

**Agency Programs/Activities: Inventory and Key Data  
Division of the Lottery**

Relation to Core Mission (H/M/L)	Program/Activity	Spending Category (SO, ATL, CAP)	3/31/09 FTEs (All Funds)	General Fund Disbursements (\$000s)				State Special Revenue Funds Disbursements (\$000s)				Capital Projects Funds Disbursements (\$000s)				
				2006-07 Actual	2007-08 Actual	2008-09 Plan	2009-10 Projected	2006-07 Actual	2007-08 Actual	2008-09 Plan	2009-10 Projected	2006-07 Actual	2007-08 Actual	2008-09 Plan	2009-10 Projected	
H	<b>Revenue Generating Activities</b>	SO														
	• Traditional Lottery Games – On-Line – Instant		314					\$166,570	\$196,777	\$169,257	\$177,107					
	• Video Gaming		47					\$14,509	\$15,255	\$14,391	\$14,590					
M	<b>Education Mission Programs</b>	SO	0					\$3,807	\$3,909	\$4,408	\$3,363					
	• LOT Scholarships															
M	<b>Program Underwriting</b>	SO	0					\$1,806	\$2,322	\$2,146	\$0					
L	<b>Less Effective Radio Spending</b>	SO	0					\$343	\$351	\$235	\$0					

**Division of the Lottery**  
PROGRAM INFORMATION SHEET

<u>Lottery Program</u>	<u>Mandate</u>	<u>Mandated Funding Level</u>	<u>Brief Description/History/Background</u>	<u>Issues</u>	<u>Population Served</u>	<u>Performance Measures</u>
<b>1) Revenue Generating Activities</b>	Raise Revenue for Education (High Priority)	N/A			All New Yorkers (75% of New Yorkers Play some Lottery game.)	
<ul style="list-style-type: none"> <li>• Traditional Lottery Games <ul style="list-style-type: none"> <li>– On-Line</li> <li>– Instant</li> </ul> </li> </ul>			The Lottery began in 1967. Games were developed and expanded over time (Lotto 1978, Daily Numbers 1980, Pick 10 1987, Instant 1988, Quick Draw 1995 and Mega Millions 2001). Last year, the Lottery made \$2.1 billion for Education on \$6.7 billion in sales.	Games are mature and growth is slowing. Lottery needs new games (e.g. internet, mobile) and legislative relief on old games (e.g. hours on Quick Draw, multijurisdictional games, payouts) to drive growth. The Lottery is currently in the process of releasing a RFP as part of a new central system to be awarded in early 2009. This RFP will contain certain base requirements and options in an effort to increase sales and aid to education.		Sales and profits (\$6.7 billion and \$2.1 billion respectively)
<ul style="list-style-type: none"> <li>• Video Gaming</li> </ul>			Video Gaming was authorized in 2001 and facilities launched from 2004 through 2007, with eight racinos in operation to date. Last year Video Gaming made \$504 million in aid to education on \$875 million in net machine income.	Current issues affecting Video Gaming include the operation/implementation of Aqueduct, relief from restricted hours and extension of vendor contracts.		Sales and profits (\$875 million and \$504 million respectively)
<b>2) Education Mission Programs</b>	Support Lottery Mission (Medium Priority)	N/A				
<ul style="list-style-type: none"> <li>• LOT Scholarships</li> </ul>			LOT Scholarships support the Lottery's mission to aid education, begun in 2000.	LOT Scholarships are a highly visible program announced by the Governor, with ongoing obligations to recipients currently in college.	Students and families of those receiving scholarships.	Number of students (1,179); Percent of NY High Schools (90%) Amount awarded (over \$5.8 million) (FY 08-09)
<b>3) Program Underwriting</b>	Support Lottery Mission (Medium Priority)	N/A				
<ul style="list-style-type: none"> <li>• Empire State Games</li> </ul>			Empire State Games have been supported by a grant from the Lottery since 1997.	If Lottery was to reduce funding, Empire State games would require support from commercial sponsorships.	Participants and spectators at the games.	N/A
<ul style="list-style-type: none"> <li>• Educator of the Week</li> </ul>			Educator of the Week supports teacher recognition programs conducted by TV stations across New York since 2000.	Our support of TV stations' programs gives us clout and access to stations for coverage, particularly winners' events.	Teachers and schools associated with the awards	N/A
<ul style="list-style-type: none"> <li>• OASAS</li> </ul>			OASAS receives a subsidy to pay for youth gambling awareness advertising; the Lottery's participation began in 2007.	If Lottery was to reduce funding, OASAS would have to reprioritize funding allocations.	N/A	N/A
<b>4) Less Effective Radio Spending</b>	N/A (Low Priority)	N/A				
<ul style="list-style-type: none"> <li>• WVNJ/WVOX/WVIP</li> </ul>			Radio Spending	It was determined that the marketing benefit to the Lottery did not warrant the expenditure.	Listeners	N/A