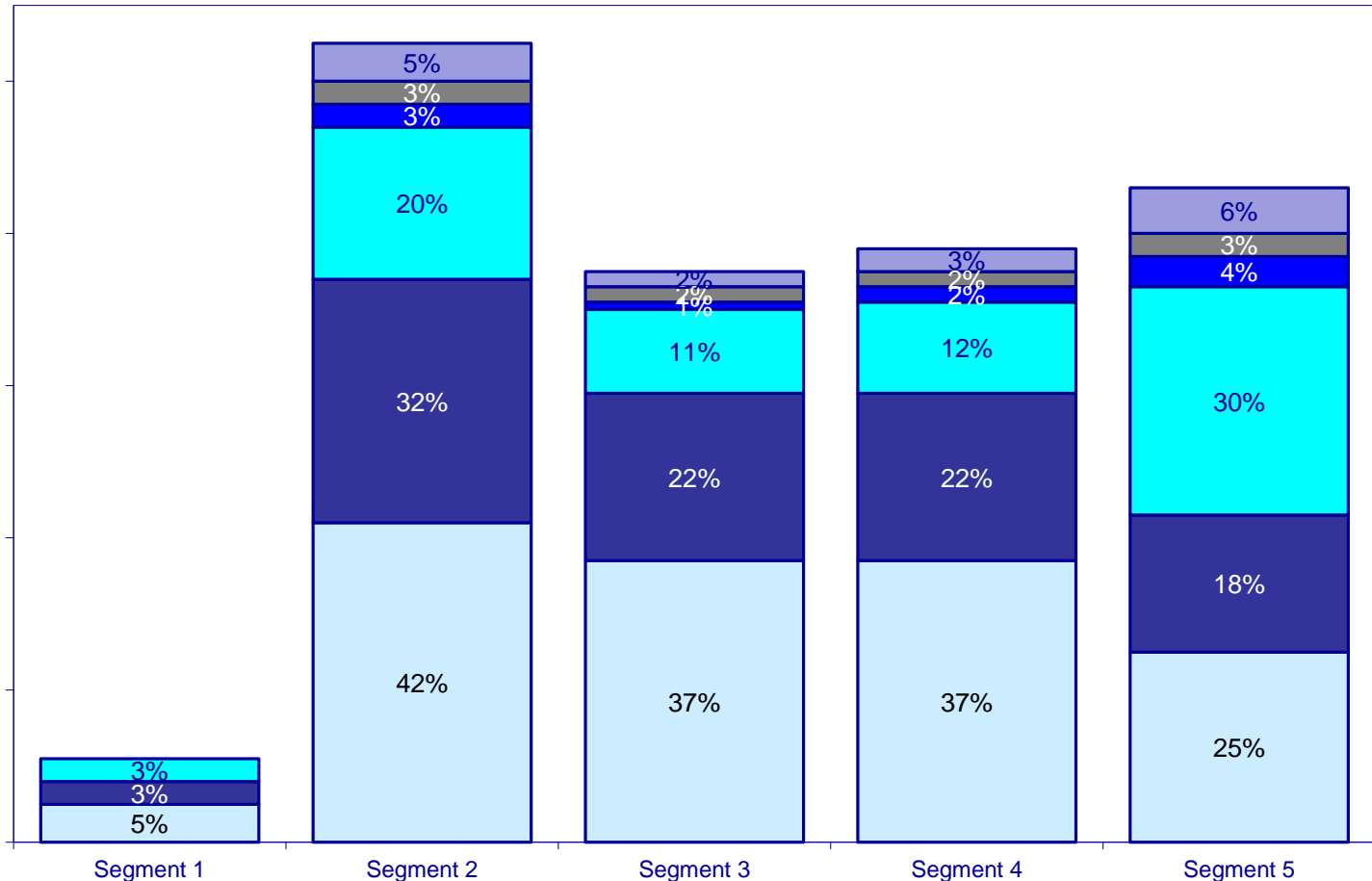
PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of weeks or Every month

Infrequent - Every couple of months, Every 6 months, or Once a year

Non-Players - Less than once a year or Have never played



% of Occasional Players of each Lotto game

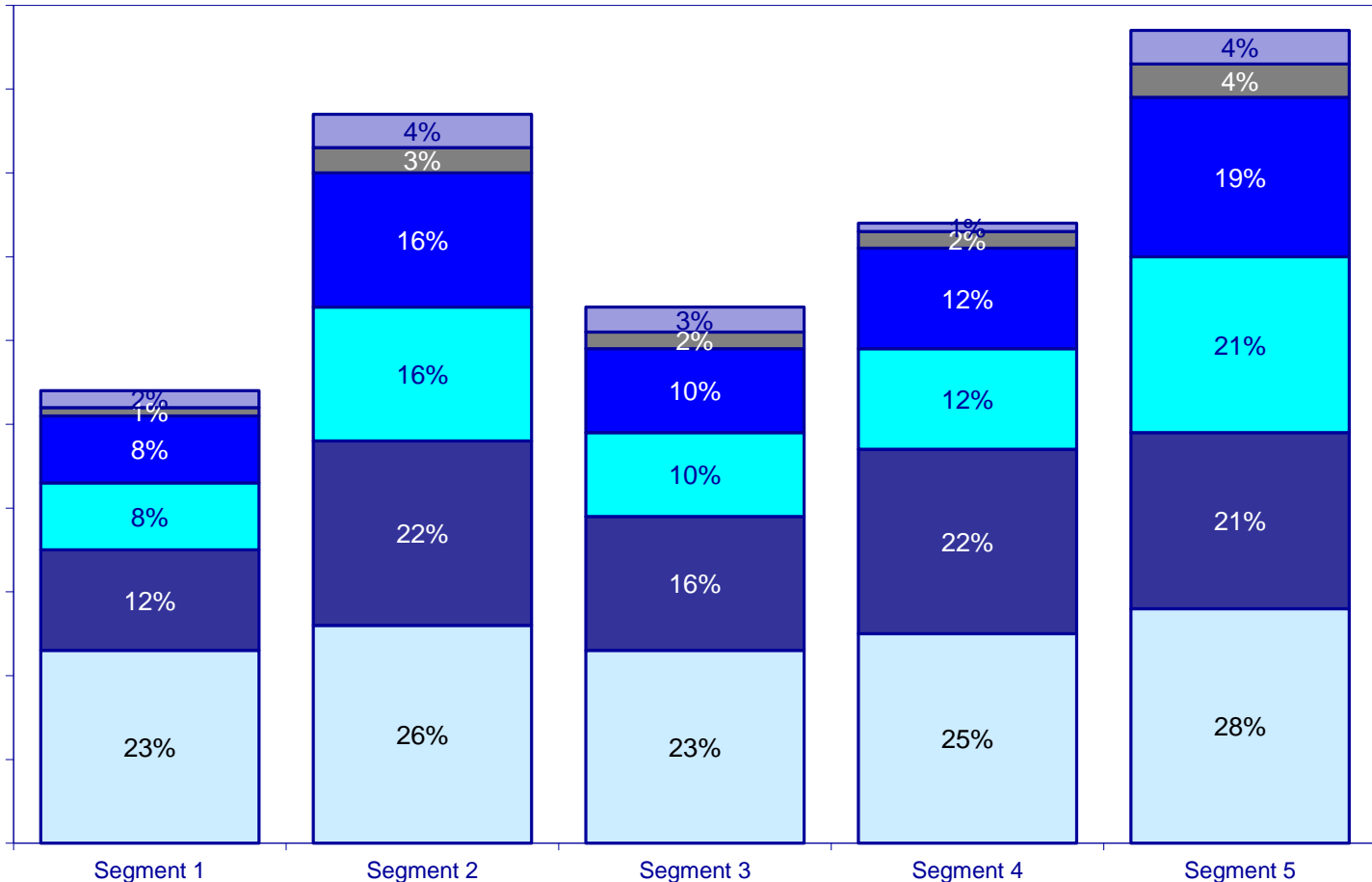
PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of
weeks or Every month

Infrequent - Every couple of
months, Every 6 months, or
Once a year

Non-Players - Less than
once a year or Have never
played



% of Infrequent Players of each Lotto game

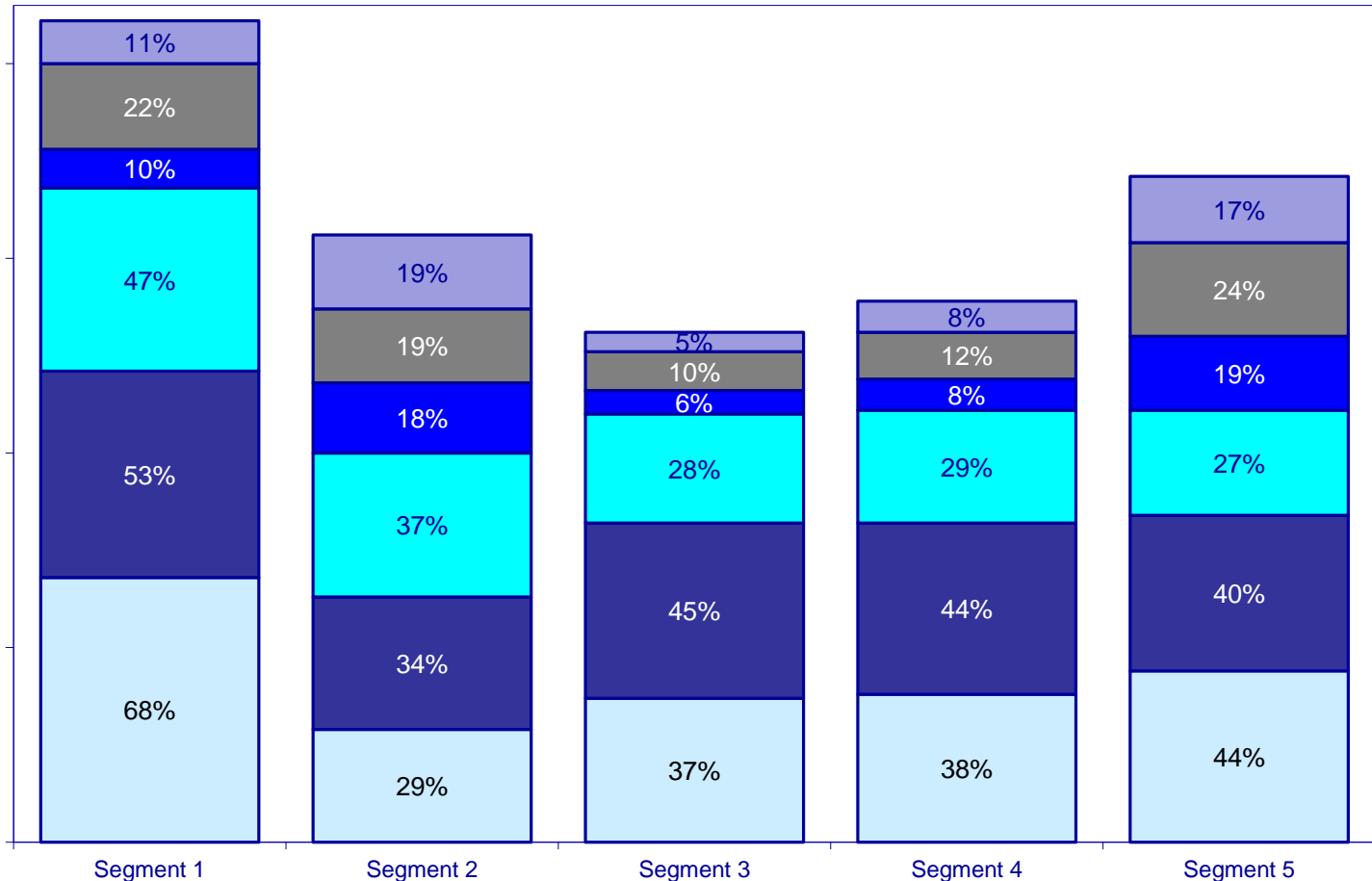
PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of weeks or Every month

Infrequent - Every couple of months, Every 6 months, or Once a year

Non-Players - Less than once a year or Have never played



% of Non-Players of each Lotto game

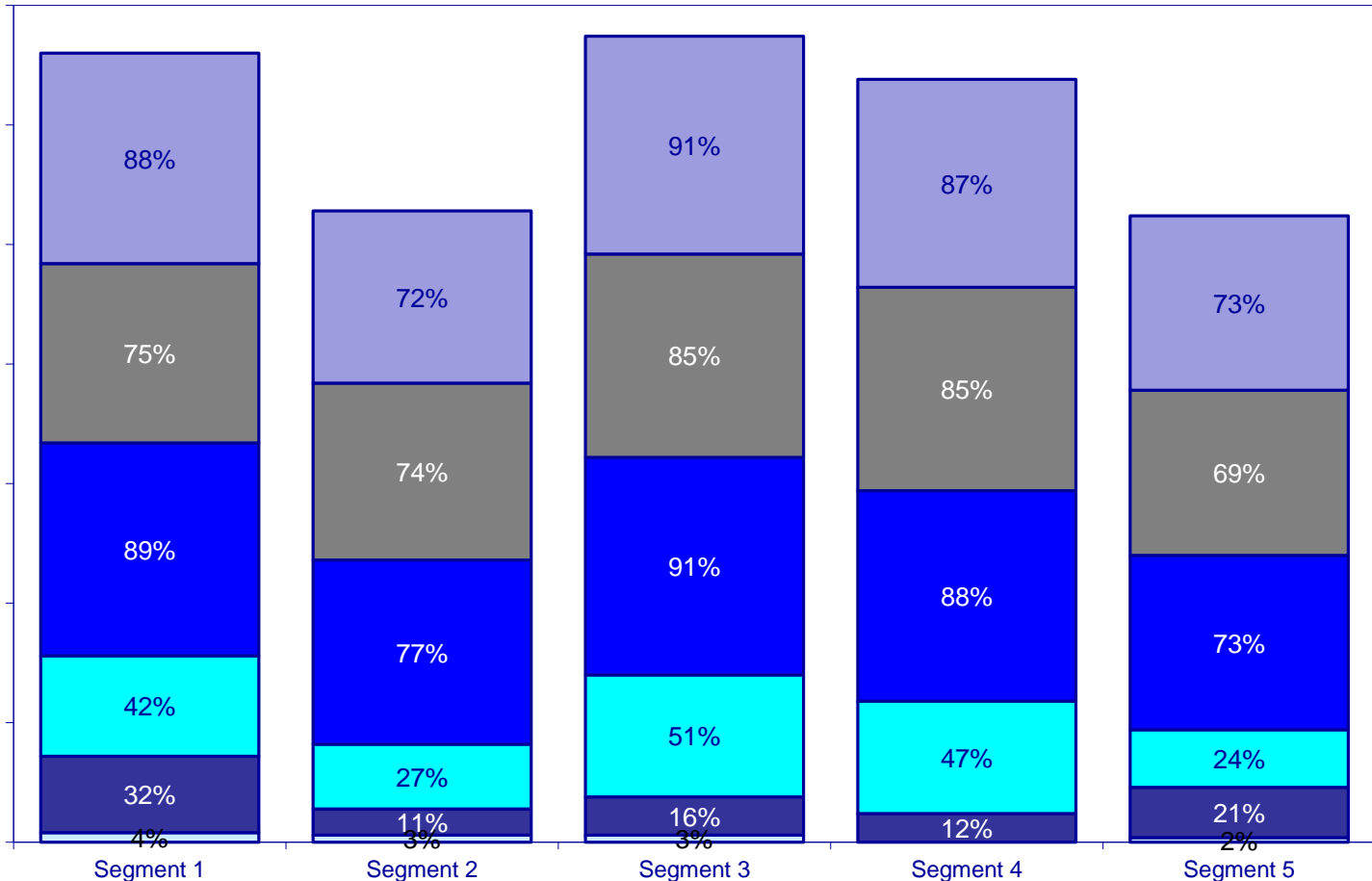
PLAY FREQUENCY DEFINITIONS

Regular - Every week

Occasional - Every couple of weeks or Every month

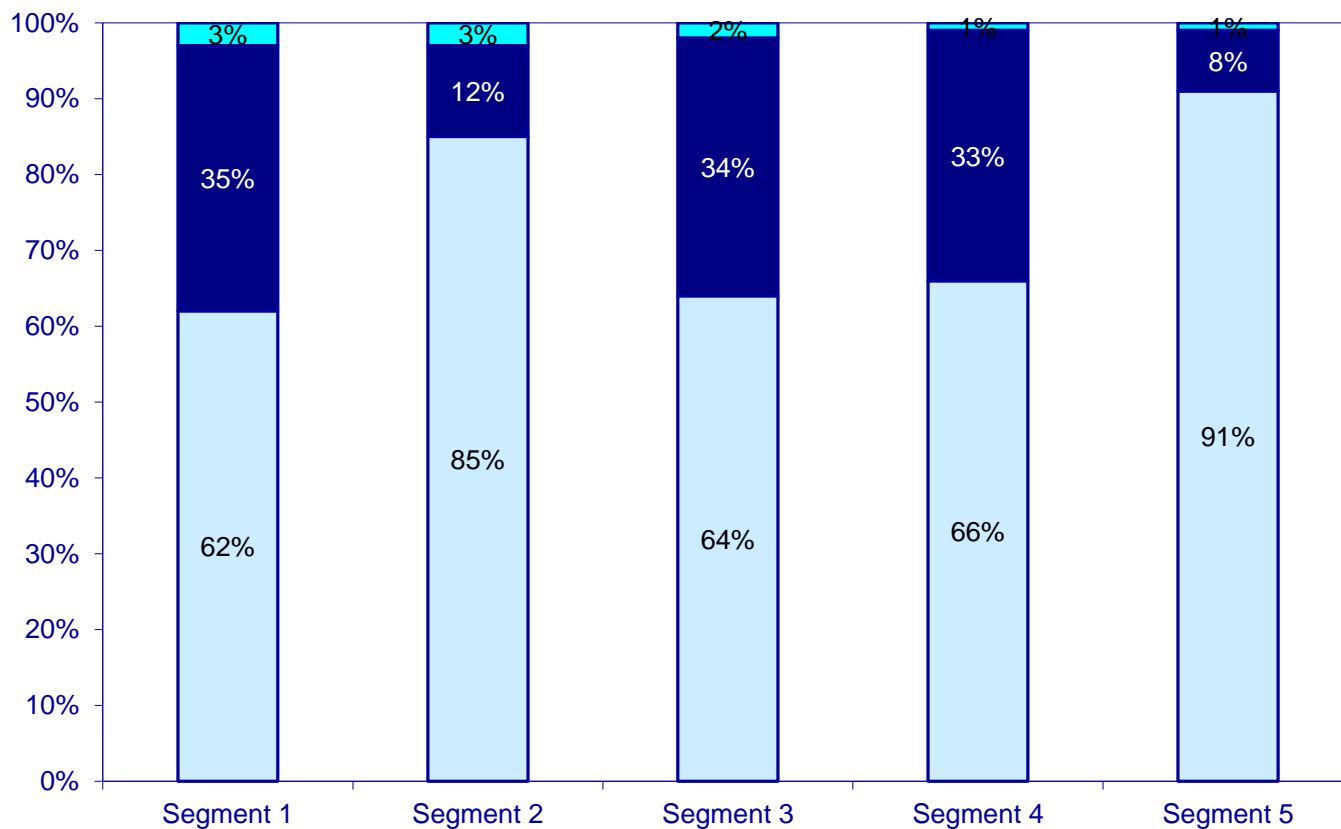
Infrequent - Every couple of months, Every 6 months, or Once a year

Non-Players - Less than once a year or Have never played



MVP Club Membership

Are you a member of the Nebraska Lottery's "MVP Club" and therefore have a user name and password for accessing special MVP Club pages?



