

# A N N U A L COMPREHENSIVE FINANCIAL REPORT

For the years ended June 30, 2023 and 2022

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# **INTRODUCTORY SECTION**

In fiscal year 2023, the Maryland Lottery and Gaming Control Agency (MLGCA) celebrated 50 years of supporting Marylanders. The MLGCA is the fourth largest revenue contributor to the state after individual tax, corporate tax, and sales and use tax. THIS PAGE INTENTIONALLY BLANK

# **Maryland Lottery and Gaming Control Agency**

Wes Moore, Governor • John Martin, Director



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January 25, 2024

The Honorable Wes Moore, Governor

Maryland Lottery and Gaming Control Commission

## INTRODUCTION

We are pleased to present the Annual Comprehensive Financial Report (ACFR) of the Maryland Lottery and Gaming Control Agency (MLGCA) for the fiscal years ended June 30, 2023 and June 30, 2022 (FY2023 and FY2022). This report has been prepared by the MLGCA's Accounting Department. Responsibility for both the accuracy of the financial data and the completeness and fairness of presentation, including all disclosures, rests solely with the MLGCA. To the best of our knowledge and belief, the enclosed data are accurate and are reported in a manner designed to present fairly the financial position, results of operations and cash flows of the MLGCA. All disclosures necessary to enable the reader to gain an understanding of the MLGCA's financial activities have been included.

Presented in this report is information about the MLGCA, an independent agency of the State of Maryland. The MLGCA was established by the Maryland General Assembly through the enactment of Chapter 365 of Laws of Maryland of 1972 and the voters' approval that same year of a constitutional amendment. The amendment was ratified on November 7, 1972, and operations commenced on January 2, 1973. During the 2007 special session of the Maryland General Assembly, Chapter 4 was enacted relating to the legalization of Video Lottery Terminals (VLTs; slot machines) in the state and subject to the passage of a constitutional referendum. In 2008, voters approved the installation of up to 15,000 VLTs at five casinos in the state. On August 14, 2012, Senate Bill 1 — Gaming Expansion: Video Lottery Terminals and Table Games — passed during the 2012 Second Special Session of the Maryland General Assembly. This bill contained many provisions concerning gaming operations and certain provisions that were subject to voter referendum. The provisions that were subject to voter referendum passed during the November 6, 2012 election and allowed for a sixth casino; increased the number of slot machines in the state from 15,000 to 16,500; permitted table games; and authorized 24/7 casino operations. The MLGCA's regulatory role further expanded after voters' approval to legalize sports wagering in a constitutional referendum on November 3, 2020. On April 12, 2021, the General Assembly passed House Bill 940, which created the framework for the state's sports wagering market and provided for the regulation of sports wagering and fantasy gaming competitions. The legislation was signed into law on May 18,2021. MLGCA began collecting tax revenue from fantasy gaming competitions as of that date. In December 2021, the first five retail sportsbooks opened to the public. In November 2022, the first seven mobile sportsbooks launched.

The MLGCA, in conjunction with the seven-member Maryland Lottery and Gaming Control Commission (MLGCC), serves as regulator of the state's casino gaming and sports wagering programs while also operating the Lottery. The MLGCA is an enterprise fund of the state and is included in the State's Annual Comprehensive Financial Report. MLGCA activity is reported as a major enterprise fund type and includes all activity for which the MLGCA is financially accountable.

This letter of transmittal is designed to be read in conjunction with the complementary information offered in the Management's Discussion and Analysis (MD&A), which can be found immediately following the independent auditors' report.

The MLGCA is operated as a business enterprise within the framework of state laws and regulations. Its primary mission is to generate revenue for the state, both through the sale of traditional Lottery products and through the administration of the casino gaming and sports wagering programs. The MLGCA fulfills this mission by offering the sale of draw games, monitor games, jackpots and scratch-off games, as described further on pages 14 through 19.

Since its inception in 1973, traditional Lottery sales have exceeded \$59.6 billion and have contributed more than \$19.3 billion in revenue to the state. Most of the revenue from the traditional Lottery is contributed to the State's General Fund, which supports education, public health and safety, and many other state programs and services. In addition, the MLGCA is required by statute to contribute a defined amount of traditional Lottery revenue each year to the Maryland Stadium Authority, and, from FY2017 to FY2019, \$1 million to the International Racing Fund. In addition, a portion of revenue from the Instant Ticket Lottery Machine (ITLM) program, which is exclusive to veterans' organizations, is contributed to the Maryland Veterans Trust Fund. Lotteries across the country have evolved and become more diversified, offering players a variety of choices. Today, 45 states and Washington, D.C., operate lotteries, most selling both draw games and scratch-off games. During FY2023, these lotteries generated \$100.7 billion in sales nationwide. The Maryland Lottery ranked sixth among state lotteries in per capita sales during this time period.

The mission of the casino gaming program is to generate revenue for the State of Maryland and to create good-paying jobs while maintaining integrity, security, transparency and fair play. From the opening of Maryland's first casino in September 2010 through the end of FY2023, slot machine and table game revenues generated by the casinos totaled more than \$15.9 billion. Casino gaming contributions to the state through FY2023 totaled more than \$6.9 billion. The distribution of casino gaming revenue is directed by statute and described more fully on page 38 of this report.

A U.S. Supreme Court Decision in 2018 paved the way for states to legalize sports wagering. Maryland joined a growing list of states to do so when voters approved a sports wagering referendum in November 2020. The state's first five retail sportsbooks opened in December 2021, and the first seven mobile/online sportsbooks launched in November 2022. As of December 2023, there were 13 retail sportsbook facilities and 12 mobile/online sportsbooks operating in Maryland. Each sportsbook contributes 15% of its taxable win to the Blueprint for Maryland's Future Fund, which supports public education programs. In FY2023, these contributions totaled nearly \$25.3 million.

# **ECONOMIC OUTLOOK**

The Maryland Board of Revenue Estimates September 28, 2023 presentation indicated that the economic forecast is largely unchanged from their March of 2023 forecast and that Maryland's economic recovery has generally been slower than the rest of the U.S. Further, employment growth was high in 2021 and 2022 as individuals who lost their job in 2020 were able to regain employment. Going forward, job growth slows as

both total population growth and the share of those who are employed (labor force participation) are lower than before the pandemic. Additionally, it was noted that the new business cycle may look different due to long-term trends and new COVID-19 impacts that are not fully understood. In conclusion, elevated risks to revenue forecasts remain; that is, risk of a recession, extended federal government shutdown or significant spending reductions remain elevated, and post-COVID-19 trends are new and not fully understood.

# **MLGCA PRODUCTS**

Please see Appendix A on page 14 for MLGCA products.

# **HIGHLIGHTS OF FISCAL YEAR 2023**

The Lottery launched operations in January 1973 and spent 2023 celebrating its 50th anniversary. Activities began in early 2023 with recognition of the Lottery's longest-tenured retailers, and numerous 50th anniversary-themed initiatives were conducted from January through September 2023. The Lottery launched its first \$50 scratch-off ticket, *50 Years!*, in February, followed in March by a \$1 scratch-off that featured historical Lottery logos. An all-games promotion ran from February to August, culminating in an event at the Maryland State Fair in early September where one lucky player had the chance to win up to \$5 million.

In FY2023, the MLGCA contributed more than \$1.606 billion to support the State of Maryland's good causes, including the Maryland Education Trust Fund; the Blueprint for Maryland's Future Fund; public health and safety programs; the state's horse-racing industry; the communities and jurisdictions where the state's six casinos are located; small, minority, women-owned business programs; and veterans' organizations. Lottery ticket sales contributed \$714.3 million to the state, while casino gaming revenue contributed \$848.1 million — both of which represented year-over-year increases. Meanwhile, sports wagering and fantasy competitions (including daily fantasy sports) combined to contribute another \$26.4 million.

## TRADITIONAL LOTTERY

Lottery ticket sales increased \$101.7 million from FY2022 to more than \$2.764 billion. Profit returned to the state increased \$40.6 million year-over-year to \$714.3 million. Sales of scratch-off tickets increased to a new benchmark of \$1.1 billion, up 5.3% from FY2022.

During FY2023, the national jackpot games Mega Millions and Powerball produced three jackpot rolls that surpassed the \$1 billion mark, including a Powerball jackpot that topped \$2 billion in November 2022. The jackpot rolls helped to generate significantly stronger sales of both games as compared with recent years. Year-over-year Mega Millions sales increased by 81.4%, or \$66 million, to \$147 million, while Powerball sales increased 23.7%, or \$30.2 million, to \$157.8 million.

Lottery players won \$1.730 billion in prizes, an increase of \$40.5 million (2.4%) from FY2022. The Lottery's retailers earned \$219.9 million in sales and cashing commissions, an increase of 8.3%, or \$16.9 million. Players won an average of more than \$4.7 million per day, and the average retailer commission was \$50,000.

## **CASINO GAMING**

In FY2023, Maryland's six casinos had four of the top 10 months since the inception of the casino gaming program, including the highest single-month revenue total of \$212.9 million in October 2022. The casinos generated nearly \$2.1 billion in gaming revenue from slot machines and table games during FY2023, a 2.9% increase from FY2022. The \$848.1 million in contributions to the state went to the following beneficiaries:

- Education Trust Fund: \$622.7 million
- Local Aid: \$108.9 million (including local impact grants and local jurisdiction contributions)
- Maryland's Horse Racing Industry: \$92.2 million (including contributions to the Racetrack Facility Renewal Account and the Horse Racing Purse Dedication Account)
- Maryland's Small, Minority and Women-Owned Business Fund: \$19.9 million
- Responsible Gaming Programs: \$4.5 million

## SPORTS WAGERING AND FANTASY COMPETITIONS

Maryland's sports wagering program launched in December 2021, with the opening of five retail sportsbook locations. Ten mobile sportsbooks launched during FY2023, including the first seven in November 2022. By the end of calendar year 2023, there were 13 retail facilities and 12 mobile sportsbooks operating in Maryland. Sports wagering licensees pay 15% of their taxable win to the Blueprint for Maryland's Future Fund. In FY2023, these contributions totaled nearly \$25.3 million. Expired sports wagering prizes are contributed to the Problem Gambling Fund. Those contributions totaled \$2.1 million during FY2023. In FY2023, net license fees totaled \$11.4 million, which was distributed to the Blueprint for Maryland's Future Fund. Sports wagering licensees pay a license fee every five years.

The operators of fantasy competitions (including daily fantasy sports) also contribute 15% of their revenue to the Blueprint for Maryland's Future Fund. In FY2023, these contributions totaled more than \$1.2 million.

## **RESPONSIBLE GAMING**

Maryland Lottery and Gaming continues to substantially deepen its organization-wide commitment to emphasizing the importance of responsible play.

During FY2023, the Lottery began working on a responsible gaming program jointly sponsored by the North American Association of State and Provincial Lotteries (NASPL) and the National Council on Problem Gambling (NCPG). The NASPL-NCPG Responsible Gambling Verification Program helps lotteries plan and implement effective responsible gaming procedures in all aspects of their operations. The program has three levels of verification (Planning, Implementation and Sustaining), which encourage lotteries to progressively strengthen their commitment to responsible gaming.

The Maryland Lottery is currently recognized at the Sustaining level by virtue of its World Lottery Association (WLA) Level 4 certification, which was achieved in 2022. The WLA is a separate, international responsible gaming program with four levels of certification, and the NASPL-NCPG program gives parallel recognition to lotteries that have been certified by the WLA. The Maryland Lottery plans to submit its first application for the Sustaining level to NASPL-NCPG in late 2024. A group of more than a dozen staff members from multiple departments will spend much of 2024 working on the submission, which will include summaries and documentation of the Lottery's responsible gaming efforts pertaining to employee training; retailer training; public education and awareness; product oversight; research; and advertising.

The Maryland Lottery supports Problem Gambling Awareness Month with a paid advertising campaign and other messaging, and is a participant in NCPG's Gift Responsibly campaign, which reinforces the message that Lottery tickets are not an appropriate gift for anyone under the age of 18.

Maryland Lottery and Gaming maintains its leadership role in the Maryland Alliance for Responsible Gambling (MARG), which brings together the state's gambling stakeholders and the problem gambling treatment community in a collaborative forum to enhance and develop resources. During FY2023, the Lottery updated the design of the MARG website (mdgamblinghelp.org) and streamlined the information presented there. The website provides extensive information on the Voluntary Exclusion Program which the Agency administers, allowing individuals to exclude themselves from all types of gambling that Maryland Lottery and Gaming oversees. Agency staff have also increased collaboration with the Maryland Center of Excellence on Problem Gambling, with regular meetings between MLGCA and Center of Excellence staff to coordinate activities and training opportunities.

## **FINANCIAL INFORMATION**

## **ACCOUNTING SYSTEMS AND POLICIES**

The MLGCA operates enterprise activities, which include sales of scratch-off, FAST PLAY and draw game tickets; the Instant Ticket Lottery Machine (ITLM) program available exclusively to veterans' organizations; and the oversight of gaming operations and the related support functions: personnel, finance, administration, sales, marketing, security, information technology and licensing. No general government functions or operations are managed by the MLGCA or included in this report. The MLGCA, like a private business, utilizes the full accrual basis of accounting in accordance with accounting principles generally accepted in the United States. Under the accrual basis of accounting, revenues are recognized when earned, and expenses are recognized at the time the related liabilities are incurred.

## **BUDGETARY SYSTEMS AND CONTROLS**

Budgetary control for all state agencies is maintained through the governor's approval and the enactment of the state's budget by the General Assembly. Each year, the MLGCA submits its budget to the governor for approval. The budget includes the costs to operate the Lottery and to oversee casino gaming, sports wagering and fantasy gaming operations. Excluded from the budget are Lottery prizes paid to winners, commissions paid to Lottery retailers, and operators' share of revenues retained by casino, sports wagering and fantasy gaming operators. Lottery prizes and commissions are funded from the sale of Lottery tickets; commissions paid to the casino operators are funded from slot machine and table game revenue. Commissions paid to sports wagering and fantasy gaming operators are funded from sports wagering and fantasy gaming revenues, respectively.

The governor, in turn, submits the budget for the entire state (including the MLGCA's budget) to the General Assembly for enactment. The MLGCA's official budget, as enacted by the General Assembly, is divided among the various departments within the MLGCA. These departments are responsible for monitoring expenditures within their department to ensure expenditures do not exceed the amount budgeted. Encumbrance accounting is utilized whereby purchase orders, contracts and other commitments are treated as expenditures for budgetary purposes. The MLGCA's Budget Department is responsible for monitoring the entire budget, including the budgeted funds allocated to the various departments, to ensure that the total expenditures (including encumbrances) do not exceed the approved budget without first obtaining the approval of the governor and the General Assembly.

#### **DEBT ADMINISTRATION**

The MLGCA's long-term liabilities are primarily payments owed to jackpot, annuity and lifetime winners and employee-related payables. The payments due to winners are fully funded by amounts invested primarily in United States Government Agency Obligations (coupon bonds). Some investments are also held in annuity contracts.

### INTERNAL CONTROL ENVIRONMENT

Management of the MLGCA is responsible for establishing and maintaining an internal control structure designed to ensure that assets are protected from loss, theft or misuse, and to ensure that the accounting system allows compilation of accurate and timely financial information. The structure is designed to provide reasonable assurance that these objectives are met.

To enhance controls over accounting procedures, the MLGCA has segregated the following functions: budget, personnel, payroll, purchasing, accounts payable, accounts receivable, gaming accounting and general ledger accounting. Data input and processing are separate from system programming, with management providing approval and oversight. In addition, an internal auditor reviews all areas of the MLGCA and reports jointly to the Director and to the MLGCC.

Since the MLGCA manages scratch-off and draw game tickets, controls the disbursement of Lottery prizes, and is responsible for the oversight of the casinos, the following steps have been taken to ensure that operations remain secure and meet the highest ethical standards:

- employing specialized compliance staff who are present at the casinos 24 hours a day, 7 days a week;
- maintaining secure facilities and limiting access to them;
- performing background checks on Lottery retailers, vendors, employees and anyone requiring a gaming and/or sports wagering license;
- printing Lottery tickets with special security features;
- performing unannounced inspections of drawings to insure compliance with established operating procedures;
- reprocessing daily transactional data of all Lottery vendor activity by MLGCA personnel using internal control system programs and reconciling transactions to reports generated by the Lottery vendor;
- comparing, on a daily basis, gross slot machine revenue recorded on the MLGCA's central monitoring system to gross terminal revenue reported by the casinos' slot accounting systems, and reconciling any differences;
- employing auditors to ensure table game, sports wagering and fantasy competition revenue is accurately accounted for and that the operators are adhering to the required internal controls; and
- providing a variety of access and other controls in the MLGCA's computer systems.

The MLGCA has 328 employees, including contractual employees. All Maryland Lottery draw games (Pick 3, Pick 4, Pick 5, Bonus Match 5, Multi-Match, Keno and Racetrax) are conducted by random number generators (RNGs). The computer-controlled RNG systems that operate Keno and Racetrax are maintained at a secure, multi-tenant data center located in Nevada. Pick 3, Pick 4, Pick 5, Bonus Match 5 and Multi-Match drawings are conducted by Lottery staff using an RNG system housed at the Maryland Lottery's facility in Baltimore. Mega Millions, Powerball and Cash4Life drawings are conducted in Georgia, Florida, and New Jersey, respectively.

## **FUTURE PROJECTS**

### **TRADITIONAL LOTTERY**

The Lottery plans to launch a new draw game called CASH POP<sup>™</sup> during the fourth quarter of FY2024. CASH POP drawings will occur four times per day and will be conducted by a computer-controlled RNG system. In each drawing, one winning number is selected from a range of 1 to 15. Players can purchase a ticket with as many numbers as they wish from that range. Prize amounts are randomly generated for each ticket from a pre-set range.

Maryland's second \$50 scratch-off ticket is scheduled to launch in February 2024. The Lottery is also planning a scratch-off during the fourth quarter of FY2024 called The Big Spin, which features an innovative prizing process in which the top-prize winners will come to the Lottery's office and spin a prize wheel that will determine their winnings, ranging from \$50,000 to \$250,000.

#### **CASINO GAMING**

After finishing FY2023 with year-over-year increases in revenues and contributions to the state, Maryland's six casinos began FY2024 with a strong month, totaling \$174.3 million gaming revenue in July 2023. The total ranked among the top 10 single-month figures as of November 2023. Four of the top six monthly totals in the history of the state's casino program came during FY2023, making for a challenging year-over-year comparison as FY2024 unfolds. All six casinos continue to innovate and provide a wide range of dining and entertainment options to appeal to a broad cross-section of customers.

### SPORTS WAGERING AND FANTASY COMPETITIONS

For the duration of FY2023, MLGCA staff worked in conjunction with the Sports Wagering Application Review Commission (SWARC) to implement the sports wagering law, and that effort continues in FY2024. As of December 2023, there were 13 retail sportsbook locations and 12 mobile/online sportsbooks operating in Maryland. Additional retail locations and mobile operators remain in the pipeline and are at various phases of preparing to launch. The work of those businesses continues as the state's sports wagering market is beginning to reach maturity. Initial estimates projected annual contributions to the state of \$25 million to \$30 million. The \$25 million mark was reached in FY2023 even with mobile wagering active for just over seven months of the year. Mobile wagering has accounted for approximately 95% of the total handle since its launch. Estimates for FY2024 project that sports wagering contributions to the state will be \$40 million to \$45 million. The Licensing staff is focused on completing the background investigations of additional applicants for sports wagering licenses, and the Auditing and Compliance teams will be working with those entities to launch their operations.

Respectfully Submitted,

MARYLAND LOTTERY AND GAMING CONTROL AGENCY

John A. Martin

John A. Martin *Director* 

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James Nielsen Deputy Director and Chief Operating Officer

Jack your

Paula Yocum Managing Director and Chief Financial Officer

# APPENDIX A: MARYLAND LOTTERY AND GAMING CONTROL AGENCY OFFERINGS

The Lottery continues to offer a variety of draw and instant-win games. Draw games allow players to pick their numbers or have them randomly generated by the Lottery's computer system. Customers receive a ticket and then wait for the drawing to determine if they have won. The Lottery offers two types of instant-win games that allow players to immediately determine if they've won by matching numbers or symbols. FAST PLAY games are printed at the time of purchase by Lottery retailer terminals and self-service vending machines. Scratch-off games are played by scratching a latex covering off a play area to reveal pre-printed combinations. If a winning combination appears, the customer is an instant winner. The Instant Ticket Lottery Machine (ITLM) program, available exclusively to veterans' organizations, gives players an entertaining animated display of a predetermined prize amount that is triggered by scanning a pre-printed scratch-off ticket.

MLGCA products offered during Fiscal Year 2023 included the following:

# **DAILY DRAW GAMES**



### FISCAL YEAR 2023 STATISTICS - PICK 3:

\$249.8 million in net sales 9.0% of total net sales \$16.8 million decrease from Fiscal Year 2022 Pick 3 net sales

**PICK 3** was the Maryland Lottery's first draw game, introduced in July 1976. Drawings are held twice daily, seven days a week. Players choose three numbers from a range of 0 to 9. Tickets can be purchased for 50 cents or \$1, and the game has nine bet types with payouts ranging from \$25 to \$500.



## FISCAL YEAR 2023 STATISTICS - PICK 4:

\$318.2 million in net sales 11.5% of total net sales \$54.9 million decrease from Fiscal Year 2022 Pick 4 net sales

**PICK 4** was introduced in April 1983. Drawings are held twice daily, seven days a week. Players choose four numbers from a range of 0 to 9. Tickets can be purchased for 50 cents or \$1, and the game has 13 bet types with payouts ranging from \$100 to \$5,000.



#### FISCAL YEAR 2023 STATISTICS - PICK 5:

\$63.3 million in net sales2.3% of total net sales\$36.2 million increase from Fiscal Year 2022 Pick 5 net sales

**PICK 5** had its first full fiscal year of sales in FY2023. The game made its debut on February 7, 2022. Drawings are held twice daily, seven days a week. Players choose five numbers from a range of 0 to 9. Tickets can be purchased for 50 cents or \$1, and the game has 13 bet types with payouts ranging from \$25 to \$50,000.



#### FISCAL YEAR 2023 STATISTICS - BONUS MATCH 5:

\$17.7 million in net sales 0.6% of total net sales \$1.4 million decrease from Fiscal Year 2022 Bonus Match 5 net sales

**BONUS MATCH 5** was originally introduced in September 1995. Drawings are held nightly, and players can purchase one line of numbers for \$1; three lines of numbers for \$2; four lines of numbers for \$3; six lines of numbers for \$4; seven lines of numbers for \$5; or nine lines of numbers for \$6. For each line, players select five numbers from a range of 1 to 39. Five winning numbers are drawn from that range, followed by a Bonus Ball number drawn from the remaining 34 numbers. Players matching the five winning numbers on a single line win the top prize of \$50,000. The Bonus Ball provides additional chances to win prizes ranging from \$2 to \$600.



#### FISCAL YEAR 2023 STATISTICS - FAST PLAY:

\$79.1 million in net sales 2.9% of total net sales \$2.2 million increase from Fiscal Year 2022 FAST PLAY net sales

**FAST PLAY** games were introduced on February 10, 2020. The games are printed by Lottery retailer terminals and self-service vending machines at the time of purchase, and players find out immediately if they've won by looking to see if their numbers or symbols match the winning numbers or symbols. Like scratch-offs, FAST PLAY tickets feature a variety of themes and play styles and multiple prize tiers, with price points ranging from \$1 to \$30. Some of the games have a set top prize, while others have progressive jackpot top prizes, which grow with the purchase of each ticket until a jackpot-winning ticket is sold. During Fiscal Year 2023, the Maryland Lottery launched 20 new FAST PLAY games.

## **MONITOR GAMES**



#### FISCAL YEAR 2023 STATISTICS - KENO:

\$283.8 million in net sales 10.3% of total net sales \$3.3 million decrease from Fiscal Year 2022 Keno net sales

**KENO** is a draw game that is predominantly played in a social setting, and drawings are held every three and a half minutes. Keno was introduced in January 1993. In each Keno drawing, a computer generates random sets of 20 numbers from a range of 1 to 80. The numbers are displayed on video monitors at Maryland Lottery retail locations, and recaps are available on the Lottery's app and mdlottery.com. Players select up to 10 numbers from a range of 1 to 80 and win prizes ranging from \$1 to \$100,000 by matching some, all or — in some cases — none of the numbers.

**KENO BONUS**<sup>®</sup> is an optional feature that was introduced in April 1999 and is sold in conjunction with Keno. By doubling their base Keno wager, players have an opportunity to multiply their winnings by three, four, five or 10. The Keno Bonus<sup>®</sup> multiplier is determined by a computer-generated random draw immediately prior to each Keno game drawing. The maximum prize that can be won per game on any Keno ticket with the Keno Bonus<sup>®</sup> option is \$1 million.

**KENO SUPER BONUS**<sup>™</sup> is an optional feature that was introduced in June 2009 and is sold in conjunction with Keno. The amount of the Keno Super Bonus<sup>™</sup> wager is three times the amount of the base Keno wager, giving players an opportunity to multiply their winnings by two, three, four, five, six, 10, 12 or 20. The Keno Super Bonus<sup>™</sup> multiplier is determined by a computer-generated random draw immediately prior to each Keno game drawing. The maximum prize that can be won on any Keno ticket with the Keno Super Bonus<sup>™</sup> option is \$2 million.

Racetrax

### FISCAL YEAR 2023 STATISTICS - RACETRAX®:

\$320.5 million in net sales 11.6% of total net sales \$1.4 million increase from Fiscal Year 2022 Racetrax<sup>®</sup> net sales

**RACETRAX**<sup>®</sup> is a computer-animated virtual horse-racing game that offers the thrill of horse racing with advanced HD graphics that are displayed on monitors at Maryland Lottery retail locations. The game launched in August 2006 and is predominantly played in a social setting. Computer-generated races are held approximately every four and a half minutes. The game offers 13 different types of bets, with players selecting from a range of horses numbered 1 to 12, and prizes ranging from \$1.20 to \$650,248, depending on the bet type.

**RACETRAX® BONUS** is an optional feature that launched in August 2009 and is sold in conjunction with Racetrax<sup>®</sup>. By doubling their base Racetrax<sup>®</sup> wager, players have an opportunity to multiply their winnings by three, four, five or 10. The multiplier is determined by a computer-generated random draw immediately prior to the start of each race. The maximum prize that can be won per game on any Racetrax<sup>®</sup> ticket with the Racetrax<sup>®</sup> Bonus option is \$6,502,480.

## **JACKPOT GAMES**



#### FISCAL YEAR 2023 STATISTICS - MEGA MILLIONS®:

\$147.0 million in net sales 5.3% of total net sales \$66.0 million increase from Fiscal Year 2022 Mega Millions net sales

**MEGA MILLIONS**<sup>®</sup> is a multi-state jackpot game, with drawings conducted each Tuesday and Friday night. The Maryland Lottery began selling Mega Millions tickets in September 1996, and the game is available in 47 U.S. states and jurisdictions. Tickets cost \$2, and the jackpot starts at \$20 million and grows based on ticket sales until a jackpot-winning ticket is sold. Players choose a total of six numbers from two fields: five numbers from a range of 1 to 70 and one Mega Ball number from a range of 1 to 25. Players matching all six numbers win the jackpot. If there are multiple jackpot winners, the jackpot prize is divided evenly among them. The odds of winning the jackpot are approximately 1 in 302 million. There are also eight other prize tiers ranging from \$2 to \$1 million. Megaplier is an optional feature of Mega Millions<sup>®</sup> that allows winners to multiply their prizes. By adding the Megaplier option to their tickets for an additional \$1, players can multiply any prizes they win except for the jackpot.



FISCAL YEAR 2023 STATISTICS - MULTI-MATCH®:

\$28.8 million in net sales 1.0% of total net sales \$10.7 million decrease from Fiscal Year 2022 Multi-Match® net sales

**MULTI-MATCH**<sup>®</sup> is a Maryland-only jackpot game that was introduced in February 2006, replacing Lotto, the Maryland Lottery's original in-state jackpot game. Drawings are held each Monday and Thursday evening. Players receive three lines of six numbers from a range of 1 to 43. Players choose or request the computer to generate the first line of numbers, and the computer randomly generates the remaining two lines. Players matching all six winning numbers on a single line win the jackpot, which starts at \$500,000 and increases after each drawing until a jackpot-winning ticket is sold. If there are multiple jackpot winners, the jackpot is evenly divided by the number of winners. Players can also win fixed prizes ranging from \$2 to \$2,000 by matching three or more numbers on a single line or five or more numbers on all three lines combined.



#### FISCAL YEAR 2023 STATISTICS - POWERBALL®:

\$157.8 million in net sales 5.7% of total net sales \$30.2 million increase from Fiscal Year 2022 Powerball net sales

**POWERBALL**<sup>®</sup> is a multi-state jackpot game, with drawings conducted each Monday, Wednesday and Saturday night. The game expanded from two nights per week to three with the addition of Monday night drawings starting Aug. 23, 2021. The Maryland Lottery began selling Powerball<sup>®</sup> tickets in January 2010, and tickets for the game are available in 48 U.S. states and jurisdictions. Tickets cost \$2, and the jackpot starts at \$20 million and grows based on ticket sales until a jackpot-winning ticket is sold. Players choose a total of six numbers from two different fields: five numbers from a range of 1 to 69 and one Powerball® number from a range of 1 to 26. Players matching all six numbers win the jackpot. If there are multiple winners, the jackpot prize is divided evenly among all winners. The odds of winning the jackpot are approximately 1 in 292 million. There are also eight other prize tiers ranging from \$4 to \$1 million. Power Play<sup>®</sup> is an optional feature of Powerball<sup>®</sup> that allows winners to multiply their prizes. By adding the Power Play<sup>®</sup> option to their tickets for an additional \$1, players can multiply any prizes they win except for the jackpot. Second prize is always \$2 million with Power Play<sup>®</sup>. Double Play is another optional feature that was launched along with the Monday drawings on Aug. 23, 2021. Players can add the Double Play option for an additional \$1, making their ticket eligible to win prizes in both the Powerball<sup>®</sup> drawing and a separate Double Play drawing, which is held 30 minutes after each Powerball<sup>®</sup> drawing. Double Play offers a fixed \$10 million jackpot and eight other prize tiers.



#### FISCAL YEAR 2023 STATISTICS - CASH4LIFE®:

\$20.2 million in net sales0.7% of total net sales\$700,000 increase from Fiscal Year 2022 Cash4Life net sales

**CASH4LIFE**<sup>®</sup> is a multi-state game with nightly drawings and tickets available in 10 states. The Maryland Lottery began selling Cash4Life tickets in January 2016. For \$2, players pick five numbers from a range of 1 to 60 and one Cash Ball from a range of 1 to 4. Players matching all five winning numbers and the Cash Ball number win the top-tier prize of \$1,000 a day for life, and players who match the five winning numbers but do not match the Cash Ball number win the second-tier prize of \$1,000 a week for life. If there are multiple top-tier winners in a single drawing, the prize is divided equally among the winners. In some cases, if there are multiple second-tier prize winners, the prize pool may also be divided equally among the winners. In addition to the top two tiers, there are seven other prize tiers ranging from \$2 to \$2,500.