Segment Comparisons

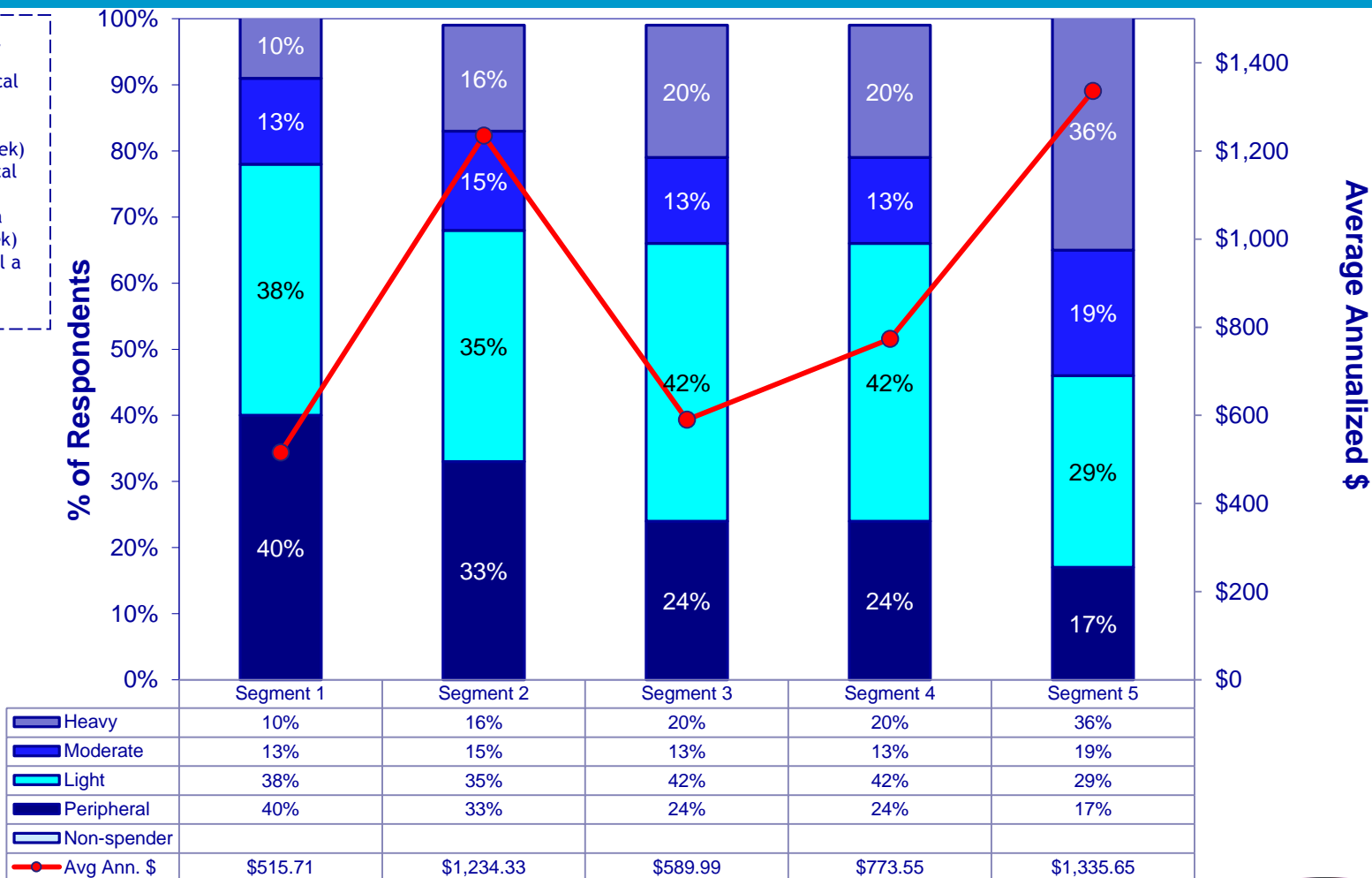
Annualized Spending Analysis



Overall Lottery Game Spending

SPENDING DEFINITIONS

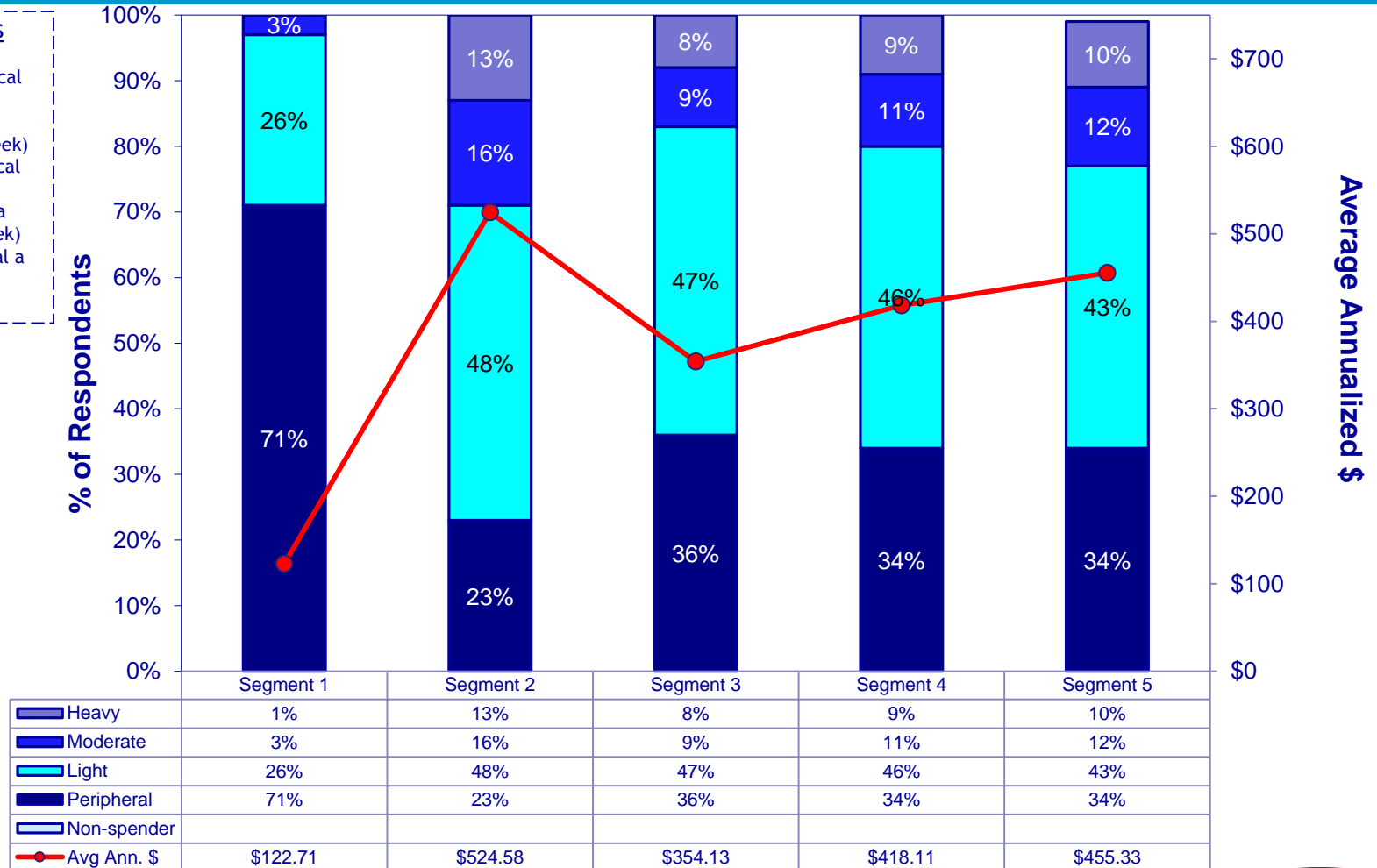
Non-spender = \$0 in a typical year
Peripheral = \$1-\$103 in a typical year (under \$2 a week)
Light = \$104-\$519 in a typical year (\$2-\$9 a week)
Moderate = \$520-\$1039 in a typical year (\$10-\$19 a week)
Heavy = \$1040+ in a typical year (\$20+ a week)



Lotto Games Spending

SPENDING DEFINITIONS

Non-spender = \$0 in a typical year
Peripheral = \$1-\$103 in a typical year (under \$2 a week)
Light = \$104-\$519 in a typical year (\$2-\$9 a week)
Moderate = \$520-\$1039 in a typical year (\$10-\$19 a week)
Heavy = \$1040+ in a typical year (\$20+ a week)



Scratch Games Spending

SPENDING DEFINITIONS

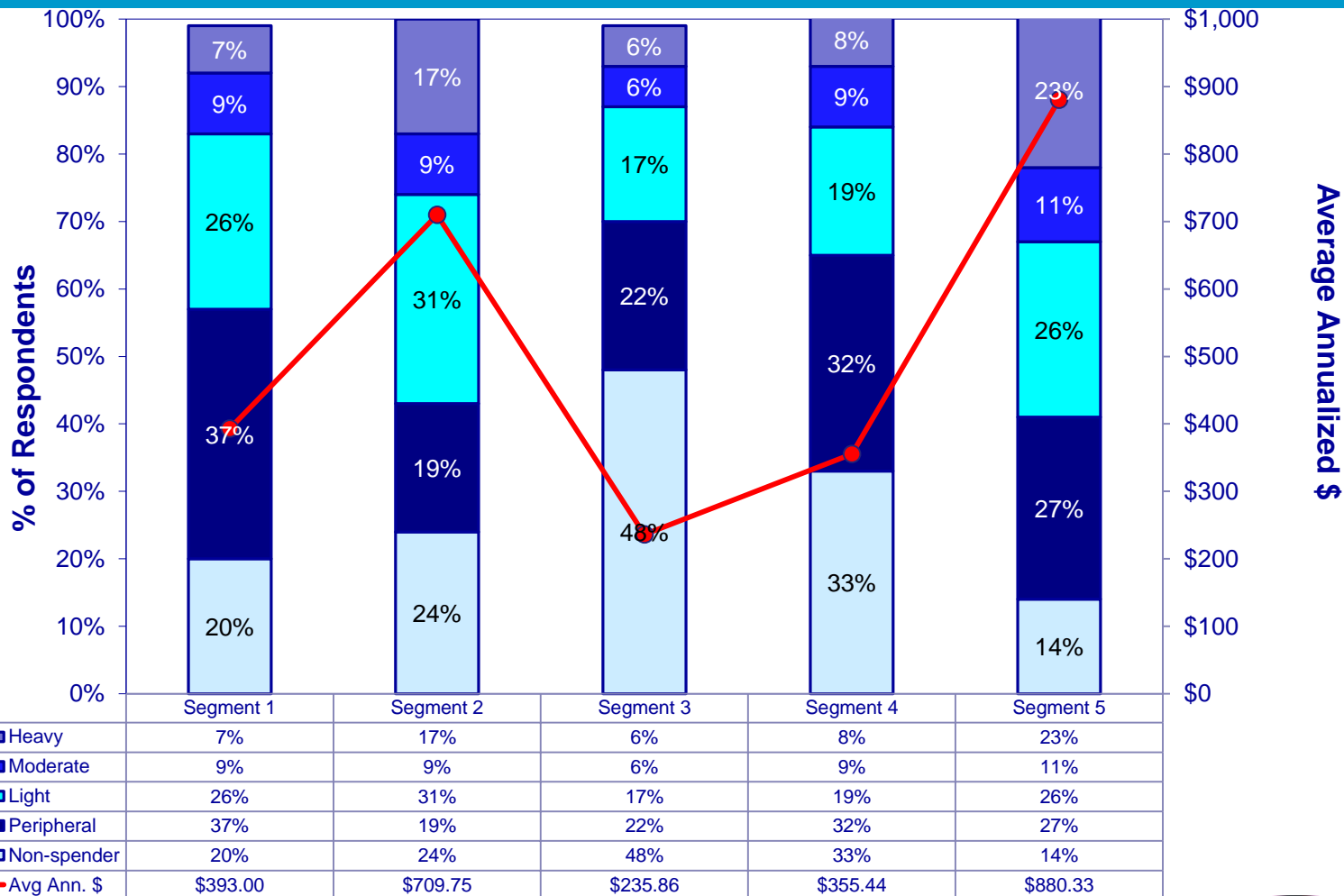
Non-spender = \$0 in a typical year

Peripheral = \$1-\$103 in a typical year (under \$2 a week)

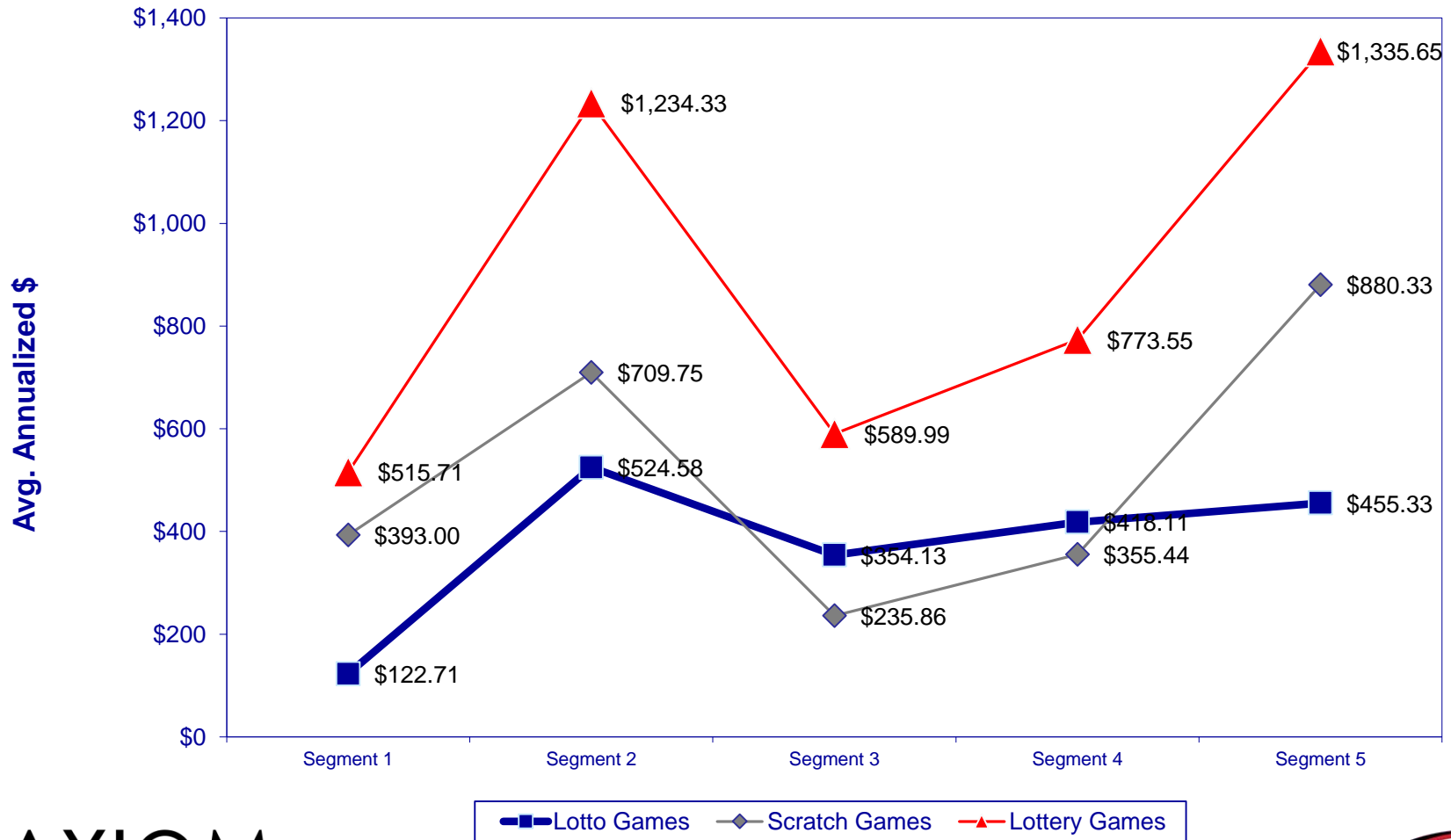
Light = \$104-\$519 in a typical year (\$2-\$9 a week)

Moderate = \$520-\$1039 in a typical year (\$10-\$19 a week)

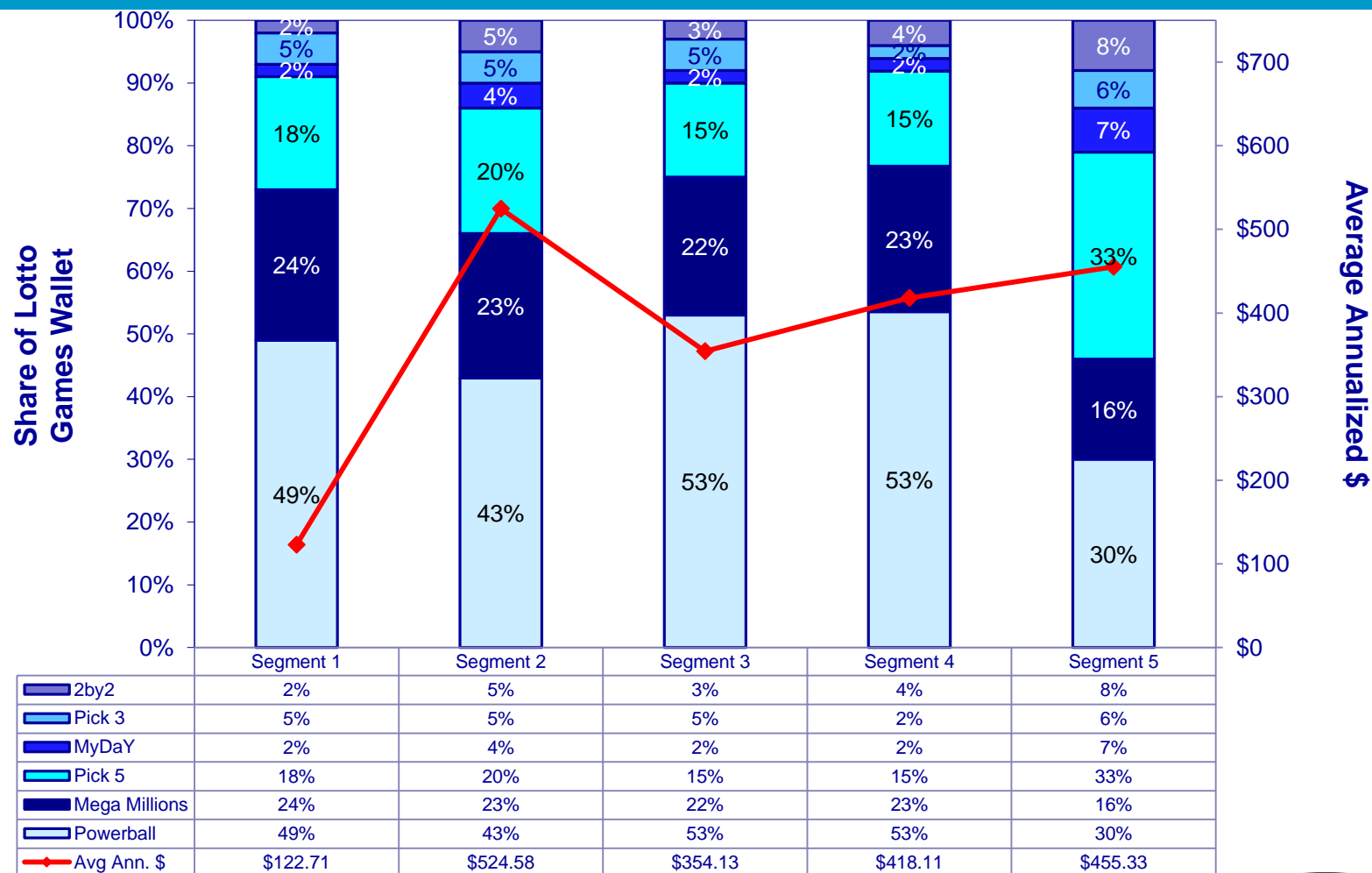
Heavy = \$1040+ in a typical a year (\$20+ a week)