### FISCAL YEAR 2023 STATISTICS - SCRATCH-OFFS:

\$1.1 billion in net sales 38.4% of total net sales \$53.6 million increase from Fiscal Year 2022 scratch-off net sales

**SCRATCH-OFF** games were first introduced in 1976. Tickets are pre-printed, and players reveal their prizes by scratching a play area covered with a latex coating. From 1976 to 1985, a limited number of scratch-off games were launched. The Maryland Lottery began launching scratch-offs on a more frequent basis in 1986, and in recent years new tickets have been launched monthly. During Fiscal Year 2023, the Maryland Lottery launched 53 new scratch-off games, with price points of \$1, \$2, \$3, \$5, \$10, \$20, \$30 and \$50. Each scratch-off game has multiple prize tiers, with prizes starting at \$1 and ranging up to \$5 million.



## FISCAL YEAR 2023 STATISTICS - INSTANT TICKET LOTTERY MACHINES:

\$15.0 million in net sales 0.5% of total net sales \$1.9 million increase from Fiscal Year 2022 ITLM net sales

**INSTANT TICKET LOTTERY MACHINES (ITLMs)** were introduced in September 2014 and placed at qualified veterans' organizations, in accordance with statute. The ITLM is an electronic device that dispenses pre-printed instant scratch-off tickets and utilizes a touchscreen monitor to display an entertaining animated display of the predetermined prize. The device accumulates winnings for players and prints out a voucher at the conclusion of play that can be redeemed for cash or inserted into another ITLM for continued play.

## **MARYLAND CASINOS**

Maryland casinos offered the following during Fiscal Year 2023:



#### FISCAL YEAR 2023 STATISTICS - VIDEO LOTTERY TERMINALS:

\$1.3 billion in gross terminal revenue9,733 slot machines as of June 30, 2023\$16.0 million increase from Fiscal Year 2022 gross terminal revenue

**VIDEO LOTTERY TERMINALS (VLT)** were approved during the 2007 special session of the Maryland General Assembly, and Maryland's six casinos opened between September 2010 and December 2016.



#### FISCAL YEAR 2023 STATISTICS - TABLE GAMES:

\$712.5 million in revenue 565 total table games as of June 30, 2023 \$42.5 million increase from Fiscal Year 2022 table game revenue

**TABLE GAMES** were approved for all six Maryland casinos after voters approved a gaming expansion referendum in the November 2012 General Election. Casinos began launching table game operations during Fiscal Year 2013.

## MARYLAND SPORTS WAGERING AND FANTASY COMPETITIONS

Maryland sports wagering and fantasy competition operators offered the following during Fiscal Year 2023:



#### FISCAL YEAR 2023 STATISTICS - SPORTS WAGERING:

\$2.9 billion in handle\$168.4 million in taxable win\$25.3 million in contributions to the state

**Maryland's sports wagering** market grew significantly during Fiscal Year 2023, beginning the year with six retail locations and ending it with 10 retail locations and 10 mobile sportsbooks operating as of June 30, 2023. An additional three retail locations and two mobile operators launched before the end of calendar 2023, bringing the totals to 13 retail locations and 12 mobile operators. The state's first seven mobile sports wagering licensees commenced operations on Nov. 23, 2022. Mobile wagering has accounted for approximately 95% of the total sports wagering handle in Maryland since its launch. All retail and mobile sports wagering operators pay 15% of their taxable win to the Blueprint for Maryland's Future Fund, which supports public education.

Sports wagering licensees pay a license fee every five years. In Fiscal Year 2023, net license fees totaled \$11.35 million, which was distributed to the Blueprint for Maryland's Future Fund.

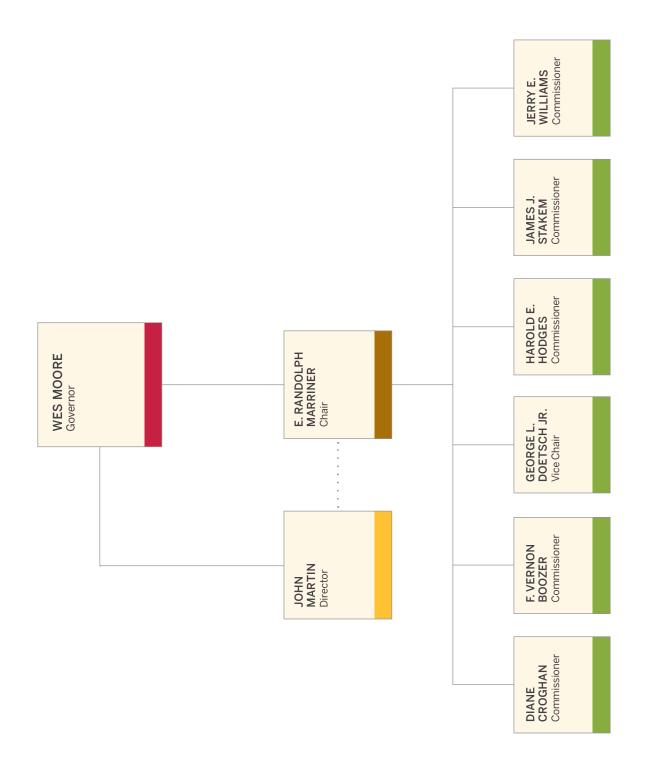


#### FISCAL YEAR 2023 STATISTICS - FANTASY COMPETITIONS:

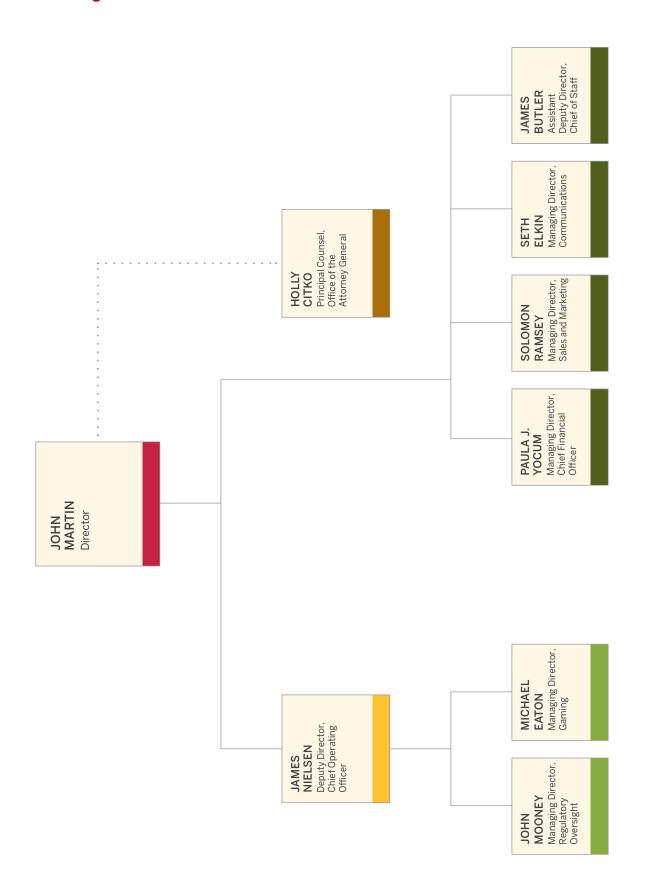
\$7.8 million in revenue \$1.2 million in contributions to the state

As of June 30, 2023, Maryland had 11 registered fantasy competition operators. As of the end of calendar 2023, there were 15 fantasy competition operators. Each operator pays 15% of its revenue to the Blueprint for Maryland's Future Fund, which supports public education.

# **Commission Organization as of June 30, 2023**



# **Executive Organization Chart**



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# **FINANCIAL SECTION**

In fiscal year 2023, the MLGCA contributed \$1.6 billion to the State of Maryland. \$714.3 million from the Lottery, \$848.1 million from casino gaming, \$25.3 million from sports wagering, and \$1.2 million from fantasy gaming competitions. THIS PAGE INTENTIONALLY BLANK



To the Maryland Lottery and Gaming Control Agency:

## **REPORT ON THE AUDIT OF THE FINANCIAL STATEMENTS**

## **OPINION**

We have audited the accompanying financial statements of the business-type activities of the Maryland Lottery and Gaming Control Agency (an agency of the State of Maryland) (Agency or MLGCA), as of and for the years ended June 30,2023 and 2022, and the related notes to the financial statements, which collectively comprise the Agency's basic financial statements as listed in the table of contents.

In our opinion, the financial statements referred to above present fairly, in all material respects, the respective financial position of the business-type activities of the Agency, as of June 30, 2023 and 2022, and the respective changes in financial position, and cash flows thereof for the years then ended in accordance with accounting principles generally accepted in the United States of America.

### **BASIS FOR OPINION**

We conducted our audits in accordance with auditing standards generally accepted in the United States of America and the standards applicable to financial audits contained in *Government Auditing Standards*, issued by the Comptroller General of the United States. Our responsibilities under those standards are further described in the Auditors' Responsibilities for the Audit of the Financial Statements section of our report. We are required to be independent of the Agency and to meet our other ethical responsibilities, in accordance with the relevant ethical requirements relating to our audits. We believe that the audit evidence we have obtained is sufficient and appropriate to provide a basis for our audit opinion.

#### **CHANGE IN ACCOUNTING PRINCIPLE**

As discussed in Note 1 to the financial statements, in 2023, the Agency adopted new accounting guidance, Government Accounting Standards Board (GASB) No. 96, *Subscription-Based Information Technology Arrangements*. Our opinion is not modified with respect to this matter.

#### **EMPHASIS OF MATTER**

As discussed in Note 1, the financial statements of the Agency are intended to present the financial position, the changes in financial position and cash flows of the business-type activities of the Agency. They do not purport to, and do not, present fairly the financial position of the State of Maryland as of June 30, 2023 and 2022, the changes in its financial position or cash flows for the years then ended in conformity with accounting principles generally accepted in the United States of America. Our opinion is not modified with respect to this matter.

## **RESPONSIBILITIES OF MANAGEMENT FOR THE FINANCIAL STATEMENTS**

Management is responsible for the preparation and fair presentation of the financial statements in accordance with accounting principles generally accepted in the United States of America, and for the design,

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implementation, and maintenance of internal control relevant to the preparation and fair presentation of financial statements that are free from material misstatement, whether due to fraud or error.

In preparing the financial statements, management is required to evaluate whether there are conditions or events, considered in the aggregate, that raise substantial doubt about the Maryland Lottery and Gaming Control Agency's ability to continue as a going concern for twelve months beyond the financial statement date, including any currently known information that may raise substantial doubt shortly thereafter.

## AUDITORS' RESPONSIBILITIES FOR THE AUDIT OF THE FINANCIAL STATEMENTS

Our objectives are to obtain reasonable assurance about whether the financial statements as a whole are free from material misstatement, whether due to fraud or error, and to issue an auditors' report that includes our opinions. Reasonable assurance is a high level of assurance but is not absolute assurance and therefore is not a guarantee that an audit conducted in accordance with generally accepted auditing standards and *Government Auditing Standards* will always detect a material misstatement when it exists. The risk of not detecting a material misstatement resulting from fraud is higher than for one resulting from error, as fraud may involve collusion, forgery, intentional omissions, misrepresentations, or the override of internal control. Misstatements are considered material if there is a substantial likelihood that, individually or in the aggregate, they would influence the judgment made by a reasonable user based on the financial statements.

In performing an audit in accordance with generally accepted auditing standards and *Government Auditing Standards*, we:

- Exercise professional judgment and maintain professional skepticism throughout the audit.
- Identify and assess the risks of material misstatement of the financial statements, whether due to fraud or error, and design and perform audit procedures responsive to those risks. Such procedures include examining, on a test basis, evidence regarding the amounts and disclosures in the financial statements.
- Obtain an understanding of internal control relevant to the audit in order to design audit procedures that are appropriate in the circumstances, but not for the purpose of expressing an opinion on the effectiveness of the Maryland Lottery and Gaming Control Agency's internal control. Accordingly, no such opinion is expressed.
- Evaluate the appropriateness of accounting policies used and the reasonableness of significant accounting estimates made by management, as well as evaluate the overall presentation of the financial statements.
- Conclude whether, in our judgment, there are conditions or events, considered in the aggregate, that raise substantial doubt about the Maryland Lottery and Gaming Control Agency's ability to continue as a going concern for a reasonable period of time.

We are required to communicate with those charged with governance regarding, among other matters, the planned scope and timing of the audit, significant audit findings, and certain internal control-related matters that we identified during the audit.

## **REQUIRED SUPPLEMENTARY INFORMATION**

Accounting principles generally accepted in the United States of America require that the management's discussion and analysis, and budgetary comparison and changes in net pension liability, contributions and related ratios and employer contributions for other postemployment benefit plan on pages 30 through 44 and 71 through 75, respectively, be presented to supplement the basic financial statements. Such information is the responsibility of management and, although not a part of the basic financial statements, is required by the Governmental Accounting Standards Board who considers it to be an essential part of financial reporting for placing the basic financial statements in an appropriate operational, economic, or historical context. We have

applied certain limited procedures to the required supplementary information in accordance with auditing standards generally accepted in the United States of America, which consisted of inquiries of management about the methods of preparing the information and comparing the information for consistency with management's responses to our inquiries, the basic financial statements, and other knowledge we obtained during our audit of the basic financial statements. We do not express an opinion or provide any assurance on the information because the limited procedures do not provide us with sufficient evidence to express an opinion or provide any assurance.

# **OTHER REPORTING REQUIRED BY GOVERNMENT AUDITING STANDARDS**

In accordance with *Government Auditing Standards*, we have also issued our report dated December 7, 2023, on our consideration of the Maryland Lottery and Gaming Control Agency's internal control over financial reporting and on our tests of its compliance with certain provisions of laws, regulations, contracts, and grant agreements and other matters. The purpose of that report is to describe the scope of our testing of internal control over financial reporting and compliance and the results of that testing, and not to provide an opinion on the internal control over financial reporting or on compliance. That report is an integral part of an audit performed in accordance with *Government Auditing Standards* in considering the Maryland Lottery and Gaming Control Agency's internal control over financial reporting over financial reporting and compliance.

SC++ Attest Services, P.C.

December 7, 2023

The following Management's Discussion and Analysis (MD&A) provides an overview of the Maryland Lottery and Gaming Control Agency's (Agency) performance for the fiscal years ended June 30, 2023 and 2022. As you read the MD&A, 2023 refers to the fiscal year ended June 30, 2023, 2022 refers to the fiscal year ended June 30, 2022 and 2021 refers to the fiscal year ended June 30, 2021. The information contained in the MD&A should be read in conjunction with the information contained in the financial statements, which begins on page 45.

## **FINANCIAL HIGHLIGHTS**

- Net lottery sales totaled \$2.76 billion in 2023, an increase of \$101.68 million or 3.82% as compared to \$2.66 billion in 2022, an increase of \$51.55 million or 1.97% as compared to \$2.61 billion in 2021.
- Gross video lottery terminal (VLT) revenue totaled \$1.35 billion in 2023, an increase of \$16.04 million or 1.20% compared to \$1.33 billion in 2022, an increase of \$171.42 million or 14.77% compared to \$1.16 billion in 2021.
- Table game revenue (TGR) totaled \$712.45 million, an increase of \$42.48 million or 6.34% compared to \$669.97 million in 2022, an increase of \$86.64 million or 14.46% in 2022 compared to \$585.33 million in 2021.
- Transfers of lottery proceeds to the State of Maryland in 2023 totaled \$651.61 million, an increase of \$16.54 million or 2.60% compared to \$635.08 million in 2022, which represents an increase of \$3.36 million or 0.53% compared to \$631.72 million in 2021.

## **OVERVIEW OF THE FINANCIAL STATEMENTS**

The Maryland Lottery and Gaming Control Agency is an independent agency of the State of Maryland (the State) that was created to generate revenue through the operation of a lottery. On November 4, 2008, a constitutional amendment was approved by voters which set up broad parameters for the operations of VLTs and the establishment of five casinos in the State. During the 2012 Second Special Session of the Maryland General Assembly, legislation passed, subject to voter referendum, that allowed, among other things, the implementation of table games as well as a sixth casino. During the November 2012 election, voters approved both table games and the sixth casino. The Agency is responsible for regulating the operations of the casinos. As of June 30, 2023, there were six casinos operating in the State with 9,733 VLTs and 565 table games.

The Agency is accounted for as a proprietary-type enterprise fund using the accrual basis of accounting, similar to a private business entity.

## **FINANCIAL STATEMENTS**

The financial statements included in this report are the statements of net position; statements of revenues, expenses, and changes in net position; and statements of cash flows. The statements of net position present the assets and deferred outflows of resources, and liabilities and deferred inflows of resources of the Agency with the difference being reported as net position. The statements of revenues, expenses, and changes in net position report the revenues and expenses of the Agency and are used to measure the success of its operations for a given period of time as it relates to contributions to the State of Maryland and other government agencies. The statements of cash flows reconcile the changes in cash and cash equivalents with the activities

of the Agency for the periods presented. The activities are classified as operating, noncapital financing, capital and related financing, and investing.

#### **NOTES TO THE FINANCIAL STATEMENTS**

The notes to the financial statements provide additional information that is essential to the full understanding of the data provided in the financial statements. The notes to the financial statements can be found on pages 48 to 70 of this report.

### **FINANCIAL ANALYSIS**

Table 1 is a summarized version of the statements of net position as of June 30, 2023, 2022 and 2021. The table reflects the Agency's overall change in financial resources and claims on those resources. The majority of the assets consist of cash held by the State Treasury, investments, accounts receivable and net capital and right-of-use assets. The Agency's investments and the majority of accounts receivable, as well as the majority of cash held by the State Treasury, are used to pay lottery winners or are transferred as income to the State of Maryland and other government agencies. Most liabilities represent prize awards payables, annuities payable, amounts due to the State of Maryland, amounts due to other government agencies, lease liabilities and pension obligations.

#### TABLE 1 - NET POSITION (IN THOUSANDS)

		Difference between 2023 and 2022				Difference between 2022 and 2021 2022					
FISCAL YEAR	2023		\$	%	(;	as Restated)		\$	%		2021
Current Assets	\$ 527,228	\$	238,804	82.80%	\$	288,424	\$	81,535	39.41%	\$	206,889
Other Non-Current Assets	22,892		(3,893)	-14.53%		26,785		(6,874)	-20.42%		33,659
Capital and Right-of-Use Assets, Net	3,275		(1,614)	-33.02%		4,889		(2,142)	-30.47%		7,031
Total Assets	\$ 553,395	\$	233,297	<b>72.88</b> %	\$	320,098	\$	72,519	29.29%	\$	247,579
Deferred Outflows of Resources	<u>\$ 18,330</u>	\$	5,589	43.87%	\$	12,741	\$	1,212	10.51%	\$	11,529
Total Assets and Deferred Outflows	\$ 571,725	\$	238,886	71.77%	\$	332,839	\$	73,731	28.46%	\$	259,108
Current Liabilities	\$ 514,372	\$	234,492	83.78%	\$	279,880	\$	75,070	36.65%	\$	204,810
Non-Current Liabilities	28,831		(3,850)	-11.78%		32,681		(4,813)	-12.84%		37,494
Net Pension Liability	31,055		8,594	38.26%	_	22,461		(10,939)	-32.75%		33,400
Total Liabilities	\$ 574,258	\$	239,236	71.41%	\$	335,022	\$	59,318	21.52%	\$	275,704
Deferred Inflows of Resources	\$ 13,128	\$	(2,640)	-16.74%	\$	15,768	\$	12,229	345.55%	\$	3,539
Total Liabilities and Deferred Inflows	\$ 587,386	\$	236,596	67.45%	\$	350,790	\$	71,547	25.62%	\$	279,243
Net Position											
Net Investment in Capital Assets	\$ 708	\$	557	369.02%		\$151	\$	151	-	\$	-
Unrestricted	(16,369)		1,733	-9.58%	_	(18,102)		2,033	-10.10%		(20,135)
Total Net Position	\$ (15,661)	\$	2,290	-12.76%	\$	(17,951)	\$	2,184	-10.85%	\$	(20,135)

#### **CURRENT ASSETS**

The Agency's current assets increased by \$238.80 million or 82.80% in 2023 compared to 2022, which had increased by \$81.54 million or 39.41% in 2022.

Cash held with the State Treasury increased by \$238.11 or 120.02% in 2023 compared to 2022, which had increased by \$67.03 million or 51.03% compared to 2021. At the end of 2023, there were six months of lottery income and one month of gaming revenue waiting to be transferred. At the end of 2022, there were two months of lottery income and one month of gaming revenue waiting to be transferred. At the end of 2021, there were four months of lottery income and one month of gaming revenue waiting to be transferred.

#### **CURRENT ASSETS - (continued)**

Accounts receivable increased by \$5.23 million or 7.16% in 2023 compared to 2022, which had increased by \$13.81 million or 22.83% compared to 2021. Accounts receivable is primarily comprised of amounts due from lottery retailers from the sale of lottery tickets and revenue due from the casino operators. Accounts receivable from lottery retailers increased by \$1.85 million or 2.78% in 2023 compared to 2022, which had increased by \$12.61 million or 23.38% compared to 2021. On a weekly basis, amounts due from retailers are collected electronically from the lottery retailers' bank accounts. In 2023, five days of sales activity had not yet been collected. In 2022, four days of sales activity had not yet been collected.

Accounts receivable from casino operators increased by \$1.08 million or 15.31% in 2023 compared to 2022, which had increased by \$577,900 or 8.95% compared to 2021. Gross terminal revenue is electronically transferred to the Agency on a daily basis, and table game revenue is electronically transferred to the Agency every two days. Corresponding increases and decreases in accounts receivables from casino operators are a function of the change in gaming revenue for the last days of the fiscal year and timing of when the revenue is received.

Accounts Receivable for Sports Wagering and Fantasy Competitions were new in 2022, and mobile sports wagering was new in 2023. Accounts receivable from sports wagering increased by \$2.63 million or 818.89% in 2023 compared to 2022.

#### **NON-CURRENT ASSETS**

The Agency's non-current assets consist of investments for annuity payments, net of current portion and capital and right-of-use assets, net of depreciation and amortization. Non-current assets decreased by \$5.51 million or 17.39% in 2023 compared to 2022, which had increased \$72.52 million or 29.29% compared to 2021.

Right-of-use assets, net of amortization, decreased by \$2.16 million or 44.24% in 2023 compared to 2022, which had decreased by \$2.14 million or 30.46% compared to 2021. The decreases were the result of amortization.

The Agency's investments for annuity payments, net of current portion, decreased by \$3.89 million or 14.53% in 2023 compared to 2022, which had decreased by \$6.87 million or 20.42% compared to 2021. The decreases resulted from fewer winners using annuities as a payment option in the preceding years.

#### **DEFERRED OUTFLOWS OF RESOURCES**

Deferred pension outflows represent the Agency's contributions subsequent to the measurement date and the changes in the Agency's proportionate share of the State Retirement and Pension Funds total pension liability and the changes in actuarial assumptions as described in Note 10 to the financial statements. Deferred outflows increased by \$5.59 million or 43.87% in 2023 compared to 2022, which had increased by \$1.21 million or 10.51% compared to 2021. The increase in 2023 resulted from the net difference between projected and actual experience offset by less amortization of the deferred outflows compared to 2022. See Note 10. The increase in 2022 resulted from the change in actuarial assumptions in connection with the pension liability, offset by the amortization of the deferred outflows.

#### **CURRENT LIABILITIES**

Current liabilities increased by \$234.49 million or 83.78% in 2023 compared to 2022, which had increased by \$75.07 million or 36.65% compared to 2021. The change between years is mostly related to changes in the amount of lottery income due to the General Fund at year-end and increases in prize awards payable.

Amounts due to the General Fund increased by \$229.85 million or 210.51% in 2023 compared to 2022, which had increased by \$69.95 million or 178.32% compared to 2021. The increase in amounts due to the General Fund was a result of six months', two months' and four months' of state share being outstanding as of June 30, 2023, 2022 and 2021, respectively.

Prize awards payable increased by \$6.41 million or 10.23% in 2023 compared to 2022, which had decreased by \$7.46 million or 10.63% compared to 2021. The decrease in 2022 is related to larger individual prizes being outstanding as of June 30, 2022 versus June 30, 2021. The increase in 2023 is related to overall higher sales. As sales increase, prizes won increases.

### **NON-CURRENT LIABILITIES**

Non-current liabilities increased by \$3.85 million or 11.78% in 2023 compared to 2022, which had decreased by \$4.81 million or 12.84% compared to 2021.

Net pension liability increased by \$8.59 million or 38.26% in 2023 compared to 2022, which had decreased by \$10.94 million or 32.75% compared to 2021. The net pension liability represents the Agency's proportionate share of the State of Maryland's total net pension liability. The changes between the years are primarily the result of the changes in the Agency's proportionate share of the State Retirement and Pension Funds overall pension liability.

In addition, the annuity prizes payable liability decreased by \$2.47 million or 8.82% in 2023 compared to 2022, which had decreased by \$3.16 million or 10.15% compared to 2021.

The non-current portion of lease liability decreased by \$1.42 million or 57.35% in 2023 compared to 2022, which had decreased by \$1.81 million or 42.29% compared to 2021, primarily due to lease and subscription payments made in accordance with the lease and subscription agreements.

#### **DEFERRED INFLOWS OF RESOURCES**

Deferred inflows decreased by \$2.64 million or \$16.74% in 2023 compared to 2022, which had increased by \$12.23 million or 345.55% compared to 2021. The differences in deferred pension inflows resulted from the net difference between projected and actual earnings on pension plan investments as described in Note 10 to the financial statements.

#### **NET POSITION**

Net position increased by \$2.29 million or 12.76% in 2023 compared to 2022, which had increased by \$2.18 million or 10.85% compared to 2021. Because the Agency is required by law to transfer its entire budgetary basis net position to the State of Maryland and its gaming and sports wagering revenues to various government agencies, changes in net position do not reflect the results of the Agency's operating activities. Rather, changes in net position reflect differences between budgetary basis net income and net income in accordance with accounting principles generally accepted in the United States and the unclaimed prize fund.

#### **RESULTS OF OPERATIONS**

A summary of the Agency's change in net position presented in Table 2 below reflects a summary of changes in net position below.

#### TABLE 2 - REVENUES, EXPENSES, AND CHANGES IN NET POSITION (IN THOUSANDS)

			I	Difference b 2023 and			0000		Difference 2022 and			
FISCAL YEAR		2023		\$	%	(	2022 (as Restated)		\$	%		2021
Revenue	_							_			_	
Draw games	\$	1,686,294	\$	46,196	2.82%	\$	1,640,098	\$	32,880	2.05%	\$	1,607,218
Scratch-Off games		1,063,048		53,574	5.31%		1,009,474		16,067	1.62%		993,407
ITLMs		15,037		1,905	14.51%		13,132		2,607	24.77%		10,525
Total sales	\$	2,764,379	\$	101,675	3.82%	\$	2,662,704	\$	51,554	1. <b>97</b> %	\$	2,611,150
Gaming revenue												
Gross terminal revenue	\$	1,347,853	\$	16,042	1.20%	\$	1,331,811	\$	171,418	14.77%	\$	1,160,393
State grant		5,672		467	8.97%		5,205		262	5.30%		4,943
Table games		712,453		42,484	6.34%		669,969		84,640	14.46%		585,329
Facility applicants		3,224		383	13.48%		2,841		1,306	85.08%		1,535
Machine assessments		4,481		26	0.58%		4,455		323	7.82%		4,132
ITLM lease revenue		4,511		573	14.55%		3,938		780	24.70%		3,158
Fantasy Gaming		7,804		(9,272)	-54.30%		17,076		17,076	-		-
Sports Wagering	_	184,040		153,437	501.38%	_	30,603		30,603	-	_	_
Total revenue	\$	5,034,417	\$	305,815	6.47%	\$	4,728,602	\$	357,962	8.19%	\$	4,370,640
Cost of sales	\$	3,366,789	\$	222,214	7.07%	\$	3,144,575	\$	220,170	7.53%	\$	2,924,405
Gross profit	\$	1,667,627	\$	83,600	<b>5.28</b> %	\$	1,584,027	\$	137,792	9.53%	\$	1,446,235
Operating expenses	_	57,868		6,756	13.22%	_	51,112		(2,904)	-5.38%	_	54,016
Income from operations	\$	1,609,760	\$	76,846	5.01%	\$	1,532,915	\$	140,696	10.11%	\$	1,392,219
Non-operating revenues (expenses)												
Investments income (loss)	\$	(591)	\$	2,141	-78.37%	\$	(2,732)	\$	(1,236)	82.62%	\$	(1,496)
Amortization of discount for annuity prize liabilities		(894)		143	-13.79%		(1,037)		208	-16.71%		(1,245)
Voluntary exclusion program		153		6	4.08%		147		23	18.55%		124
Payments to State of Maryland General Fund		(651,614)		(16,539)	2.60%		(635,075)		(3,356)	0.53%		(631,719)
Payments to other government funds/ agencies — gaming	_	(954,523)		(62,489)	7.01%	_	(892,034)		(130,998)	17.21%	_	(761,036)
Total non-operating expenses	\$	(1,607,469)	\$	(76,738)	5.01%	\$	(1,530,731)	\$	(135,359)	9.70%	\$	(1,395,372)
Change in net position	\$	2,291	\$	107	4.88%	\$	2,184	\$	5,337	-169.27%	\$	(3,153)
Total net position — beginning of year	_	(17,951)		2,184	-10.85%	_	(20,135)		(3,153)	18.57%	_	(16,982)
Total net position — end of year	\$	(15,660)	\$	2,291	-12.76%	\$	(17,951)	\$	2,184	-10.85%	\$	(20,135)

#### **SALES**

Lottery sales are categorized as jackpot games, draw games, monitor games, scratch-off games and instant ticket lottery machine sales (ITLMs). Net lottery sales were \$2.76 billion in 2023, an increase of \$101.67 million or 3.82% compared to \$2.66 billion in 2022, an increase of \$51.55 million or 1.97% compared to \$2.61 billion in 2021. The largest increase in 2023 was for the Mega Millions category of \$65.96 million or 81.42% over 2022. This was the result of multiple large jackpots, two of which were in excess of \$1.3 billion.