Lottery Game Spending Analysis in Nebraska



Share of Lotto Games Wallet

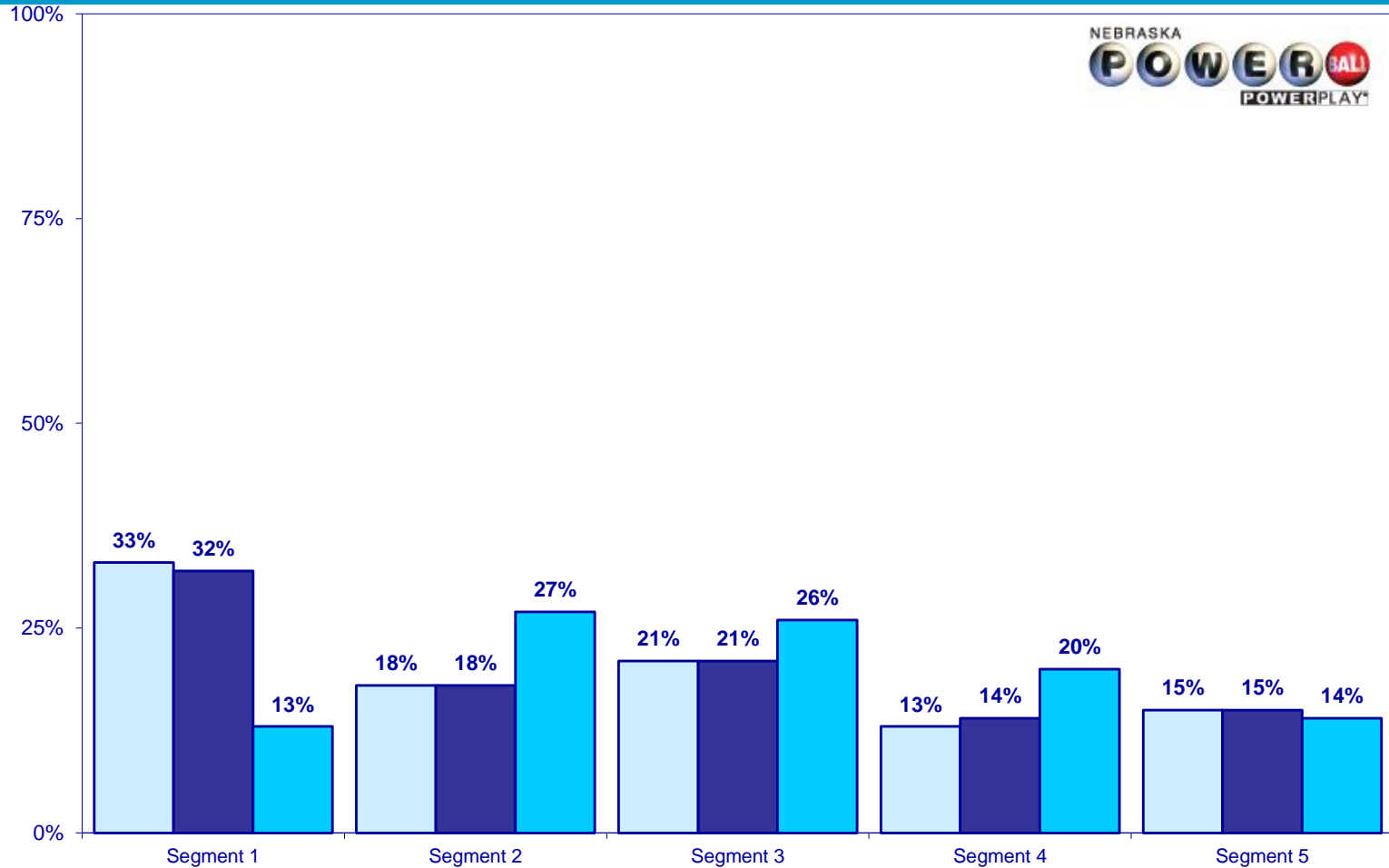


Segment Comparisons

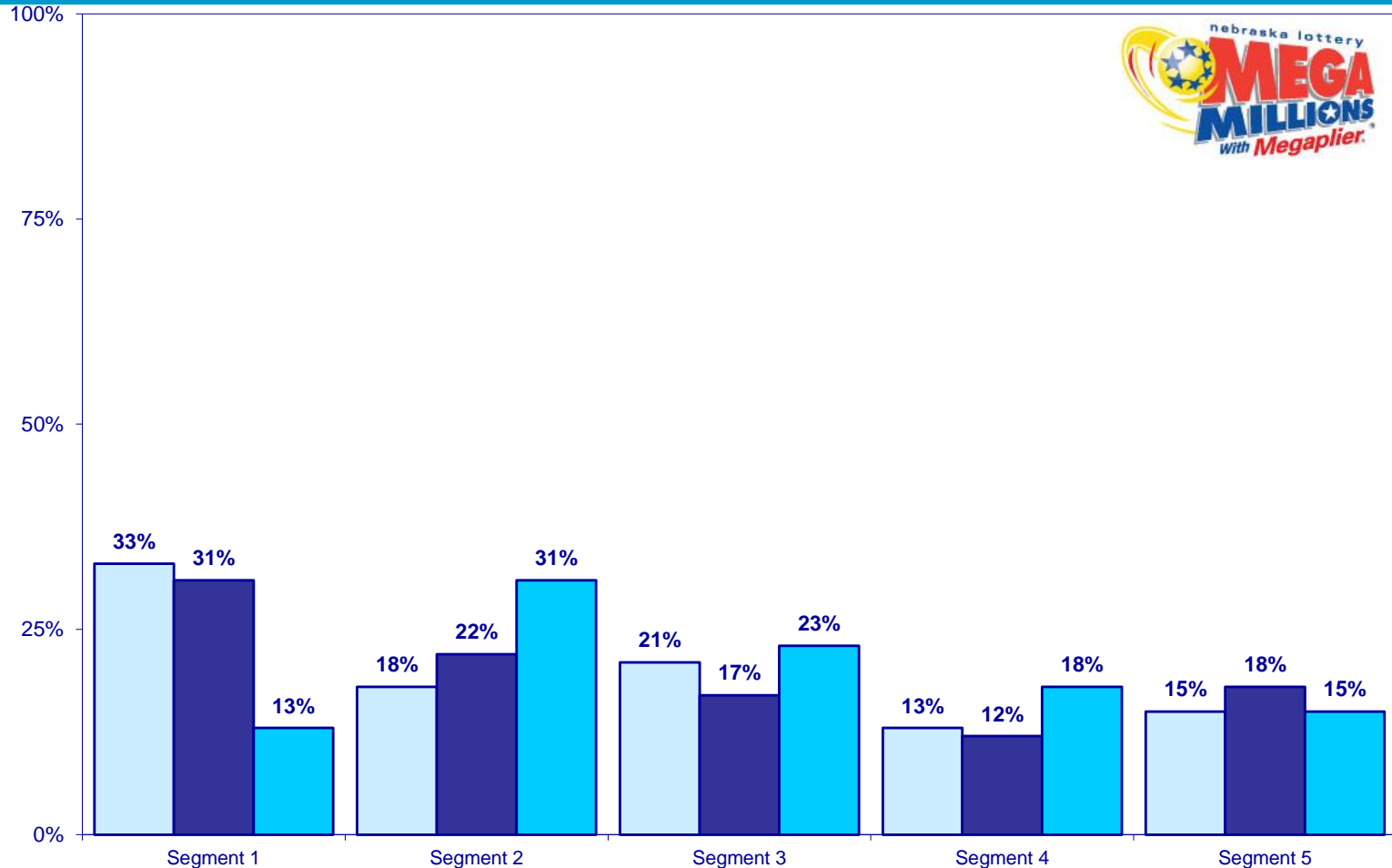
Relative Size and Importance
of the Segment for each Draw Game



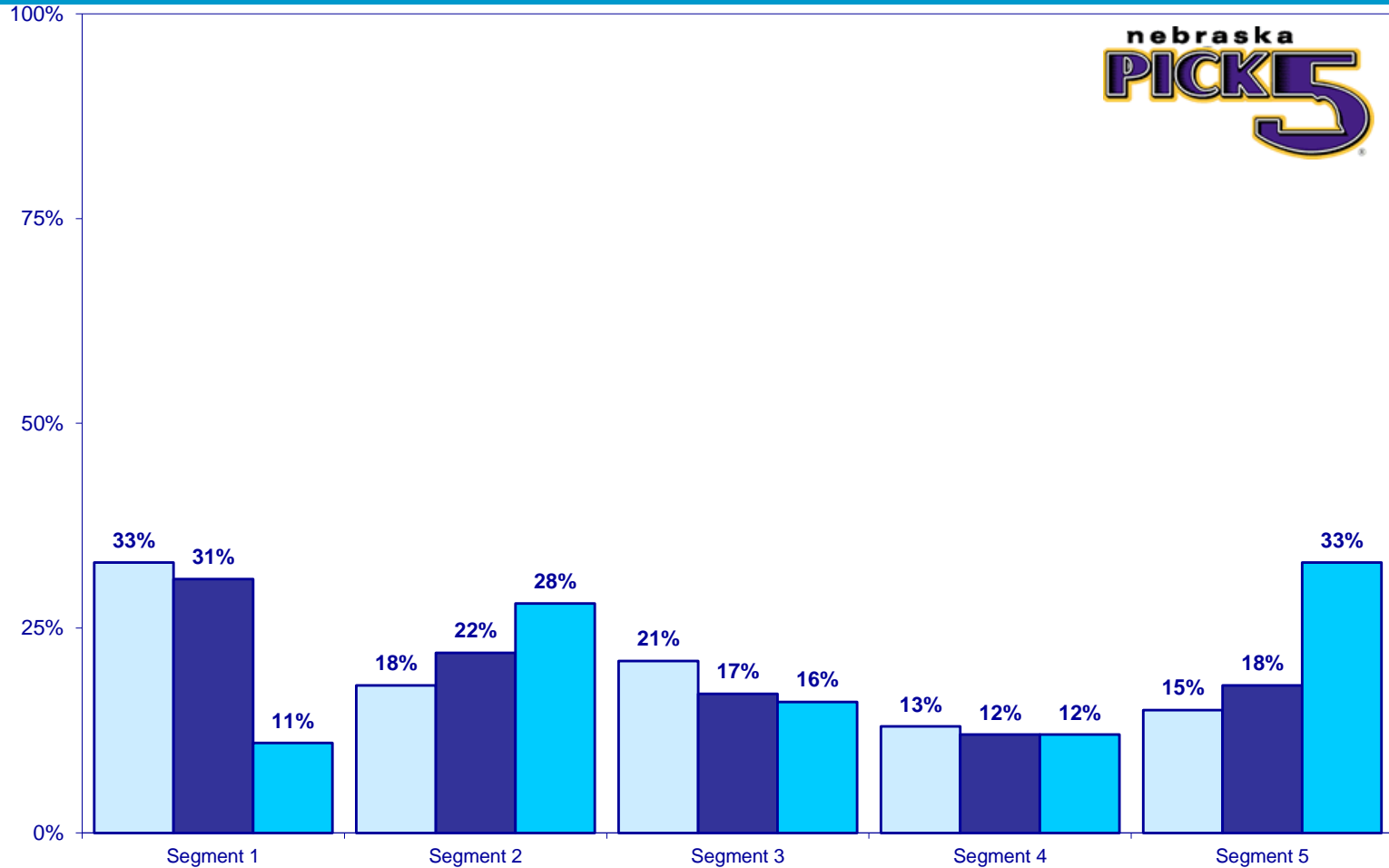
Relative Sizes and Importance: Powerball



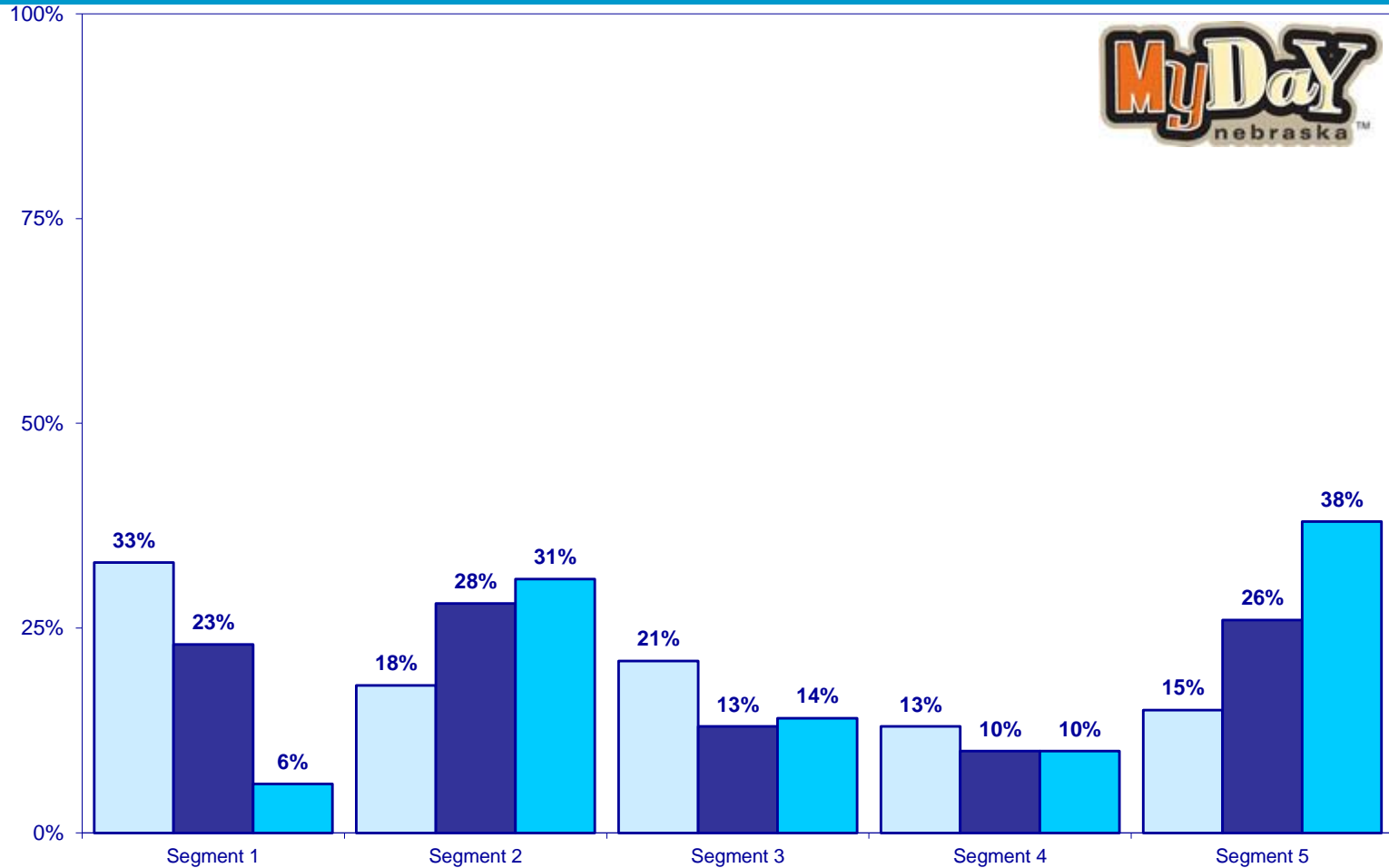
Relative Sizes and Importance: Mega Millions



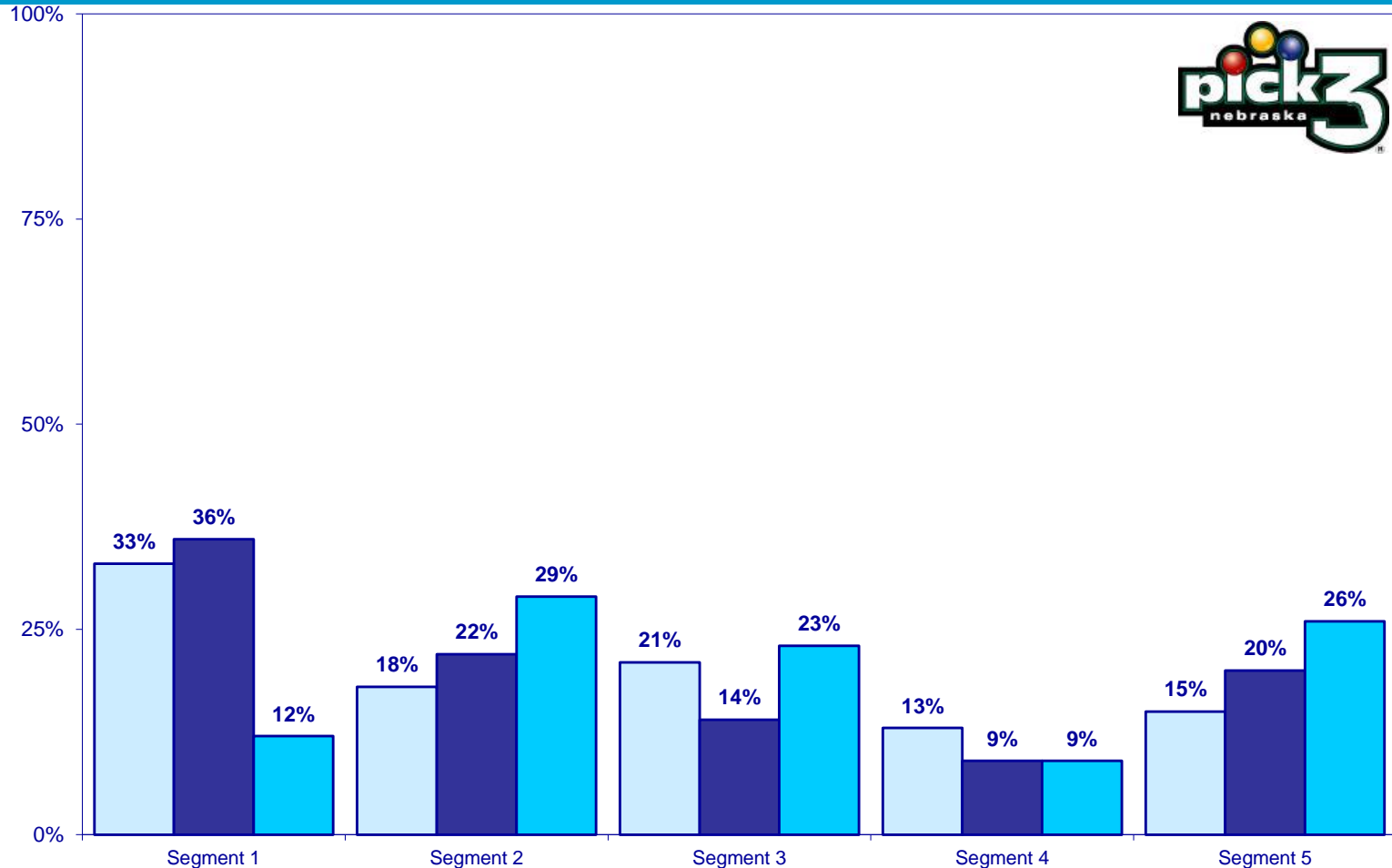
Relative Sizes and Importance: Nebraska Pick 5



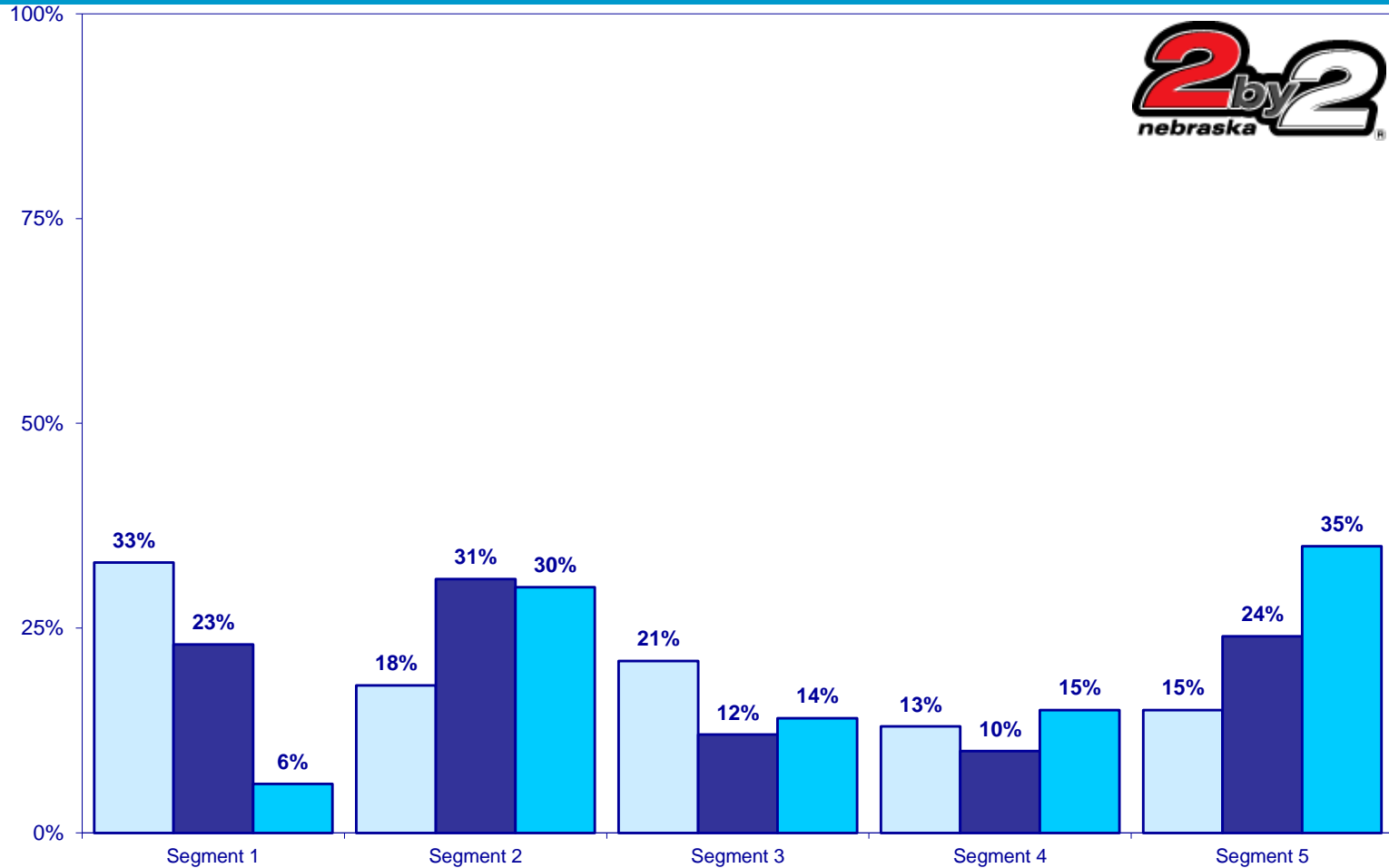
Relative Sizes and Importance: MyDaY



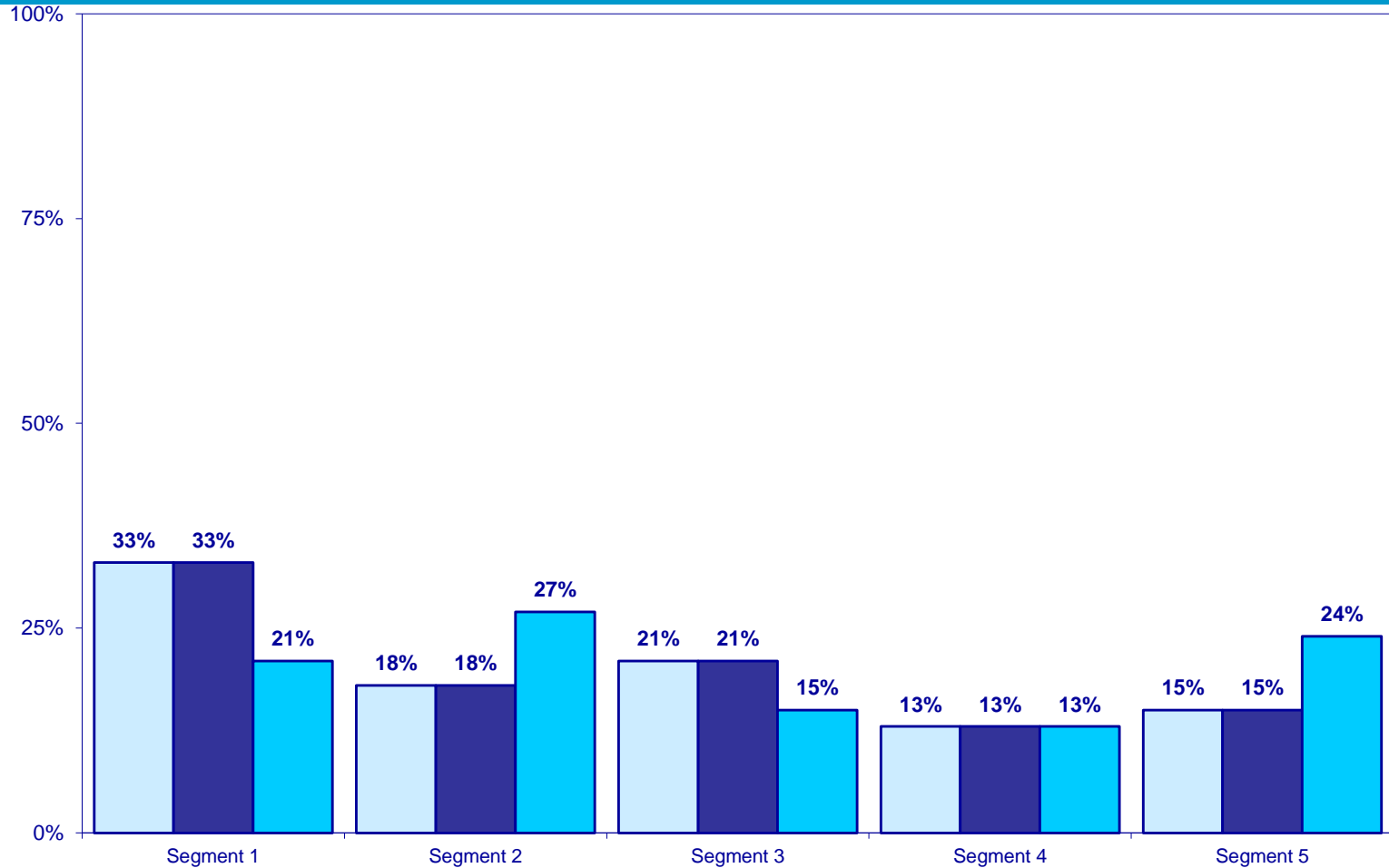
Relative Sizes and Importance: Nebraska Pick 3



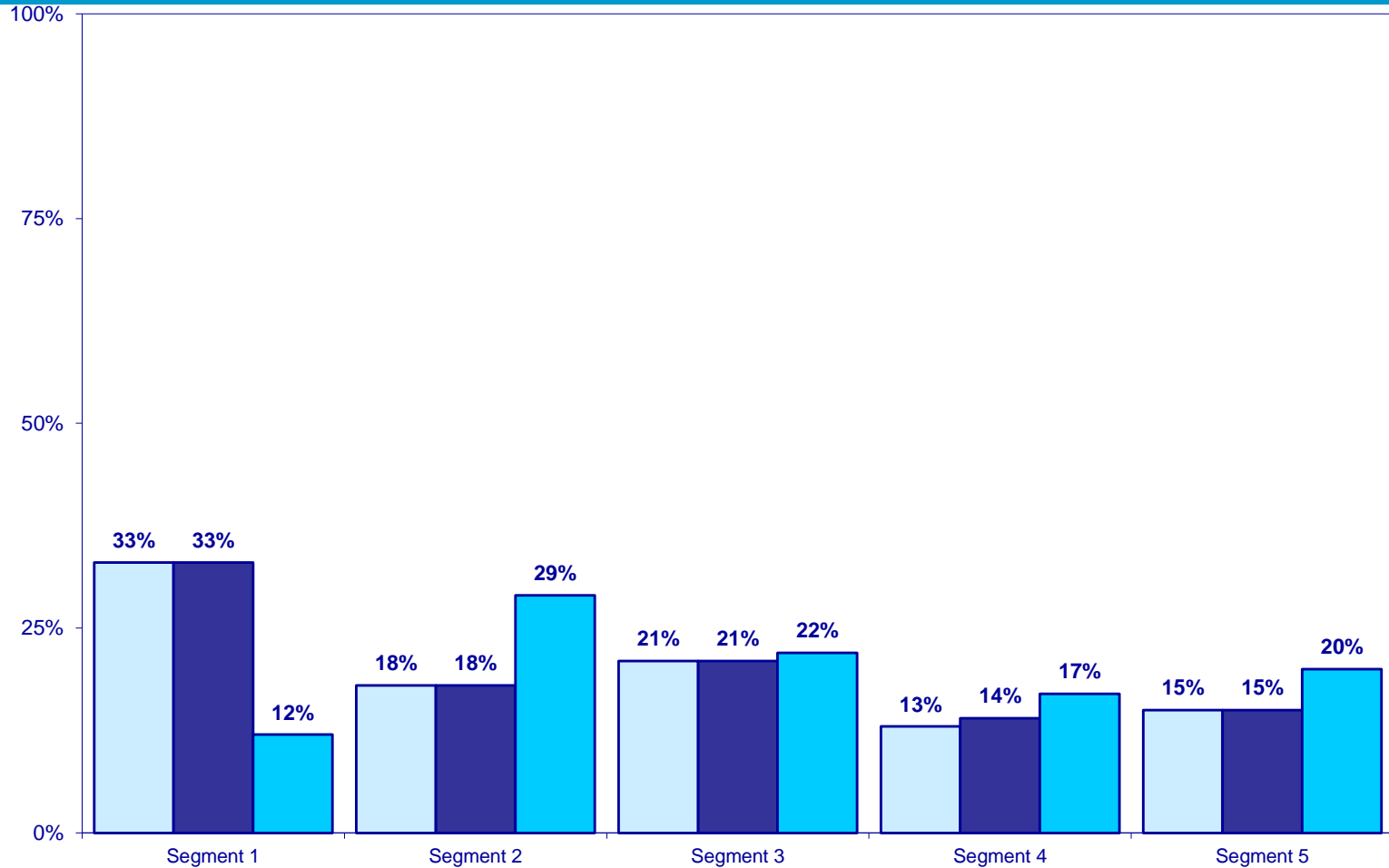
Relative Sizes and Importance: 2by2



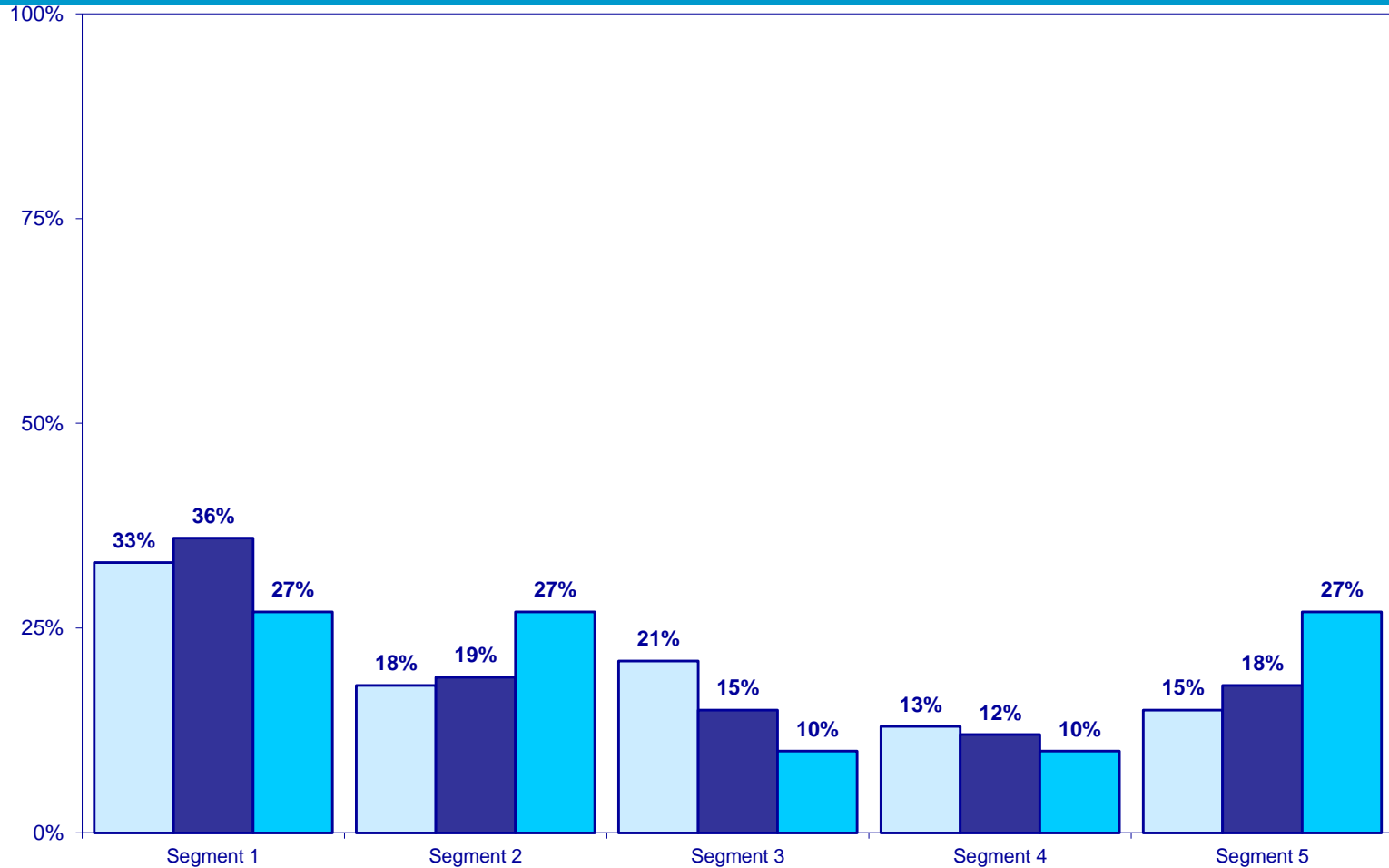
Relative Sizes and Importance: Lottery Games



Relative Sizes and Importance: Lotto Games



Relative Sizes and Importance: Scratch Games

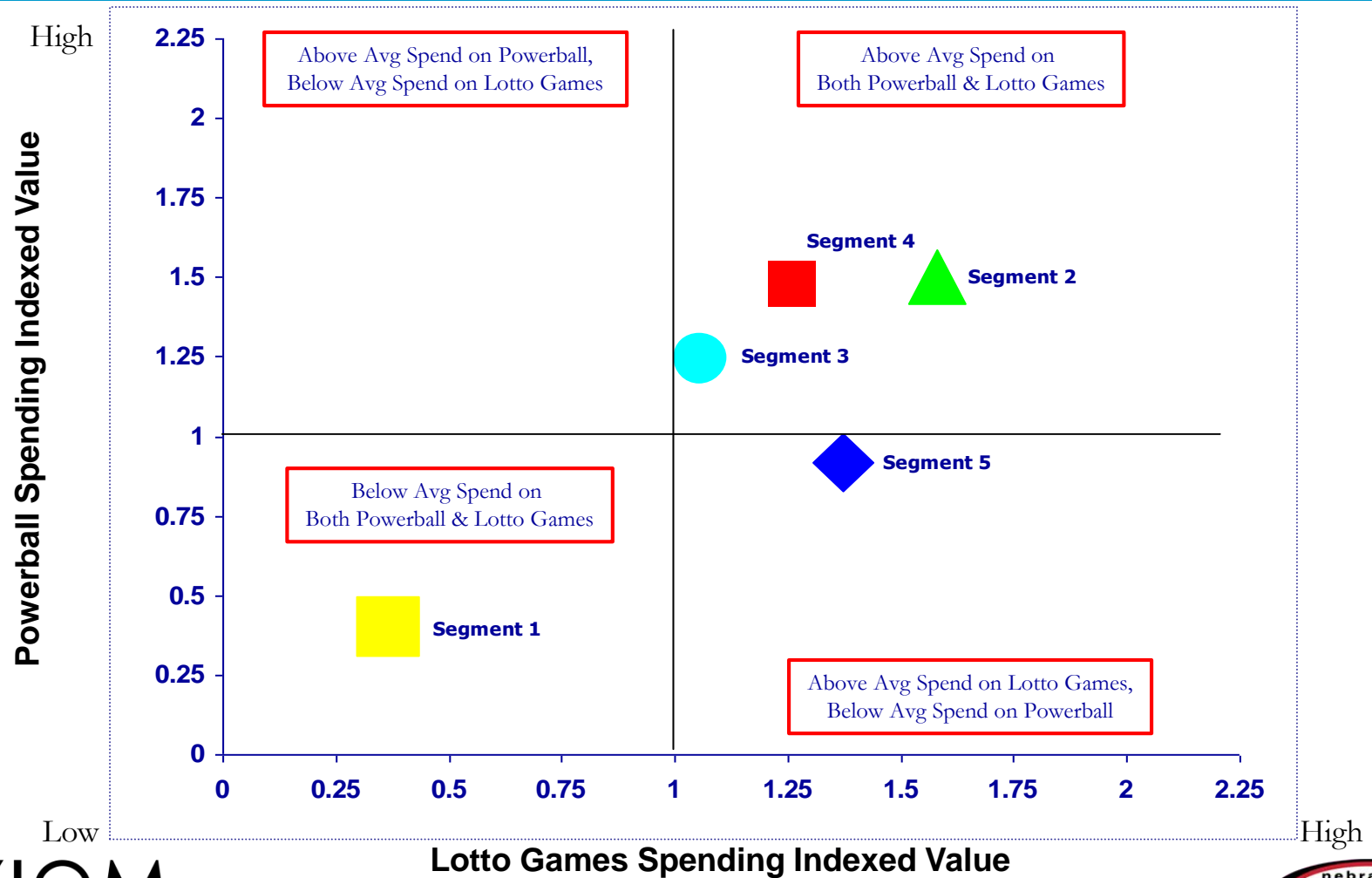


Segment Comparisons

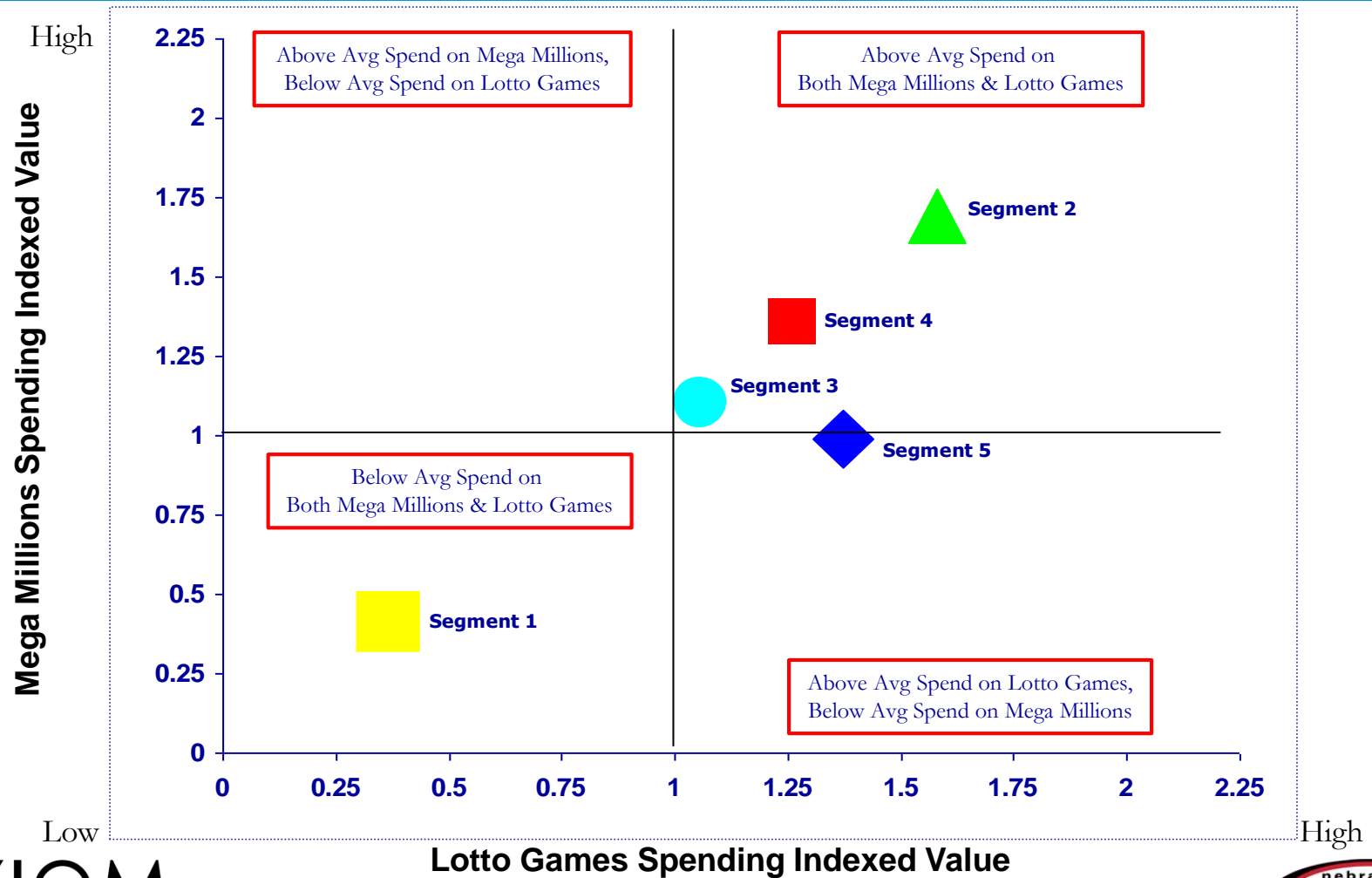
Index Value by Segment



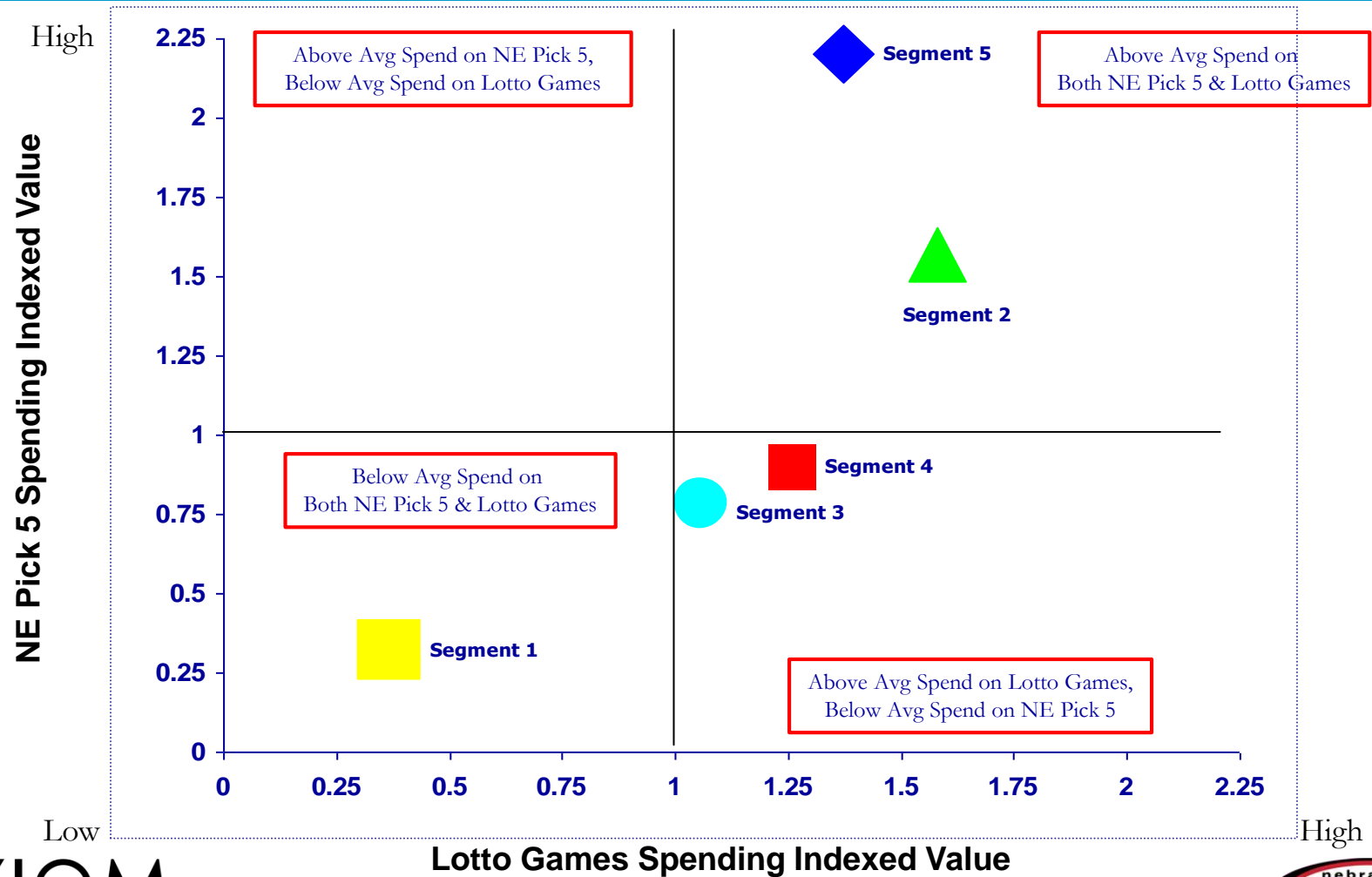
Indexed value of each Segment: Lotto Games vs. Powerball