		Difference between 2023 and 2022		Difference between 2022 and 2021	
FISCAL YEAR	2023	\$ <u>%</u>	2022	\$ %	2021
JACKPOT GAMES					
Mega Millions <sup>1</sup>	\$ 146,972,234	\$ 65,962,231 81.42	% \$ 81,010,003	\$ (26,939,939) -24.96%	\$ 107,949,942
Multi-Match®	28,815,483	(10,831,875) -27.32	% 39,647,358	5,944,870 17.64%	33,702,488
Powerball <sup>®2</sup>	157,835,043	30,266,520 23.73	% 127,568,523	34,332,960 36.82%	93,235,563
Cash4Life	20,207,499	697,650 3.58	% 19,509,849	(1,341,860) -6.44%	20,851,709
Jackpot Games Total	\$ 353,830,259	\$ 86,094,526 32.16	% <u>\$ 267,735,733</u>	\$ 11,996,031 4.69%	\$ 255,739,702
DRAW GAMES					
Pick 3	\$ 249,823,094	\$ (16,727,861) -6.28	% \$ 266,550,955	\$ (24,247,785) -8.34%	\$ 290,798,740
Pick 4	318,152,959	(54,976,907) -14.73	% 373,129,866	(22,525,167) -5.69%	395,655,033
Bonus Match 5	17,740,459	(1,370,654) -7.17	% 19,111,113	(1,396,920) -6.81%	20,508,033
5 Card Cash	-	(3,353,375) -100.00	% 3,353,375	(2,440,427) -42.12%	5,793,802
FAST PLAY	79,122,185	2,194,047 2.85	% 76,928,138	10,400,411 15.63%	66,527,727
Pick 5	63,328,884	36,181,444 133.28	% 27,147,440	27,147,440 -	
Draw Games Total	\$ 728,167,581	\$ (38,053,306) -4.97	% \$ 766,220,887	\$ (13,062,448) -1.68%	\$ 779,283,335
MONITOR GAMES					
Keno <sup>3</sup>	\$ 283,817,391	\$ (3,317,834) -1.16	% \$ 287,135,225	\$ 13,602,226 4.97%	\$ 273,532,999
Racetrax <sup>®4</sup>	320,478,161	1,471,790 0.46	% 319,006,371	20,344,883 6.81%	298,661,488
Monitor Games Total	\$ 604,295,552	\$ (1,846,044) -0.30	% \$ 606,141,596	\$ 33,947,109 5.93%	\$ 572,194,487
SCRATCH-OFF GAMES	\$1,063,048,241	\$ 53,574,682 5.31	% <u>\$1,009,473,559</u>	\$ 16,066,133 1.62%	\$ 993,407,426
ITLM	\$ 15,037,171	\$ 1,905,121 14.51	% <u>\$ 13,132,050</u>	\$ 2,606,930 24.77%	\$ 10,525,120
TOTAL SALES	\$2,764,378,804	\$ 101,674,979 3.82	% <u>\$2,662,703,825</u>	\$ 51,553,755 1.97%	\$2,611,150,070

#### TABLE 3 - NET SALES BY CATEGORY AND GAME

<sup>1</sup>The Mega Millions category includes Mega Millions and Megaplier products for the purposes of this chart.

<sup>2</sup>The Powerball category includes Powerball, Power Play and Double Play for the purposes of this chart.

<sup>3</sup>The Keno category includes Keno, Keno Bonus and Kenos Super Bonus for the purposes of this chart.

<sup>4</sup>The Racetrax® category includes Racetrax® and Racetrax® Bonus for the purposes of this chart.

Sales for Jackpot games increased by \$86.09 million or 32.16% in 2023 compared to 2022, which had increased by \$12.00 million or 4.69% compared to 2021. In 2022, a new Powerball add-on game, Doubleplay, was introduced.

Sales for Draw games decreased by \$38.05 million or 4.79% in 2023 compared to 2022, which had decreased \$13.06 million or 1.68% compared to 2021. Pick 5 increased in 2023 by \$36.18 million or 133.28%. In 2022, Pick 5 was added and 5 Card Cash was retired.

#### **SALES - (continued)**

Sales for the Monitor games decreased by \$1.85 million or 0.30% in 2023 compared to 2022, which had increased by \$33.95 million or 5.93% compared to 2021.

ITLMs were first introduced in September 2014 and under law are allowed only in veterans' organizations in certain counties in Maryland. An ITLM is an electronic device that dispenses pre-printed scratch-off tickets and utilizes a touch screen monitor to display the results in an entertaining manner. The device accumulates winnings and prints out a voucher at the conclusion of play. ITLM sales (which are accounted for as amount bet less amount won) increased by \$1.91 million or 14.51% in 2023 compared to 2022, which had increased by \$2.61 million or 24.77% compared to 2021. In 2021, the veteran organizations were open throughout the year, although some had limited capacity for a portion of the year, depending on the county due to the COVID-19 outbreak.

Scratch-off game sales increased by \$53.57 million or \$5.31% in 2023 compared to \$16.07 million or 1.62% compared to 2022. Included in 2023 was the introduction of a \$50 ticket. Scratch-off sales growth has continued over the past several years due to improved inventory management, an aggressive planning and development schedule and increased advertising. By closing older games and replenishing inventory with newer games, retailer and player interest and enthusiasm remained high throughout the past years. In addition, a strategic approach to invest in more advertising on the scratch-off product category has been essential to the sales growth.

		Difference 2023 and			Difference 2022 and			
FISCAL YEAR	 2023	\$	%	 2022	\$	%	 2021	
\$1	\$ 20,216	\$ (1,354)	-6.28%	\$ 21,570	\$ (2,245)	-9.43%	\$ 23,815	
\$2	32,618	(1,812)	-5.26%	34,430	(4,271)	-11.04%	38,701	
\$3	36,583	(1,626)	-4.26%	38,209	(1,204)	-3.05%	39,413	
\$5	241,673	(2,599)	-1.06%	244,272	(7,161)	-2.85%	251,433	
\$10	351,064	29,886	9.31%	321,178	11,822	3.82%	309,356	
\$20	159,971	(26,806)	-14.35%	186,777	14,607	8.48%	172,170	
\$30	148,502	(14,536)	-8.92%	163,038	4,519	2.85%	158,519	
\$50	 72,421	72,421	-	 _	-	-	 	
Total	\$ 1,063,048	\$ 53,574	5.31%	\$ 1,009,474	\$ 16,067	<b>1.62</b> %	\$ 993,407	

#### TABLE 4 - NET SALES OF SCRATCH-OFF TICKETS BY PRICE POINT (IN THOUSANDS)

#### **GAMING REVENUE**

Gaming revenue consists of Gross Terminal Revenue, Table Games, State Grant, Facility Applicants, Machine Assessments, Fantasy Gaming and Sports Wagering.

Table 5A below reflects when the casinos opened for VLTs and the number of VLTs for each casino as of June 30, 2023.

Casino	Date Opened	Machines as of June 30, 2023
Hollywood Casino Perryville	September 27, 2010	690
Casino at Ocean Downs	January 4, 2011	858
Live! Casino	June 6, 2012	3,845
Rocky Gap Casino and Resort	May 22, 2013	620
Horseshoe Casino Baltimore	August 24, 2014	1,430
MGM National	December 8, 2016	2,290
	Total VLTs	9,733

Gaming revenue – gross terminal revenues (GTR) increased \$16.04 million or 1.20% in 2023 compared to 2022, which had increased by \$171.42 million or 14.77% compared to 2021. Table 5 B below shows the GTR for 2023, 2022, and 2021.

### TABLE 5B - GROSS TERMINAL REVENUE STATISTICS

	20	23 GTR	D	Difference between 2023 and 2022 2022 GTR			D	ifference 2022 and	2021 GTR			
Casino		23 GTR millions)		\$	%		millions)		\$	%		millions)
Hollywood Casino Perryville	\$	74.18	\$	(5.88)	-7.34%	\$	80.06	\$	4.63	6.14%	\$	75.43
Casino at Ocean Downs		89.29		4.29	5.05%		85.00		10.03	13.38%		74.97
Live! Casino		498.80		0.36	0.07%		498.44		65.79	15.21%		432.65
Rocky Gap Casino and Resort		57.21		(1.32)	-2.26%		58.53		5.18	9.71%		53.35
Horseshoe Casino Baltimore		135.34		(1.77)	-1.29%		137.11		(0.28)	-0.20%		137.39
MGM National		493.03		20.36	4.31%		472.67		86.07	22.26%		386.60
Total	\$1	,347.85	\$	16.04	1.20%	\$1	,331.81	\$1	71.42	14.77%	\$1	,160.39

#### **GAMING REVENUE - (continued)**

Table 6A below reflects when the casinos opened for table games and the number of table games for each casino as of June 30, 2023.

### TABLE 6A - TABLE GAME CASINO INFORMATION

Casino	Date Opened	Number of Tables as of June 30, 2023
Hollywood Casino Perryville	March 6, 2013	19
Casino at Ocean Downs	December 29, 2017	19
Live! Casino	April 11, 2013	179
Rocky Gap Casino and Resort	May 22, 2013	16
Horseshoe Casino Baltimore	August 24, 2014	122
MGM National	December 8, 2016	210
	Total Tables	565

Table game revenue increased by \$42.48 million or 6.34% in 2023 compared to 2022, which had increased by \$84.64 or 14.46% compared to 2021. The increase was primarily MGM National, which had increased \$52.19 million or 14.89% in 2023 compared to 2022. MGM had 210 tables as of June 30, 2023.

Table 6B below shows the table game revenue for each casino.

#### TABLE 6B - TABLE GAME REVENUE

	20	23 GTR	Difference between 2023 and 2022 GTR 2		20	22 GTR	Difference 2022 an	2021 GTR		
Casino		millions)	\$	%		millions)	\$	%	(in millions)	
Hollywood Casino Perryville	\$	13.67	\$ 0.82	6.38%	\$	12.85	\$ 1.79	16.18%	\$ 11.06	
Casino at Ocean Downs		9.66	(0.33)	-3.30%		9.99	0.63	6.73%	9.36	
Live! Casino		210.15	(5.43)	-2.52%		215.58	25.73	13.55%	189.85	
Rocky Gap Casino and Resort		6.37	(0.69)	-9.77%		7.06	(0.13)	-1.81%	7.19	
Horseshoe Casino Baltimore		69.98	(4.08)	-5.51%		74.06	11.83	19.01%	62.23	
MGM National		402.62	52.19	14.89%		350.43	44.79	14.65%	305.64	
Total	\$	712.45	\$ 42.48	6.34%	\$	669.97	\$ 84.64	14.46%	\$ 585.33	

For the gaming operations, the gross terminal revenue and table game revenue is required to be transferred to specified Government agencies to be used for certain purposes or is retained by the casinos and the Agency to assist in covering the costs of the operations. Changes in the distribution of gaming proceeds occurred in 2023. On the ten-year anniversary of its opening, Rocky Gap's allocations changed. The casino's share decreased by 2% to 48%, their Purse Dedication increased to 6.00% from 2.50%, their Small, Minority & Women-owned Business allocation increased from 0.75% to 1.50%, their Local Impacts increased from 3.50% to 5.50%, their Racetrack Facility Renewal allocation increased to 1.00% from 0.00% and their Maryland Education Trust Fund decreased from 32.00% to 27.00%.

### **GAMING REVENUE - (continued)**

Overall, the gaming revenue disbursements increased \$58.56 million or 2.93% in 2023 compared to 2022. This was due primarily to the Casino Operator increase of \$42.45 million or 3.66%. Table 7 shows the game revenue disbursements/allocations for 2023, 2022 and 2021.

### TABLE 7 - GAMING REVENUE DISBURSEMENTS/ALLOCATIONS

	2023	2023 and 2022				Difference 2022 an		2021		
Fund	Disbursem (in millior		\$	%	Disbursements (in millions)		\$	%	Disbursements (in millions)	
Casino Operators	\$ 1,203	.07 \$	42.45	3.66%	\$	1,160.62	\$ 145.89	14.38%	\$	1,014.73
Maryland Education Trust Fund	622	.76	11.15	1.82%		611.61	80.21	15.09%		531.40
Horse Racing	92	.21	1.42	1.56%		90.79	11.96	15.17%		78.83
Local Impact Grants	73	.35	0.95	1.31%		72.40	9.51	15.12%		62.89
Local Jurisdictions	35	6.62	2.12	6.33%		33.50	4.23	14.45%		29.27
Maryland Lottery and Gaming	13	.46	0.19	1.43%		13.27	1.67	14.40%		11.60
Small, Minority and Women- Owned Businesses	19	.86	0.28	1.43%		19.58	2.57	15.11%		17.01
Total	\$ 2,060	<b>.33</b> \$	58.56	2.93%	\$	2,001.77	\$ 256.04	14.67%	\$	1,745.73

Gaming revenue – state grant represents funds received from the State of Maryland to help pay for the costs of the gaming operations. Gaming revenue – state grant increased by \$467,000 or 8.97% in 2023 compared to 2022, which had increased by \$262,000 or 5.30% compared to 2021. In addition to the state grant, the Agency receives 1% of the gross gaming revenue from the VLTs to help fund its gaming operations. In 2023, the amount of VLT revenue received by the Agency increased by \$190,000 or 1.43% compared to 2022, which had increased by \$1.67 million or 14.40% compared to 2021.

Gaming revenue – facility applicants represents money received to perform background investigations on applicants who have applied for a gaming and/or sports wagering license. Gaming revenue – facility applicants in 2023 increased by \$383,000 or 13.48% compared to 2022, which had increased by \$1.31 million or 85.08% compared to 2021. This account fluctuates based on the number of license applications received, and beginning in 2022 it also includes sports wagering facility applicants.

Gaming revenue – machine assessments represents assessments made to casino operators based on the maximum number of VLTs and table games on the floor during the fiscal year. In accordance with the law, casino operators are assessed a yearly fee of \$425 per VLT and \$500 per table. These funds are collected by the Agency and subsequently remitted to the Maryland Department of Health's Problem Gambling Fund. VLT machine assessments increased by \$37,000 or 0.09% in 2023 compared to 2022, which had increased \$323,000 or 7.82% in 2022 compared to 2021. However, table games assessments decreased by \$12,000 or 3.85% in 2023 compared to 2022. Assessments fluctuate based on the number of VLTs and table games that are on the casino floor during the year.

#### **GAMING REVENUE - (continued)**

ITLM lease revenue increased by \$573,000 or 14.55% in 2023 compared to 2022, which had increased by \$780,000 or 24.70% in 2022 compared to 2021. ITLM lease revenue represents the amount collected from the veterans' organizations that is used to pay the machine fees to the ITLM vendor.

Beginning in 2022, Sports Wagering and Fantasy Gaming were included in the total Gaming Revenue. In 2023, Sports Wagering totaled \$184.04 million compared to \$30.60 million in 2022. This included license fees for the retail and mobile operators. The revenue, excluding license fees, totaled \$25.26 million in 2023 compared to \$2.88 million in 2022. This was an increase of \$22.38 million or 776.10%. The revenue from this program is required to be transferred to specified Government agencies to be used for certain purposes or is retained by the Sports Wagering licensee or the Agency to assist in covering the costs of the operations. See Table 8 below for Sports Wagering information.

#### **TABLE 8 - SPORTS WAGERING**

FISCAL YEAR

		 Handle		Prizes Paid	Hold %	Pro	motion Play	D	Other eductions	 axable Win	 ntributions the State		Expired Prizes
2023	RETAIL	\$ 246,642,079	\$	215,432,916	12.65%	\$	119,486	\$	667,588	\$ 30,422,089	\$ 4,563,314	\$ 2	2,091,753
	MOBILE	 2,644,735,545		2,290,119,470	13.41%		211,430,976		5,216,259	 137,968,840	 20,695,326		_
	COMBINED	\$ 2,891,377,624	\$ :	2,505,552,386	13.34%	\$	211,550,462	\$	5,883,847	\$ 168,390,929	\$ 25,258,640	\$2	2,091,753
2022	RETAIL	\$ 174,761,019	\$	155,107,385	11.25%	\$	0	\$	437,011	\$ 19,216,623	\$ 2,883,065	\$	132,415
	MOBILE	 _		_						 _	 		
	COMBINED	\$ 174,761,019	\$	155,107,385	11.25%	\$	0	\$	437,011	\$ 19,216,623	\$ 2,883,065	\$	132,415

- Handle is the amount of wagers made by players during the reporting period, including promotional play, if any.

- Hold Percentage is determined based on wagers that were placed during the reporting period even if the sporting event has not concluded. As a result, the reported Hold will change as wagers are settled in future periods.

- Other Deductions include adjustments, federal excise taxes paid, and loss carryforwards.

- **Taxable Win** is handle less prizes paid less promotional play redeemed less other deductions. A negative taxable win (a loss) is reflected as \$0 taxable win. Losses may be carried forward and deducted from taxable win within the subsequent 3 months.

- Contributions to the State represent funds payable to the BluePrint for Maryland's Future.

- Expired Prizes are included in the Prizes Paid total in the month they expire. Funds are transferred to the Problem Gambling Fund.

\$ DIFFERENCE BETWEEN 2023 AND 2022:											
	Handle	Prizes Paid	Hold %	Promotion Play	Other Deductions	Taxable Win	Contributions to the State	Expired Prizes			
RETAIL	\$ 71,881,060	\$ 60,325,530	1.41%	\$ 119,486	\$ 230,577	\$ 11,205,466	\$ 1,680,249	\$1,959,338			
MOBILE	2,644,735,545	2,290,119,470	13.41%	211,430,976	5,216,259	137,968,840	20,695,326				
COMBINED	\$ 2,716,616,605	\$ 2,350,445,001	2.10%	\$ 211,550,462	\$ 5,446,836	\$149,174,306	\$ 22,375,575	\$1,959,338			
% DIFFERENCE BETWEEN 2023 AND 2022:											
% DIFFERENCE BETWI	EEN 2023 AND 202	2:			Other		Contributions	Expired			
% DIFFERENCE BETWI	EEN 2023 AND 202 Handle	2: Prizes Paid	Hold %	Promotion Play	Other Deductions	Taxable Win	Contributions to the State	Expired Prizes			
% DIFFERENCE BETWI			Hold %	Promotion Play		Taxable Win 58.31%					
	Handle	Prizes Paid			Deductions		to the State	Prizes			

\* Totals above do not include license fees. License fees are included in gaming revenue - sports wagering on the statements of revenues, expenses, and changes in net position and totaled \$30.60 million and \$11.25 million for the years ended June 30, 2023 and 2022, respectively.

#### **GAMING REVENUE – (continued)**

Due to the implementation of mobile sports wagering, fantasy gaming revenue totaled \$7.80 million in 2023, which decreased by \$9.27 million or 54.30% compared to 2022, which had totaled \$17.08 million. The revenue from this program is required to be transferred to specified Government agencies to be used for certain purposes or is retained by the fantasy gaming operators.

#### **COST OF SALES**

Cost of sales consists of lottery prize expense, lottery retailer commissions, casino operator share, sports wagering operator share, fantasy operator share, costs paid to vendors to operate and maintain the lottery and gaming systems, and costs paid for the printing and delivery of scratch-off games. Cost of sales increased by \$222.21 million or 7.07% in 2023 compared to 2022, which had increased by \$220.17 million or 7.53% compared to 2021.

Prize expense increased by \$40.47 million or 2.40% in 2023 compared to 2022, which had increased by \$33.15 million or 2.00% compared to 2021. There is a direct correlation between prize expense and sales. The increases in prize expense were the result of increases in sales.

Commissions paid to lottery retailers increased by \$16.86 million or 8.31% in 2023 compared to 2022, which had increased by \$5.77 million or 2.93% compared to 2021. Typically, increases and decreases in commission are a function of sales as retailers receive a percentage of all tickets sold and cashed at their location. As such, the increases in lottery retailer commissions were the result of increases in sales.

Casino operators share increased by \$42.45 million or 3.66% in 2023 compared to 2022, which had increased by \$145.89 million or 14.38% compared to 2021. The increases in casino operator share were the result of higher overall gaming revenues.

Sports wagering operator share increased by \$126.79 million or 776.10% in 2023 compared to 2022. As noted previously, sports wagering and fantasy competitions were new in 2022 and mobile sports wagering was new in 2023. Fantasy competitions decreased in 2023 compared to 2022 due to the implementation of mobile sports wagering resulting in a decrease in the fantasy operator share.

### **OPERATING EXPENSES**

Operating expenses increased by \$6.76 million or 13.22% in 2023 compared to 2022, which decreased by \$2.90 million or 5.38% compared to 2021.

Salaries, wages, and benefits increased by \$3.34 million or 11.56% in 2023 compared to 2022, which had increased by \$1.10 million or 3.95% compared to 2021. Advertising and promotions increased by \$574,000 or 2.96% in 2023 compared to 2022, which had decreased by \$634,000 or 3.16% compared to 2021. Fluctuations between advertising expenses are related to changes in the advertising budget and encumbrances.

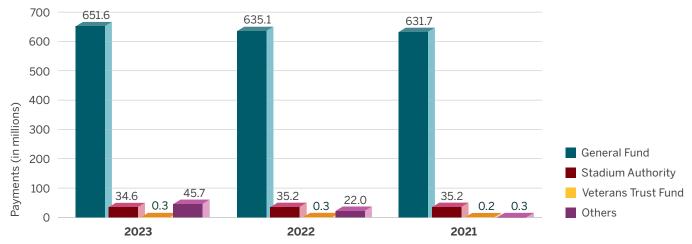
Depreciation decreased by \$329,000 or 12.77% in 2023 compared to 2022, which had increased by \$77,000 or 3.11% compared to 2021. Other general and administrative expenses increased by \$3.17 million or 1631.34% in 2023 compared to 2022, which had decreased by \$3.31 million or 90.68% compared to 2021. Fluctuations are related to changes in pension expense.

#### **NON-OPERATING REVENUE (EXPENSES)**

Non-operating expenses increased by \$76.74 million or 5.01% in 2023 compared to 2022, which had increased by \$135.36 million or 9.70% compared to 2021. Non-operating expenses primarily consist of unrealized gains or losses on investments held to fund obligations to annuitants, and payments to the State of Maryland General Fund and Other Government Funds/Agencies. The Agency expects to realize the face value of its investments, since it holds these investments until maturity. Therefore, any interim unrealized gains or losses on investments will reverse. The change in fair value of the investments held by the Agency is discussed in more detail in Note 3.

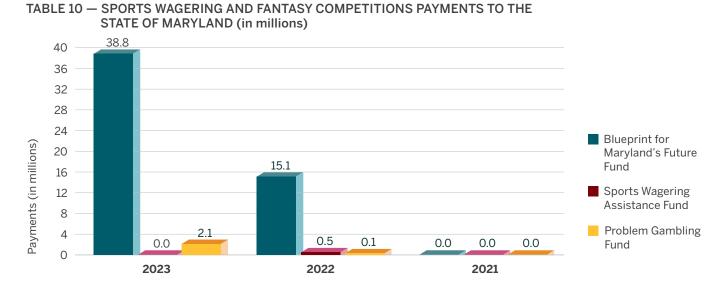
The increases in 2023 and 2022 are attributed to both the increase of payments to the State of Maryland General Fund and Other Governmental Funds/Agencies. Payments to the State of Maryland increased by \$16.54 million or 2.6% in 2023 compared to 2022, which had increased by \$3.36 million or 0.53% compared to 2021. As previously mentioned, this increase in 2023 and in 2022 is related to more sales. Payments to Other Governmental Funds/Agencies increased by \$62.49 million or 7.01% in 2023 compared to 2022, which had increased by \$131.00 or 17.21% compared to 2021. The increases in 2023 and 2022 are directly related to casino revenues increases as noted in Table 7. Table 9 provides a breakdown of the various accounts for Lottery revenues whereas Table 10 provides a breakdown for sports wagering and fantasy competitions revenue allocations.

The Agency is required by State law to transfer its budgetary basis net income to the State of Maryland and various other governmental funds/agencies from its lottery operations. Furthermore, it is required to transfer revenue from its gaming and sports wagering operations to various government agencies. Accordingly, the Agency's success can be measured by the income it transfers.





#### **NON-OPERATING REVENUE (EXPENSES) – (continued)**



### **CONTACTING THE AGENCY'S FINANCIAL MANAGEMENT**

The financial report is designed to provide a general overview of the Agency's financial activity for those interested in the Agency's operations. Questions concerning any of the information provided in this report or requests for additional financial information should be addressed to: Paula Yocum, Chief Financial Officer, Maryland Lottery and Gaming Control Agency, 1800 Washington Boulevard, Suite 330, Baltimore, Maryland 21230.

# **Statements of Net Position**

# FOR THE YEARS ENDED JUNE 30, 2023 AND 2022

	2023	2022 (as Restated)
Assets:		
Current assets:		
Cash and cash equivalents	\$ 2,983,330	\$ 5,496,166
Cash and cash equivalents – gaming escrow	40,768	40,767
Cash and cash equivalents – gaming licensing deposits	4,530,193	5,848,710
Cash and cash equivalents – agent	169,387	104,137
Cash held with State Treasury	436,493,477	198,385,623
Accounts receivable – lottery	68,420,970	66,568,679
Accounts receivable – fantasy gaming	157,862	397,388
Accounts receivable – casino operators	8,110,450	7,033,689
Accounts receivable – sports wagering	2,956,436	321,739
Prepaid commissions	106,930	85,917
Current portion of investments for annuity payments	3,258,328	4,141,416
Total current assets	527,228,131	288,424,231
Non-current assets:	E 40 4 E 1	
Capital assets, net of accumulated depreciation	548,451	-
Right-of-use assets, net of accumulated amortization	2,726,230	4,888,944
Investments for annuity payments, net of current portion	22,892,335	26,785,010
Total non-current assets	26,167,016	31,673,954
Total assets	553,395,147	320,098,185
Deferred Outflows of Resources:	10,000,507	10740000
Deferred pension outflows	18,330,526	12,740,809
Total deferred outflows of resources	18,330,526	12,740,809
Total assets and deferred outflows of resources	\$ 571,725,673	\$ 332,838,994
Liabilities:		
Current liabilities:		
Current portion of annuity prizes payable	\$ 3,278,813	\$ 4,101,555
Current portion of employee related payables	1,945,648	1,824,923
Current portion of lease and subscription liabilities	1,513,262	2,268,570
Transfer due to State of Maryland General Fund	339,033,174	109,184,491
Transfer due to other government agencies	72,922,001	73,117,144
Transfer due to local jurisdictions	8,775,165	8,604,803
Prize awards payable	69,103,831	62,691,472
Accounts payable and accrued expenses	7,477,672	6,028,295
Gaming licensing deposits	2,800,951	2,575,149
Gaming payable	40,768	40,767
Agent payable	169,387	104,137
Unearned revenue	2,551,021	2,366,352
Taxes and other liabilities	4,760,462	6,972,410
Total current liabilities	514,372,155	279,880,068
Non-current liabilities:	05 500 400	07.007.01.6
Annuity prizes payable, net of current portion	25,528,422	27,997,316
Employee related payables, net of current portion	2,249,297	2,214,227
Lease and subscription liabilities of current portion	1,053,205	2,469,139
Pension liability	31,054,754	22,461,244
Total non-current liabilities Total liabilities	59,885,678	55,141,926
Deferred Inflows of Resources:	574,257,833	335,021,994
	10 100 101	15760.010
Deferred pension inflows	<u> </u>	<u> </u>
Total deferred inflows of resources Total liabilities and deferred inflows of resources		
	587,386,014	350,790,207
Commitments and contingencies (Note 8) Net Position:		
	709.214	151 005
Net investment in capital assets, in right-of-use assets Restricted	708,214	151,235
Unrestricted	_ (16,368,555)	_ (18,102,448)
		,
Total net position	(15,660,341)	(17,951,213)
Total liabilities, deferred inflows of resources and net position	\$ 571,725,673	\$ 332,838,994
Π		

The accompanying notes are an integral part of these financial statements.

# **Statements of Revenues, Expenses, and Changes in Net Position** FOR THE YEARS ENDED JUNE 30, 2023 AND 2022

	2023	2022 (as Restated)
Revenue:		
Draw games	\$ 1,686,293,392	\$ 1,640,098,216
Scratch-Off games	1,063,048,241	1,009,473,559
ITLMs	15,037,171	
Total sales	2,764,378,804	2,662,703,825
Gaming revenue – gross terminal revenue	1,347,852,822	1,331,811,554
Gaming revenue – state grant	5,671,632	5,205,432
Gaming revenue – table games	712,452,973	669,968,678
Gaming revenue – facility applicants	3,224,384	2,841,363
Gaming revenue – machine assessments	4,480,975	4,455,075
ITLM lease revenue	4,511,192	3,937,554
Gaming revenue – fantasy gaming	7,803,960	17,075,872
Gaming revenue – sports wagering	184,039,809	30,602,849
Total revenue	5,034,416,551	4,728,602,202
Cost of sales:		
Prize expense	1,729,578,635	1,689,109,893
Retailer commissions	219,856,683	202,994,272
Casino share	1,203,070,407	1,160,618,368
Sports wagering operators share	143,132,290	16,337,370
Fantasy operator share	6,632,515	14,514,491
Gaming vendor and data processing fees	56,430,910	53,217,325
Instant ticket printing and delivery	8,087,739	
Total cost of sales	3,366,789,179	
Gross profit	1,667,627,372	1,584,027,033
Operating expenses:		
Salaries, wages and benefits	32,260,868	28,918,676
Advertising and promotions	19,997,289	19,422,934
Depreciation and amortization	2,247,446	2,576,474
Other general and administrative expenses	3,362,198	
Total operating expenses	57,867,801	
Income from operations	1,609,759,571	1,532,914,753
Non-operating revenues (expenses):		
Investment income (loss)	(590,567)	) (2,732,063)
Amortization of discount for annuity prize liabilities	(893,561)	) (1,036,863)
Voluntary exclusion program	152,517	146,508
Payments to State of Maryland General Fund	(651,614,467)	) (635,074,503)
Payments to Other Governmental Funds/Agencies	(954,522,621)	(892,034,283)
Total non-operating expenses	(1,607,468,699	) (1,530,731,204)
Change in net position	2,290,872	2,183,549
Total net position – beginning of year	(17,951,213)	) (20,134,762)
Total net position – end of year	\$ (15,660,341)	) \$ (17,951,213)
The accompanying notes are an integral part of these financial statements		

The accompanying notes are an integral part of these financial statements.

# **Statements of Cash Flows**

# FOR THE YEARS ENDED JUNE 30, 2023 AND 2022

		2023	_2	<b>022</b> (as Restated)
Cash flows from operating activities:				
Receipts from customers	\$	5,029,124,475	\$	4,715,055,981
Payments to suppliers		(86,377,706)		(81,497,375)
Payments to employees		(31,377,551)		(28,521,851)
Payments to agents		(1,572,684,147)		(1,394,551,084)
Prize payments/awards to players		(1,725,378,224)		(1,692,013,283)
Net cash and cash equivalents provided by operating activities		1,613,306,847		1,518,472,388
Cash flows from noncapital financing activities:				
Transfers to the State of Maryland General Fund and Stadium Authority		(460,358,967)		(600,681,039)
Transfer to DHMH		(6,547,982)		(4,132,393)
Transfers to other government agencies		(909,253,720)		(841,842,092)
Prize payments/awards		(4,185,197)		(5,461,196)
Net cash and cash equivalents used in noncapital financing activities		(1,380,345,866)		(1,452,116,720)
Cash flows from investing activities:				E 464 406
Proceeds from matured annuities and bonds		4,185,196		5,461,196
Net cash and cash equivalents provided by investing activities		4,185,196		5,461,196
Cash flows from capital and related financing activities:				
Payments of lease liabilities		(2,203,957)		(2,798,521)
Purchase of equipment for cash		(600,468)		-
Net cash and cash equivalents used in capital and related financing activities		(2,804,425)		(2,798,521)
Net increase (decrease) in cash and cash equivalents		234,341,752		69,018,343
		209,875,403		140,857,060
Cash and cash equivalents, beginning of year Cash and cash equivalents, end of year	Ś	444,217,155	Ś	209,875,403
		111,217,100		
Noncash investing and financing activities:				
Acquisition of right-of-use assets through subscription liabilities		32,715		434,825
Change in fair value of investments	\$	(1,484,128)	\$	(3,768,926)
Reconciliation of operating income to net cash and cash equivalents provided by operating activities:				
Operating income	\$	1,609,759,571	\$	1,532,914,753
Adjustments to reconcile operating income to net cash and cash equivalents provided by operating activities:				
Depreciation and amortization		2,247,446		2,576,474
Deferred inflows pension expense		(2,708,398)		12,229,259
Deferred outflows pension expense		(5,521,351)		(1,211,779)
Effect of changes in operating assets and liabilities:				
Accounts receivable		(5,324,223)		(13,814,162)
Prepaid commissions		(21,013)		(21,695)
Accounts payable and accrued expenses		1,740,430		(1,011,729)
Employee related payables		155,795		238,555
Taxes and other liabilities		(2,211,948)		4,555,183
Prize awards payable		6,412,359		(7,458,573)
Unearned revenue (decrease) increase		184,669		414,447
Increase on pension liability	_	8,593,510		(10,938,345)
Net cash and cash equivalents provided by operating activities	\$	1,613,306,847	\$	1,518,472,388
The accompanying notes are an integral next of these financial statements				

The accompanying notes are an integral part of these financial statements.