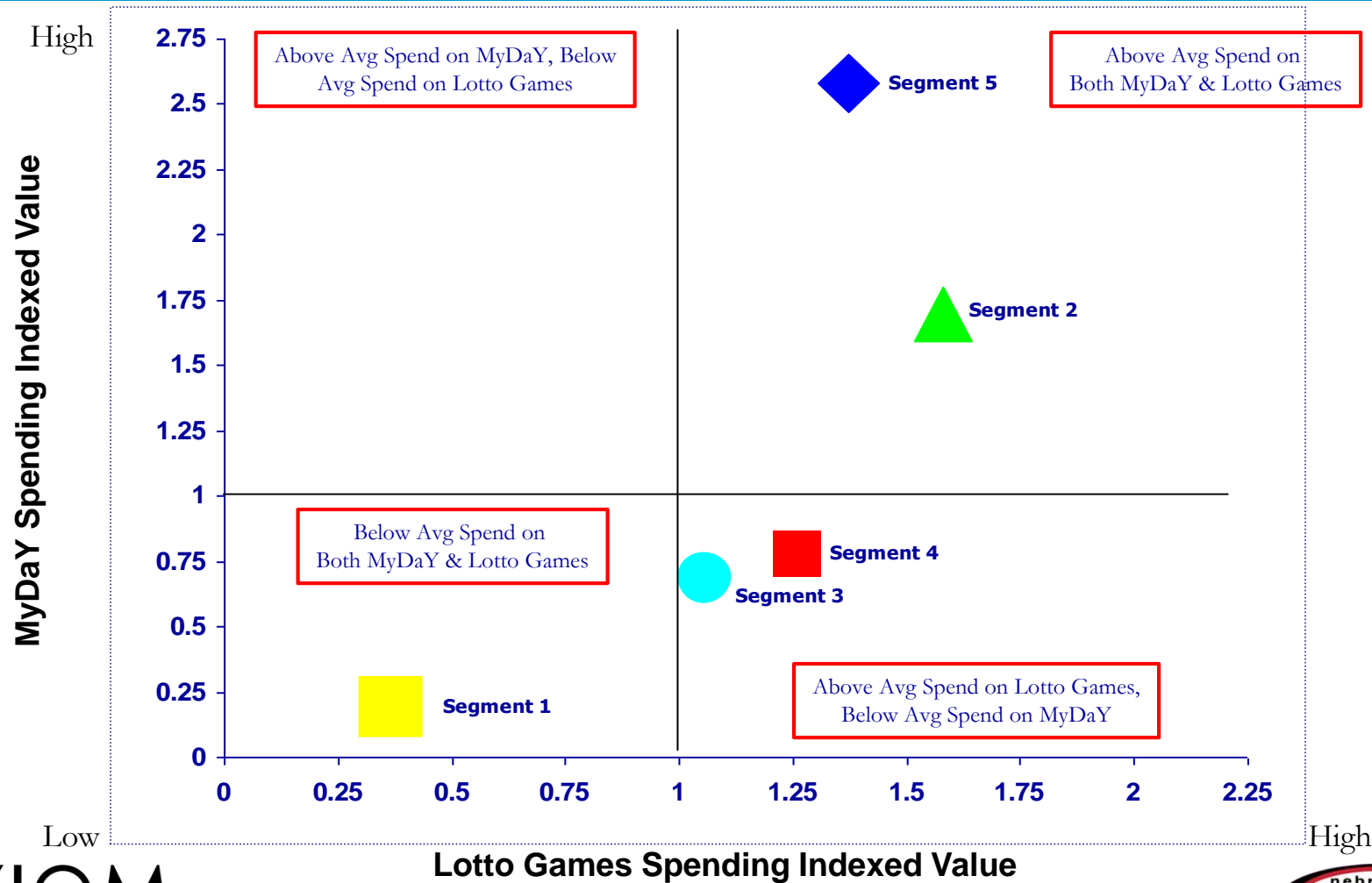
Indexed value of each Segment: Lotto Games vs. Mega Millions



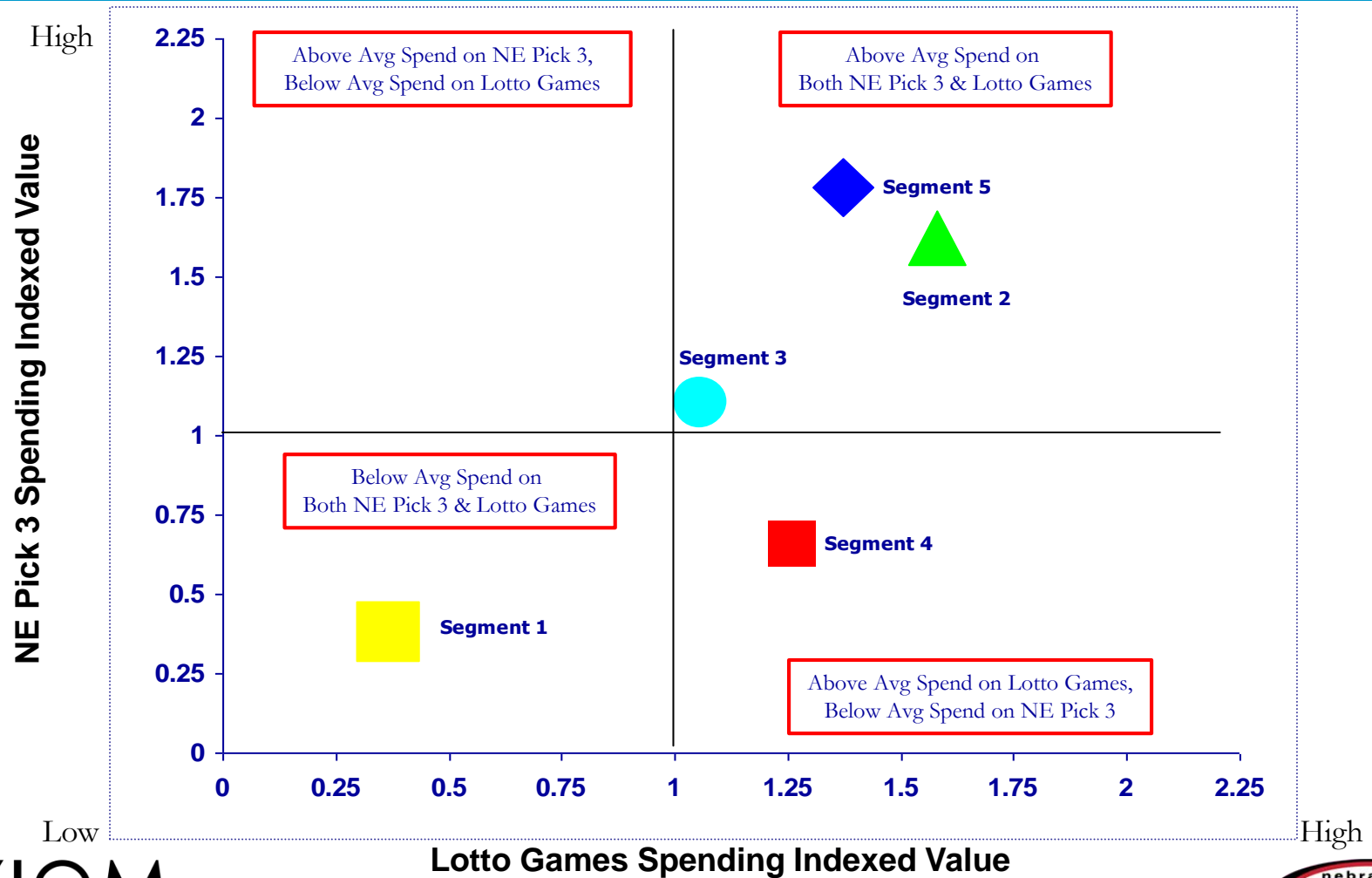
Indexed value of each Segment: Lotto Games vs. NE Pick 5



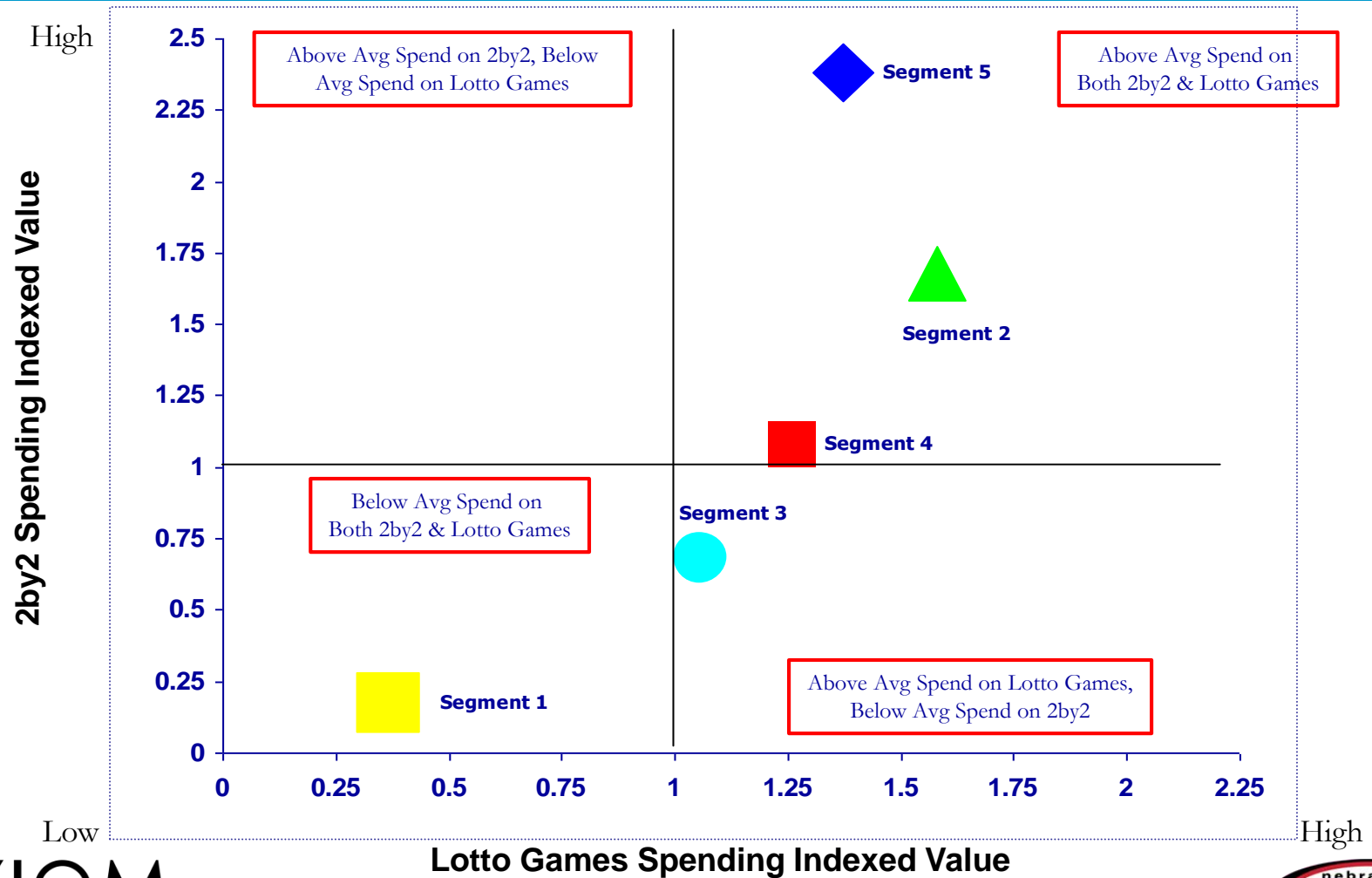
Indexed value of each Segment: Lotto Games vs. MyDaY



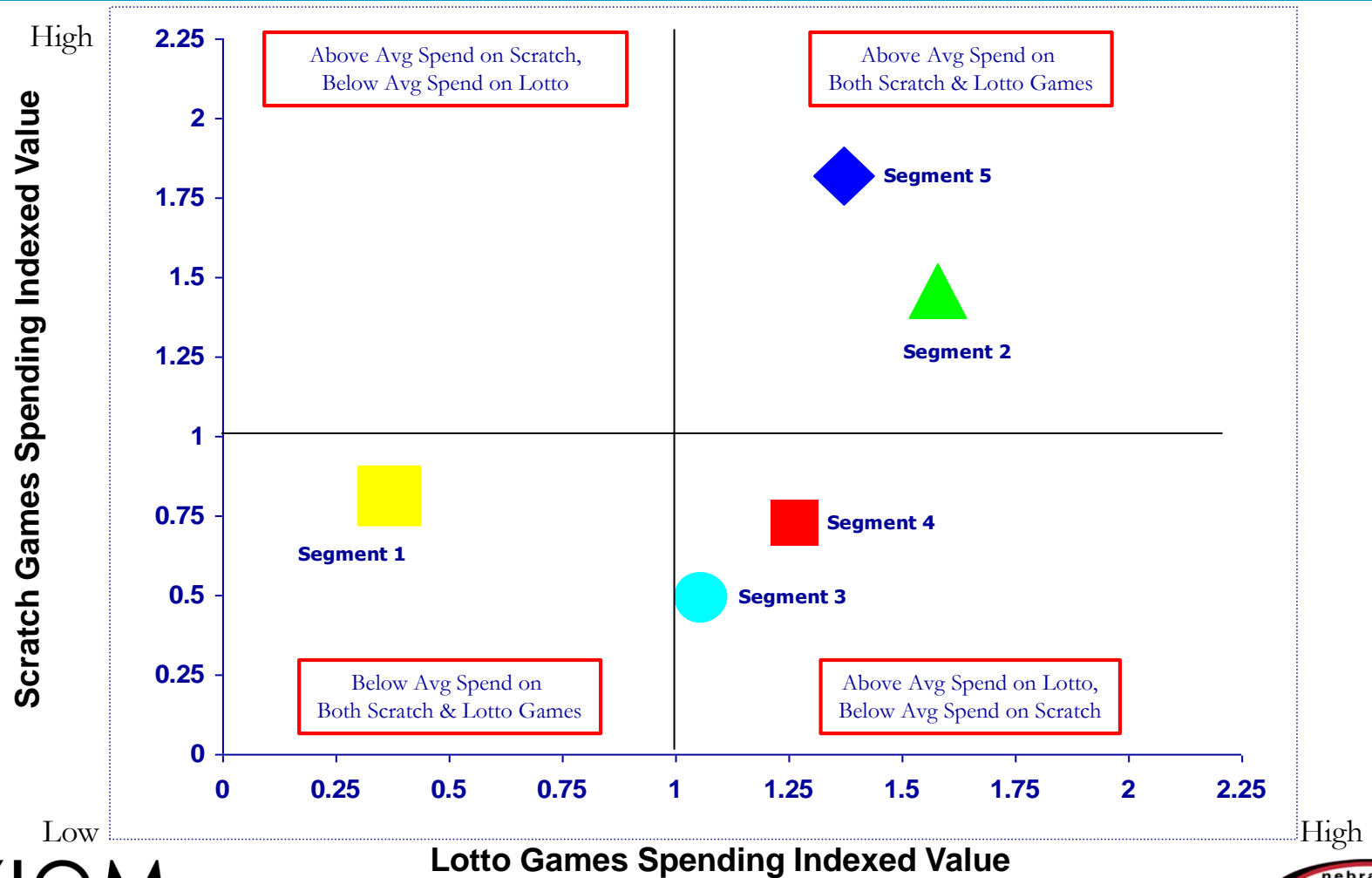
Indexed value of each Segment: Lotto Games vs. NE Pick 3



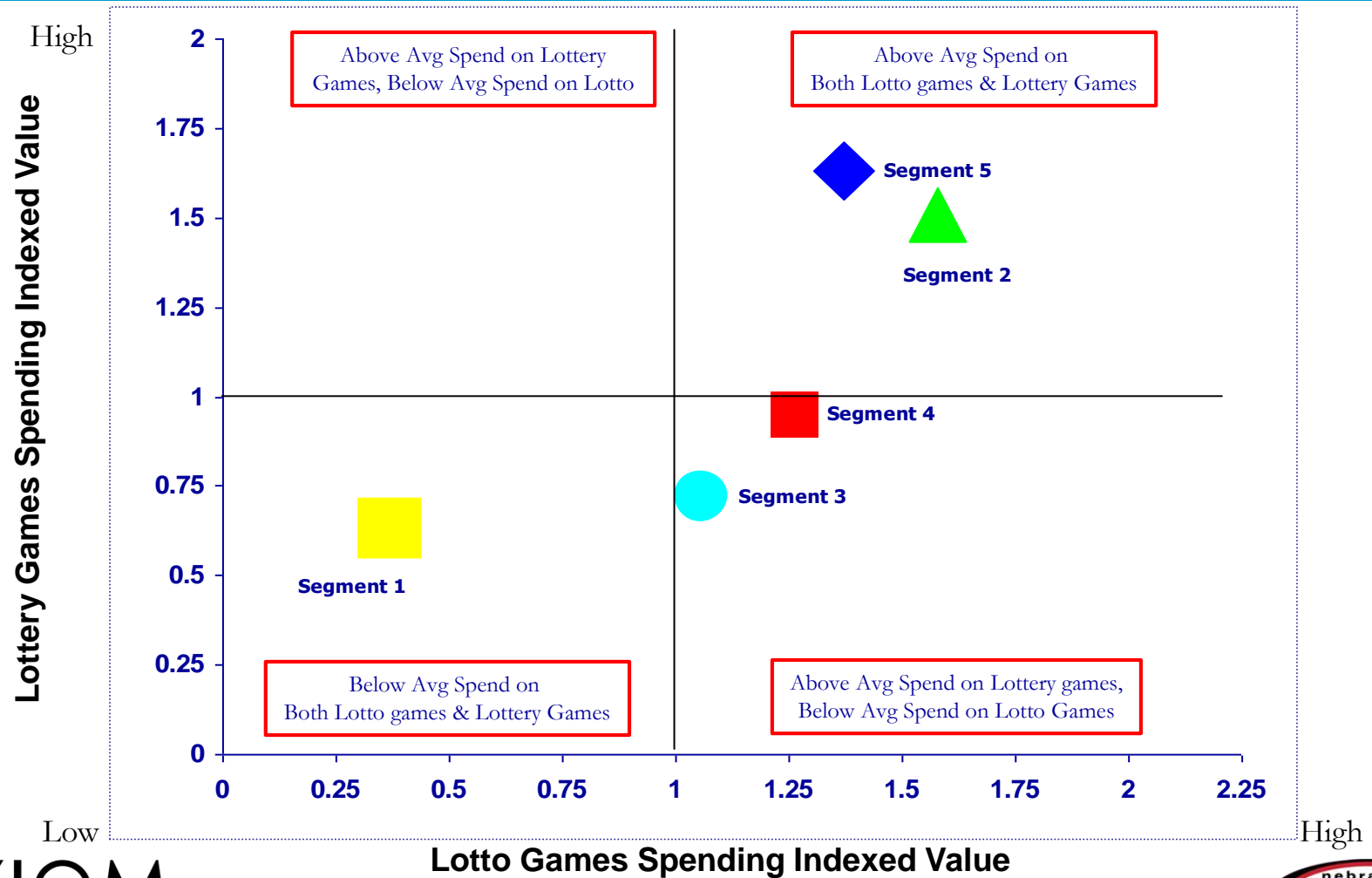
Indexed value of each Segment: Lotto Games vs. 2by2



Indexed value of each Segment: Lotto Games vs. Scratch Games



Indexed value - Lottery Games (Overall)



Segment Comparisons

Favorite Lottery Game



Favorite Lottery Game (Combined)

	SEGMENT 1 (33%)	SEGMENT 2 (18%)	SEGMENT 3 (21%)	SEGMENT 4 (13%)	SEGMENT 5 (15%)
Scratch games	33%	24%	14%	17%	31%
Powerball	36%	33%	42%	40%	24%
Mega Millions	17%	22%	34%	30%	16%
Nebraska Pick 5	11%	16%	7%	11%	24%
MyDaY	1%	1%	1%	1%	2%
Nebraska Pick 3	2%	2%	1%		1%
2by2		2%	1%	1%	3%

Favorite Lottery Game (1st Mention)

	SEGMENT 1 (33%)	SEGMENT 2 (18%)	SEGMENT 3 (21%)	SEGMENT 4 (13%)	SEGMENT 5 (15%)
Scratch games	52%	32%	14%	17%	46%
Powerball	34%	38%	58%	53%	19%
Mega Millions	9%	13%	18%	19%	7%
Nebraska Pick 5	4%	14%	6%	9%	24%
MyDaY		1%	1%	1%	1%
Nebraska Pick 3		1%	2%		1%
2by2		2%	1%	1%	2%

Favorite Lottery Game (2nd Mention)

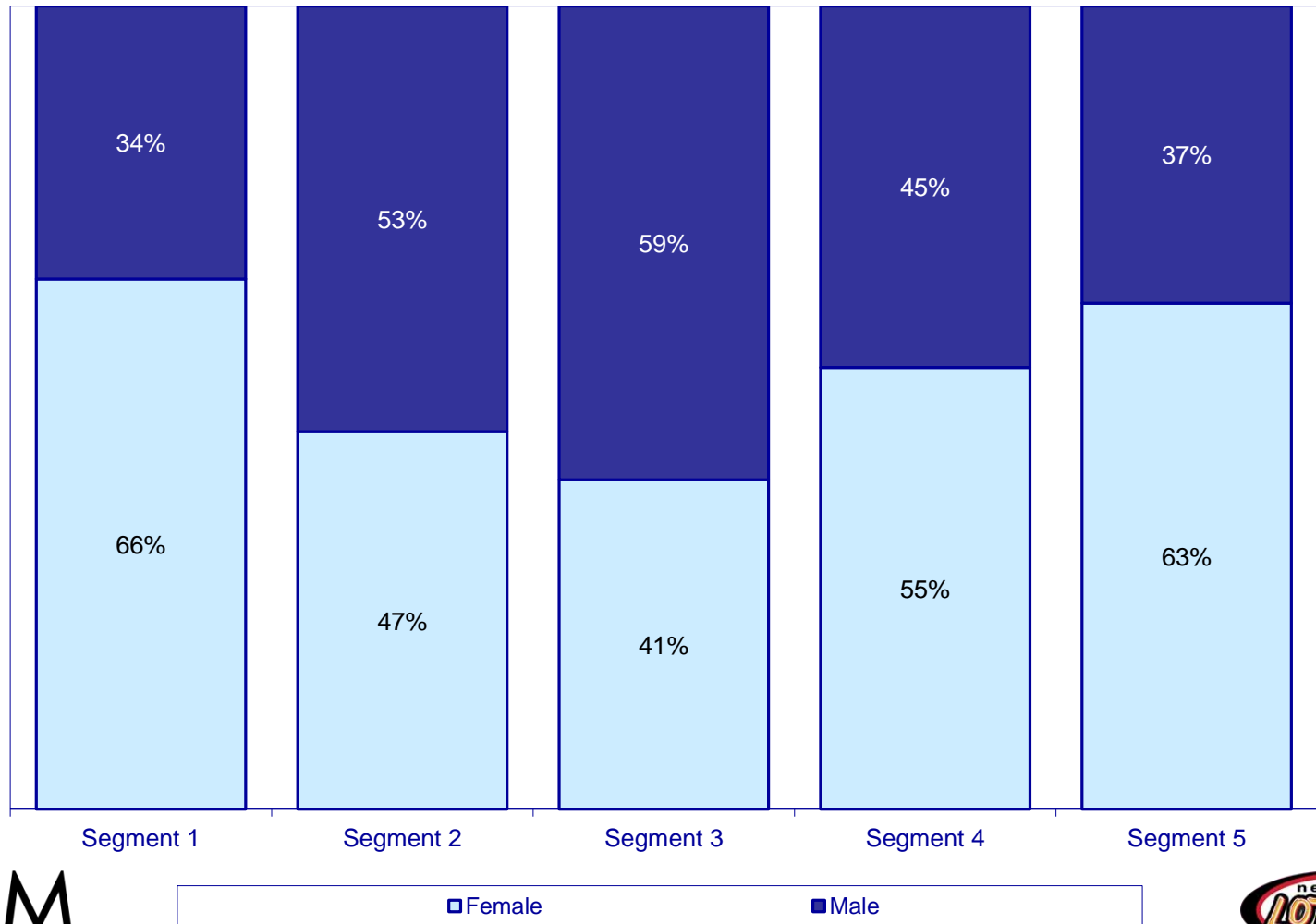
	SEGMENT 1 (33%)	SEGMENT 2 (18%)	SEGMENT 3 (21%)	SEGMENT 4 (13%)	SEGMENT 5 (15%)
Scratch games	15%	16%	14%	17%	15%
Powerball	38%	28%	26%	27%	29%
Mega Millions	24%	31%	49%	40%	24%
Nebraska Pick 5	18%	18%	9%	13%	23%
MyDaY	1%	1%	1%	1%	4%
Nebraska Pick 3	3%	3%			1%
2by2	1%	3%		2%	3%