## **1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES**

### **LEGISLATIVE ENACTMENT**

The Maryland Lottery and Gaming Control Agency (Agency) was established by the Maryland General Assembly enactment of Chapter 365 of Laws of Maryland of 1972, and the voters' approval that same year of a constitutional amendment to allow the lottery. The amendment was ratified on November 7, 1972, and the Agency commenced operations on January 2, 1973.

The mandate of the law was to establish a State-operated lottery, under the immediate supervision of a Director and the guidance of a Commission, for the purpose of producing revenue for the State. The Governor, with the advice and consent of the Senate of Maryland, appoints the Director and the Commission members.

During the 2007 special session of the Maryland General Assembly, Chapter 4 was enacted relating to the legalization of video lottery terminals (slot machines or VLTs) in the State subject to the passage of a voters' constitutional referendum. In 2008, voters approved the installation of up to 15,000 VLTs at five privately owned casinos at specified locations throughout the State.

On August 14, 2012, Senate Bill 1 – Gaming Expansion – Video Lottery Terminals and Table Games passed the 2012 Second Special Session of the Maryland General Assembly. This bill contained many provisions concerning gaming operations and certain provisions that were subject to voter referendum. The provisions which were subject to voter referendum passed during the November 6, 2012 election, which allowed for a sixth casino at a site in Prince George's County, increased the maximum number of video lottery terminals allowed in the State from 15,000 to 16,500, established table games and allowed for 24-7 operations at the casinos.

Effective October 1, 2012, the bill also authorized the Agency to issue certain veterans' organizations a license for up to five instant ticket lottery machines (ITLM). Veterans' organizations in counties on the Eastern Shore and in Montgomery County are not eligible. After deductions for commissions and prize payouts, 10% of the proceeds are distributed to the Maryland Veterans Trust Fund and the remainder goes to the general fund. An ITLM is an electronic device that dispenses pre-printed scratch-off tickets and utilizes a touchscreen monitor to show the predetermined results in an entertaining animated display. The device scans and validates the barcode on the scratch-off ticket as it is dispensed and displays the result of the ticket on the monitor. The device accumulates winnings for the player and prints out a voucher at the conclusion of play that can be redeemed for cash or inserted into another ITLM for continued play.

Pursuant to § 9-1A-01 of the Maryland State Government Article, under certain circumstances, if a casino returns to successful players more than the amount of money bet through slot machines or table games on a given day, the casino may subtract that amount from the proceeds of the following 7 days for purposes of the calculation of the amount of revenue due to the Agency.

### 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

### **LEGISLATIVE ENACTMENT – (continued)**

Pursuant to § 9-1A-26 of the Maryland State Government Article, the jackpot proceeds won at a video lottery terminal that are not claimed by the winner within 182 days after the jackpot is won shall become the property of the State. The proceeds shall be allocated as follows: 2.5% to the Small, Minority, and Women-Owned Business Account, 9.5% to Local Impact Grants, 10% to Purse Dedication, 1.5% to the Racetrack Facility Renewal Account and the remainder to the Education Trust Fund.

Pursuant to § 9-1A-27(d) of the Maryland State Government Article, the proceeds of table games include a 5% allocation to Local Jurisdictions. The casino share of the proceeds is 80%, and the Maryland Education Trust Fund is allocated the remaining amount.

The Agency, in conjunction with its Commission, serves as the regulator of the Gaming program and is responsible for regulating the casinos, licensing the casino operators and all other entities and individuals requiring a gaming license, and the collection and disbursement of VLT gross terminal revenue (GTR) and table game revenue in accordance with the law.

Effective May 18, 2021, legislation was passed that establishes and implements sports wagering in the State and provides for regulation of sports wagering and fantasy gaming competitions. The Agency must generally regulate sports wagering and the conduct of sports wagering to the same extent that it regulates the operation of VLTs and table games in the State. Certain revenues are to be distributed to the Blueprint for Maryland's Future Fund (BMFF), the Problem Gambling Fund, and a new Sports Wagering Assistance Fund (SWAF).

Pursuant to § 9-1E-06 of the Maryland State Government Article, up to 60 mobile licenses and up to 30 Class B facility licenses may be awarded. If the maximum number of licenses are not awarded, one or more additional application windows for any portion of the remaining mobile licenses or Class B facility licenses may be opened. The establishment of any additional applications windows is at the Sports Wagering Application Review Commission's (SWARC) discretion and would require approval of a majority of SWARC members. Applications and non-refundable application fees for Class B facility licenses and mobile licenses were accepted from Tuesday, September 6, 2022 through Friday, October 21, 2022.

The Agency is a part of the primary government of the State of Maryland and is reported as a proprietary fund and business-type activity within the State of Maryland's financial statements. The State of Maryland prepares an annual comprehensive financial report (ACFR). The Agency is an enterprise fund of the State of Maryland and is included in the basic financial statements of the ACFR of the State of Maryland.

### **BASIS OF ACCOUNTING AND PRESENTATION**

The Agency is accounted for as a proprietary special purpose government fund engaged in business-type activities. In accordance with Governmental Accounting Standards Board (GASB) Statement No. 34, *Basic Financial Statements and Management's Discussion and Analysis for State and Local Governments*, and with accounting principles generally accepted in the United States of America, the financial statements are prepared on the accrual basis of accounting which requires recognition of revenue when earned and expenses when incurred.

### 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

### **USE OF ESTIMATES**

The preparation of financial statements in conformity with accounting principles generally accepted in the United States of America requires management to make estimates and assumptions that affect the reported amounts in the financial statements and accompanying notes. Actual results may differ from those estimates.

#### **RECENTLY ADOPTED ACCOUNTING PRONOUNCEMENT**

Effective July 1,2022, the Agency adopted GASB Statement No. 96, *Subscription-Based Information Technology Arrangements* (GASB 96), which modifies the guidance for subscription-based information technology arrangements (SBITA) accounting. Under this statement, a government generally should recognize a rightto-use subscription assets — an intangible asset — and a corresponding subscription liability. The subscription liability should be initially measured at the present value of subscription payments expected to be made during the subscription term. The subscription asset should be initially measured as the sum of (1) the initial subscription liability amount, (2) payments made to the SBITA vendor before commencement term, (3) capitalizable implementation cost, less any incentives received from the SBITA vendor at or before the commencement of the subscription term. The Agency has implemented GASB 96 in the current period and has retrospectively adjusted the presentation of SBITAs within the accompanying financial statements.

The effects of the adjustments for the year ended June 30, 2022 were as follows:

	As Previously Reported		Impact of Recently Adopted Accounting Principle		As Adjusted
Statement of Net Position as of June 30, 2022					
Right-of-Use Assets, net	\$	4,466,197	\$	422,747	\$ 4,888,944
Lease and Subscription Liabilities	\$	4,451,917	\$	285,792	\$ 4,737,709
Accounts Payable and Accrued Expenses	\$	6,027,626	\$	669	\$ 6,028,295
Total Net Position	\$	(18,087,499)	\$	136,286	\$ (17,951,213)
Statement of Revenues, Expenses and Changes in Net	Pos	sition For the Ye	ear End	ed June 30, 2022	
Depreciation and Amortization	\$	2,564,396	\$	12,078	\$ 2,576,474
Other General and Administration Expenses	\$	342,560	\$	(148,364)	\$ 194,196
Total Operating Expenses	\$	51,248,566	\$	(136,286)	\$ 51,112,280
Change in Net Position	\$	2,047,263	\$	136,286	\$ 2,183,549

# 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

# LOTTERY GAMES – REVENUE RECOGNITION AND PRIZE OBLIGATIONS

### **REVENUE RECOGNITION**

Revenue from lottery games originates from three product lines: draw games, scratch-off games and ITLMs. The Agency develops multiple game themes and prize structures to comply with its enabling legislation and customer demand. Independent and corporate retailers comprised principally of grocery and convenience stores, package goods stores, and restaurants serve as the primary distribution channel for draw and scratch-off lottery sales. Veterans' organizations are the only distribution channel for ITLMs. Prior to October 1, 2022, lottery retailers received a sales commission of 5.5% and a cashing commission of 3% of prizes redeemed. Effective October 1, 2022, lottery retailers receive a sales commission of 6.0% and a cashing commission of 3% of prizes redeemed. Veterans' organizations, on ITLM games, receive a sales commission of 5.5%, a prizes won commission of 0.5% and a cashing commission of 1.7679%.

Licensed lottery retailers sell draw game lottery tickets to the public through the use of computerized terminals. Draw games are categorized as: Jackpot Games (Mega Millions/Megaplier, Powerball/ Powerplay/Double Play<sup>®</sup>, Multi-Match and Cash4Life), Daily Draw Games (Pick 3, Pick 4, Pick 5 and Bonus Match 5), Monitor Games (Keno, Keno Bonus<sup>®</sup>, Keno Superbonus, Racetrax<sup>®</sup>, and Racetrax<sup>®</sup> Bonus) and FAST PLAY. Draw revenue is recognized in the month in which the related drawings are held. Revenue from the sale of tickets and commissions paid for future drawings are deferred until the drawings are held. Revenue from scratch-off games is recognized when the retailer activates the book of tickets. Revenue from the sale of FAST PLAY is recognized in the month in which the ticket is sold. Licensed veterans' organizations offer ITLMs to their customers. The Agency recognizes ITLM revenue as "gross terminal revenue" equivalent to all wagers, net of related prizes, in the month in which the wager was placed.

Prize obligations for draw games are determined and recognized after each drawing is held. For draw games, winners are paid a certain amount that may depend upon the number of winners and the order of the winning numbers drawn. The Multi-Match, Mega Millions and Powerball jackpots are calculated as a percentage of total game revenue. If there is not a jackpot winner, the prize pool is carried forward until there is a winner. The remaining Multi-Match, Mega Millions, Powerball and Cash4Life prize levels are based on a predetermined set amount. Prize obligations are recognized monthly for scratch-off games based on the books activated by retailers and the related prize expense based on the specific game's prize structure. Prize expense for ITLM is recorded as amounts are won and is used in determining the "gross terminal revenue" (GTR) for ITLM.

### GAMING OPERATIONS (VLTS AND TABLE GAMES, SPORTS WAGERING AND FANTASY GAMING) -REVENUE RECOGNITION AND PRIZE OBLIGATIONS

As of the end of fiscal year 2023, six casinos were in operation with a total of 9,733 VLTs. VLTs are a selfactivated video version of lottery games which allow for a player to place bets for the chance to be awarded credits which can either be redeemed for cash or be replayed as additional bets. The prize structures of these video lottery terminals are designed to award prizes, or credits, at a stipulated rate of total bets played, and prize expenses are netted against total video credits played. The Agency recognizes VLT revenue as "gross terminal revenue" equivalent to all wagers, net of related prizes.

In accordance with the law, the casino operators receive a specified percentage of gross terminal revenue to operate their casinos. Prior to May 22, 2023, of the GTR, casino operators received 39%, 44%, 46%, 49%,

# 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

53% and 60%. Effective May 22, 2023, of the GTR, casino operators receive 39%, 44%, 46%, 49%, 53% and 54%, respectively. The Agency retains 1% of the gross terminal revenue from all of the casinos. The enabling legislation requires the Agency to disburse the remainder of the gross terminal revenue to other Government agencies, which in turn are responsible for making further distributions.

As of the end of fiscal year 2023, there were 565 table games in operation at the casinos. Table games include blackjack, roulette, craps, baccarat, big six wheel and various poker games. Table game revenue is equivalent to all wagers, net of related prizes. Casino operators receive 80% of the table game revenue to operate their casino. The remaining 20% is remitted to the Agency, who in turn transfers it to the Maryland Education Trust Fund and Local Jurisdictions in accordance with the enabling legislation. The casino operators' share of the revenue from both VLTs and table games is recorded as a cost of sales.

As of the end of fiscal year 2023, sports wagering was in operation at five casinos, five retail locations and for ten mobile operators. Sports wagering entails placing a wager on the outcome of a sporting event. Sports wagering revenue is equivalent to all wagers, net of related prizes. Sports wagering operators (including casinos) receive 85% of the sports wagering revenue to operate their sportsbook. The remaining 15% is remitted to the Agency who in turn transfer it to the BMFF in accordance with the enabling legislation. Sports wagering operators' share of the revenue is recorded as a cost of sales.

As of the end of fiscal year 2023, there were 17 Fantasy Competition Operators. Fantasy competitions include any online fantasy or simulated game or contest such as fantasy sports in which a participant owns, manages, or coaches an imaginary team. The participant wagers on the outcome of their team. Fantasy competition revenue is equivalent to all wagers, net of related prizes. Fantasy Operators receive 85% of the fantasy competition revenues to operate. The remaining 15% is remitted to the Agency who in turn transfers it to the Blueprint for Maryland's Future Fund.

The Gaming program initially provided start-up costs to assist in the operations of the VLT program. Ongoing operation funding assistance is provided in the form of a State grant for both the VLT and Sports Wagering/Fantasy Gaming programs. These programs are not fully supported by their gaming revenues and require this additional funding. During fiscal years 2023 and 2022, the State provided revenue grants in the amount of \$6,284,480 and \$6,136,943, respectively. For the year ended June 30, 2023 and 2022, respectively, the Agency had used \$5,671,632 and \$5,205,432 of state grants which is recognized as revenue.

License-related revenues (application, license, fingerprint, principal applicant background investigation, and vendor fees) are recorded as licensing deposits until the receipt is identified as being for a specific applicant and type of fee, which usually occurs in the same month that the deposit is received. After the specific applicant and fee type is ascertained, the related deposit amount is recognized as revenue, except for principal applicant investigation fees, which are recognized as revenue when the background investigation is completed and the applicant is either invoiced for any investigation costs in excess of the deposit received or the portion of the deposit in excess of investigation costs is returned to the applicant.

Administrative expenses for the Gaming program are recognized as they are incurred. The majority of the expenses incurred for the gaming program are for salaries.

## 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

### **OPERATING AND NON-OPERATING REVENUES AND EXPENSES**

Operating revenues and expenses for proprietary funds such as the Agency, are revenues and expenses that result from providing services and producing and delivering goods and/or services. Operating revenues for the Agency are derived from providing various types of lottery games, various VLTs, table games, sports wagering and fantasy gaming. Operating expenses for lottery games include the costs to operate the various games, to pay prize winners, and administrative expenses. Operating expenses for gaming include the costs to operate the various games and administrative expenses. All revenues and expenses not meeting this definition are reported as non-operating revenues and expenses.

Beginning in fiscal year 2022, the Agency is required to transfer \$17 million to the Racing and Community Development Financing Fund for each fiscal year from the State Lottery Fund. The State Lottery Fund will receive \$5 million from the Purse Dedication Account, \$3.5 million from the Pimlico Community Development Authority and the balance from the Racetrack Facility Renewal Account (RFRA). The Agency will receive an amount in excess of \$17 million. The excess will be allocated to the General Fund.

### **CASH AND CASH EQUIVALENTS**

Cash and Cash Equivalents include cash deposited with financial institutions, deposits with the Maryland State Treasury and overnight investment repurchase agreements.

### **CASH AND CASH EQUIVALENTS – GAMING ESCROW**

Cash and Cash Equivalents – Gaming Escrow consist of funds deposited in escrow with a financial institution and the related interest earned. The monies deposited are primarily application fees received from gaming facility operator license applicants that are held in separate escrow sub accounts until the application review process is complete and the license is either awarded or denied. If the license is awarded, the monies are transferred to the Maryland Education Trust Fund. If the license is denied, the monies are returned to the applicant.

### **CASH AND CASH EQUIVALENTS – GAMING LICENSE DEPOSITS**

Cash and Cash Equivalents – Gaming License Deposits account is used to record the receipt of licenserelated fees and investigation deposits that are received from applicants wanting to obtain a gaming license. For the majority of applicants, fees are recorded as revenue after the specific applicant and type of fee received is determined. At the end of each month, these fees are transferred to the Gaming Special Fund account.

For principal employee applicants, in addition to the aforementioned fees, the Agency receives a background investigation deposit which is used to pay the investigation costs for the principal employee applicant. These deposit amounts remain in cash and cash equivalents – gaming license deposits and are recorded as a licensing deposit liability until the investigation is completed. To the extent that the investigation deposit is greater than the costs incurred for the investigation, the monies are refunded to the applicant.

To the extent that the investigation deposit is less than the costs incurred for the investigation, the applicant is billed for the deficit. After the investigation is completed, the deposit is recorded as revenue and is transferred to the Gaming Special Fund account.

### 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES – (continued)

#### **CASH AND CASH EQUIVALENTS - AGENT**

Cash and Cash Equivalents – Agent consist of lottery agency funds deposited with a financial institution and the related interest earned. Monies deposited into the accounts were received from select retailers who deposited monies with the Agency in lieu of obtaining a bond.

### **ACCOUNTS RECEIVABLE – LOTTERY**

Accounts Receivable – Lottery represents the amounts due from lottery retailers from the sale of lottery tickets and ITLM amounts played. The Agency utilizes the allowance method to provide for doubtful accounts based on management's evaluation of the collectability of accounts receivable. The Agency determines accounts receivable to be delinquent when greater than 10 days past due. Receivables are written off when it is determined that amounts are uncollectible. As of June 30, 2023 and 2022, management believes all accounts receivable are collectible, and, as such, no allowance for doubtful accounts has been recorded.

#### **ACCOUNTS RECEIVABLE – FANTASY GAMING**

Accounts Receivable – Fantasy Gaming represents the amount of fantasy gaming competition revenue due from the fantasy gaming competition operators. As of June 30, 2023 and 2022, management believes all accounts receivable are collectible, and as such, no allowance for doubtful accounts has been recorded.

#### **ACCOUNTS RECEIVABLE – SPORTS WAGERING**

Accounts Receivable – Sports Wagering represents the amount of sports wagering revenue due from the sports wagering operators. As of June 30, 2023 and 2022, management believes all accounts receivable are collectible, and as such, no allowance for doubtful accounts has been recorded.

### **ACCOUNTS RECEIVABLE – CASINO OPERATORS**

Accounts Receivable – Casino Operators represent the amount of gross terminal revenue and table games revenue due from the casino operators. Gross terminal revenue is collected on a daily basis. Table game revenue is collected every two days. Also included in the accounts receivable – casino operators are the amount due from the casino operators for the \$425 per VLT fee assessment and a \$500 per table game fee, which is transferred to the Maryland Department of Health (MDH) Problem Gambling Fund to provide treatment services to Maryland citizens who have been identified voluntarily as having a gambling addiction or related illness. These assessments are made in June for the fiscal year. As of June 30, 2023 and 2022, management believes all accounts receivable are collectible, and as such, no allowance for doubtful accounts has been recorded.

#### **CAPITAL AND RIGHT-OF-USE ASSETS**

The Agency has adopted a policy of capitalizing assets with individual amounts exceeding \$25,000 and right-of-use assets held under lease liabilities as defined in GASB 87, *Leases* and GASB 96, *Subscription-Based Information Technology Arrangements*. These assets include leased facilities and purchased and leased equipment comprised principally of technological property and equipment necessary to administer lottery games, VLTs and SBITAs. The purchased assets are recorded at cost, and depreciation is computed using the straight-line method over three to five-year useful lives. The leased and subscription assets are recorded at the present value of the lease and subscription liabilities and amortized using a systematic and rational manner over the shorter of the lease term or useful life of the underlying asset.

### 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

#### INVESTMENTS

Investments consist of United States Government Treasury Bonds and annuity contracts. The investments in United States Government Treasury Bonds are purchased in the name of the Agency and stated at fair value based on quoted market prices. Investments in annuity contracts are purchased in the name of the Agency and stated at present value, which approximates fair value.

#### **COMPENSATED ABSENCES**

The Agency accrues compensated absences in accordance with GASB No. 16, *Accounting for Compensated Absences*. All full-time permanent Agency employees accrue annual leave at variable rates based on the number of years employed by the State of Maryland. The maximum annual leave an employee can earn per calendar year is 25 days. At the end of each calendar year, an employee's accrued annual leave may not exceed 600 hours; however, the State is only liable for payment up to 500 hours. Accrued annual leave is included in the employee-related payables in the accompanying statements of net position. Agency employees also accrue sick pay benefits. However, the Agency does not record a liability for accrued sick pay benefits as neither the State of Maryland nor the Agency has a policy to pay unused sick leave when employees terminate from State service.

### PAYMENTS TO THE STATE OF MARYLAND

The State of Maryland law requires the Agency to transfer its lottery revenue in excess of funds allocated to prize awards and operating expenses to the State of Maryland General Fund, the Maryland Veterans Trust Fund, the Maryland Stadium Authority, the Michael Busch Sports Fund, Anne Arundel County, MSDE Maggie McIntosh Schools Arts Fund, MDP and MD Humanities Council and beginning in fiscal year 2023, the Maryland Department of Transportation and Maryland Sports Events Fund. A portion of income from operations of the Mega Millions game is transferred to the Maryland Stadium Authority up to an annual cap set by the authorized appropriation. These payments are recorded as a non-operating expense in the accompanying statements of revenues, expenses, and changes in net position.

The law further requires the Agency to transfer its gaming revenue to various governmental agencies. On a monthly basis, in accordance with percentages specified in the law, the Agency transfers funds to the State's Department of Education into the Maryland Education Trust Fund and Blueprint for Maryland's Future Fund and the State's Racing Commission into accounts for Local Impact Grants, Purse Dedication, Racetracks Facility Renewal and Local Jurisdictions as well as a small, Minority, Women-Owned Business Account – Video Lottery Terminal Fund (VLT) and a Small, Minority-Owned, Women-Owned Business SWF. All transfers are recorded as non-operating expenses in the accompanying statements of revenues, expenses and changes in net position.

A summary of revenue transfers for the years ended June 30, 2023 and 2022, respectively, follows:

## 1. SUMMARY OF SIGNIFICANT ACCOUNTING POLICIES - (continued)

#### **PAYMENTS TO THE STATE OF MARYLAND – (continued)**

Fund	 2023	 2022
State of Maryland - Lottery	\$ 651,614,467	\$ 635,074,503
Education Trust Fund	622,756,566	611,613,821
Horse Purse Dedication	79,220,787	78,036,882
Local Impact Grants	73,346,902	72,399,726
Blueprint for Maryland's Future Fund	38,791,410	15,132,574
Local Jurisdictions	35,622,649	33,498,434
Maryland Stadium Authority	34,637,225	35,233,033
Small, Minority and Women-Owned Business Account - VLT	19,867,009	19,582,213
Maryland Department of Transportation	14,637,225	-
Racetracks Facility Renewal	12,994,073	12,755,671
Maryland Sports Events Fund	10,000,000	-
MDH Problem Gambling Fund	6,725,245	4,733,999
Anne Arundel County Hold Harmless	1,669,221	1,930,998
Michael E. Busch Youth Sports Fund	1,000,000	1,000,000
MD Veterans Trust	298,756	265,563
MSDE Maggie McIntosh School Arts Fund	250,000	-
MDP MD Humanities Council	150,000	150,000
Small, Minority and Women Owned Businesses Sports Wagering Assistance Fund	 	 500,000
Total	\$ 1,603,581,535	\$ 1,521,907,417

#### **NET POSITION**

Net position is presented as either restricted, unrestricted or invested in capital assets and right of use. Net position invested in capital and right-of-use assets represents the difference between capital and right-of-use assets net of accumulated depreciation and amortization and the related liability obligations. In accordance with GASB 54 *Fund Balance Reporting and Governmental Fund Type Definitions*, there is a prohibition against reporting negative restricted fund balances. If a restricted fund balance in total is negative, then the negative amount can only be attributed to the unrestricted fund balance classification. Unrestricted net position represents the net position available for future operations, including outstanding encumbrances as of year-end and unrealized gains or losses on investments. Market gains or losses represent temporary fluctuations and are not recognized in the calculation of the amount due to the State of Maryland General Fund or payments to Other Governmental Agencies.

#### **NEW ACCOUNTING PRONOUNCEMENTS**

GASB issued GASB Statement No. 100 (GASB No. 100), *Accounting Changes and Error Corrections*, for reporting periods beginning after June 15,2023, and GASB Statement No. 101 (GASB No. 101), *Compensated Absences*, for reporting periods beginning after December 15, 2023. The Agency is in the process of assessing the impact of these statements and will implement them as of the effective dates, if appropriate.

# 2. CASH AND CASH EQUIVALENTS

As of June 30, 2023 and 2022, the carrying amounts of deposits with financial institutions were \$7,723,678 and \$11,489,780, respectively. The corresponding bank balances were \$7,512,307 and \$8,914,002 as of June 30, 2023 and 2022, respectively.

As of June 30, 2023 and 2022, the carrying amounts of cash on deposit with the Maryland State Treasury were \$436,493,477 and \$198,385,623, respectively. The corresponding Maryland State Treasury balances were \$19,944,791 and \$21,656,386, as of June 30, 2023 and 2022, respectively. The State Treasury has statutory responsibility for the daily cash management activities of the State's agencies, departments, boards, and commissions. The deposits with the State Treasury are part of the State of Maryland's internal investment pool and are not separately identifiable as to specific types of securities. The State Treasury maintains these and other Maryland State agency funds on a pooled basis in accordance with State statute. The Agency does not obtain interest on funds deposited with the State Treasury. As of June 30, 2023 and 2022, the Agency's deposits with the State Treasury were 2.237% and 1.17% of the total deposits with the State Treasury, respectively.

The amounts on deposit are subject to certain risks, including the following:

Custodial credit risk – Custodial credit risk is the risk that in the event of a bank failure, the Agency's deposits will not be returned. The Agency's deposit policy requires that it comply with the State law that governs the State Treasury deposits. Specifically, unexpended or surplus money may be deposited in a financial institution in the State, if the deposit is interest bearing; the financial institution provides collateral that has a market value that exceeds the amount by which a deposit exceeds the deposit insurance; and the custodian holds the collateral.

Interest rate risk – The State Treasury investment policy states that to the extent possible, it will attempt to match its investments with anticipated cash flow requirements. Unless matched to a specific cash flow, the State Treasury will not directly invest in securities maturing more than five years from the date of purchase.

Credit risk – State law requires that the State Treasury investments in repurchase agreements be collateralized by United States Treasury and Agency Obligations. In addition, investments may be made directly in United States Agency Obligations. State law also requires that money market mutual funds receive the highest possible rating from at least one nationally recognized statistical rating organization.

Concentration of credit risk – The State Treasury's investment policy limits the amount of repurchase agreements to be invested with a particular institution to 30% of the portfolio. There is no other limit on the amount that may be invested in any one issuer. As of June 30, 2022, more than 5% of government fund investments were in the Federal National Mortgage Association (FNMA), the Federal Home Loan Mortgage Corporation (FHLMC ), and Federal Home Loan Banks (FHLB). As of June 30, 2023, more than 5% of government fund investments are in the Federal National Mortgage Association, the Federal Home Loan Mortgage Corporation, and Federal Home Loan Banks and Federal Agricultural Mortgage Corporation (FAMC). As of June 30, 2023, these investments are 14.11%, 6.11%, 12.36%, and 8.26% of the State of Maryland's internal investment pool total investments. As of June 30, 2022, these investments are 14.47%, 5.81%, and 17.63% of the State of Maryland's internal investment pool total investments, respectively.

### **3. INVESTMENTS**

#### UNITED STATES GOVERNMENT TREASURY BONDS

It is the Agency's policy to fund jackpot and lifetime prize awards through the purchase of United States Government Treasury Bonds. Furthermore, it is the policy of the Agency to hold these investments to maturity. The investment maturities approximate the annuity prizes payable installment due dates.

The Agency has purchased long-term investments to fund jackpot and lifetime prize awards. The majority of these investments are United States Government Treasury Bonds, which carry yields to maturity of 0.142% to 6.051%. As of June 30, 2023, and June 30, 2022, the Agency's United States Government Treasury Bonds totaled \$26,117,040 and \$30,887,680, respectively. The investments in United States Government Treasury Bonds are carried at fair value based on quoted market prices on the accompanying statements of net position, and the related unrealized gains (losses) and interest income are recorded as investment revenue (loss) on the accompanying statements of revenues, expenses, and changes in net position.

#### **ANNUITY CONTRACTS**

As of June 30, 2023 and 2022, the annuity contracts totaled \$33,623 and \$38,746, respectively. The annuity contracts were purchased in 1976 to satisfy the Agency's obligation for certain lifetime prizes. The value of the annuity contracts and related annuity prizes payable were adjusted in fiscal year 2005 based on revised actuarial life expectancy tables.

#### **INVESTMENT RISK**

Interest rate risk is the risk that an investment's fair value decreases as market interest rates increase. Typically, this risk is higher in debt securities with longer maturities. The Agency is not subject to interest rate risk because it is their policy to hold the investments until maturity, unless an annuitant, through a court order, forces the sale of an investment to settle the Agency's obligation to the annuitant, at which time the annuitant would be paid the proceeds received from the sale of investments.

For an investment, custodial risk is the risk that in the event of the failure of the counterparty, the Agency will not be able to recover the value of its investments or collateral securities that are in the possession of an outside party. The Agency is not subject to custodial risk because the United States Government Treasury Bonds are held in the Agency's name by its custodian and annuity contracts are not evidenced by securities that exist in physical or book entry form.

### UNITED STATES GOVERNMENT TREASURY BONDS AND ANNUITY CONTRACTS

As of June 30, 2023, the Agency had the following investments:

				Investment Maturities (In Years)				
Investment Type	Fair Value	Credit Quality Rating	% of Investments	Less than 1	1-5	6-10	11-20	21-30
Investments in prize annuities:	:							
United States Treasury Bonds	\$ 26,117,040	1	99.9%	\$ 3,253,290	\$ 10,840,166	\$ 6,501,541	\$ 5,508,777	\$ 13,266
Annuity Contracts	33,623	2	0.1%	5,038	23,746	4,839		
Total Investments	\$ 26,150,663		100%	\$ 3,258,328	\$ 10,863,912	\$ 6,506,380	\$ 5,508,777	\$ 13,266

Credit quality ratings not required for U.S. government and agency securities that are explicitly guaranteed by the U.S. government.
 Annuity contracts not rated.

### 3. INVESTMENTS - (continued)

#### UNITED STATES GOVERNMENT TREASURY BONDS AND ANNUITY CONTRACTS (continued)

As of June 30, 2022, the Agency had the following investments:

				Investment Maturities (In Years)				
Investment Type	Fair Value	Credit Quality Rating	% of Investments	Less than 1	1-5	6-10	11-20	21-30
Investments in prize annuities	:							
United States Treasury Bonds	\$ 30,887,680	1	99.9%	\$ 4,136,292	\$ 11,991,827	\$ 7,740,871	\$ 6,989,455	\$ 29,235
Annuity Contracts	38,746	2	0.1%	5,124	24,220	9,402		
Total Investments	\$ 30,926,426		100%	\$ 4,141,416	\$ 12,016,047	\$ 7,750,273	\$ 6,989,455	\$ 29,235

Credit quality ratings not required for U.S. government and agency securities that are explicitly guaranteed by the U.S. government.
 Annuity contracts not rated.

Investments are measured and reported at fair value and are classified and disclosed in one of the following categories:

- Level I Quoted prices are available in active markets for identical investments as of the reporting date.
- Level II Pricing inputs are other than quoted prices in active markets, which are either directly or indirectly observable as of the reporting date, and fair value is determined through the use of models or other valuation methodologies.
- Level III Pricing inputs are unobservable for the investment and include situations where there is little, if any, market activity for the investment. The inputs into the determination of fair value require significant management judgment or estimation.

The following table sets forth by level, within the fair value hierarchy, the Agency's investments at fair value as of June 30, 2023:

	Level 1	Level 2	Level 3	Total
Investments by fair value level				
U.S. treasury obligations	\$ 26,117,040	\$ -	\$ -	\$ 26,117,040
Annuities		33,623		33,623
Total	\$ 26,117,040	\$ 33,623	\$ -	\$ 26,150,663

The following table sets forth by level, within the fair value hierarchy, the Agency's investments at fair value as of June 30, 2022:

	 Level 1		evel 2	Level 3		 Total
Investments by fair value level						
U.S. treasury obligations	\$ 30,887,680	\$	-	\$	-	\$ 30,887,680
Annuities	 		38,746		_	 38,746
Total	\$ 30,887,680	\$	38,746	\$	-	\$ 30,926,426

# **4. CAPITAL ASSETS**

A summary of capital assets activity for the year ended June 30, 2023 is as follows:

	2022	Increases	Decreases	2023
Capital Assets				
Machinery and Equipment	\$ 1,611,341	\$ 600,468	\$ -	\$ 2,211,809
Leasehold Improvements	613,240			613,240
Total Capital Assets	2,224,581	600,468	-	2,825,049
Less: Accumulated Depreciation and Amortization				
Machinery and Equipment	1,611,341	52,017	-	1,663,358
Leasehold Improvements	613,240			613,240
Total Accumulated Depreciation	2,224,581	52,017		2,276,598
Capital Assets, net	\$ -	\$ 548,451	\$ -	\$ 548,451

A summary of capital assets activity for the year ended June 30, 2022 is as follows:

	2021 Increases		Decreases	2022
Capital Assets				
Machinery and Equipment	\$ 1,611,341	\$ -	\$ -	\$ 1,611,341
Leasehold Improvements	613,240			613,240
Total Capital Assets	2,224,581	-	-	2,224,581
Less: Accumulated Depreciation and Amortization				
Machinery and Equipment	1,611,341	-	-	1,611,341
Leasehold Improvements	613,240			613,240
Total Accumulated Depreciation	2,224,581			2,224,581
Capital Assets, net	\$ -	\$ -	\$ -	\$ -

# 5. RIGHT-OF-USE ASSETS

A summary of right-of-use asset activity for the year ended June 30, 2023 is as follows:

	2022	Increases	Decreases	2023
Right-of-Use Assets				
Machinery and Equipment	\$ 8,250,829	\$ -	\$ -	\$ 8,250,829
Office and Warehouse Space	6,471,988	-	-	6,471,988
Subscription Arrangements	434,825	32,715		467,540
Total Right-of-Use Assets	15,157,642	32,715	-	15,190,357
Less: Accumulated Depreciation and Amortization				
Machinery and Equipment	4,495,800	1,333,865	-	5,829,665
Office and Warehouse Space	5,760,820	711,169	-	6,471,989
Subscription Arrangements	12,078	150,395		162,473
Total Accumulated Amortization	10,268,698	2,195,429		12,464,127
Right-of-Use Assets, net	\$ 4,888,944	\$(2,162,714)	\$ -	\$ 2,726,230

A summary of right-of-use asset activity for the year ended June 30, 2022 is as follows:

	2021	Increases	Increases Decreases	
Right-of-Use Assets				
Machinery and Equipment	\$ 8,250,829	\$ -	\$ -	\$ 8,250,829
Office and Warehouse Space	6,471,988		-	6,471,988
Subscription Arrangements		434,825		434,825
Total Right-of-Use Assets	14,722,817	434,825	-	15,157,642
Less: Accumulated Depreciation and Amortization				
Machinery and Equipment	3,170,344	1,325,456	-	4,495,800
Office and Warehouse Space	4,521,879	1,238,941	-	5,760,820
Subscription Arrangements		12,078		12,078
Total Accumulated Amortization	7,692,223	2,576,475		10,268,698
Right-of-Use Assets, net	\$ 7,030,594	\$(2,141,650)	\$ -	\$ 4,888,944

### 6. ANNUITY PRIZE OBLIGATIONS

The Agency carries long-term annuity prize obligations at present value. Presented below is a summary of long-term annuity prize payment requirements for annuities payable to maturity:

Fiscal Year	 Principal	 Interest	 Total
2024	\$ 3,278,813	\$ 54,383	\$ 3,333,196
2025	3,279,972	186,224	3,466,196
2026	3,305,510	320,686	3,626,196
2027	2,374,499	270,697	2,645,196
2028	2,214,928	326,268	2,541,196
2029 - 2033	7,368,415	1,338,410	8,706,825
2034 - 2038	5,264,956	1,615,044	6,880,000
2039 - 2043	1,696,878	829,121	2,525,999
2044	 23,264	 7,736	 31,000
Total	\$ 28,807,235	\$ 4,948,569	\$ 33,755,804

This debt represents annual payments owed to jackpot and lifetime winners. Annuity prizes are paid over a period of time ranging from 20 to 25 years depending on the time period in which the prize was won. The Agency has purchased United States Government Treasury Bonds or annuity contracts that fully fund these obligations.

Long-term liability activity of annuity prize payments for the years ended June 30, 2023 and 2022 was as follows:

Fiscal Year Ending	 Beginning Balance	 Additions	 Reductions	E	nding Balance	 Due Within One Year
June 30, 2023	\$ 32,098,871	\$ 893,561	\$ 4,185,197	\$	28,807,235	\$ 3,278,813
June 30, 2022	\$ 36,523,204	\$ 1,036,863	\$ 5,461,196	\$	32,098,871	\$ 4,101,555

### 7. EMPLOYEE-RELATED PAYABLES

The employee-related payables due within one year are included in the current portion of the employee-related payables on the accompanying statements of net position, which also includes salaries payable in the amount of \$866,298 and \$733,423 and as of June 30, 2023 and 2022, respectively. Changes in long-term employee-related payables were as follows for the year ended June 30, 2023 and 2022:

				2023	
	Comper	nsated Absences	Worke	rs' Compensation	 Combined
Beginning Balance	\$	2,695,727	\$	610,000	\$ 3,305,727
Additions		1,439,973		(3,389)	1,436,584
Reductions		(1,336,053)		(77,611)	 (1,413,664)
Ending Balance		2,799,647		529,000	 3,328,647
Amount Due Within One Year		1,000,000		79,350	1,079,350
Non-Current Portion		1,799,647		449,650	 2,249,297
	\$	2,799,647	\$	529,000	\$ 3,328,647

				2022	
	Compe	nsated Absences	Workers	Compensation	 Combined
Beginning Balance	\$	2,558,343	\$	587,000	\$ 3,145,343
Additions		1,316,587		116,064	1,432,651
Reductions		(1,179,203)		(93,064)	 (1,272,267)
Ending Balance		2,695,727		610,000	 3,305,727
Amount Due Within One Year		1,000,000		91,500	1,091,500
Non-Current Portion		1,695,727		518,500	 2,214,227
	\$	2,695,727	\$	610,000	\$ 3,305,727

### 8. COMMITMENTS AND CONTINGENCIES

#### **LEASES**

The Agency leases office space, warehouse facilities, and draw and scratch-off product equipment over periods extending through April 2025.

During the month ended November 30, 2019, the Agency implemented GASB 87, *Leases*, which requires both capital and operating leases to be reported on the balance sheet as a depreciable right-of-use asset and a liability to make lease payments. The lease liability, which is equal to the present value of future lease obligations, was determined using the incremental borrowing rate of 3.00% based on the information available at implementation date. The associated right-of-use asset is valued at an amount equal to the lease liability, less any adjustments as defined in GASB 87.

### 8. COMMITMENTS AND CONTINGENCIES - (continued)

#### LEASES - (continued)

The Lottery also considered any lease terms that included options to extend or terminate the lease when valuing the right-of-use asset, noting none. The lease agreements do not contain any residual value guarantees or restrictive covenants. There were no lease incentives received at the start of the lease. Reductions to the right-of-use asset were recorded at the implementation date to account for variable payment terms in the leases.

The following is a schedule of future minimum lease payments under these leases as of June 30, 2023:

2024	\$ 1,418,340
2025	 1,063,755
Total future minimum lease payments	2,482,095
Less: discount to present value	 (60,531)
Lease liability, net	\$ 2,421,564

#### SUBSCRIPTION BASED ARRANGEMENTS

The Agency has multiple subscription-based information technology arrangements with various vendors. During the month ended June 30, 2023, the Agency implemented GASB 96, *Subscription-Based Information Technology Arrangements*, which requires subscription-based information technology arrangements to be presented on the statement of net position as an amortizable subscription asset and a liability to make payments. The subscription liabilities represent the Agency's right to use underlying assets for the subscription term, and subscription liabilities represent the Agency's obligation to make subscription payments for the subscription agreement. The subscription liabilities, which are equal to the present value of payments expected to be made during the subscription terms, were determined using the incremental borrowing rates ranging from 2.85% to 3.54% based on the information available at implementation date.

Future minimum subscription payments are as follows as of June 30, 2023:

2024	\$ 149,033
Total future minimum lease payments	149,033
Less: discount to present value	 (4,130)
Subscription liabilities, net	\$ 144,903

#### **LITIGATION**

The Agency is involved in various litigation arising in the ordinary course of business. The Agency believes that the ultimate resolution of these matters will not have a material adverse effect on its net position.

# 9. PARTICIPATION IN MULTI-STATE LOTTERIES

### **MEGA MILLIONS AND POWERBALL**

The Agency is a member of the Mega Millions consortium and a Licensee Lottery of Multi-State Lottery Association (MUSL), the organization that operates Powerball. These groups are comprised of lottery directors from member party jurisdictions. The jackpot prize pools are shared on a percent of sales basis. Game accounting is conducted after each drawing. Settlements between members occur after each jackpot win. There are currently 48 lotteries that participate in Powerball and 47 that participate in Mega Millions.

### **CASH4LIFE**

The Agency is a member of the multi-jurisdictional Cash4Life. Cash4Life is a lottery game conducted as a cooperative venture by ten lotteries. The jackpot prize pools are shared on a percent of sales basis. Game accounting is conducted after each daily drawing. Settlements between members occur after each jackpot win.

### **10. RETIREMENT BENEFITS**

The Agency and its employees contribute to the State Retirement and Pension System (the System). The System is a cost-sharing multiple-employer public employee retirement system established by the State to provide pension benefits for State employees. The Agency's only obligation to the System is its required annual contribution. The System is administered by a Board of Trustees in accordance with State Personnel and the Pension Article of the Annotated Code of Maryland. The System prepares a separately audited ACFR, which can be obtained from the State Retirement and Pension System of Maryland, 120 East Baltimore Street, Baltimore, Maryland 21202 or located at https://sra.maryland.gov/comprehensive-annual-financial-reports.

### **PLAN DESCRIPTIONS**

Agency employees are members of the Employees' Retirement and Pension Systems (two of several systems managed by the System's Board of Trustees). The Employees' Retirement System (the Retirement Plan) includes those employees hired prior to January 1, 1980 who have not elected to transfer to the Employees' Pension System (the Pension Plan). Conversely, members of the Pension Plan include those employees hired after January 1, 1980 and prior employees who have elected to transfer from the Retirement Plan.

The Retirement Plan provides retirement, death, and disability benefits to its members. Members of the Retirement Plan are generally eligible for full retirement benefits upon the earlier of attaining age 60 or accumulating 30 years of eligible service regardless of age. The annual retirement allowance equals 1/55 (1.8%) of the member's highest three-year average final salary (AFS) multiplied by the number of years of accumulated creditable service. A member may retire with reduced benefits after completing 25 years of eligible service. Benefits are reduced by 0.5% per month for each month remaining until the retiree either attains age 60 or would have accumulated 30 years of eligible service, whichever is less. The maximum reduction for a member is 30%. Any member who terminates employment before attaining retirement age but after accumulating five years of eligible service is eligible for a vested retirement allowance.

The Pension Plan provides retirement, death and disability benefits to its members. Certain aspects of eligibility and benefit calculations are different for employees hired on or after July 1, 2011. Those differences are explained below.

### **10. RETIREMENT BENEFITS - (continued)**

### **PLAN DESCRIPTIONS - (continued)**

Members of the Pension Plan who were active participants prior to July 1, 2011 are generally eligible for full retirement benefits upon the earlier of attaining age 62, with specified years of eligibility service, or accumulating 30 years of eligibility service regardless of age. Generally, the annual pension allowance for a member equals 1/55 (1.8%) of the member's AFS, multiplied by the number of years of creditable service. A member may retire with reduced benefits upon attaining age 55 with at least 15 years of eligible service. Any member who terminates employment before attaining retirement age but after accumulating five years of eligible for a vested retirement allowance.

Employees hired on or after July 1, 2011 (New Hires) are generally eligible for full retirement benefits based upon the "Rule of 90," which states that the sum of the employee's age plus eligible service must equal 90 or the employee must be age 65 with 10 years of service. The annual pension allowance for New Hires equals 1.5% of the member's AFS, multiplied by the number of years of creditable service. AFS for New Hires is calculated using the highest 5 consecutive years. A New Hire may retire with reduced benefits upon attaining age 60 with at least 15 years of eligible service. A New Hire who terminates employment before attaining retirement age but after accumulating ten years of eligible service is eligible for a vested retirement allowance.

### **FUNDING POLICY**

Active members and the employers of the members are required to contribute to the Employees' Retirement and Pension Systems. The Agency's required contribution is established by annual actuarial valuations using the entry age normal cost method with projection and other actuarial assumptions adopted by the Board of Trustees. For service earned after July 1, 2011, members of the Employees' Retirement System and the Employee's Pension System are required to contribute 7% of earnable compensation.

The Agency contributions, which equal 100% of the required contributions, for the years ended June 30, 2023 and 2022 are as follows:

	 2023	 2022
Agency contribution	\$ 4,113,633	\$ 3,544,347
Percentage of payroll	19.64%	19.35%

#### **GASB NO. 68 - PENSION DISCLOSURES**

The Agency accounts for the pension in accordance with *GASB Statement No. 68, Accounting and Financial Reporting for Pensions – An Amendment of GASB Statement No 27.* GASB Statement No. 68 requires the Agency to recognize the long-term obligations for pension benefits as a liability and to measure the annual cost of pension benefits.

On June 30, 2023 and 2022, the Agency's proportion of the State of Maryland's net pension liability of \$18,651,793,445 and \$13,934,828,067, respectively (State pool only) was \$31,054,754 and \$22,461,244 or 0.166% and 0.161% of the total State's pension liability, respectively.

### 10. RETIREMENT BENEFITS - (continued)

### GASB NO. 68 - PENSION DISCLOSURES - (continued)

The Agency reported deferred outflows of resources and deferred inflows of resources related to the pensions from the following sources for the year ended June 30, 2023:

Fund	 red Outflows of Resources	 erred Inflows of Resources
Beginning Balance	\$ 12,740,809	\$ 15,768,213
Agency's contributions during the year	(3,544,347)	-
Amortization of prior year deferred outflows and inflows	(3,111,340)	(3,817,238)
Net difference between projected and actual earnings on pension plan investments	-	1,177,206
Net difference between projected and actual experience	8,063,405	-
Change in proportionate share	68,366	-
Agency's contributions subsequent to the measurement date	 4,113,633	 
Ending Balance	\$ 18,330,526	\$ 13,128,181

The Agency's contributions of \$4,113,633 reported as deferred outflows of resources resulted from contributions subsequent to the measurement date. This amount will be recognized as a reduction in the net pension liability for the year ended June 30, 2023.

The Agency reported deferred outflows of resources and deferred inflows of resources related to the pensions from the following sources for the year ended June 30, 2022:

Fund	Deferred Outflows of Resources			erred Inflows of Resources
Beginning Balance	\$	11,529,030	\$	3,538,954
Agency's contributions during the year		(3,489,405)		-
Amortization of prior year deferred outflows and inflows		(3,094,925)		(1,210,014)
Net difference between projected and actual earnings on pension plan investments		-		12,365,008
Net difference between projected and actual experience		-		943,149
Change in assumptions		4,251,762		-
Change in proportionate share		-		131,116
Agency's contributions subsequent to the measurement date		3,544,347		
Ending Balance	\$	12,740,809	\$	15,768,213

### 10. RETIREMENT BENEFITS - (continued)

#### GASB NO. 68 - PENSION DISCLOSURES - (continued)

Other amounts reported as deferred outflows of resources and deferred inflows of resources related to the pensions will be recognized in pension expense as follows:

\$ 624,527
(252,516)
39,189
(447,923)
1,752,657
 (82,449)
\$ 1,633,485

### **ASSUMPTIONS AND OTHER INPUTS:**

Valuation method	. Individual Entry Age Normal Cost Method
Amortization method	. Level Percentage of Payroll, Closed
Salary increases	. 2.75% to 11.25% including inflation
Inflation	. 2.25% general, 2.75% wage
Investment rate of return	. 6.80%
Discount rate	. 6.80%
Retirement age	<ul> <li>Experienced-based table of rates that are specific to the type of eligibility condition. Last updated for the 2019 valuation pursuant to the 2018 experience study of the period 2014-2018.</li> </ul>
Mortality	. Public Sector Mortality Tables with generational mortality projections using scale MP-2018 (2-dimmensional) mortality improvement scale.

### **DISCOUNT RATE**

A single discount rate of 6.80% was used to measure the total pension liability. This single discount rate was based on the expected rate of return on pension plan investments of 6.80%. The projection of cash flows used to determine this single discount rate assumed that plan member contributions will be made at the current contribution rate and that employer contributions will be made at rates equal to the difference between actuarially determined contribution rates and the member rate. Based on these assumptions, the pension plan's fiduciary net position was projected to be available to make all projected future benefit payments of current plan members. Therefore, the long-term expected rate of return on pension plan investments was applied to all periods of projected benefit payments to determine the total pension liability.

### **11. OTHER POSTEMPLOYMENT BENEFITS**

Members of the State Retirement and Pension Systems and their dependents are provided postemployment health care benefits through the State Employee and Retiree Health and Welfare Benefits Program (Plan). The Plan is a single-employer defined benefit health care plan established by the State Personnel and Pensions Article, Section 2-501 through 2-516 of the Annotated Code of Maryland. The Plan is self-insured to provide medical, hospitalization, prescription drug and dental insurance benefits to eligible state employees, retirees, and their dependents. A separate valuation is not performed for the Agency. The Agency's only obligation to the Plan is its required annual contribution.

State law grants authority to establish and amend benefit provisions to the Secretary of the Department of Budget and Management (DBM). In addition, the Secretary shall specify by regulation the types or categories of State employees who are eligible to enroll, with or without State subsidies, or who are not eligible to enroll.

The Postretirement Health Benefits Trust Fund (OPEB Trust) is established as an irrevocable trust under Section 34-101 of the State Personnel and Pensions Article to receive appropriated funds and contributions which will be used to assist the Plan in financing the State's postretirement health insurance subsidy. The oversight of the OPEB funds is the same Board of Trustees that oversees the Maryland State Retirement and Pension Systems. The Board of Trustees consists of 15 members. The Maryland State Retirement and Pension Systems prepares separately audited financial statements for the OPEB Trust Fund. The report may be obtained from the Office of the Comptroller, Attention: Plan Administrator, P.O. Box 746, Annapolis, Maryland 21404.

#### **PLAN DESCRIPTION**

Agency employees are members of the Plan. Generally, a retiree may enroll and participate in the health benefits option if the retiree retired directly from State service with at least five years of credible service, ended State service with at least ten years of credible service and within five years before the age at which a vested retirement allowance would normally begin, or ended State service with at least 16 years of credible service. For members hired on or after July 1, 2011, they are required to have completed at least 25 years of credible service with at least ten years of credible service and within five years before the age at which a vested retirement allowance would normally begin.

### **FUNDING POLICY**

Based on current practice, the State subsidizes approximately 50% to 85% of covered medical, dental, prescription, and hospitalization costs, depending on the type of insurance plan. The Plan assesses a charge to retirees for postemployment health care benefits, which is based on health care insurance charges for active employees. Costs for post-retirement benefits are for State of Maryland retirees. The State does not distinguish employees by employer/State agency. Instead, the State allocates the postemployment health care costs to all participating employers. The cost of these benefits is expensed when paid. For the years ended June 30, 2023 and 2022, the Agency's contributions were \$1,931,171 and \$1,650,281, respectively.

# **12. RISK MANAGEMENT**

The Agency is exposed to various risks associated with the theft, damage, or destruction of assets, torts, and game liability. To manage the related risks, the Agency participates in the State's insurance program, which provides general liability, personal and casualty, and workers' compensation insurance. The program requires all agencies to submit premiums based upon proportionate payroll costs and/or claim history. This insurance covers related losses up to a maximum of \$1,000,000 per event. Settlements have not exceeded coverage for any of the past three fiscal years. The activity related to accrued workers' compensation costs is included in the schedule exhibited in Note 7.

To minimize risks associated with lottery game liabilities, the Agency has established aggregate payout limits for each game type. This approach discontinues sales of the daily numbers games once the potential liability limit is reached for a specific player selection. A maximum payout limit is established for those games with a first-tier prize, which requires multiple first-tier winners to split the related prize.

Because of the low volume of activity and intention that the ITLM program will be used to generate proceeds to help support veterans' organizations, the risks for the ITLM program are minimized. The veterans' organizations keep 50% of the net proceeds, and ITLMs have a payout rate of 90.5%.

Risk is minimized for gaming operations as the law requires a VLT to have an average payout of 87% or more but may not exceed 100%. A casino's gaming floor is to be configured to collectively achieve, at all times, an average payout of 87% and which may not exceed 95%. For table games, an overall loss for a day is spread over a maximum of seven days. Any excess losses not recovered over the 7-day period is absorbed by the Casino and do not impact the Agency.

Sport betting is the activity of predicting sports results and placing a wager on the outcome. The payout is based on the outcome. The State receives 15% of amount wagered less prizes paid in the month in which the wager was made. An overall loss for the month is spread over 3 months.

# **13. SUBSEQUENT EVENTS**

Pursuant to § 9-1E-06 of the Maryland State Government Article, in addition to the locations named, up to 60 mobile licenses and up to 30 Class B facility licenses may be awarded. If the maximum numbers of licenses are not awarded, one or more additional application windows for any portion of the remaining mobile licenses or Class B facility licenses may be opened. The establishment of any additional application windows is at the Sports Wagering Application Review Commission's (SWARC) discretion and would require approval of a majority of SWARC members. Applications and non-refundable application fees for Class B facility licenses were accepted from Tuesday, Sept. 6, 2022 through Friday, October 21, 2022. Of the currently operating sportsbooks, 10 are of the 17 named locations and 10 are mobile. Of the pending sportsbooks launches, there are 6 retail and 5 are mobile. Additional applicants are under the Agency's review and have not yet had qualification hearings.

Effective July 1, 2023, the VLT proceeds allocations for Hollywood Casino Perryville and Horseshoe Casino Baltimore increased the casinos' share and decreased the Education Trust Fund, while the Rocky Gap Casino Resort's share decreased and the Education Trust Fund increased.

Effective July 1, 2023, the Agency is a member of MUSL and participates in the Mega Millions and Powerball settlements with MUSL.

### Schedule of Revenues, Expenses and Changes in Net Position – Budget and Actual

FOR THE YEAR ENDED JUNE 30, 2023

	Original Budget	Final Amended Budget	Actual Amounts	Variance with Budget over (under)
Revenues				
Cash revenue receipts from all sources	\$ 4,678,667,000	\$ 4,785,026,674	\$ 5,034,416,551	\$ 249,389,877
Expenditures and encumbrances Gaming vendor and information technology fees	47,225,522	56,925,522	56,430,910	(494,612)
Instant ticket printing and delivery	8,600,000	8,600,000	8,087,739	(512,261)
Salaries, wages, and benefits	32,155,035	35,157,032	32,260,868	(2,896,164)
Advertising and promotions	20,238,333	20,238,333	19,997,289	(241,044)
Other general and administrative expenses	7,671,893	7,751,503	3,362,198	(4,389,305)
Total expenditures and encumbrances	115,890,783	128,672,390	120,139,004	(8,533,386)
Excess of revenues over expenditures	4,562,776,217	4,656,354,284	4,914,277,547	257,923,263
Other uses of financial resources Transfers in (out)				
State of Maryland General Fund	(650,458,000)	(636,451,000)	(651,614,467)	(15,163,467)
Other government agencies/funds-VLT	(906,834,000)	(957,730,674)	(954,522,621)	3,208,053
Excess of revenues over expenditures and other sources of financial resources	\$ 3,005,484,217	\$ 3,062,172,610	\$ 3,308,140,459	\$ 245,967,849
Reconciliation of Differences between Budgetary Inflows and Outflows and GAAP Revenues and Exp	enditures			
Change in net position	\$ 2,290,872			
Non-budgetary expenditures:				
Prize expense	1,729,578,635			
Retailer and casino commissions	1,422,927,090			
Sports wagering and fantasy gaming operators share	149,764,805			
Depreciation	2,247,446			
Decrease in fair value of investments	590,567			
Amortization of discount prize liabilities	893,561			
Voluntary exclusion program	(152,517)			
Excess of revenues over expenses	\$ 3,308,140,459			

### Notes to the Schedule of Revenues, Expenses and Changes in Net Position — Budget and Actual FOR THE YEAR ENDED JUNE 30, 2023

### **1. BUDGETING AND BUDGETARY CONTROL**

The Maryland Constitution requires the Governor to submit to the General Assembly an annual balanced budget for the following fiscal year. Each year the Agency prepares its annual budget and submits it to the Governor. The Governor then presents the State's annual budget (including the Agency's) to the General Assembly in accordance with Constitutional requirements. The General Assembly is required to then enact a balanced budget.

The Agency's official budget, as adopted by the Legislature, is based upon accounting for certain transactions on the basis of cash receipts and disbursements. Encumbrance accounting, under which purchase orders, contracts, and other commitments for expenditures are recorded as expenditures when the purchase commitment is made, is employed for budgetary purposes. Unliquidated encumbrances are canceled at year-end if it is determined the funds will not be utilized in the future. Unencumbered appropriations lapse at the end of the fiscal year for which they were appropriated. The major differences between the budget basis and the Accounting Principles Generally Accepted in the United States of America (GAAP) basis of accounting are:

- Lottery player prize payments are not budgeted;
- Lottery retailer commissions are not budgeted;
- Casino operator commissions are not budgeted;
- Sports wagering operator commissions are not budgeted;
- Fantasy gaming operator commissions are not budgeted;
- Revenues are recorded when received in cash (budget) as opposed to when earned (GAAP);
- Expenses (including deferred prizes) are recorded when paid or encumbered (budget) as opposed to when the liability is incurred (GAAP);
- The budget basis excludes depreciation and amortization.

The Agency maintains budgetary control by not permitting the total expenditures to exceed appropriations without executive and legislative branch approval.

MARYLAND LOTTERY AND GAMING CONTROL AGENCY

### Schedule of Changes in Net Pension Liability Contributions and Related Ratios $^{st}$ FOR THE YEAR ENDED JUNE 30, 2023

### SCHEDULE OF CHANGES IN NET PENSION LIABILITY (NPL)

2023 2022 2021 2020 2019 2018 2017 2016 2015	0.17% 0.16% 0.16% 0.15% 0.15% 0.13% 0.12% 0.11% 0.08%	\$ 31,054,754	\$ 20,950,238 \$ 18,314,449 \$ 17,743,618 \$ 17,386,846 \$ 17,398,689 \$ 17,438,842 \$ 16,262,945 \$ 14,459,261 \$ 13,597,365	148.23% 122.64% 188.23% 175.63% 184.11% 158.53% 166.86% 157.90% 100.93%	76.27% 81.84% 70.72% 72.34% 71.18% 69.38% 65.79% 68.78% 71.87%
2022	0.16%			122.64%	81.84%
2023	Agency's proportion of the collective NPL 0.	Agency's proportionate share of the \$ 31,054 collective NPL	Agency's covered payroll \$ 20,950	Proportionate share of the collective NPL as a percentage of covered payroll	Plan fiduciary net position as a percentage 76. of total pension liability

### SCHEDULE OF CONTRIBUTIONS

2015	\$ 2,315,584	2,315,584	I	\$ 13,597,365	17.03%
2016	\$ 3,115,271 \$ 2,424,201 \$	2,424,201	୍ଦ । ୧	\$16,262,945 \$ 14,459,261 \$	16.77%
2017		3,115,271	। रू	\$16,262,945	19.16%
<b>2018</b> (as adjusted)	\$ 3,044,421	3,044,421	ې کې	\$ 17,438,842	17.46%
2019	\$ 3,053,641	3,053,641	ا د	\$ 17,398,689	17.55%
2020	\$ 3,237,248	3,237,248	। ऽ	\$ 17,743,618 \$ 17,386,846	18.62%
2021	\$ 3,489,405	3,489,405	। ऽऽ		19.67%
2022	\$ 3,544,347	3,544,347	। ऽ	\$ 18,314,449	19.35%
2023	\$ 4,113,633	4,113,633	ې کې	\$ 20,950,238	19.64%
	Actuarially determined contributions	Contributions in relation to the actuarially determined contribution	Contribution deficiency (excess)	Covered payroll	Contributions as a percentage of covered- employee payroll

\*Schedules are intended to show information for 10 years. Additional years will be displayed as they become available.

### Schedule of Changes in Net Pension Liability, Contributions and Related Ratios<sup>\*</sup> FOR THE YEAR ENDED JUNE 30, 2023

### **NOTES TO REQUIRED SCHEDULES**

### **ASSUMPTIONS AND OTHER INPUTS:**

Valuation Date	. June 30 Actuarially determined contribution rates are calculated as of June 30, which is 12 months prior to the beginning of the fiscal year in which the contributions are reported.
Valuation method	
Amortization method	. Level Percentage of Payroll, Closed
Asset Valuation Method	. 5-years smoothed market; 20% collar
Salary increases	. 2.75% to 11.25%
Inflation	. 2.25% general, 2.75% wage
Investment rate of return	. 6.80%
Discount rate	. 6.80%
Retirement age	to the type of eligibility condition. Last updated for the 2019 valuation pursuant to the 2018 experience study of the period 2014-2018.
Mortality	<ul> <li>Public Sector Mortality Tables with generational mortality projections using scale MP-2018.</li> <li>"Dimensional mortality" improvement scale.</li> </ul>

\*Schedules are intended to show information for 10 years. Additional years will be displayed as they become available.