Segment Comparisons

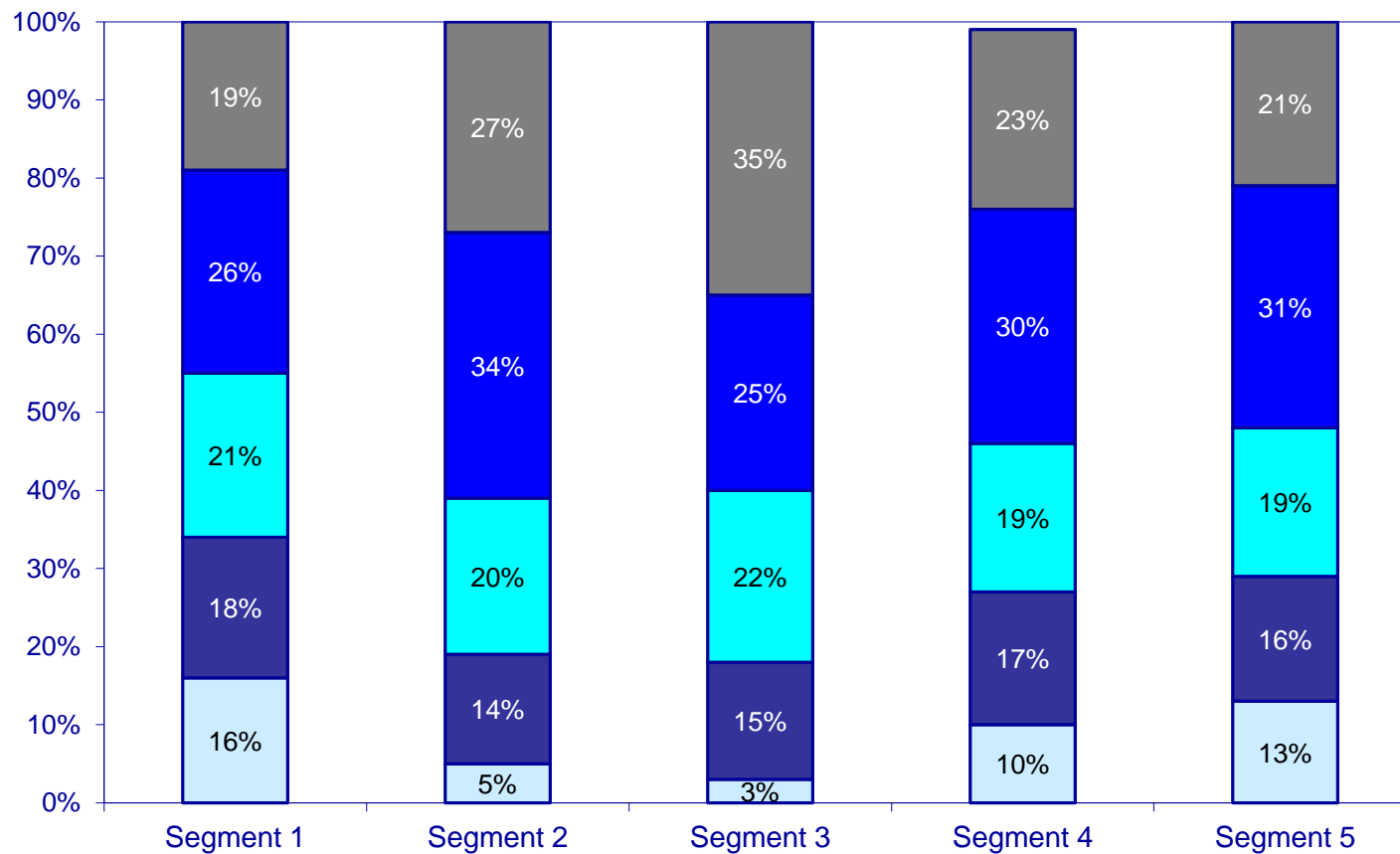
Demographics



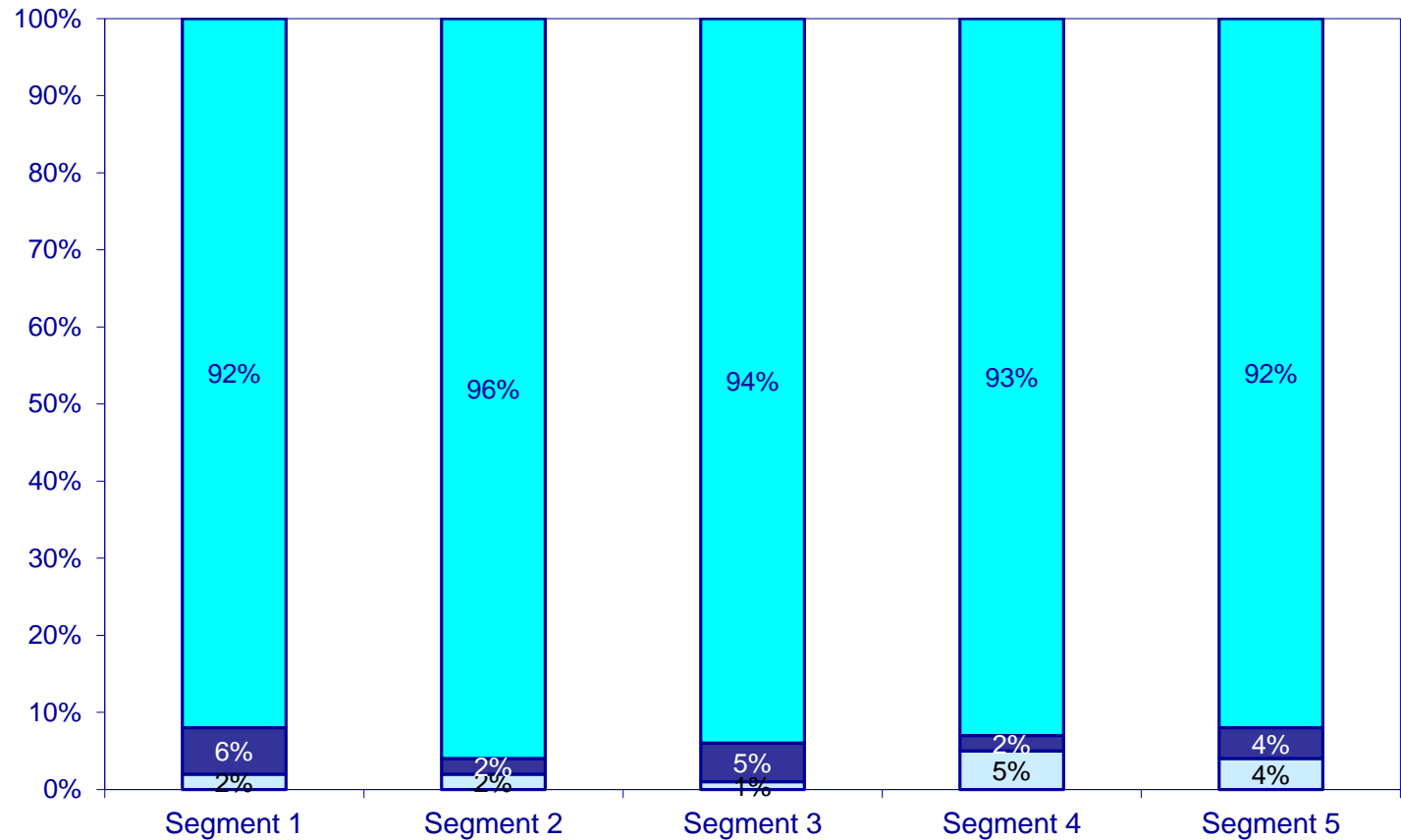
Gender



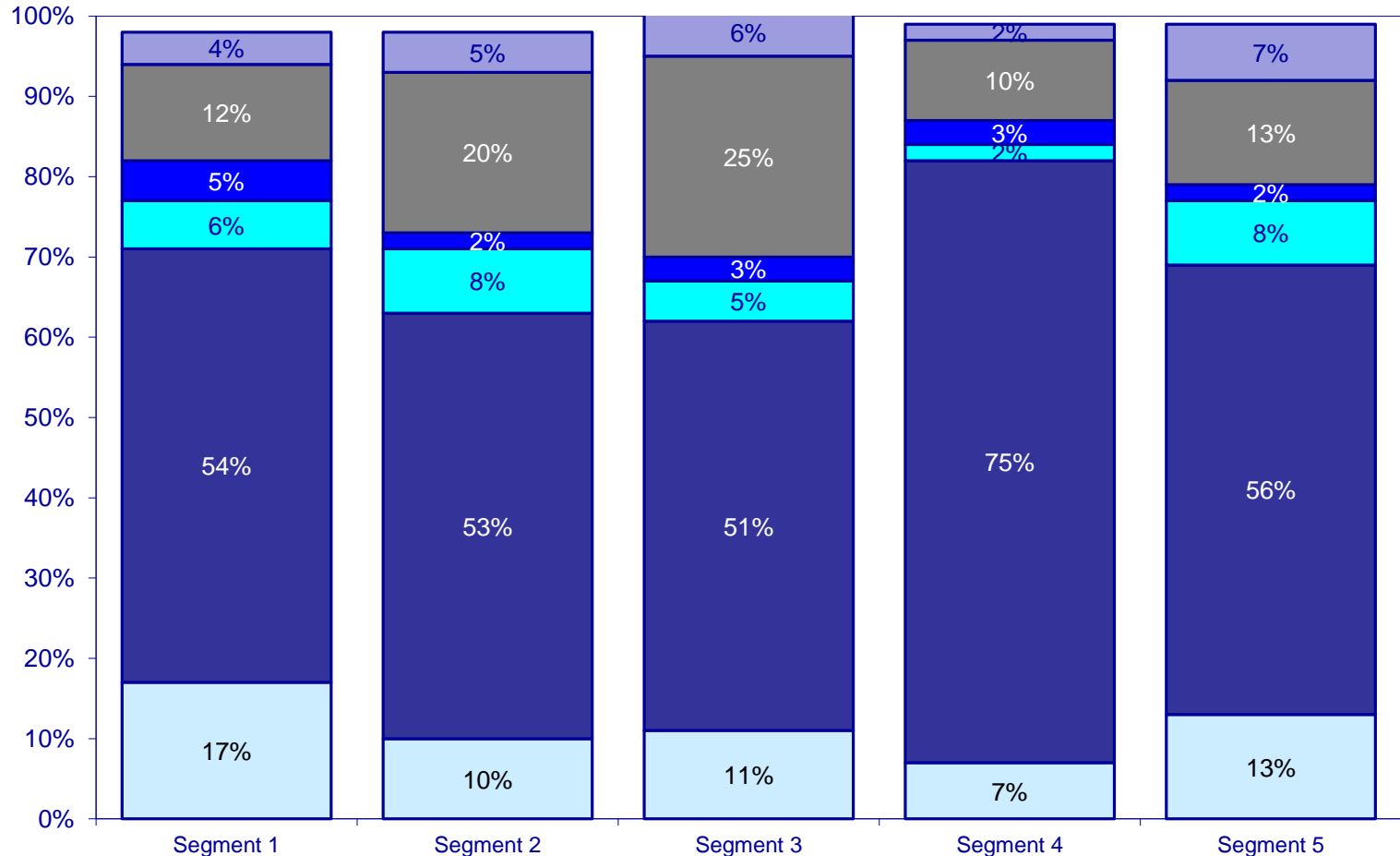
Age



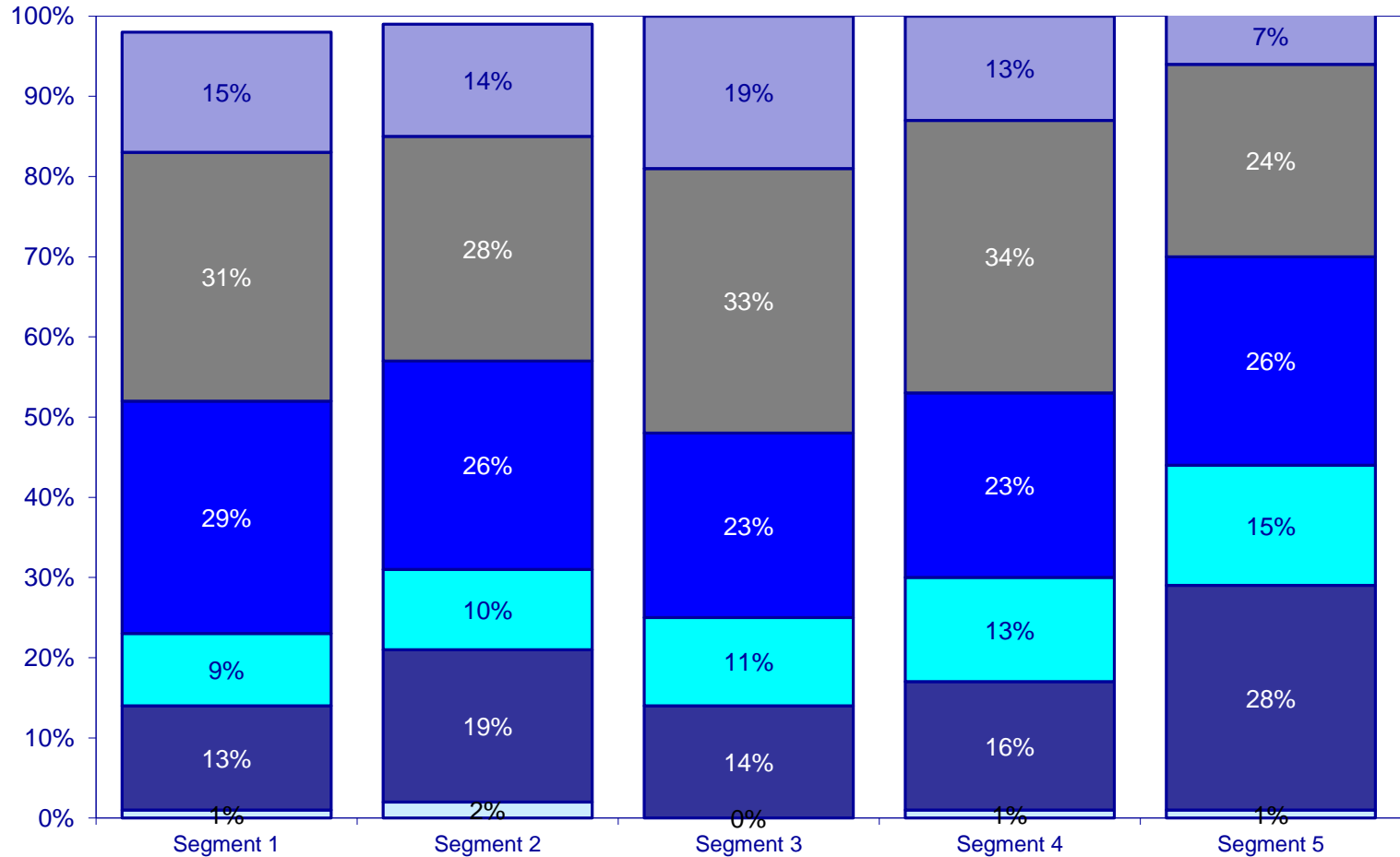
Student Status



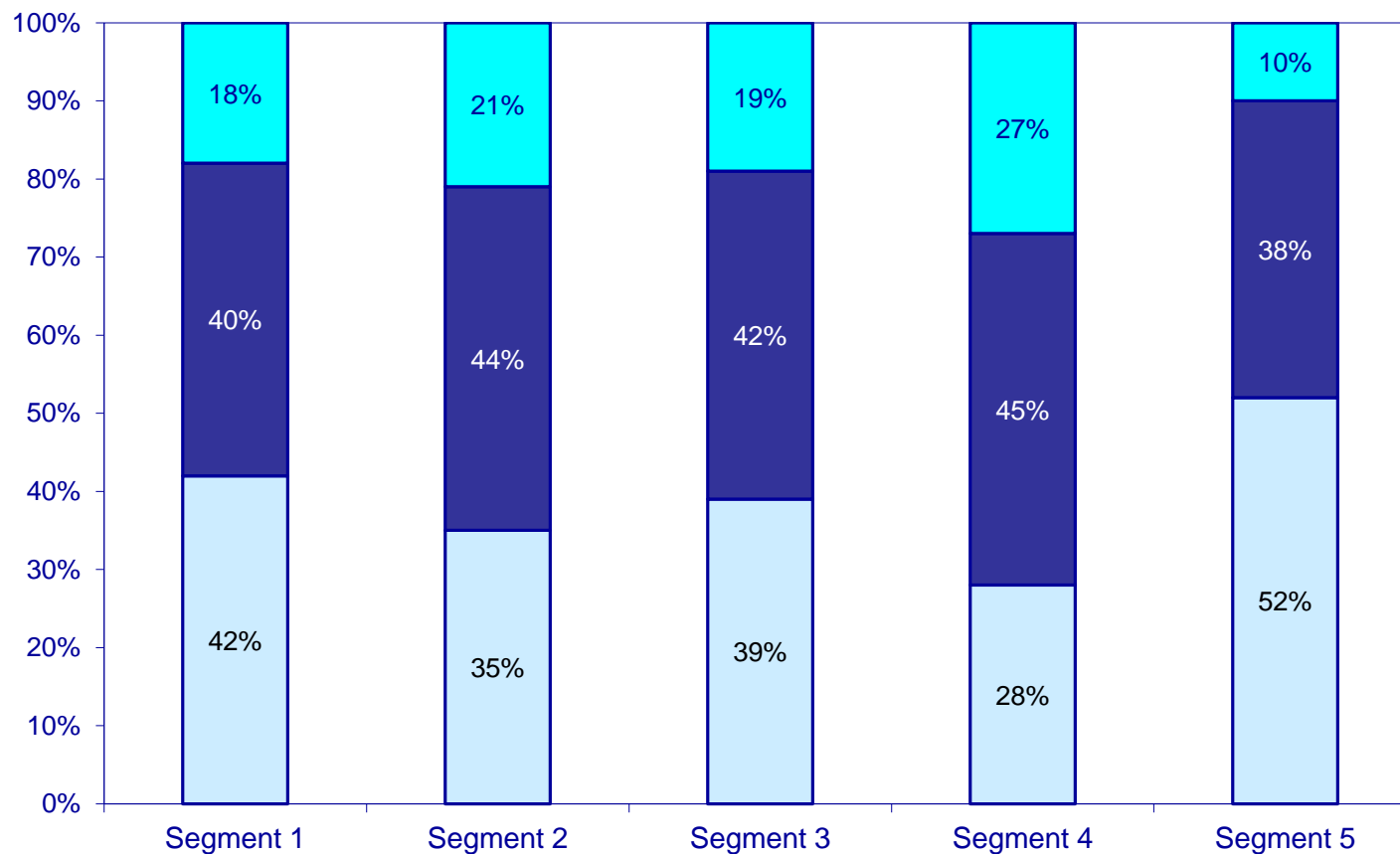
Employment Status



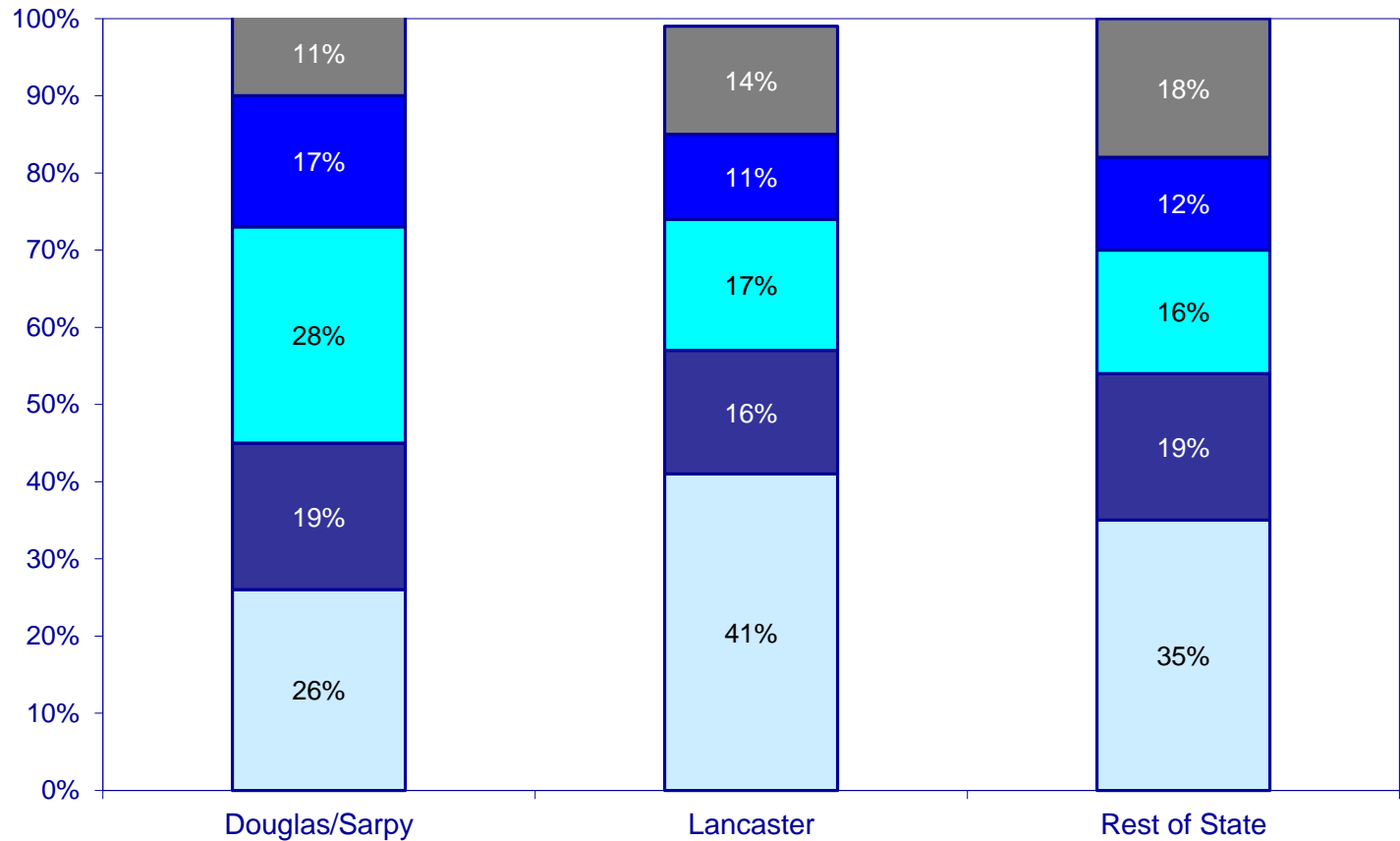
Education



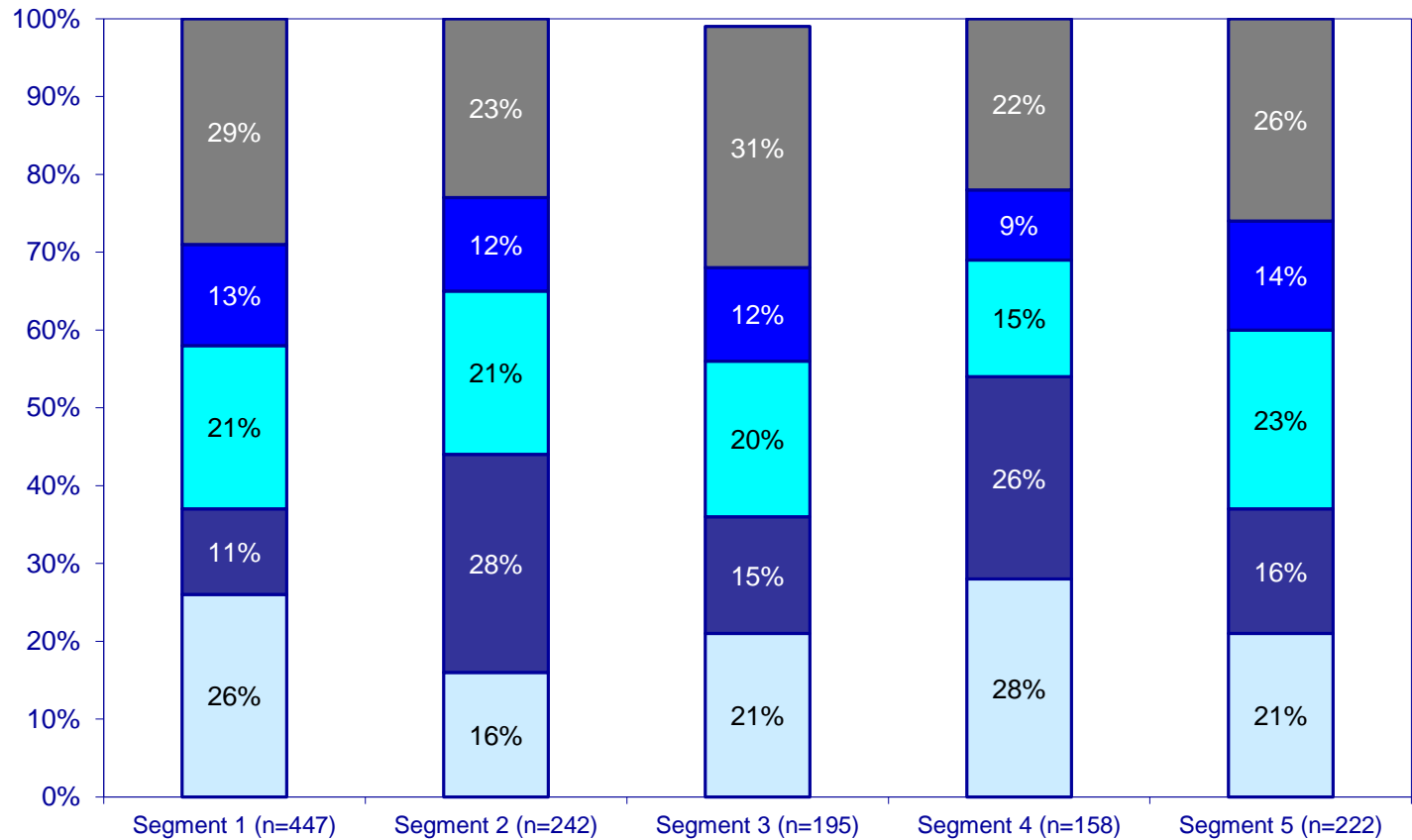
Household Income



Regional Breakdown



Scratch Segments by Lotto Segment



Break Time

Approximately 5 minutes



Recap of the Lotto Segments



7 Most Important (Overall) Purchase Decision Factors

PURCHASE DECISION FACTORS	SEGMENT 1	SEGMENT 2	SEGMENT 3	SEGMENT 4	SEGMENT 5
Size of the jackpot	26.53%	24.81%	37.86%	32.55%	15.30%
Chances of winning a significant prize	15.80%	17.39%	15.64%	16.16%	17.49%
Cost to play that game	15.80%	8.59%	12.21%	8.07%	13.97%
Chances of winning the top prize / jackpot	9.80%	10.85%	11.50%	8.86%	12.59%
Chances of winning any prize	11.15%	8.43%	7.16%	5.91%	13.48%
Game that has served me well in the past	3.47%	2.04%	2.59%	2.79%	6.75%
Game is easy to play	3.59%	1.33%	3.17%	1.73%	3.84%
7 (out of 22) most important purchase decision factors account for 82.89% of choice share.	86.14%	73.44%	90.13%	76.07%	83.42%

Other Important Purchase Decision Factor(s) for Specific Segments

- Segment 2
 - Limited-time statewide free entry offer (8.09%)
 - Limited-time in-store offer (8.02%)
 - Limited-time statewide discount offer (6.68%)
- Segment 4
 - Game that I play as part of a lottery pool (9.94%)

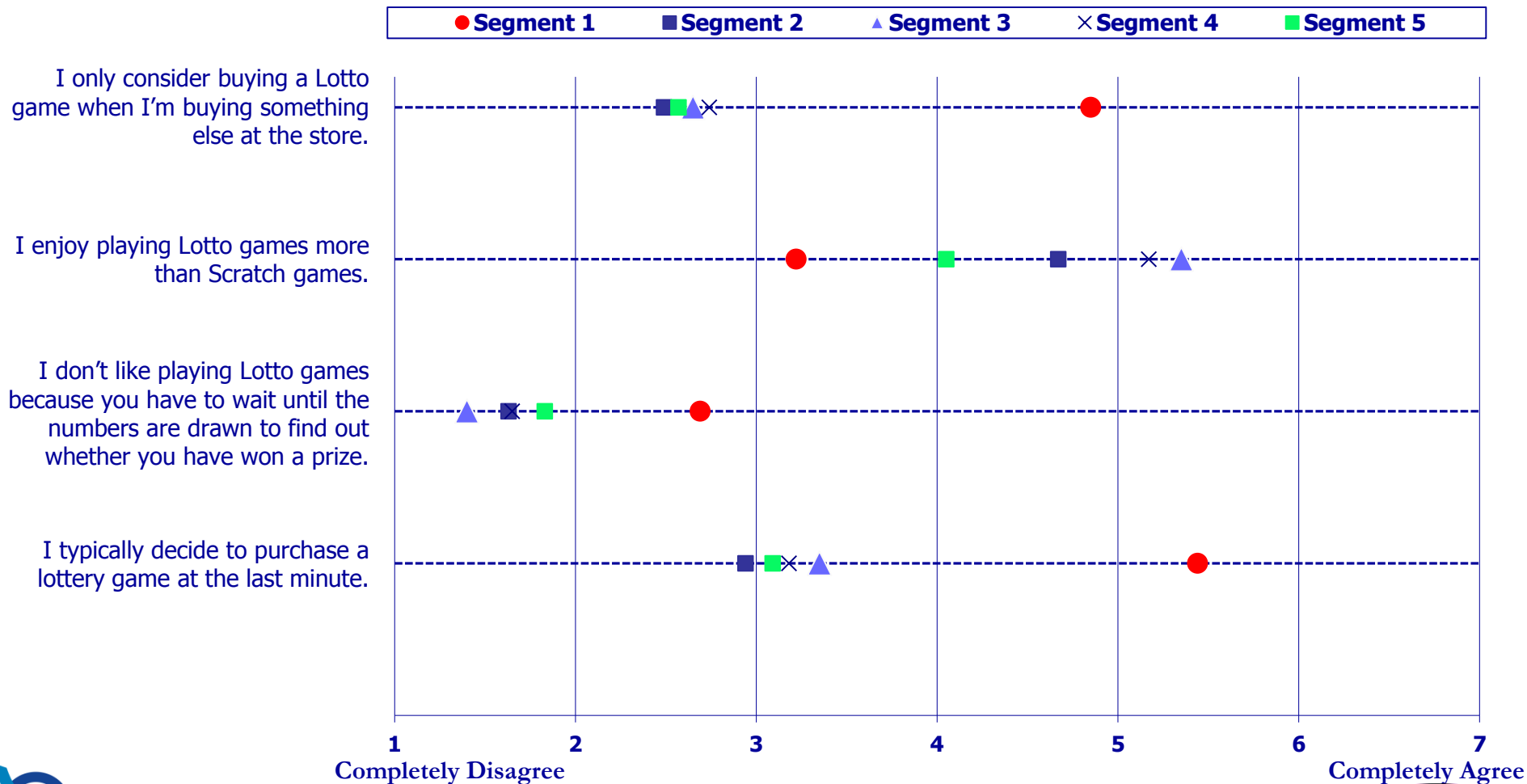
7 Most Important (Overall) Lotto Game Attributes

LOTTO GAME ATTRIBUTES	SEGMENT 1	SEGMENT 2	SEGMENT 3	SEGMENT 4	SEGMENT 5
Chance to win a jackpot \$10 million to over \$500 million	19.60%	31.55%	40.04%	35.49%	4.44%
Costs \$1 per play	27.97%	13.84%	16.35%	18.45%	23.89%
Only played in Nebraska	10.13%	6.55%	0.61%	5.09%	31.60%
You can choose annual or one cash payment	9.13%	9.89%	14.03%	10.28%	4.86%
Chance to win a jackpot \$1 million to over \$10 million	6.20%	9.74%	7.98%	8.45%	2.66%
Jackpot prize is paid all at once	4.48%	4.72%	5.46%	4.29%	4.13%
Chance to win a jackpot \$50K to over \$150K	2.96%	5.54%	2.09%	2.47%	2.95%
7 (out of 22) most important Lotto Game attributes account for 81.65% of choice share.	80.47%	81.82%	86.56%	84.54%	74.52%

Additional Important Lotto Game Attribute(s) for Specific Segments

- Segment 5
 - Can win a free Quick Pick Play (3.35%)
 - Drawn 6 or more times a week (3.28%)

Attitudes Towards Lottery Games



Attitudes Towards Lottery Games

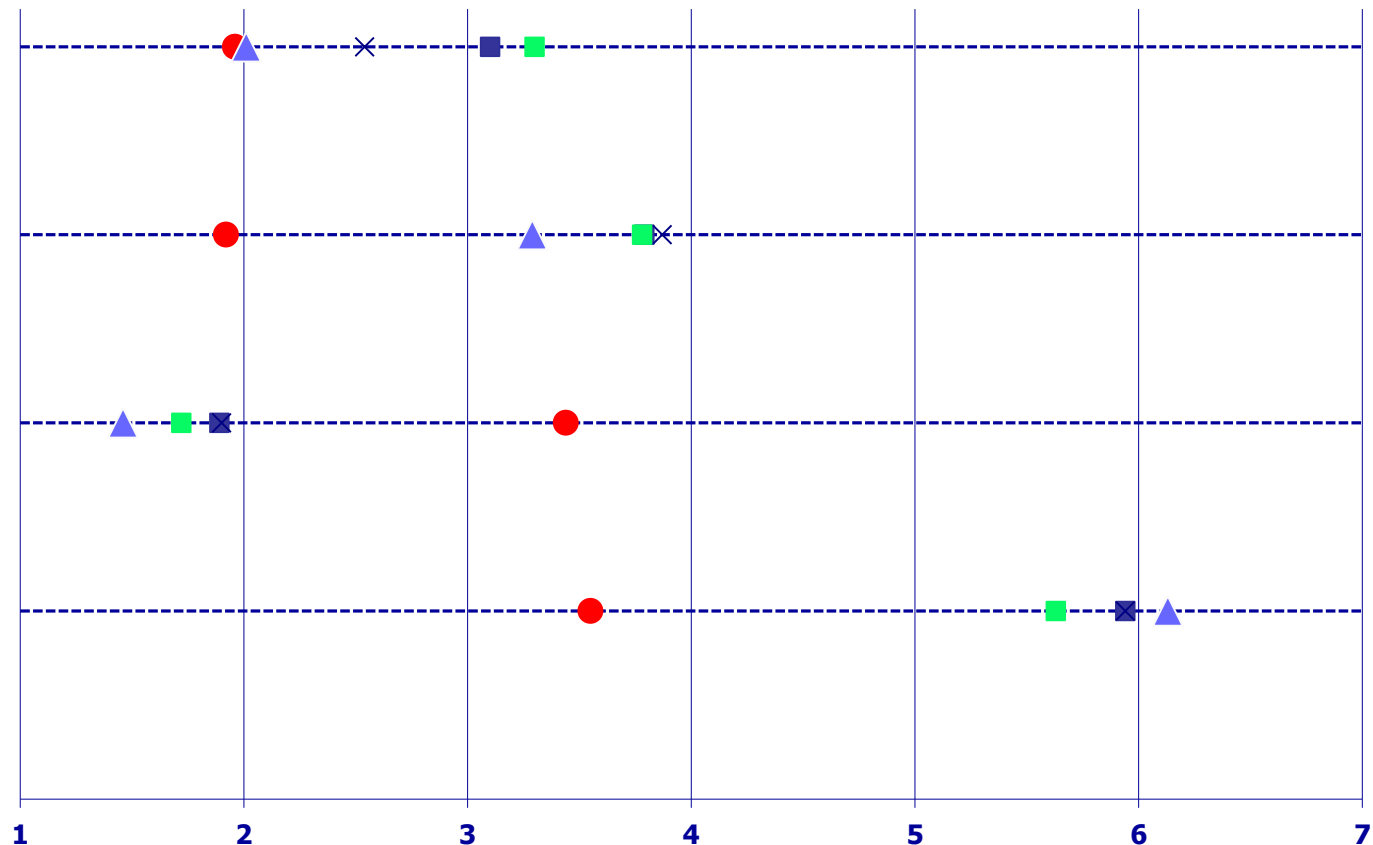
● Segment 1 ■ Segment 2 ▲ Segment 3 × Segment 4 ■ Segment 5

Typically, the main reason why I go in to a convenience store is to buy Scratch games.