### Schedule of Employer Contributions for Other Postemployment Benefit Plan\*

FOR THE YEAR ENDED JUNE 30, 2023

### SCHEDULE OF CONTRIBUTIONS FOR OTHER POSTEMPLOYMENT BENEFIT PLAN YEAR-ENDING JUNE 30:

	2023	2022	2021	2020	2019	2018
Contribution	\$ 1,931,171	\$ 1,650,281	\$ 1,339,576	\$ 1,654,780	\$ 1,408,400	\$ 1,140,228
Covered Employee Payroll	\$20,950,238	\$18,314,449	\$17,743,618	\$17,386,846	\$17,398,689	\$17,438,842
Actual contributions as a percentage of covered employee payroll	9.22%	9.01%	7.55%	9.52%	8.09%	6.54%

### **NOTES TO SCHEDULE**

Valuation Date: Contractually determined contribution amounts are calculated as of June 30 of the prior year in which contributions are reported.

\*Schedules are intended to show information for 10 years. Additional years will be displayed as they become available.



### INDEPENDENT AUDITORS' REPORT ON INTERNAL CONTROL OVER FINANCIAL REPORTING AND ON COMPLIANCE AND OTHER MATTERS BASED ON AN AUDIT OF FINANCIAL STATEMENTS PERFORMED IN ACCORDANCE WITH GOVERNMENT AUDITING STANDARDS

To the Maryland Lottery and Gaming Control Agency:

We have audited, in accordance with the auditing standards generally accepted in the United States of America and the standards applicable to financial audits contained in *Government Auditing Standards* issued by the Comptroller General of the United States, the financial statements of the business-type activities of the Maryland Lottery and Gaming Control Agency (an agency of the State of Maryland) (Agency), as of and for the year ended June 30, 2023, and the related notes to the financial statements, which collectively comprise the Maryland Lottery and Gaming Control Agency's basic financial statements, and have issued our report thereon dated December 7, 2023.

### **REPORT ON INTERNAL CONTROL OVER FINANCIAL REPORTING**

In planning and performing our audit of the financial statements, we considered the Maryland Lottery and Gaming Control Agency's internal control over financial reporting (internal control) as a basis for designing audit procedures that are appropriate in the circumstances for the purpose of expressing our opinion on the financial statements, but not for the purpose of expressing an opinion on the effectiveness of the Maryland Lottery and Gaming Control Agency's internal control. Accordingly, we do not express an opinion on the effectiveness of the Maryland Lottery and Gaming Control Agency's internal control Agency's internal control.

A *deficiency in internal control* exists when the design or operation of a control does not allow management or employees, in the normal course of performing their assigned functions, to prevent, or detect and correct, misstatements, on a timely basis. A *material weakness* is a deficiency, or a combination of deficiencies, in internal control, such that there is a reasonable possibility that a material misstatement of the entity's financial statements will not be prevented, or detected and corrected, on a timely basis. A *significant deficiency* is a deficiency, or a combination of deficiencies, in internal control that is less severe than a material weakness, yet important enough to merit attention by those charged with governance.

Our consideration of internal control was for the limited purpose described in the first paragraph of this section and was not designed to identify all deficiencies in internal control that might be material weaknesses or significant deficiencies. Given these limitations, during our audit we did not identify any deficiencies in internal control that we consider to be material weaknesses. However, material weaknesses may exist that have not been identified.

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### **REPORT ON COMPLIANCE AND OTHER MATTERS**

As part of obtaining reasonable assurance about whether the Maryland Lottery and Gaming Control Agency's financial statements are free of material misstatement, we performed tests of its compliance with certain provisions of laws, regulations, contracts, and grant agreements, noncompliance with which could have a direct and material effect on the financial statements. However, providing an opinion on compliance with those provisions was not an objective of our audit, and accordingly, we do not express such an opinion. The results of our tests disclosed no instances of noncompliance or other matters that are required to be reported under *Government Auditing Standards*.

### **PURPOSE OF THIS REPORT**

The purpose of this report is solely to describe the scope of our testing of internal control and compliance and the results of that testing, and not to provide an opinion on the effectiveness of the entity's internal control or on compliance. This report is an integral part of an audit performed in accordance with *Government Auditing Standards* in considering the entity's internal control and compliance. Accordingly, this communication is not suitable for any other purpose.

SC++ Attest Services, P.C.

December 7, 2023

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### **STATISTICAL SECTION**

Since its inception in 1973, the Lottery has contributed more than \$19.3 billion in revenue to the state of Maryland. Maryland's casino program, which began in September 2010, has generated almost \$15.9 billion in revenue, with nearly 5.2 billion supporting education in the state. Maryland's sports wagering, which began in December 2021, has generated \$28.1 million in revenue supporting education in the state. Maryland's fantasy competitions began earning tax revenue May 2021 and have generated \$3.7 million supporting revenue in the state.

### **Statistical Information Sections**

This section of the Annual Comprehensive Financial Report presents detailed information as a supplement to the information presented in the financial statements and notes disclosures to assist readers in assessing the overall financial health of the MLGCA.

### **CONTENTS**

### 81 FINANCIAL TRENDS

These schedules contain trend information to help readers understand how the MLGCA's financial performance and position have changed over time. The information presented includes changes in net position, sales and contribution/transfer data for the lottery, gaming operations, sports wagering and fantasy competitions, as well as the lottery industry as a whole.

### **110 REVENUE CAPACITY**

These schedules contain information to help readers assess the MLGCA's most significant revenue sources. The lottery's statewide retailer network determines the market exposure for the lottery's games. The casinos determine the market exposure for VLTs and table games.

### 120 DEMOGRAPHIC AND ECONOMIC INFORMATION

These schedules offer demographic and economic indicators to help readers understand the environment within which the MLGCA operates.

### **121 OPERATING INFORMATION**

These schedules contain information about the MLGCA's organization and efficiency.

Sources: Unless otherwise noted, the information in these schedules is derived from the Annual Comprehensive Financial Reports or the audited financial statements for the relevant year.

AGENCY	
CONTROL	
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# Net Position and Changes in Net Position – Fiscal Years 2014 Through 2023

## NET POSITION BY COMPONENT - FISCAL YEARS 2014 THROUGH 2023

														2022		
FISCAL YEAR		2014	2015		2016		2017	2018	21	2019	2020	Ñ	2021	(As restated)		2023
Net investment in capital assets	ŝ	(6,954,587) \$	1,041,616	ŝ	432,907 \$	s	67,350 \$	(1,391,694) \$		100,422 \$	1	0	ۍ ۱	151,235	35 \$	708,214
Unrestricted		1,806,301	(285,733)		1,543,692		(4,977,761)	(8,383,766)		(6,711,713)	(16,982,074)	(2	20,134,762)	(18,102,448)	48)	(16,368,555)
Total net position	Ş	(5,148,286) \$	755,883	s	1,976,599 \$	s	(4,910,411) \$	(9,775,460) \$		(6,611,291) \$	(16,982,074)	\$ (21	20,134,762) \$	(17,951,213)	13) \$	(15,660,341)

### CHANGE IN NET POSITION - FISCAL YEARS 2014 THROUGH 2023

Daily Draw Games	\$ 545,173,973	\$ 545,723,393	\$ 548,878,901	\$ 556,086,319	\$ 556,913,301	\$ 583,595,693	\$ 641,144,050	\$ 779,283,335	\$ 766,220,887	\$ 728,167,581
Monitor Games	466,230,592	457,655,976	478,647,528	483,643,007	483,994,276	498,058,435	489,482,954	572,194,487	606,141,596	604,295,552
Jackpot Games	232,954,540	207,620,879	259,796,495	206,690,778	241,877,131	293,176,999	198,537,270	255,739,702	267,735,733	353,830,259
Instant Games	479,631,463	546,053,764	611,286,137	676,752,574	750,888,512	812,426,311	852,739,383	993,407,426	1,009,473,559	1,063,048,241
ITLMS	I	3,812,016	6,934,191	8,372,989	9,121,117	9,651,061	7,864,356	10,525,120	13,132,050	15,037,171
Total Net Sales	1,723,990,568	1,760,866,028	1,905,543,252	1,931,545,666	2,042,794,337	2,196,908,499	2,189,768,013	2,611,150,070	2,662,703,825	2,764,378,803
Gaming Revenue-Gross Terminal Revenue	579,133,667	681,822,742	741,694,172	885,867,966	1,046,676,783	1,125,214,916	829,280,731	1,160,392,613	1,331,811,554	1,347,852,822
Gaming Revenue-State Grant	81,648,408	66,263,057	20,274,795	20,706,322	7,474,980	6,715,636	6,461,424	4,943,387	5,205,432	5,671,632
Gaming Revenue-Table Games	254,869,582	356,401,074	402,278,788	535,074,397	632,289,627	635,193,662	450,693,376	585,329,183	669,968,678	712,452,973
Gaming Revenue-Facility Applicants	3,282,340	2,812,897	1,921,206	2,957,020	2,209,398	2,055,879	1,470,576	1,535,251	2,841,363	3,224,384
Gaming Machine Assessment	3,035,800	3,967,980	3,844,625	4,649,746	5,278,854	5,296,225	3,779,273	4,132,375	4,455,075	4,480,975
ITLM Lease Revenue	I	1,587,896	2,894,330	3,494,887	3,807,152	4,028,353	2,361,413	3,157,573	3,937,554	4,511,193
Gaming Revenue-Fantasy Gaming	I	I	I	I	I	I	I	I	17,075,872	7,803,960
Gaming Revenue-Sports Wagering	I	I	I	I	I	I	I	I	30,602,849	184,039,809
MDH Revenue	I	I	Ι	I	I	I	95,651	I	Ι	I
Total Operating Revenues	2,645,960,365	2,873,721,674	3,078,451,168	3,384,296,004	3,740,531,131	3,975,413,170	3,483,910,457	4,370,640,452	4,728,602,202	5,034,416,551
COST OF SALES:										
Prize Expense	1,022,033,738	1,051,485,747	1,133,301,463	1,196,511,295	1,248,722,984	1,357,478,258	1,369,035,515	1,655,957,335	1,689,109,893	1,729,578,635
Retailer Commissions	122,109,073	128,596,268	141,157,005	145,883,312	153,725,963	165,508,687	163,733,149	197,223,468	202,994,272	219,856,683
Casinos Share	406,227,926	538,999,870	626,102,299	819,389,044	996,857,938	1,036,965,945	750,852,790	1,014,728,108	1,160,618,368	1,203,070,407
Sports Wagering Operators Share	I	I	I	I	I	I	I	I	16,337,370	143,132,290
Fantasy Operators Share	I	I	Ι	I	I	I	I	I	14,514,491	6,632,515
Gaming Vendor and Data Processing Fees	20,772,228	23,522,186	27,744,841	29,026,085	30,748,701	39,504,953	38,184,132	48,566,232	53,217,325	56,430,910
Instant Ticket Printing and Delivery	7,940,317	6,167,461	5,997,088	7,464,342	6,637,518	7,327,339	8,437,031	7,929,358	7,783,450	8,087,739
Total Operating Revenues	1,579,083,282	1,748,771,532	1,934,302,696	2,198,274,078	2,436,693,104	2,606,785,182	2,330,242,617	2,924,404,501	3,144,575,169	3,366,789,179
<b>OPERATING EXPENSES:</b>										
Salaries, Wages, and Benefits	20,205,985	23,198,757	24,476,879	26,873,983	26,966,333	26,724,096	28,171,299	27,819,882	28,918,676	32,260,868
Advertising and Promotions	11,593,907	12,369,906	15,645,392	18,379,694	15,536,795	18,108,829	18,405,264	20,056,834	19,422,934	19,997,289
Other General and Administrative Fees	74,392,476	50,011,479	5,448,107	7,438,231	1,233,077	1,981,874	2,494,573	2,487,007	2,576,474	2,247,446
Depreciation and Amortization	13,300,598	9,827,449	13,038,756	12,982,014	7,382,071	5,899,476	6,474,828	3,653,008	194,196	3,362,198
Total Operating Revenues	119,492,966	95,407,591	58,609,134	65,673,922	51,118,276	52,714,275	55,545,964	54,016,731	51,112,280	57,867,801
NON-OPERATING REVENUES (EXPENSES):										
Unrealized Gains (Losseses) on Investments	(1,876,860)	(1,016,538)	393,670	(2,108,294)	(1,780,253)	1,257,935	3,699,628	(2,741,021)	(3,768,926)	(1,484,128)
Interest Income (Expense)	(567,607)	(641,187)	(819,905)	(633,426)	I	I	I	I	I	I
Payments to State of Maryland - Lottery	(521,106,646)	(526,526,916)	(569,813,356)	(524,902,592)	(575,672,412)	(593,453,089)	(588,668,172)	(667,439,788)	(635,074,503)	(651,614,467)
Payments to other Government Funds/Agencies - Gaming	(420,631,196)	(499,677,022)	(514,154,133)	(599,628,305)	(6711,271)	(//20,662,476)	(523,647,257)	(725,314,989)	(892,034,283)	(954,522,621)
Galii Oli Sale Ol VLIS Voluntari Evolucian Drogram		4,200,207	75640	- 27 603	- 444			- 102 000	146 500	150 517
Total Onerating Revenues	(944 182 309)	(1 023 638 409)	(1 084 318 082)	(1 127 235 014)	(1 257 584 800)	(1 312 749 544)	(1 108 492 659)	(1 395 371 908)	(1 530 731 204)	(1 607 468 699)
	(~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	(	1-0010-01-001-1	1	(0001-001-00-1-)	1	(>>>+>+>>>>>+>>		(	(
CHANGES IN NET POSITION:	3,201,808	5,904,169	1,220,716	(6,887,010)	(4,865,049)	3,164,169	(10,370,783)	(3,152,688)	2,183,549	2,290,872
TOTAL NET POSITION, BEGINNING OF YEAR:	(8,350,094)	(5,148,286)	755,883	1,976,599	(4,910,411)	(9,775,460)	(6,611,291)	(16,982,074)	(20,134,762)	(17,951,213)

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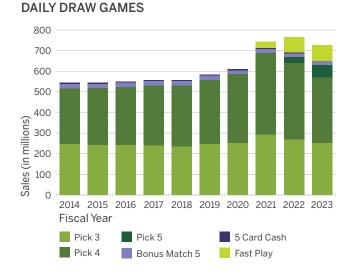
### Sales – Fiscal Years 2014 Through 2023

SALES BY CATEGORY AND GAME FISCAL YEAR 2014	Y AND GAME 2014		2015		2016		2017		2018		2019		2020		2021		2022		2023
DAILY DRAW GAMES																			
Pick 3	\$ 244,538,835	ŝ	240,910,861	Ś	241,569,648		\$ 239,153,635		\$ 235,402,012 \$ 245,626,551	ŝ	245,626,551	ŝ	251,674,709 \$	ŝ	290,798,740 \$	ŝ	266,550,955	ŝ	249,823,094
Pick 4	270,825,588		276,957,939		280,783,133		291,588,159		296,206,896		312,177,226		333,716,018		395,655,033		373,129,866		318,152,959
Bonus Match 5	21,444,445		21,320,570		20,611,878		19,799,308		19,658,089		19,573,334		18,524,396		20,508,033		19,111,113		17,740,459
5 Card Cash	8,365,105		6,534,023		5,914,242		5,545,217		5,646,303		6,218,582		6,027,647		5,793,802		3,353,375		I
FAST PLAY	I		I		I		I		I		I		31,201,280		66,527,727		76,928,138		79,122,185
Pick 5	I		I		I		I		I		I		I		I		27,147,440		63,328,884
Daily Draw Games Total	\$ 545,173,973 \$ 545,723,393 \$ 548,878,9	ŝ	545,723,393	Ş	548,878,901	Ś	556,086,319	ŝ	901 \$ 556,086,319 \$ 556,913,300 \$ 583,595,693 \$ 641,144,049 \$ 779,283,335 \$ 766,220,887 \$ 728,167,581	ŝ	583,595,693	ŝ	641,144,049	Ş	779,283,335	Ś	766,220,887	ŝ	728,167,581
MONITOR GAMES																			
Keno	\$ 308,104,967	ŝ	302,987,619	Ş	311,555,811	Ş	303,244,462	Ś	308,104,967 \$ 302,987,619 \$ 311,555,811 \$ 303,244,462 \$ 291,409,988 \$ 286,865,920 \$ 259,195,345 \$ 273,532,999 \$ 287,135,225 \$	Ś	286,865,920	s	259,195,345	s	273,532,999	s	287,135,225	Ś	283,817,391
Racetrax®	158,125,625		154,668,357		167,091,717		180,398,545		192,584,289		211,192,515		230,287,609		298,661,489		319,006,371		320,478,161
Monitor Games Total	\$ 466,230,592	S	466.230.592 \$ 457.655.976 \$	s	478,647,528	ŝ	483,643,007	ŝ	478.647.528 \$ 483.643.007 \$ 483.994.277 \$ 498.058.435 \$ 489.482.954 \$	ŝ	498,058,435	ŝ	489,482,954	Ś	572,194,487	ŝ	572,194,487 \$ 606,141,596 \$ 604,295,552	Ś	604,295,552

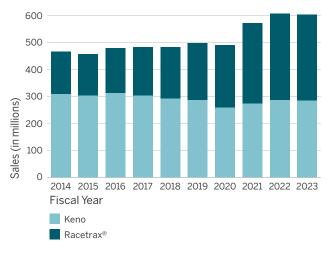
Racetrax®		158,125,625		154,668,357		167,091,717		180,398,545		192,584,289		211,192,515		230,287,609		298,661,489		319,006,371		320,478,161
<b>Monitor Games Total</b>	Ś	\$ 466,230,592 \$ 457,655,976 \$ 478,647,528 \$ 483,643,007 \$ 483,994,277 \$ 498,058,435 \$ 489,482,954 \$ 572,194,487 \$ 606,141,596 \$ 604,295,552	Ş	457,655,976	ŝ	478,647,528	Ś	483,643,007	Ś	483,994,277	Ś	498,058,435	Ś	489,482,954	ŝ	572,194,487	ŝ	606,141,596	Ş	604,295,552
JACKPOT GAMES																				
Mega Millions	ŝ	\$ 100,493,295	ŝ	82,020,637	Ś	73,217,563	Ś	66,344,693	Ś	88,555,640	Ś	88,555,640 \$ 137,707,762	ŝ	78,588,223	s	78,588,223 \$ 107,949,942	ŝ	81,010,003 \$	Ś	146,972,234
Multi-Match®		26,699,000		34,499,811		31,095,004		24,018,675		28,952,844		29,001,325		28,983,416		33,702,488		39,647,358		28,815,483
Powerball®		105,762,245		89,507,596		143,525,324		100,133,706		111,194,931		114,078,139		70,394,314		93,235,563		127,568,523		157,835,043
Cash4Life		I		Ι		11,958,604		16,193,704		13,173,716		12,389,773		20,571,318		20,851,709		19,509,849		20,207,499
Monopoly Millionaires' Club		I		1,592,835		Ι		I		I		I		I		I		I		I
Jackpot Games Total	ŝ	\$ 232,954,540 \$ 207,620,879 \$ 259,796,495 \$ 206,690,778 \$ 241,877,131 \$ 293,176,999 \$ 198,537,270 \$ 255,739,702 \$ 267,735,733 \$ 353,830,259	ŝ	207,620,879	ŝ	259,796,495	ŝ	206,690,778	ŝ	241,877,131	ŝ	293,176,999	ŝ	198,537,270	ŝ	255,739,702	ŝ	267,735,733	s	353,830,259
SCRATCH-OFF GAMES	Ş	479,631,463 \$ 546,053,764 \$ 611,286,1	s	546,053,764	Ś	611,286,137	Ś	676,752,574	ŝ	37 \$ 676,752,574 \$ 750,888,512 \$ 812,426,311 \$ 852,739,383 \$ 993,407,426 \$ 1,009,473,559 \$ 1,063,048,241	Ś	812,426,311	ŝ	852,739,383	Ş	993,407,426	Ş	1,009,473,559	ŝ	1,063,048,241
ITLM	ŝ	Ι	s	\$ 3,812,016 \$ 6,934,191 \$	Ś	6,934,191	Ś		Ś	8,372,989 \$ 9,121,117 \$ 9,651,061 \$ 7,864,356 \$ 10,525,120 \$ 13,132,050 \$ 15,037,171	ŝ	9,651,061	Ś	7,864,356	s	10,525,120	ŝ	13,132,050	Ś	15,037,171
TOTAL SALES	ŝ	\$1,723,990,568 \$1,760,866,028 \$1,905,543,252 \$1,931,545,667 \$2,042,794,337 \$2,196,908,499 \$2,189,768,012 \$2,611,150,070 \$2,662,703,825 \$2,764,378,804	\$ 1	,760,866,028	\$1	1,905,543,252	ŝ	1,931,545,667	ŝ	2,042,794,337	ŝ	2,196,908,499	Ş	2,189,768,012	\$ 2	;,611,150,070	\$ 2	,662,703,825	\$ 2	,764,378,804

### **PRODUCT MIX BY CATEGORY**

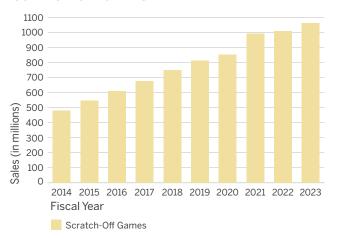
	-									
FISCAL YEAR	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Daily Draw Games	31.62%	30.99%	28.80%	28.79%	27.26%	26.56%	29.28%	29.84%	28.78%	26.34%
Monitor Games	27.04%	25.99%	25.12%	25.04%	23.69%	22.67%	22.35%	21.91%	22.76%	21.86%
Jackpot Games	13.51%	11.79%	13.63%	10.70%	11.84%	13.34%	9.07%	9.79%	10.06%	12.80%
Instant Games	27.82%	31.01%	32.08%	35.04%	36.76%	36.98%	38.94%	38.04%	37.91%	38.46%
ITLM	%-	0.22%	0.36%	0.43%	0.45%	0.44%	0.36%	0.40%	0.49%	0.54%

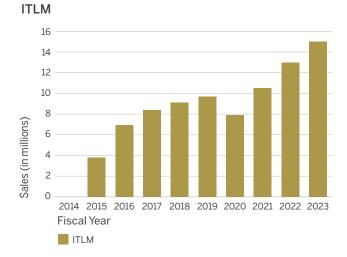


MONITOR GAMES

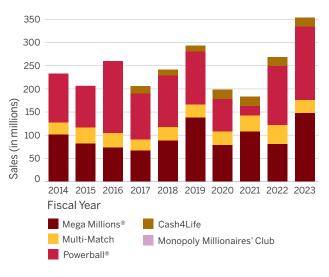


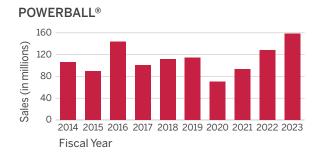
### SCRATCH-OFF GAMES



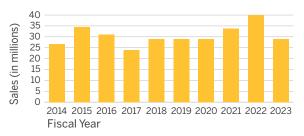


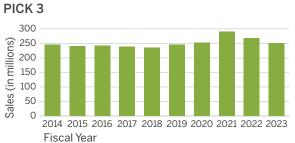
### **JACKPOT GAMES**





**MULTI-MATCH®** 

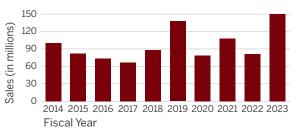




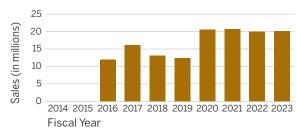
### PICK 5

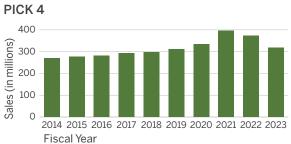


**MEGA MILLIONS®** 

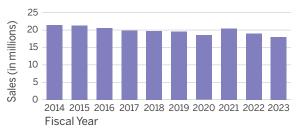


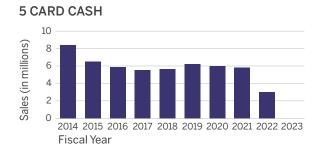




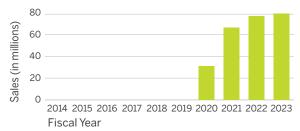


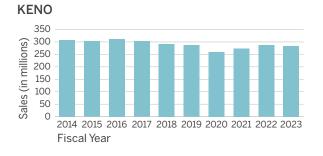
### **BONUS MATCH 5**



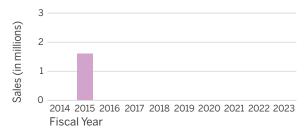


### FAST PLAY

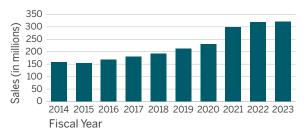


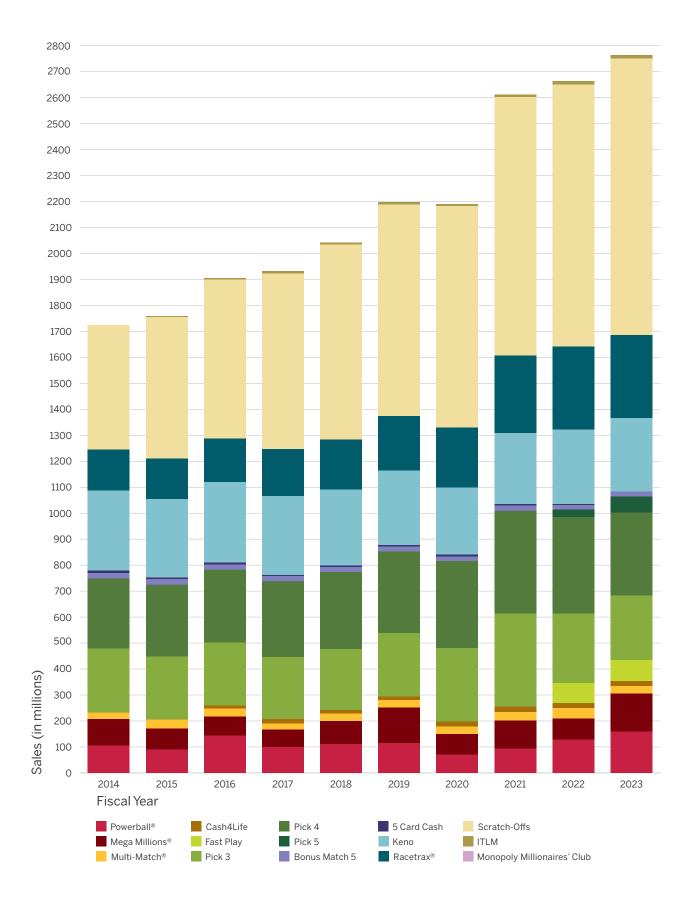


### MONOPOLY MILLIONAIRES' CLUB



### **RACETRAX®**





### U.S. Lotteries Per Capita Sales – Fiscal Year 2023

Rank	State	Population (M)	Total Sales (\$M)*	Per Capita**
1	Massachusetts	7.0	6,111.5	875
2	Georgia	10.8	6,136.9	568
3	Michigan	10.1	4,864.0	484
4	South Carolina	5.2	2,402.7	463
5	Florida	21.8	9,801.8	450
6	Maryland	6.2	2,749.4	446
7	New Jersey	9.3	3,899.0	421
8	New York	19.8	8,292.3	418
9	North Carolina	10.6	4,342.7	412
10	Connecticut	3.6	1,451.2	402
11	Pennsylvania	13.0	5,136.0	396
12	New Hampshire	1.4	548.0	395
13	Ohio	11.8	4,463.7	379
14	Kentucky	4.5	1,499.8	333
15	Virginia	8.6	2,776.0	321
16	Maine	1.4	410.3	299
17	Texas	29.5	8,725.6	296
18	Washington, D.C.	0.7	197.3	290
19	Rhode Island	1.1	316.3	289
20	Illinois	12.7	3,609.6	285
21	Missouri	6.2	1,644.5	267
22	Indiana	6.8	1,746.3	257
23	Delaware	1.0	254.7	254
24	Vermont	0.6	161.5	250
25	California	39.2	9,250.4	236
26	Idaho	1.9	422.7	230
20	Arizona	7.3	1,516.7	208
28	Arkansas	3.0	607.6	208
20 29	Wisconsin	5.9	981.7	166
30	Mississippi	2.9	467.7	159
31 32	Colorado	5.8	889.8	153
	lowa	3.2	481.5	151
33	West Virginia	1.8	265.2	149
34	Louisiana	4.6	652.4	141
35	Minnesota	5.7	787.2	138
36	Washington	7.7	1,003.4	130
37	Kansas	2.9	351.3	120
38	Nebraska	2.0	220.2	112
39	Oregon	4.2	440.6	104
40	Oklahoma	4.0	379.8	95
41	South Dakota	0.9	85.2	95
42	New Mexico	2.1	168.5	80
43	Montana	1.1	87.6	79
44	Wyoming	0.6	44.3	77
45	North Dakota	0.8	44.3	51

Source: La Fleur's Magazine, September/October 2023 Edition

\*FY22 Traditional Sales, excludes VLT revenue

\*\* Subject to rounding.

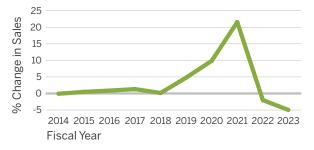
Fiscal year ends June 30 except New York (March 31), Texas August 31) and Michigan (September 30).

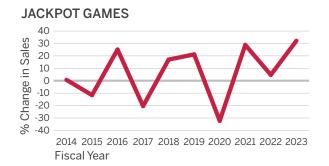
The following Lottery was excluded: Tennessee.

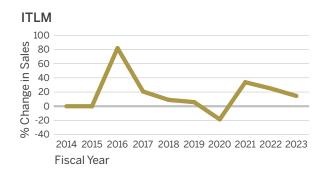
### Percentage Change in Sales – Fiscal Years 2014 Through 2023

Fiscal Year	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Daily Draw Games	-0.08%	0.10%	0.58%	1.31%	0.15%	4.79%	9.86%	21.55%	-1.68%	-4.97%
Monitor Games	-5.54%	-1.84%	4.59%	1.04%	0.07%	2.91%	-1.72%	16.90%	5.93%	-0.30%
Jackpot Games	0.79%	-10.87%	25.13%	-20.44%	17.02%	21.21%	-32.28%	28.81%	4.69%	32.16%
Scratch-Off Games	-1.28%	13.85%	11.95%	10.71%	10.95%	8.20%	4.96%	16.50%	1.62%	5.31%
ITLM	-%	-%	81.90%	20.75%	8.94%	5.81%	-18.51%	33.83%	24.77%	14.51%
Total Sales	-1.83%	2.14%	8.22%	1.36%	5.76%	7.54%	-0.33%	19.24%	1.97%	3.82%

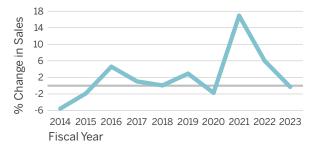
DAILY DRAW GAMES



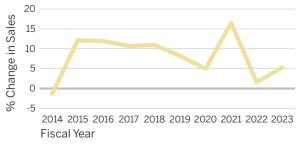


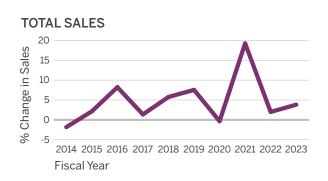


MONITOR GAMES

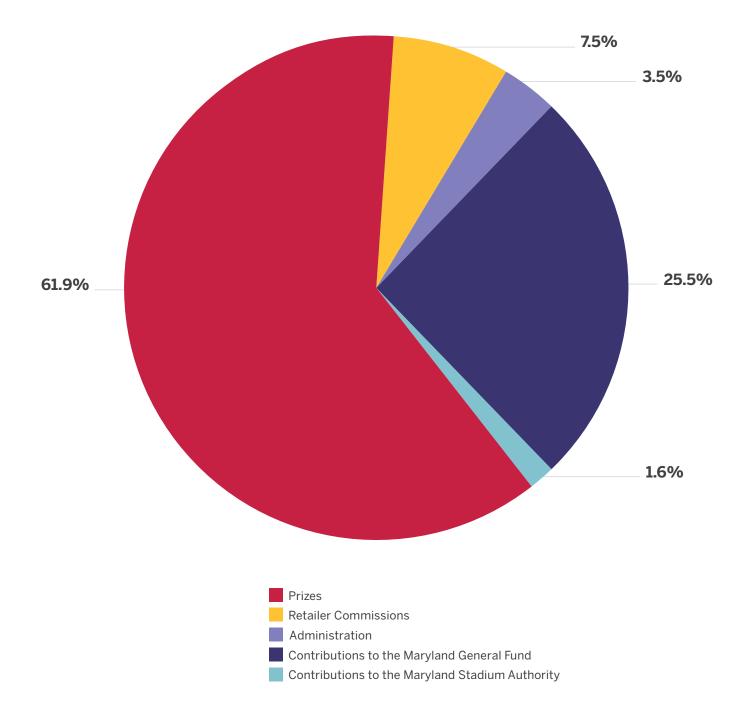








### Expenses and Contributions – Cumulative for Fiscal Years 2014 Through 2023



Note: Cumulative Contributions for the fiscal years 2014 – 2023 for the following were less than 1% and were therefore not included in this graph: the Maryland Veterans Trust Fund, the International Racing Fund, the Michael Erin Busch Sports Fund, the Maryland Humanities Council, and Local Impact (HB532).

MARYLAND LOTTERY AND GAMING CONTROL AGENCY

### Lottery Contributions - Inception to Date

Total Contributions	10,025,000	15,374,000	83,928,000	116,182,000	131,271,000	156,768,000	185,224,000	199,080,000	206,236,000	218,289,000	262,281,000	323,423,000	332,366,000	352,678,000	335,826,000	335,294,000	339,251,000	343,566,000	323,175,000	380,051,000	385,654,000	389,910,000	392,653,000	400,126,000	393,221,000	401,013,000	407,045,000
S	s																										
MDOT Rapid Transit Fund	ا ا	I	I	Ι	Ι	Ι	I	I	Ι	I	I	Ι	I	I	I	Ι	Ι	Ι	Ι	I	I	I	Ι	Ι	I	Ι	I
Maggie McIntosh Arts Fund	۱ چ	I	I	I	I	I	I	I	I	Ι	I	I	I	I	Ι	I	I	I	I	I	I	I	I	I	I	I	I
HB 532 Local Impact Distributions	1	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
MD Humanities L Council D	\$   \$	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
Michael Erin Busch Sports   Fund	۱ ډ	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
International E Racing Fund	1	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I
Veterans Trust Fund	۱ ج	I	Ι	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	Ι	I
Subdivisions of Maryland	۱ د	I	I	I	Ι	I	I	I	I	19,095,000	12,158,000	Ι	I	I	I	I	Ι	I	I	I	I	I	I	I	I	I	I
The Maryland Stadium S Authority	I	Ι	I	I	I	I	I	I	I	I	I	I	I	16,750,000	16,221,000	24,040,000	24,004,000	19,752,000	21,612,000	26,743,000	19,077,000	20,749,000	32,818,000	31,625,000	31,076,000	23,250,000	22,000,000
The State of Maryland General Fund	\$ 10,025,000 \$	15,374,000	83,928,000	116,182,000	131,271,000	156,768,000	185,224,000	1 99,080,000	206,236,000	199,194,000	250,123,000	323,423,000	332,366,000	335,928,000	319,605,000	311,254,000	315,247,000	323,814,000	301,563,000	353,308,000	366,577,000	369,161,000	359,835,000	368,501,000	362,145,000	377,763,000	385,045,000
Fiscal Year	1975*	1976	1977	1978	1979	1980	1981	1982	1983	1984	1985	1986	1987	1988	1989	1990	1991	1992	1993	1994	1995	1996	1997	1998	1999	2000	2001

MARYLAND LOTTERY AND GAMING CONTROL AGENCY

# Lottery Contributions – Inception to Date – (continued)

ions	443,504,000	444,897,000	458,373,000	477,098,000	500,971,000	494,119,000	529,404,000	493,206,260	510,608,632	519,393,853	556,264,804	545,225,121	521,106,646	526,526,915	569,813,356	524,902,592	575,672,412	593,453,088	588,668,173	667,439,788	673,653,703	714,256,896	19,348,468,239	19,348,468,239	
Total Contributions	\$ 443,	444,	458,	477,	500,	494,	529,	493,	510,	519,	556,	545,	521,	526,	569,	524,	575,	593,	588,	667,	673,	714,	\$ 19,348,	\$ 19,348,	
MDOT Rapid Transit Fund	ۍ د	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	14,637,225	\$ 14,637,225		
Maggie McIntosh Arts Fund	۱ چ	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	Ι	250,000	\$ 250,000		
HB 532 Local Impact Distributions	۱ ډ	I	I	I	I	I	I	I	I	I	I	I	I	I	I	Ι	I	I	I	I	1,930,998	1,669,221	\$ 3,600,219		
MD Humanities   Council	۱ د	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	150,000	150,000	\$ 300,000		
Michael Erin Busch Sports Fund	۱ ډ	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	298,630	1,000,000	1,000,000	\$ 2,298,630		
International E Racing Fund	I S	I	I	I	I	I	I	I	I	I	I	I	I	I	I	1,000,000	1,000,000	1,000,000	I	I	I		\$ 3,000,000		
Veterans I Trust Fund I	I	I	I	I	I	I	I	I	I	I	I	I	I	34,267	59,507	70,173	76,575	78,023	156,301	214,326	265,563	298,758	\$ 1,253,493		
Subdivisions of Maryland	ۍ ۱	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	I	\$ 31,253,000 \$		
The Maryland Stadium St Authority	27,230,000 \$	21,949,000	22,000,000	21,235,000	20,500,000	21,000,000	21,500,000	20,000,000	19,600,000	20,000,000	20,000,000	19,265,000	20,000,000	20,000,000	40,000,000	40,000,000	40,000,000	40,000,000	40,000,000	35,207,978	35,233,033	44,637,225	\$ 939,074,236 \$	TIONS	
The State of T Maryland General Fund	416,274,000 \$	422,948,000	436,373,000	455,863,000	480,471,000	473,119,000	507,904,000	473,206,260	491,008,632	499,393,853	536,264,804	525,960,121	501,106,646	506,492,648	529,753,849	483,832,419	534,595,837	552,375,065	548,511,872	631,718,854	635,074,109	651,614,467	\$ 18,352,801,436 \$	TOTAL LIFETIME CONTRIBUTIONS	
Fiscal N Year	2002 \$	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	Total \$	TOTAL LI	

### Gross Terminal Revenue Distributions – Fiscal Years 2014 Through 2023

### **FISCAL YEAR 2023**

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 34,140,524	\$ 28,634,661	\$ 179,923,443	\$ 17,911,016	\$ 202,402,404	\$ 52,831,489	\$ 515,843,536
Casino	28,905,968	47,246,573	243,985,579	34,281,308	216,612,298	62,198,973	633,230,700
Horse Racing	5,195,211	6,256,413	34,955,611	1,712,968	34,545,099	9,479,730	92,145,032
Local Impact Grants	4,082,233	4,916,411	27,469,182	2,256,998	27,145,971	7,448,951	73,319,746
MLGCA	741,179	891,445	4,979,298	571,355	4,923,007	1,352,152	13,458,435
Small, Minority, Women Owned Business	1,113,281	1,340,711	7,490,800	476,381	7,402,782	2,031,416	19,855,371
Total	\$ 74,178,396	\$ 89,286,214	\$ 498,803,912	\$ 57,210,027	\$ 493,031,561	\$ 135,342,711	\$1,347,852,820

### FISCAL YEAR 2022

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 36,873,490	\$ 27,275,440	\$ 180,257,120	\$ 18,787,109	\$ 194,328,754	\$ 53,596,607	\$ 511,118,520
Casino	31,169,189	44,958,324	243,247,236	35,036,645	207,312,647	62,919,384	624,643,426
Horse Racing	5,610,980	5,957,553	34,981,840	1,475,028	33,154,593	9,612,558	90,792,552
Local Impact Grants	4,409,294	4,681,729	27,495,107	2,202,320	26,057,023	7,554,253	72,399,726
MLGCA	799,210	848,270	4,964,229	583,944	4,711,651	1,367,813	13,275,117
Small, Minority, Women Owned Business	1,202,404	1,276,680	7,496,830	441,255	7,105,093	2,059,951	19,582,213
Total	\$ 80,064,567	\$ 84,997,996	\$ 498,442,361	\$ 58,526,303	\$ 472,669,761	\$ 137,110,567	\$1,331,811,554

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 34,698,766	\$ 23,989,204	\$ 155,754,032	\$ 17,072,579	\$ 158,505,775	\$ 53,583,230	\$ 443,603,588
Casino	29,418,519	39,732,120	211,998,544	32,011,086	170,103,758	63,200,733	546,464,761
Horse Racing	5,280,247	5,247,638	30,285,506	1,333,795	27,061,962	9,617,503	78,826,651
Local Impact Grants	4,148,766	4,123,145	23,795,755	2,000,693	21,262,970	7,556,609	62,887,937
MLGCA	754,321	749,663	4,326,501	533,518	3,865,995	1,373,929	11,603,926
Small, Minority, Women Owned Business	1,131,481	1,124,494	6,489,751	400,139	5,798,992	2,060,894	17,005,751
Total	\$ 75,432,100	\$ 74,966,264	\$ 432,650,090	\$ 53,351,810	\$ 386,599,451	\$ 137,392,898	\$1,160,392,613

### FISCAL YEAR 2020

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 22,900,395	\$ 17,642,742	\$ 118,586,640	\$ 12,078,582	\$ 118,910,390	\$ 39,098,953	\$ 329,217,703
Casino	18,784,666	27,852,454	154,534,236	22,062,182	122,767,446	44,297,105	390,298,089
Horse Racing	3,374,859	3,684,322	22,124,521	924,716	19,580,522	6,755,632	56,444,571
Local Impact Grants	2,651,806	2,895,054	17,385,498	1,383,395	15,386,687	5,308,593	45,011,034
MLGCA	481,658	525,518	3,153,760	367,703	2,790,169	962,981	8,281,789
Small, Minority, Women Owned Business	707	1,238	10,479	1,187	10,725	3,211	27,546
Total	\$ 48,194,093	\$ 52,601,328	\$ 315,795,133	\$ 36,817,765	\$ 279,445,939	\$ 96,426,474	\$ 829,280,731

### **FISCAL YEAR 2019**

	Hollywood Casin	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 30,969,939	\$ 23,435,411	\$ 154,595,877	\$ 16,053,211	\$ 163,723,989	\$ 58,643,228	\$ 447,421,655
Casino	25,394,269	36,972,047	201,570,887	29,318,426	169,108,744	66,446,643	528,811,016
Horse Racing	4,564,112	4,893,065	28,845,816	1,229,153	26,960,835	10,132,686	76,625,668
Local Impact Grants	3,586,337	3,844,954	22,666,587	1,838,640	21,185,822	7,962,253	61,084,594
MLGCA	651,135	697,586	4,113,692	488,641	3,843,381	1,444,492	11,238,926
Small, Minority, Women Owned Business	1,341	2,166	10,864	1,642	12,429	4,617	33,059
Total	\$ 65,167,134	\$ 69,845,229	\$ 411,803,723	\$ 48,929,712	\$ 384,835,199	\$ 144,633,920	\$1,125,214,917

	Hollywoo	od Casino	Ocean Do Casin		Live! Cas	ino	 Rocky Gap Casino		National arbor	ł	Horseshoe Casino		Total
Education Trust Fund	\$ 29,	,859,363	\$ 21,18	1,689	\$ 133,138	3,092	\$ 14,915,504	\$ 141	,713,155	\$	61,012,364	\$	401,820,167
Casino	25,	,306,289	33,33	9,352	180,896	5,998	27,886,147	151	,759,139		71,838,311		491,026,236
Horse Racing	4,	,543,796	4,49	3,281	25,877	7,631	1,168,167	24	,188,782		10,947,741		71,219,399
Local Impact Grants	3,	,570,192	3,53	0,731	20,333	3,846	1,747,965	19	,007,300		8,602,573		56,792,606
MLGCA		648,879	64	0,851	3,691	,776	464,895	3	,449,071		1,561,659		10,457,130
Small, Minority, Women Owned Business		357		1,593	7	7,653	1,348		9,844		3,506		24,300
General Fund		973,319	96	1,276	5,537	7,663	348,590	5	,173,607		2,342,488		15,336,944
Total	\$ 64,	902,194	\$ 64,14	3,772	\$ 369,483	,659	\$ 46,532,616	\$ 345	300,900	\$ 1	56,308,642	\$1	,046,676,783

### FISCAL YEAR 2017

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 28,747,273	\$ 24,736,512	\$ 146,094,799	\$ 18,957,952	\$ 72,760,024	\$ 70,452,252	\$ 361,748,812
Casino	24,598,981	25,614,481	168,308,643	22,568,992	78,083,929	72,154,501	391,329,526
Horse Racing	4,682,111	4,452,083	27,778,076	1,128,450	12,422,443	12,585,478	63,048,641
Local Impact Grants	3,469,087	3,276,271	20,456,504	1,241,295	9,760,491	9,277,796	47,481,444
MLGCA	630,743	595,686	3,719,364	902,759	1,774,635	1,686,872	9,310,058
Small, Minority, Women Owned Business	946,115	893,528	5,579,047	338,535	2,661,952	2,530,308	12,949,485
Total	\$ 63,074,309	\$ 59,568,560	\$ 371,936,432	\$ 45,137,982	\$ 177,463,474	\$ 168,687,208	\$ 885,867,966

	Hollywood Casino	Ocean Downs Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Horseshoe Casino	Total
Education Trust Fund	\$ 29,551,720	\$ 23,603,536	\$ 175,797,317	\$ 17,360,640	\$ -	\$ 75,735,976	\$ 322,049,189
Casino	25,611,063	24,755,093	167,605,867	20,667,429	-	65,639,822	304,279,274
Horse Racing	5,253,619	4,605,599	32,705,161	1,033,371	-	13,464,193	57,061,944
Local Impact Grants	3,611,853	3,166,349	22,484,798	1,136,709	-	9,256,633	39,656,342
MLGCA	656,743	575,858	4,089,156	826,696	-	1,683,605	7,832,058
Small, Minority, Women Owned Business	985,051	863,550	6,132,218	310,011	-	2,524,536	10,815,366
Total	\$ 65,670,049	\$ 57,569,984	\$ 408,814,517	\$ 41,334,857	\$ -	\$ 168,304,764	\$ 741,694,172

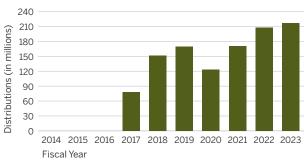
### **FISCAL YEAR 2015**

	Ho	lywood Casino			Live! Casino		Rocky Gap Casino		MGM National Harbor		al	Horseshoe Casino		 Total
Education Trust Fund	\$	32,132,350	\$	21,339,142	\$ 188,6	14,536	\$	15,990,426	\$		-	\$	58,418,945	\$ 316,495,398
Casino		22,874,704		22,869,694	137,6	42,186		19,036,222			-		51,456,205	253,879,011
Horse Racing		5,377,867		4,335,568	31,8	97,607		951,811			-		10,556,257	53,119,111
Local Impact Grants		3,639,165		2,925,193	21,5	85,264		1,046,992			-		7,256,644	36,453,259
MLGCA		1,150,047		917,958	6,8	32,861		761,448			-		2,271,851	11,934,165
Small, Minority, Women Owned Business		992,499		797,780	5,8	86,890		285,543			-		1,979,085	9,941,798
Total	\$	66,166,633	\$	53,185,336	\$ 392,4	59,345	\$	38,072,442	\$		-	\$ 1	31,938,986	\$ 681,822,742

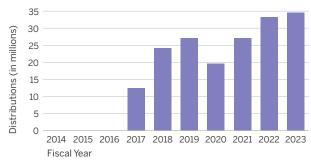
	Hol	lywood Casino	0	)cean Downs Casino	Live! Casino	 Rocky Gap Casino	м	GM National Harbor	Horseshoe Casino	 Total
Education Trust Fund	\$	35,512,839	\$	20,427,271	\$ 206,655,949	\$ 14,858,393	\$	-	\$ -	\$ 277,454,452
Casino		23,795,405		22,378,315	138,469,975	17,688,565		-	-	202,332,260
Horse Racing		6,309,388		4,553,786	36,715,524	884,428		-	-	48,463,126
Local Impact Grants		3,965,901		2,862,380	23,078,329	972,871		_	-	30,879,481
MLGCA		1,442,146		1,040,865	8,392,120	707,542		-	-	11,582,673
Small, Minority, Women Owned Business		1,081,609		780,648	6,294,090	265,328		-	 -	 8,421,675
Total	\$	72,107,288	\$	52,043,265	\$ 419,605,987	\$ 35,377,127	\$	-	\$ -	\$ 579,133,667

### **MGM NATIONAL HARBOR**

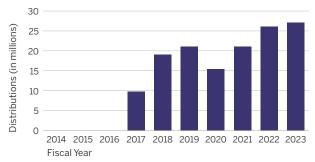
**CASINO OPERATORS** 



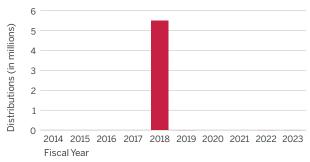
### HORSE RACING

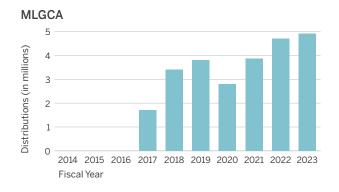


### LOCAL IMPACT GRANTS

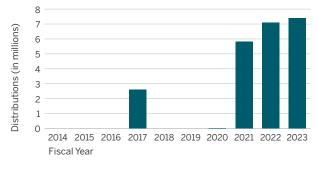


### **GENERAL FUND**

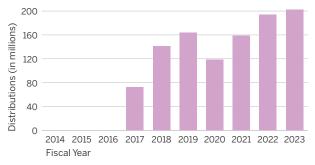


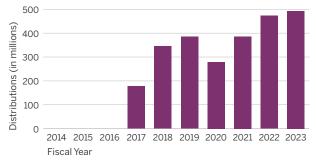


### SMALL, MINORITY AND WOMEN-OWNED BUSINESS

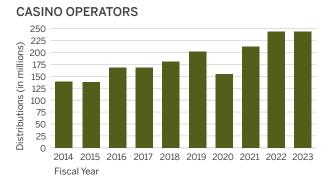


### EDUCATION TRUST FUND

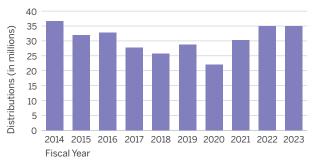




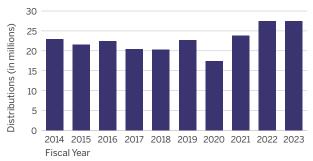
### **LIVE! CASINO**



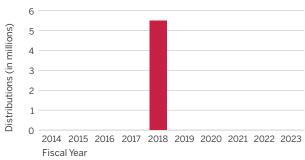
HORSE RACING

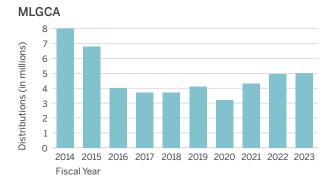


### LOCAL IMPACT GRANTS

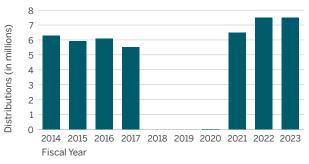


**GENERAL FUND** 

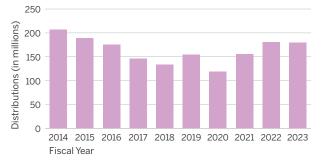


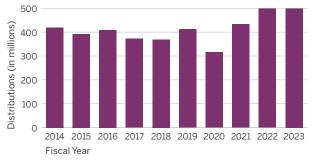


SMALL, MINORITY AND WOMEN-OWNED BUSINESS

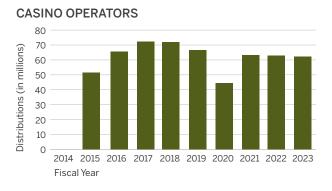


### EDUCATION TRUST FUND

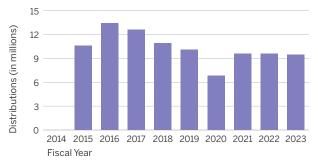




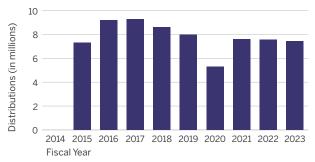
### **HORSESHOE CASINO**



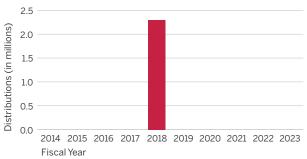
HORSE RACING

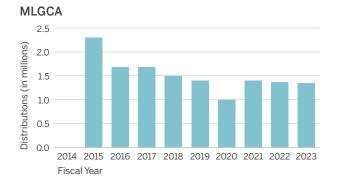


### LOCAL IMPACT GRANTS

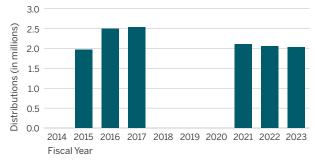


**GENERAL FUND** 

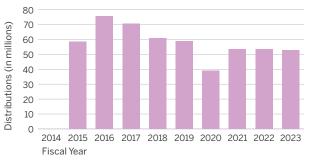


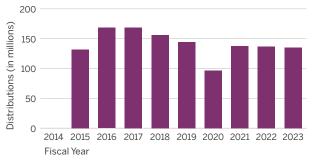


SMALL, MINORITY AND WOMEN-OWNED BUSINESS

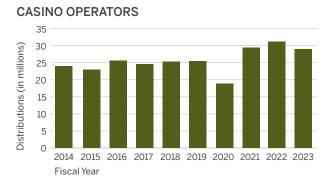


### EDUCATION TRUST FUND

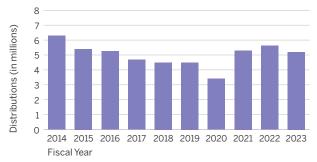




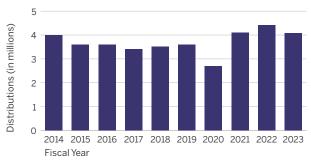
### HOLLYWOOD CASINO



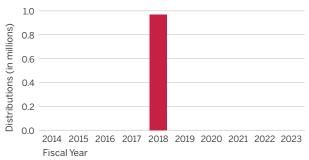
HORSE RACING

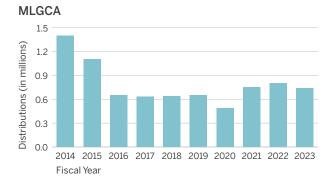


### LOCAL IMPACT GRANTS

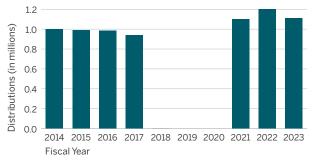


**GENERAL FUND** 

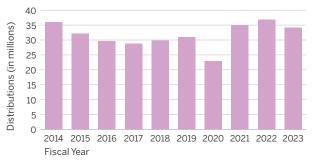


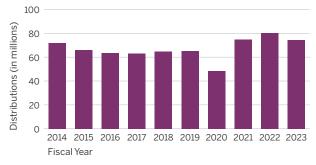


SMALL, MINORITY AND WOMEN-OWNED BUSINESS



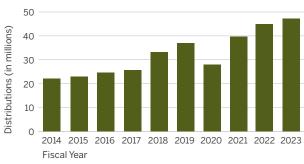
### EDUCATION TRUST FUND



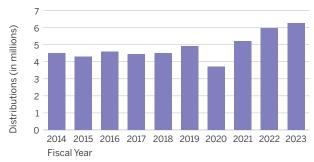


### **OCEAN DOWNS CASINO**

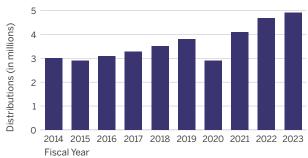
**CASINO OPERATORS** 



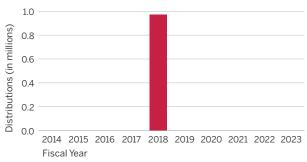
HORSE RACING

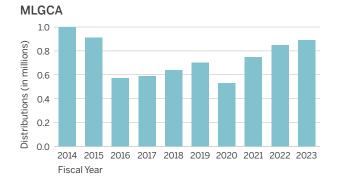


### LOCAL IMPACT GRANTS

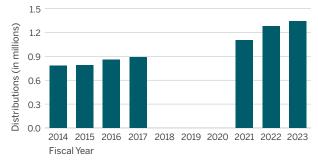


**GENERAL FUND** 

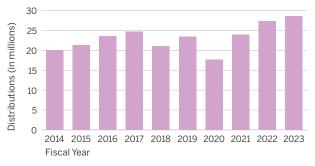


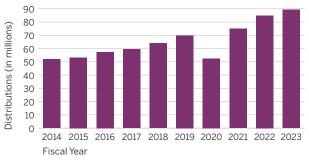


SMALL, MINORITY AND WOMEN-OWNED BUSINESS

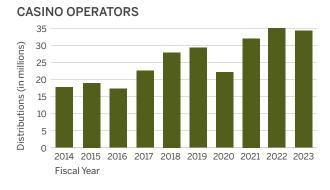


### EDUCATION TRUST FUND

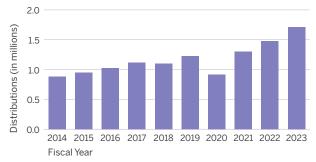




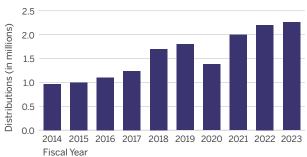
### **ROCKY GAP CASINO**



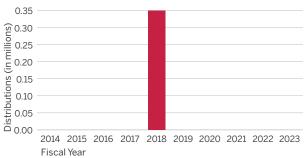
HORSE RACING

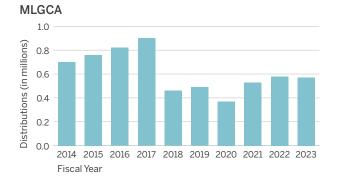


### LOCAL IMPACT GRANTS

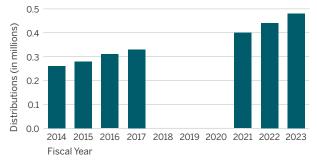


### **GENERAL FUND**

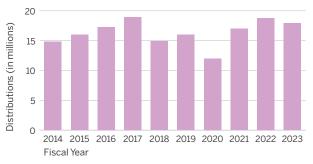


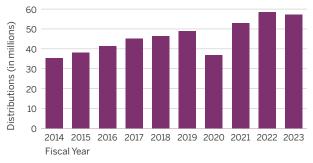


SMALL, MINORITY AND WOMEN-OWNED BUSINESS



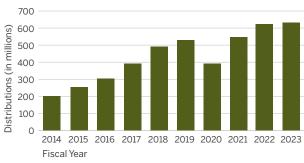
### EDUCATION TRUST FUND



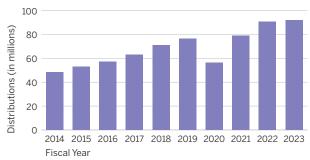


### **ALL CASINOS COMBINED**

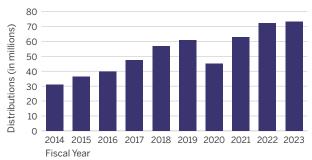
**CASINO OPERATORS** 



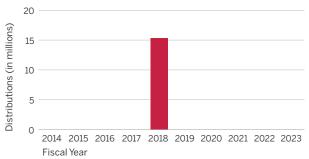
HORSE RACING

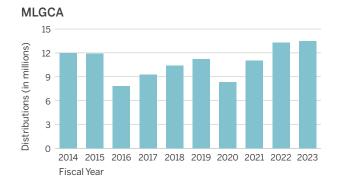


### LOCAL IMPACT GRANTS

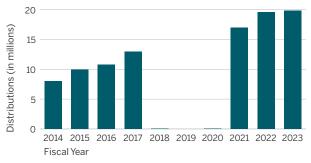


**GENERAL FUND** 

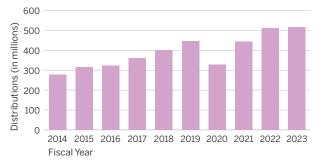


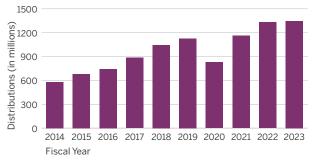


SMALL, MINORITY AND WOMEN-OWNED BUSINESS

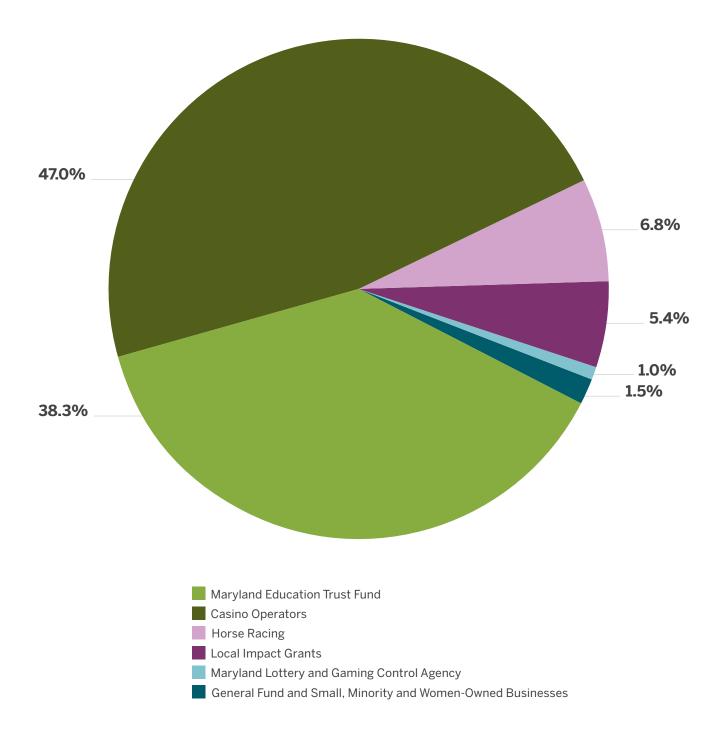


### EDUCATION TRUST FUND





### **Gross Terminal Revenue Distributions – Cumulative for Fiscal Years 2014 Through 2023**



### Table Game Revenue Distributions – Fiscal Years 2014 Through 2023\*

### **FISCAL YEAR 2023**

	 Horseshoe Casino	 Hollywood Casino	_	Live! Casino		Rocky Gap Casino	N	IGM National Harbor	00	cean Downs Casino	_	Total
Education Trust Fund	\$ 10,497,086	\$ 2,050,662	\$	31,522,725	\$	954,998	\$	60,392,971	\$	1,449,504	\$	106,867,946
Casino	55,984,460	10,936,864		168,121,199		5,093,321		322,095,845		7,730,688		569,962,377
Local Jurisdictions	 3,499,029	 683,554		10,507,575		318,333		20,130,990		\$483,168		35,622,649
Total	\$ 69,980,575	\$ 13,671,081	\$	210,151,499	\$	6,366,651	\$	402,619,806	\$	9,663,360	\$	712,452,972