Typically, the main reason why I go in to a convenience store is to buy Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2.

I feel awkward and uncertain when buying a Lotto game like Powerball, Mega Millions, Nebraska Pick 5, MyDaY, Nebraska Pick 3, or 2by2.

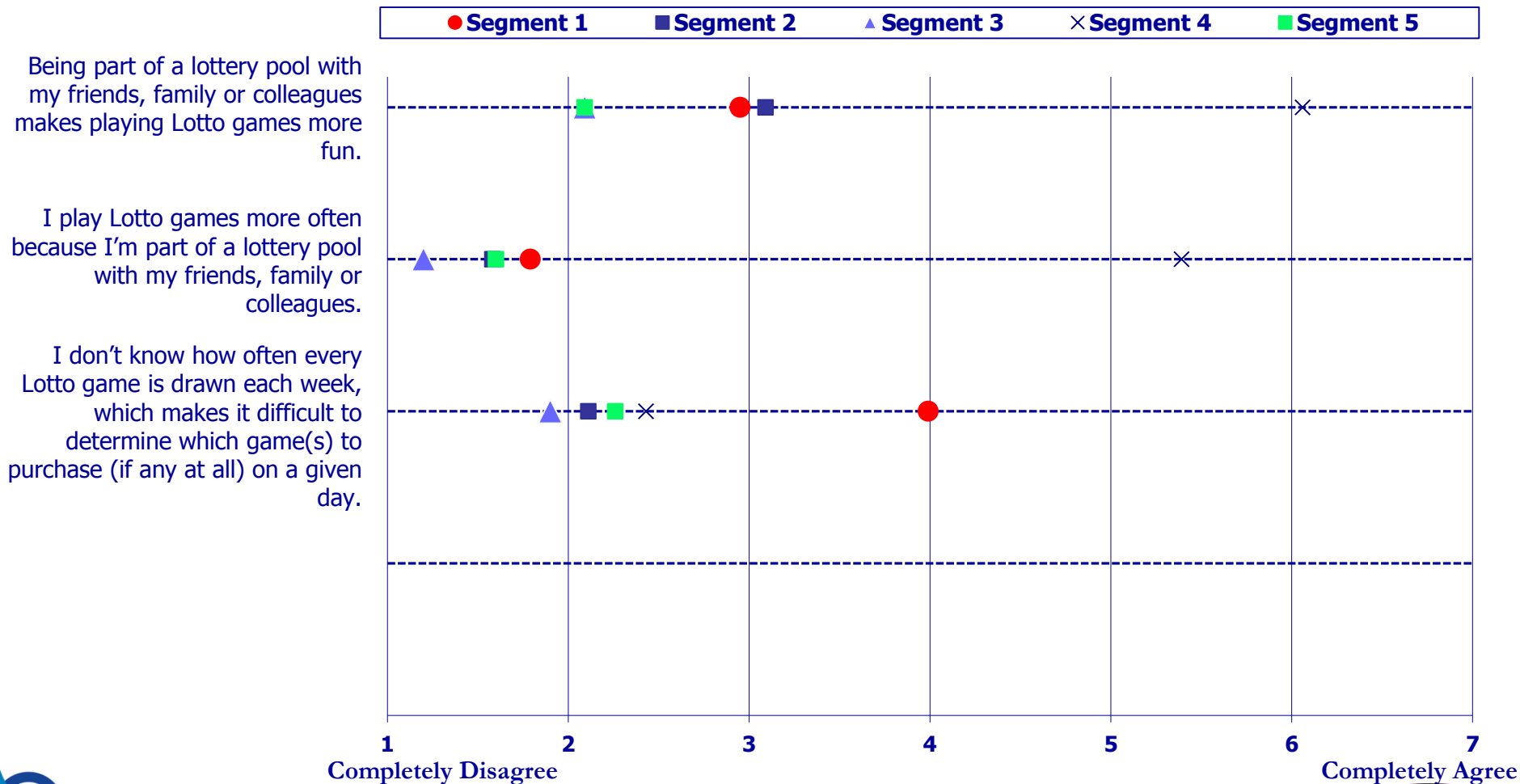
I tend to know which lottery game(s) I am going to purchase before going in the store.



1 Completely Disagree

6 Completely Agree

Attitudes Towards Lottery Games



Recap: Annualized Spending

AVG ANNUALIZED SPEND

- All Lottery Games = \$773.55
- Lotto Games = \$418.11 (54%)
- Scratch Games = \$355.44 (46%)

SHARE OF LOTTO WALLET

- Powerball = 53%
- Mega Millions = 23%
- Nebraska Pick 5 = 15%
- MyDaY = 2%
- Nebraska Pick 3 = 2%
- 2by2 = 4%

AVG ANNUALIZED SPEND

- All Lottery Games = \$1,335.62
- Lotto Games = \$455.33 (34%)
- Scratch Games = \$880.33 (66%)

SHARE OF LOTTO WALLET

- Powerball = 30%
- Mega Millions = 16%
- Nebraska Pick 5 = 33%
- MyDaY = 7%
- Nebraska Pick 3 = 6%
- 2by2 = 8%

AVG ANNUALIZED SPEND

- All Lottery Games = \$515.71
- Lotto Games = \$122.71 (24%)
- Scratch Games = \$393.00 (76%)

SHARE OF LOTTO WALLET

- Powerball = 49%
- Mega Millions = 24%
- Nebraska Pick 5 = 18%
- MyDaY = 2%
- Nebraska Pick 3 = 5%
- 2by2 = 2%

AVG ANNUALIZED SPEND

- All Lottery Games = \$589.99
- Lotto Games = \$354.13 (60%)
- Scratch Games = \$235.86 (40%)

SHARE OF LOTTO WALLET

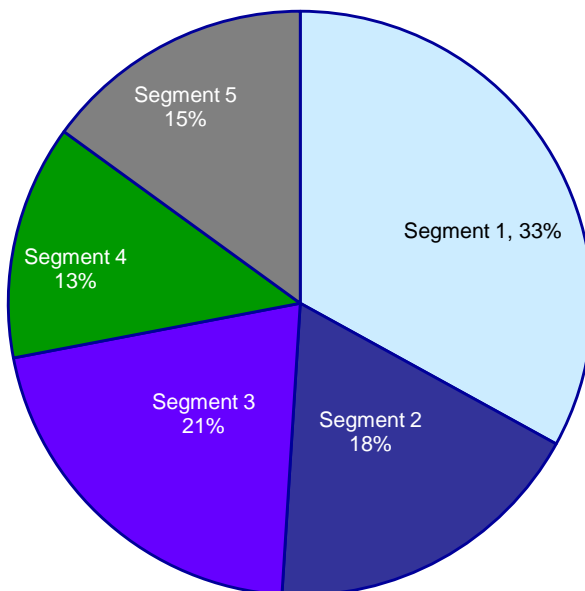
- Powerball = 53%
- Mega Millions = 22%
- Nebraska Pick 5 = 15%
- MyDaY = 2%
- Nebraska Pick 3 = 5%
- 2by2 = 3%

AVG ANNUALIZED SPEND

- All Lottery Games = \$1,234.33
- Lotto Games = \$524.58 (42%)
- Scratch Games = \$709.75 (58%)

SHARE OF LOTTO WALLET

- Powerball = 43%
- Mega Millions = 23%
- Nebraska Pick 5 = 20%
- MyDaY = 4%
- Nebraska Pick 3 = 5%
- 2by2 = 5%



Recap:

Relative Size and Importance

OVERALL

• SPEND PROPORTIONATELY MORE

- Lottery games = 13% of spenders account for 13% of spending
- Lotto games = 14% of spenders account for 17% of spending
- Scratch games = 12% of spenders account for 10% of spending
- Powerball= 14% of spenders account for 20% of spending
- Mega Millions= 12% of spenders account for 18% of spending
- NE Pick 5 = 12% of spenders account for 12% of spending
- MyDaY = 10% of spenders account for 10% of spending
- NE Pick 3 = 9% of spenders account for 9% of spending
- 2by2 = 10% of spenders account for 15% of spending

OVERALL

• SPEND DISPROPORTIONATELY MORE ON LOTTO GAMES

- Lottery games = 15% of spenders account for 24% of spending
- Lotto games = 15% of spenders account for 20% of spending
- Scratch games = 18% of spenders account for 27% of spending
- Powerball= 15% of spenders account for 14% of spending
- Mega Millions= 18% of spenders account for 15% of spending
- NE Pick 5 = 18% of spenders account for 33% of spending
- MyDaY = 26% of spenders account for 38% of spending
- NE Pick 3 = 20% of spenders account for 26% of spending
- 2by2 = 24% of spenders account for 35% of spending

OVERALL

• SPEND DISPROPORTIONATELY LESS ON LOTTO GAMES

- Lottery games = 33% of spenders account for 21% of spending
- Lotto games = 33% of spenders account for 12% of spending
- Scratch games = 36% of spenders account for 27% of spending
- Powerball= 32% of spenders account for 13% of spending
- Mega Millions= 31% of spenders account for 13% of spending
- NE Pick 5 = 31% of spenders account for 11% of spending
- MyDaY = 23% of spenders account for 6% of spending
- NE Pick 3 = 36% of spenders account for 12% of spending
- 2by2 = 23% of spenders account for 6% of spending

OVERALL

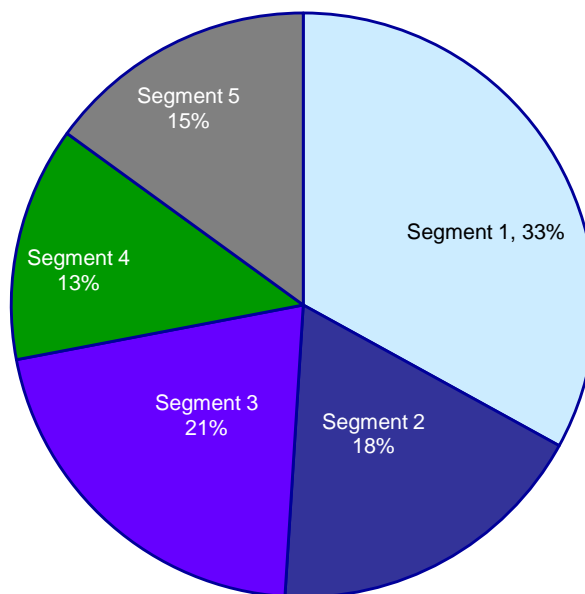
• SPEND PROPORTIONATELY ON LOTTO GAMES

- Lottery games = 21% of spenders account for 15% of spending
- Lotto games = 21% of spenders account for 22% of spending
- Scratch games = 15% of spenders account for 10% of spending
- Powerball= 21% of spenders account for 26% of spending
- Mega Millions= 17% of spenders account for 23% of spending
- NE Pick 5 = 17% of spenders account for 16% of spending
- MyDaY = 13% of spenders account for 14% of spending
- NE Pick 3 = 14% of spenders account for 23% of spending
- 2by2 = 12% of spenders account for 14% of spending

OVERALL

• SPEND DISPROPORTIONATELY MORE ON LOTTO GAMES

- Lottery games = 18% of spenders account for 27% of spending
- Lotto games = 18% of spenders account for 29% of spending
- Scratch games = 19% of spenders account for 27% of spending
- Powerball= 18% of spenders account for 27% of spending
- Mega Millions= 22% of spenders account for 31% of spending
- NE Pick 5 = 22% of spenders account for 28% of spending
- MyDaY = 28% of spenders account for 31% of spending
- NE Pick 3 = 22% of spenders account for 29% of spending
- 2by2 = 31% of spenders account for 30% of spending



Recap: Indexed Value of Each Segment Member

LOTTO GAMES

• Lotto Games = 1.26

- Powerball = 1.48
- Mega Millions = 1.36
- Nebraska Pick 5 = 0.90
- MyDaY = 0.78
- Nebraska Pick 3 = 0.66
- 2by2 = 1.08

OVERALL

- Lottery games = 0.95
- Scratch games = 0.73

LOTTO GAMES

• Lotto Games = 1.37

- Powerball = 0.92
- Mega Millions = 0.99
- Nebraska Pick 5 = 2.20
- MyDaY = 2.58
- Nebraska Pick 3 = 1.78
- 2by2 = 2.38

OVERALL

- Lottery games = 1.63
- Scratch games = 1.82

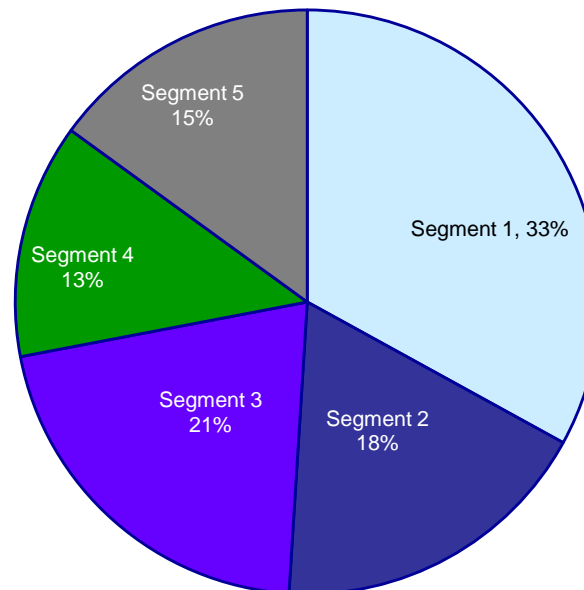
LOTTO GAMES

• Lotto Games = 0.37

- Powerball = 0.40
- Mega Millions = 0.41
- Nebraska Pick 5 = 0.32
- MyDaY = 0.19
- Nebraska Pick 3 = 0.38
- 2by2 = 0.17

OVERALL

- Lottery games = 0.63
- Scratch games = 0.81



LOTTO GAMES

• Lotto Games = 1.06

- Powerball = 1.24
- Mega Millions = 1.10
- Nebraska Pick 5 = 0.78
- MyDaY = 0.68
- Nebraska Pick 3 = 1.10
- 2by2 = 0.68

OVERALL

- Lottery games = 0.72
- Scratch games = 0.49

LOTTO GAMES

• Lotto Games = 1.58

- Powerball = 1.50
- Mega Millions = 1.69
- Nebraska Pick 5 = 1.57
- MyDaY = 1.70
- Nebraska Pick 3 = 1.62
- 2by2 = 1.68

OVERALL

- Lottery games = 1.51
- Scratch games = 1.46

Preliminary Thoughts and Next Steps

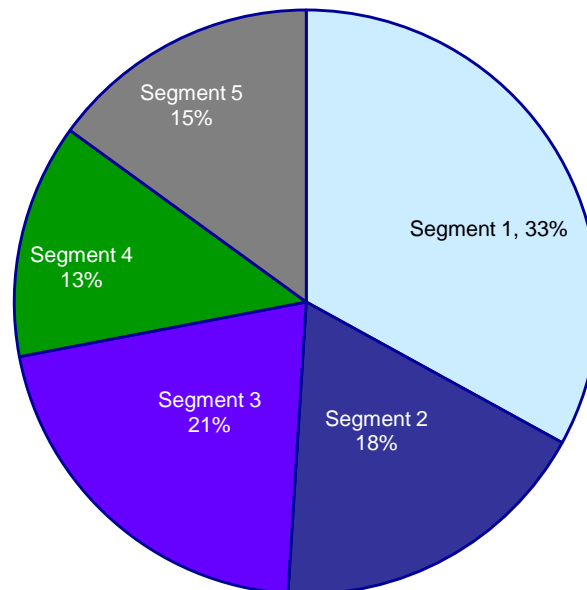


Preliminary Thoughts

■ Characteristics of a Successful Segmentation

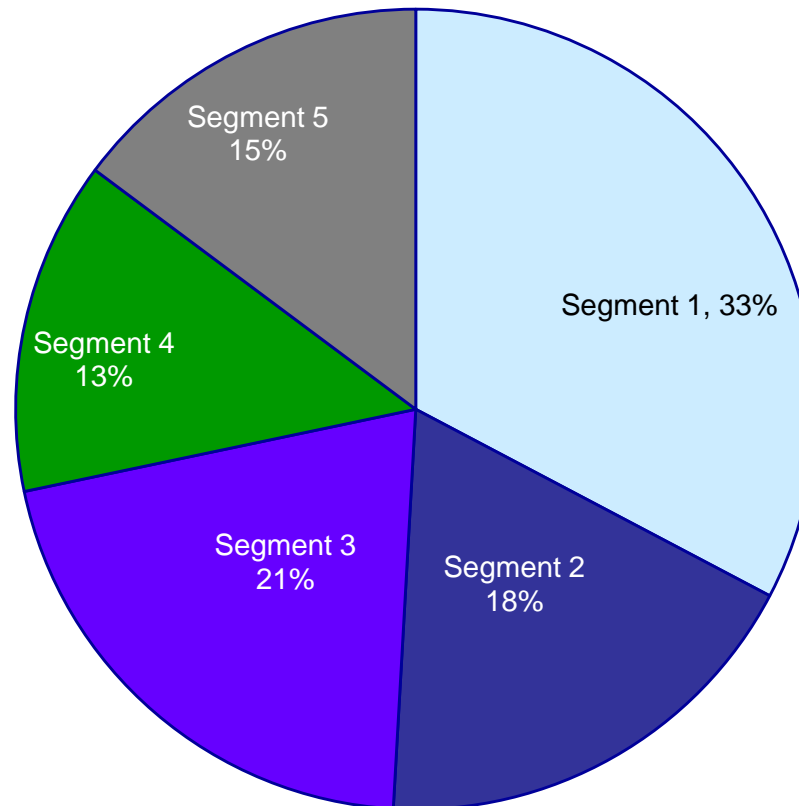
■ Segments should be: (Frank, Massey and Wind 1972)

- **Identifiable** - distinctly different on easily measurable variables
- **Substantial** - large enough to matter
- **Accessible** - reachable through marketing, advertising, and distribution efforts
- **Stable** - persist over time
- **Responsive** - respond to efforts aimed at them
- **Actionable** - differences are able to guide marketing decisions



Next Steps...

1. Name the segments











Next Steps...

1. Name the segments
2. Analyze the Spending Allocation Exercise by Segment

Imagine you are at a lottery retailer and both Lotto and Scratch games are available for purchase. For EACH store visit, there are between 16-19 purchase options. For EACH purchase option:

- Choose the **quantity** you would purchase. Select a quantity of "10" from the dropdown if you would not purchase that option.
- Please make realistic purchases given how you would typically purchase each lottery game, taking into account: jackpots, available promotions, and day of the week.

Today is Monday!

 NEXT JACKPOT: \$325 Million DRAWING DAYS: Wednesday & Saturday PRICE: \$2 per play <input type="text" value="Select Quantity"/>  How to play Powerball	 TOP PRIZE: For a chance to increase Powerball prizes between \$4 and \$1 Million PRICE: \$1 Power Play option per Powerball play <input type="text" value="Select Quantity"/>  How to play Power Play	 PROMOTION PRICE: \$4 (regular price is \$6) PROMOTION: Buy 3 Powerball tickets (regular price is \$6) for \$4! <input type="text" value="Select Quantity"/> 	 NEXT JACKPOT: \$15 Million DRAWING DAYS: Tuesday & Friday PRICE: \$1 per play <input type="text" value="Select Quantity"/>  How to play Mega Millions
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Purchase Total: \$0.00
Today is Monday!
[Previous Purchase Options](#) [Next Purchase Options](#)
You must provide a value for each of the 16 Purchase Options.

(1 of 6 Store Visits)

Next Steps...

1. Name the segments
2. Analyze the Spending Allocation Exercise by Segment
3. Using the segment classification tool within a state-wide general population survey:
 - Size the segments
 - Get accurate demographics
4. Possibly conduct follow-up research to uncover supplemental insight about specific segments of interest.