### FISCAL YEAR 2022

	 Horseshoe Casino	 Hollywood Casino	 Live! Casino	 Rocky Gap Casino	N	IGM National Harbor	00	cean Downs Casino	 Total
Education Trust Fund	\$ 11,109,054	\$ 1,927,334	\$ 32,337,722	\$ 1,058,795	\$	52,563,634	\$	1,498,763	\$ 100,495,302
Casino	59,248,289	10,279,113	172,467,851	5,646,904		280,339,383		7,993,403	535,974,943
Local Jurisdictions	 3,703,018	 642,445	 10,779,241	 352,931		17,521,211		499,588	33,498,434
Total	\$ 74,060,361	\$ 12,848,892	\$ 215,584,813	\$ 7,058,630	\$	350,424,229	\$	9,991,753	\$ 669,968,678

### FISCAL YEAR 2021

	 Horseshoe Casino	Hollywood Casino	 Live! Casino	 Rocky Gap Casino	N	IGM National Harbor	00	cean Downs Casino	 Total
Education Trust Fund	\$ 9,334,500	\$ 1,658,773	\$ 28,477,213	\$ 1,078,704	\$	45,845,979	\$	1,404,208	\$ 87,799,378
Casino	49,784,001	8,846,788	151,878,469	5,753,086		244,511,888		7,489,114	468,263,347
Local Jurisdictions	 3,111,500	 552,924	 9,492,404	 359,568		15,281,993		468,069	 29,266,459
Total	\$ 62,230,002	\$ 11,058,485	\$ 189,848,086	\$ 7,191,358	\$	305,639,860	\$	9,361,392	\$ 585,329,183

### **FISCAL YEAR 2020**

	 Horseshoe Casino	 Hollywood Casino	 Live! Casino	 Rocky Gap Casino	N	IGM National Harbor	00	cean Downs Casino	 Total
Education Trust Fund	\$ 9,869,448	\$ 1,142,746	\$ 20,059,269	\$ 836,640	\$	34,721,183	\$	974,721	\$ 67,604,006
Casino	52,637,056	6,094,643	106,982,767	4,462,080		185,179,643		5,198,511	360,554,701
Local Jurisdictions	 3,289,816	 380,915	 6,686,423	 278,880		11,573,728		324,907	 22,534,669
Total	\$ 65,796,319	\$ 7,618,304	\$ 133,728,459	\$ 5,577,601	\$	231,474,554	\$	6,498,139	\$ 450,693,376

	Horseshoe Casino	Hollywood Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Ocean Downs Casino	Total
Education Trust Fund	\$ 15,845,278	\$ 1,438,313	\$ 26,639,772	\$ 1,077,679	\$ 48,992,379	\$ 1,285,627	\$ 95,279,049
Casino	84,508,151	7,671,002	142,078,786	5,747,623	261,292,690	6,856,678	508,154,929
Local Jurisdictions	5,281,759	479,438	8,879,924	359,226	16,330,793	428,542	31,759,683
Total	\$ 105,635,189	\$ 9,588,753	\$ 177,598,482	\$ 7,184,528	\$ 326,615,862	\$ 8,570,848	\$ 635,193,662

### Table Game Revenue Distributions – Fiscal Years 2014 Through 2023<sup>\*</sup> – (continued)

### FISCAL YEAR 2018

	Horseshoe Casino	Hollywood Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Ocean Downs Casino	Total
Education Trust Fund	\$ 16,618,068	\$ 1,557,518	\$ 28,517,716	\$ 1,145,438	\$ 46,502,245	\$ 502,459	\$ 94,843,444
Casino	88,629,698	8,306,761	152,094,484	6,109,002	248,011,974	2,679,783	505,831,702
Local Jurisdictions	5,539,356	519,173	9,505,905	381,813	15,500,748	167,486	31,614,481
Total	\$ 110,787,122	\$ 10,383,451	\$ 190,118,105	\$ 7,636,253	\$ 310,014,967	\$ 3,349,729	\$ 632,289,627

### **FISCAL YEAR 2017**

	Horseshoe Casino	Hollywood Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Ocean Downs Casino	Total
Education Trust Fund	\$ 23,460,713	\$ 1,943,775	\$ 38,595,825	\$ 1,315,368	\$ 24,142,402	\$ -	\$ 89,458,083
Casino	108,272,221	9,070,367	175,857,826	6,099,629	128,759,475	-	428,059,518
Local Jurisdictions	3,607,342	323,816	5,368,631	209,539	8,047,467		17,556,796
Total	\$ 135,340,277	\$ 11,337,959	\$ 219,822,282	\$ 7,624,536	\$ 160,949,343	\$ -	\$ 535,074,397

### **FISCAL YEAR 2016**

	Horseshoe Casino	Hollywood Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Ocean Downs Casino	Total
Education Trust Fund	\$ 28,424,630	\$ 2,316,981	\$ 48,398,026	\$ 1,316,121	\$ -	\$ -	\$ 80,455,758
Casino	113,698,520	9,267,922	193,592,103	5,264,484	-	-	312,823,029
Local Jurisdictions							
Total	\$ 142,123,150	\$ 11,584,903	\$ 241,990,129	\$ 6,580,605	\$ -	\$ -	\$ 402,278,787

### **FISCAL YEAR 2015**

	Horseshoe Casino	Hollywood Casino	Live! Casino	Rocky Gap Casino	MGM National Harbor	Ocean Downs Casino	Total
Education Trust Fund	\$ 20,809,553	\$ 2,387,304	\$ 46,760,192	\$ 1,323,165	\$ -	\$ -	\$ 71,280,215
Casino	83,238,214	9,549,216	187,040,768	5,292,661	-	-	285,120,859
Local Jurisdictions							
Total	\$ 104,047,767	\$ 11,936,520	\$ 233,800,960	\$ 6,615,826	\$ -	\$ -	\$ 356,401,074

### **FISCAL YEAR 2014**

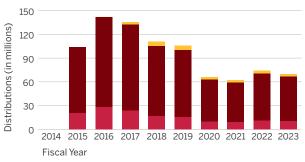
	Horseshoe Casino		Hollywood Casino	Live! Casino	 Rocky Gap Casino	M National Harbor	Oc	ean Downs Casino	 Total
Education Trust Fund	\$ -	-	\$ 2,713,278	\$ 47,078,737	\$ 1,181,901	\$ -	\$	-	\$ 50,973,916
Casino	-	-	10,853,113	188,314,949	4,727,604	-		-	203,895,666
Local Jurisdictions	-	-	_		 _	 -		_	 -
Total	\$-	-	\$ 13,566,391	\$ 235,393,687	\$ 5,909,505	\$ -	\$	-	\$ 254,869,582

MGM National Harbor began operation in December 2016.

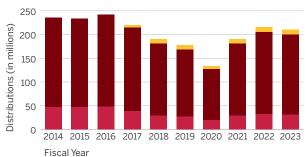
### Table Game Revenue Distributions – Fiscal Years 2014 Through 2023<sup>\*</sup> – (continued)

### **TABLE GAME REVENUE DISTRIBUTIONS**

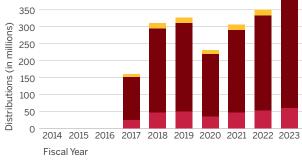




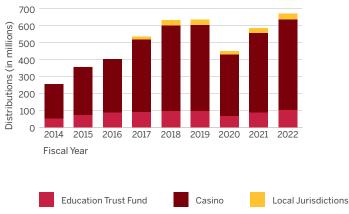
LIVE! CASINO



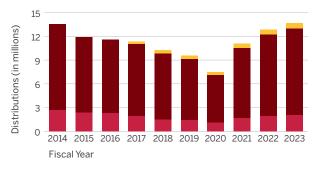




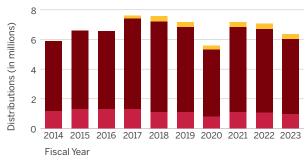
TOTAL



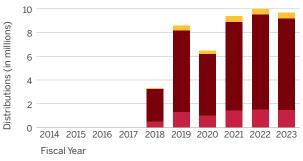
HOLLYWOOD CASINO



### ROCKY GAP CASINO



### OCEAN DOWNS CASINO



### **Sports Wagering**

#### **FISCAL YEAR 2023**

	Handle Prizes Paid		Hold %	Promotion Play	Other Deductions	Taxable Win	Contributions to the State	Expired Prizes	
RETAIL	\$ 246,642,079	\$ 215,432,916	12.65%	\$ 119,486	\$ 667,588	\$ 30,422,089	\$ 4,563,314	\$ 2,091,753	
MOBILE	2,644,735,545	2,290,119,470	13.41%	211,430,976	5,216,259	137,968,840	20,695,326		
TOTAL	\$ 2,891,377,624	\$ 2,505,552,386	13.34%	\$ 211,550,462	\$ 5,883,847	\$ 168,390,929	\$ 25,258,640	\$ 2,091,753	

#### **FISCAL YEAR 2022**

	 Handle	 Prizes Paid	Hold %	Pror	notion Play	D	Other eductions	-	Taxable Win	tributions to the State	Ехр	ired Prizes
RETAIL	\$ 174,761,019	\$ 155,107,385	11.25%	\$	0	\$	437,011	\$	19,216,623	\$ 2,883,065	\$	132,415
MOBILE	 	 								 		
TOTAL	\$ 174,761,019	\$ 155,107,385	11.25%	\$	0	\$	437,011	\$	19,216,623	\$ 2,883,065	\$	132,415

#### **SPORTS WAGERING DEFINITIONS**

Handle: Amount players wagered, including promotional wagers provided by sportsbooks

**Prizes:** Winnings paid to players

Hold %: Percentage of the handle remaining after prizes are paid

Other Deductions: Includes adjustments, federal excise tax and loss carryforward

**Taxable Win:** Amount remaining after sportsbooks pay winners and deduct promotional play and other amounts

Contributions to the State: 15% of the taxable win, contributed to the Blueprint for Maryland's Future Fund

#### **SPORTS WAGERING FY2023 FACTS & FIGURES**

- Five retail sportsbooks were in operation when FY2023 began. Five more retail locations launched during FY2023.
- Ten mobile sportsbooks launched during FY2023, including the first seven on Nov. 23, 2022.
- Monthly operator-by-operator revenue reports are available at mdgaming.com.
- Expired sports wagering prizes are paid to the Problem Gambling Fund and totaled \$2,091,752 in FY2023.
- Sports wagering licensees pay a license fee every five years. In FY2023, net license fees totaled \$11,350,000, which was distributed to the Blueprint for Maryland's Future Fund.

### **Fantasy Competition**

The operators of fantasy competitions (including daily fantasy sports) contribute 15% of their revenue to the Blueprint for Maryland's Future Fund.

FISCAL YEAR	Fantasy Comp	petition Revenue	(	Operator Share	Contrib	outions to the State
2022	\$	17,075,872	\$	14,541,491	\$	2,561,381
2023		7,802,960		6,632,516		1,170,444
TOTAL	\$	24,878,832	\$	21,174,007	\$	3,731,825

# **Racing and Community Development Facilities Fund Transfer**

<b>Revenues Received</b>	Revenues Received From:											
FISCAL YEAR	Horse Racing Purse Dedication Fund			co Community pment Authority		etrack Facility ewal Account	Total Amount Received by MLGCA					
2022	\$	5,000,000	\$	3,500,000	\$	10,440,154	\$	18,940,154				
2023		5,000,000		3,500,000		10,444,776		18,833,776				
TOTAL	\$	10,000,000	\$	7,000,000	\$	20,884,930	\$	37,773,930				

#### **Revenues Transferred To:**

FISCAL YEAR	-	and Community nent Facilities Fund	ate of Maryland General Fund	Total Amount Disbursed by MLGCA			
2022	\$	17,000,000	\$ 1,940,154	\$	18,940,154		
2023		17,000,000	 1,833,776		18,833,776		
TOTAL	\$	34,000,000	\$ 3,773,930	\$	37,773,930		

# **Retailers, Population, and Sales by Region**

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	52	414	719	73	30	136	91	141
% of Total Retailers	1.20%	9.49%	16.49%	1.67%	0.70%	3.11%	2.09%	3.24%
Population	68,106	588,261	854,535	92,783	33,293	172,891	103,725	166,617
% of Total Population	1.10%	9.52%	13.83%	1.50%	0.54%	2.80%	1.68%	2.70%
% of Sales	0.67%	9.66%	16.67%	1.64%	0.54%	2.29%	1.52%	4.03%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	32	175	29	187	166	19	417	620
% of Total Retailers	0.73%	4.00%	0.67%	4.29%	3.80%	0.44%	9.57%	14.21%
Population	32,531	271,717	28,806	260,924	332,317	19,198	1,062,061	967,201
% of Total Population	0.53%	4.40%	0.47%	4.22%	5.38%	0.31%	17.19%	15.66%
% of Sales	0.59%	2.98%	0.27%	3.74%	3.11%	0.23%	11.00%	20.33%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	51	96	16	35	114	86	89	571
% of Total Retailers	1.17%	2.20%	0.36%	0.81%	2.61%	1.97%	2.05%	13.08%
Population	49,874	113,777	24,620	37,526	154,705	103,588	52,460	585,708
% of Total Population	0.81%	1.84%	0.40%	0.61%	2.50%	1.68%	0.85%	9.48%
% of Sales	0.79%	2.57%	0.45%	0.58%	1.96%	1.73%	1.35%	11.25%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	51	381	668	69	31	129	90	136
% of Total Retailers	1.32%	9.93%	17.42%	1.79%	0.80%	3.36%	2.34%	3.54%
Population	67,729	590,336	849,316	93,928	33,386	173,873	103,905	168,698
% of Total Population	1.21%	10.56%	15.20%	1.68%	0.60%	3.11%	1.86%	3.02%
% of Sales	0.75%	10.55%	19.39%	1.85%	0.62%	2.51%	1.67%	4.54%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	37	164	34	176	161	26	397	581
% of Total Retailers	0.96%	4.26%	0.90%	4.59%	4.20%	0.67%	10.35%	15.13%
Population	32,489	279,835	28,702	262,977	334,529	19,270	1,054,827	955,306
% of Total Population	0.58%	5.01%	0.51%	4.71%	5.99%	0.34%	18.87%	17.09%
% of Sales	0.72%	3.20%	0.30%	4.16%	3.40%	0.26%	11.93%	23.48%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	63	100	48	67	156	140	134	548
% of Total Retailers	1.64%	2.60%	1.25%	1.74%	4.05%	3.66%	3.49%	14.29%
Population	50,798	114,468	24,584	37,626	154,937	103,980	53,132	576,498
% of Total Population	0.91%	2.05%	0.44%	0.67%	2.77%	1.86%	0.95%	10.32%
% of Sales	0.88%	2.96%	0.52%	0.67%	2.18%	1.93%	1.53%	14.24%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	53	410	716	70	30	134	94	140
% of Total Retailers	1.22%	9.51%	16.58%	1.63%	0.70%	3.11%	2.17%	3.24%
Population	68,106	588,261	854,535	92,783	33,293	172,891	103,725	166,617
% of Total Population	1.10%	9.52%	13.83%	1.50%	0.54%	2.80%	1.68%	2.70%
% of Sales	0.66%	9.18%	16.64%	1.59%	0.53%	2.22%	1.49%	4.04%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	30	165	28	177	158	19	411	600
% of Total Retailers	0.69%	3.81%	0.65%	4.09%	3.65%	0.43%	9.51%	13.89%
Population	32,531	271,717	28,806	260,924	332,317	19,198	1,062,061	967,201
% of Total Population	0.53%	4.40%	0.47%	4.22%	5.38%	0.31%	17.19%	15.66%
% of Sales	0.64%	2.69%	0.24%	3.63%	2.71%	0.23%	10.17%	20.66%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	53	92	14	35	116	85	91	598
% of Total Retailers	1.22%	2.14%	0.32%	0.81%	2.69%	1.97%	2.10%	13.84%
Population	49,874	113,777	24,620	37,526	154,705	103,588	52,460	585,708
% of Total Population	0.81%	1.84%	0.40%	0.61%	2.50%	1.68%	0.85%	9.48%
% of Sales	0.74%	2.59%	0.42%	0.58%	1.94%	1.65%	1.31%	13.42%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	53	408	699	71	29	128	95	138
% of Total Retailers	1.23%	9.48%	16.24%	1.64%	0.67%	2.97%	2.20%	3.21%
Population	70,416	579,234	827,370	92,525	33,406	168,447	102,855	163,257
% of Total Population	1.16%	9.58%	13.69%	1.53%	0.55%	2.79%	1.70%	2.70%
% of Sales	0.62%	9.37%	16.28%	1.57%	0.49%	2.20%	1.42%	3.86%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	33	154	26	173	155	18	423	600
% of Total Retailers	0.76%	3.58%	0.61%	4.02%	3.61%	0.42%	9.81%	13.94%
Population	31,929	259,547	29,014	255,441	325,690	19,422	1,050,688	909,327
% of Total Population	0.53%	4.29%	0.48%	4.23%	5.39%	0.32%	17.38%	15.04%
% of Sales	0.69%	2.57%	0.21%	3.58%	2.71%	0.23%	10.74%	21.15%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	51	92	14	36	114	83	92	622
% of Total Retailers	1.18%	2.12%	0.33%	0.83%	2.64%	1.93%	2.14%	14.45%
Population	50,381	113,510	25,616	37,181	151,049	103,609	52,276	593,490
% of Total Population	0.83%	1.88%	0.42%	0.62%	2.50%	1.71%	0.86%	9.82%
% of Sales	0.72%	2.57%	0.40%	0.58%	1.79%	1.56%	1.28%	13.41%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	55	415	701	71	29	129	93	140
% of Total Retailers	1.25%	9.46%	15.96%	1.62%	0.65%	2.94%	2.12%	3.20%
Population	70,975	576,031	828,431	92,003	33,304	168,429	102,826	161,503
% of Total Population	1.17%	9.53%	13.71%	1.52%	0.55%	2.79%	1.70%	2.67%
% of Sales	0.60%	9.49%	16.22%	1.50%	0.56%	2.21%	1.44%	3.79%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	32	156	28	173	154	17	436	603
% of Total Retailers	0.73%	3.56%	0.63%	3.95%	3.51%	0.38%	9.92%	13.74%
Population	31,998	255,648	29,163	253,956	323,196	19,383	1,052,567	909,308
% of Total Population	0.53%	4.23%	0.48%	4.20%	5.35%	0.32%	17.42%	15.05%
% of Sales	0.63%	2.60%	0.21%	3.68%	2.85%	0.25%	11.39%	20.75%

	Queen Anne's	St. Mary's County	Somerset	Talbot County	Washington	Wicomico Worcester County County	Baltimore	
	County	county county	County	county	County	County	County	City
# of Retailers	53	97	17	37	114	81	97	663
% of Total Retailers	1.20%	2.21%	0.39%	0.84%	2.60%	1.84%	2.20%	15.10%
Population	50,251	112,664	25,675	36,968	150,926	103,195	51,823	602,495
% of Total Population	0.83%	1.86%	0.42%	0.61%	2.50%	1.71%	0.86%	9.97%
% of Sales	0.76%	2.47%	0.37%	0.56%	1.65%	1.37%	1.40%	13.32%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	57	426	706	69	29	129	97	139
% of Total Retailers	1.29%	9.63%	15.96%	1.55%	0.66%	2.91%	2.19%	3.13%
Population	71,615	573,235	832,468	91,502	33,193	167,781	102,746	159,700
% of Total Population	1.18%	9.47%	13.75%	1.51%	0.55%	2.77%	1.70%	2.64%
% of Sales	0.64%	9.53%	16.41%	1.50%	0.46%	2.20%	1.29%	3.94%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	31	155	28	183	154	17	430	601
% of Total Retailers	0.71%	3.50%	0.63%	4.15%	3.47%	0.39%	9.72%	13.59%
Population	32,162	252,022	29,233	252,160	321,113	19,384	1,058,810	912,756
% of Total Population	0.53%	4.16%	0.48%	4.17%	5.31%	0.32%	17.49%	15.08%
% of Sales	0.61%	2.48%	0.20%	3.54%	2.76%	0.25%	11.38%	20.75%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	56	103	17	37	116	82	99	663
% of Total Retailers	1.26%	2.32%	0.39%	0.83%	2.61%	1.85%	2.24%	15.00%
Population	49,770	112,667	25,918	37,103	150,578	102,923	51,690	611,648
% of Total Population	0.82%	1.86%	0.43%	0.61%	2.49%	1.70%	0.85%	10.11%
% of Sales	0.75%	2.44%	0.37%	0.52%	1.64%	1.28%	1.39%	13.67%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	60	431	704	69	29	128	98	139
% of Total Retailers	1.34%	9.70%	15.85%	1.55%	0.64%	2.88%	2.20%	3.14%
Population	73,869	550,175	817,682	89,694	32,644	167,210	101,684	150,710
% of Total Population	1.26%	9.35%	13.89%	1.52%	0.55%	2.84%	1.73%	2.56%
% of Sales	0.62%	9.58%	16.23%	1.57%	0.45%	2.14%	1.30%	3.78%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	30	152	28	188	154	16	427	596
% of Total Retailers	0.68%	3.41%	0.63%	4.24%	3.46%	0.37%	9.62%	13.42%
Population	32,554	239,520	29,850	248,540	299,356	20,112	1,004,476	881,419
% of Total Population	0.55%	4.07%	0.51%	4.22%	5.09%	0.34%	17.07%	14.98%
% of Sales	0.62%	2.40%	0.19%	3.56%	2.78%	0.25%	10.97%	20.93%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	53	103	17	39	113	83	98	687
% of Total Retailers	1.20%	2.32%	0.37%	0.88%	2.55%	1.87%	2.20%	15.46%
Population	48,542	108,993	26,206	38,040	149,087	100,521	51,567	622,417
% of Total Population	0.82%	1.85%	0.45%	0.65%	2.53%	1.71%	0.88%	10.58%
% of Sales	0.70%	2.39%	0.37%	0.55%	1.60%	1.31%	1.39%	14.34%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	60	465	759	72	30	138	105	152
% of Total Retailers	1.24%	9.60%	15.67%	1.49%	0.62%	2.85%	2.17%	3.14%
Population	72,528	564,195	831,128	90,595	32,579	167,627	102,382	156,118
% of Total Population	1.21%	9.39%	13.84%	1.51%	0.54%	2.79%	1.70%	2.60%
% of Sales	0.61%	9.64%	16.32%	1.45%	0.42%	2.09%	1.29%	3.78%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	32	162	28	201	174	19	447	633
% of Total Retailers	0.66%	3.35%	0.58%	4.15%	3.59%	0.39%	9.23%	13.07%
Population	32,384	245,322	28,692	250,290	313,424	19,787	1,040,116	909,535
% of Total Population	0.54%	4.08%	0.48%	4.17%	5.22%	0.33%	17.32%	15.14%
% of Sales	0.60%	2.37%	0.19%	3.64%	2.78%	0.29%	10.91%	20.66%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	59	107	19	43	135	90	112	801
% of Total Retailers	1.22%	2.21%	0.39%	0.89%	2.79%	1.86%	2.31%	16.54%
Population	48,904	111,413	25,768	37,512	149,585	102,370	51,540	621,849
% of Total Population	0.81%	1.86%	0.43%	0.62%	2.49%	1.70%	0.86%	10.35%
% of Sales	0.72%	2.31%	0.35%	0.52%	1.62%	1.33%	1.33%	14.66%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	63	481	765	72	31	139	97	156
% of Total Retailers	1.29%	9.83%	15.63%	1.47%	0.63%	2.84%	1.98%	3.19%
Population	72,952	560,133	826,925	90,613	32,538	167,830	102,383	154,747
% of Total Population	1.22%	9.37%	13.84%	1.52%	0.54%	2.81%	1.71%	2.59%
% of Sales	0.57%	9.59%	16.14%	1.43%	0.39%	2.06%	1.18%	3.83%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	35	162	28	206	168	18	475	645
% of Total Retailers	0.72%	3.31%	0.57%	4.21%	3.43%	0.37%	9.70%	13.18%
Population	32,578	243,675	29,679	250,105	309,284	19,820	1,030,447	904,430
% of Total Population	0.55%	4.08%	0.50%	4.18%	5.18%	0.33%	17.24%	15.13%
% of Sales	0.52%	2.30%	0.19%	3.57%	2.73%	0.24%	10.52%	21.14%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	57	110	20	37	119	87	117	807
% of Total Retailers	1.16%	2.25%	0.41%	0.76%	2.43%	1.78%	2.39%	16.49%
Population	48,804	110,382	25,859	37,643	149,573	101,539	51,675	622,793
% of Total Population	0.82%	1.85%	0.43%	0.63%	2.50%	1.70%	0.86%	10.42%
% of Sales	0.68%	2.17%	0.35%	0.46%	1.52%	1.26%	1.23%	15.92%

	Allegany County	Anne Arundel County	Baltimore County	Calvert County	Caroline County	Carroll County	Cecil County	Charles County
# of Retailers	60	468	752	69	31	134	91	148
% of Total Retailers	1.27%	9.91%	15.93%	1.46%	0.66%	2.84%	1.93%	3.13%
Population	73,521	555,743	823,015	90,484	32,693	167,564	101,913	152,864
% of Total Population	1.24%	9.37%	13.88%	1.53%	1.64%	8.39%	1.72%	2.58%
% of Sales	0.59%	9.56%	16.21%	1.45%	0.40%	2.07%	1.12%	3.58%

	Dorchester County	Frederick County	Garrett County	Harford County	Howard County	Kent County	Montgomery County	Prince George's County
# of Retailers	33	155	36	186	167	17	435	616
% of Total Retailers	0.70%	3.28%	0.76%	3.94%	3.54%	0.36%	9.21%	13.05%
Population	32,660	241,409	29,889	249,215	304,580	19,944	1,016,677	890,081
% of Total Population	0.55%	4.07%	0.50%	4.20%	5.14%	0.34%	17.15%	15.01%
% of Sales	0.50%	2.30%	0.19%	3.48%	2.83%	0.25%	10.28%	21.20%

	Queen Anne's County	St. Mary's County	Somerset County	Talbot County	Washington County	Wicomico County	Worcester County	Baltimore City
# of Retailers	57	100	21	34	126	81	107	797
% of Total Retailers	1.21%	2.12%	0.44%	0.72%	2.67%	1.72%	2.27%	16.88%
Population	48,517	109,633	26,273	37,931	149,588	100,896	51,620	622,104
% of Total Population	0.82%	1.85%	0.44%	0.64%	2.52%	1.70%	0.87%	10.49%
% of Sales	0.66%	2.15%	0.31%	0.47%	1.51%	1.21%	1.19%	16.47%

### Demographic and Economic Statistics – Fiscal Years 2014 Through 2023

Fiscal Year	Statewide Population <sup>1</sup>	Statewide Personal Income <sup>1</sup> (expressed in thousands)		de Per Capita nal Income¹	Unemployement Rate <sup>2</sup>
2014	5,955,756	\$	320,928	\$ 53,885	5.8%
2015	5,985,008	\$	336,428	\$ 56,212	5.0%
2016	6,004,556	\$	348,600	\$ 58,056	4.3%
2017	6,025,384	\$	359,647	\$ 59,689	4.0%
2018	6,040,226	\$	370,347	\$ 61,313	3.8%
2019	6,053,126	\$	379,934	\$ 62,767	3.5%
2020	6,057,454	\$	415,937	\$ 68,665	8.6%
2021	6,050,432	\$	423,545	\$ 70,002	6.2%
2022	6,164,600	\$	432,933	\$ 70,228	3.0%
2023	6,164,151	\$	456,132	\$ 73,997	1.7%

Sources:

<sup>1</sup> U.S. Department of Commerce, Bureau of Economic Analysis. Regional Data Charts as of October 2023.

<sup>2</sup> U.S. Bureau of Labor Statistics Local Area Unemployment Statistics as of October 2023.

### Lottery Employees – Fiscal Years 2014 Through 2023

#### Number of Employees (includes contractual)

As of June 30, 2023	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023
Agent Administration*	5	5	5	5	5	5	4	4	3	3
Commissioners	7	7	7	7	6	7	7	7	7	7
Communications	24	23	23	22	24	24	22	28	23	19
Customer Service	10	10	10	9	9	9	7	8	9	9
Executive	9	9	9	8	8	8	7	7	7	7
Facilities	4	5	5	5	5	6	5	6	6	5
Finance, Budget & Procurement and Special Projects	24	22	24	17	21	21	18	16	15	20
Information Technology	21	21	16	16	16	16	18	18	18	17
Instant Ticket Warehouse	6	7	7	7	7	7	7	9	11	11
Legal Services	8	8	8	7	7	6	6	6	6	7
Personnel	4	3	3	3	3	3	4	3	3	5
Product Development & Creative Services	13	15	12	11	11	11	9	9	9	8
Sales	61	56	60	59	61	61	59	57	63	55
Security	8	8	8	8	8	8	8	8	8	7
Gaming, Sports Wagering and Fantasy**	124	128	141	145	146	146	138	132	132	148
Total	328	327	338	329	337	338	319	318	320	328

\*Effective with the Gaming Expansion Act, the MLGCA Commissioners became positioned employees.

\*\*Fantasy Competitions has been operating under the regulation of the Agency since FY 2021. Sports Wagering was implemented in FY 2022.

### **Operating Indicators - Percentage of Lottery Administrative Expenses to Sales** - Fiscal Years 2014 Through 2023

Fiscal Year	Sales	Adm	in Expense	Percentage of Administrative Expenses to Sales
2014	\$ 1,723,990,568	\$	56,552,165	3.28%
2015	\$ 1,760,866,028	\$	57,441,563	3.26%
2016	\$ 1,905,543,252	\$	62,035,390	3.26%
2017	\$ 1,931,545,666	\$	67,144,568	3.48%
2018	\$ 2,042,794,337	\$	70,366,608	3.44%
2019	\$ 2,196,908,499	\$	79,793,722	3.63%
2020	\$ 2,189,768,013	\$	77,743,420	3.55%
2021	\$ 2,611,150,070	\$	92,242,247	3.53%
2022	\$ 2,662,703,825	\$	94,935,530	3.57%
2023	\$ 2,764,378,803	\$	97,367,535	3.52%

Administrative expenses include operating expenses, lottery vendor and data processing fees, and scratch-off ticket printing and delivery.

# Capital Assets, Net Information – Fiscal Years 2014 Through 2023

Fiscal Year	Machiner	y and Equipment	VLTS	Total Capital Assets		
2014	\$	-	\$ 10,525,562	\$	10,525,562	
2015	\$	1,026,010	\$ 60,730,078	\$	61,756,088	
2016	\$	817,330	\$ 47,900,001	\$	48,717,331	
2017	\$	608,650	\$ 35,126,668	\$	35,735,318	
2018	\$	399,970	\$ _	\$	399,970	
2019	\$	191,290	\$ _	\$	191,290	
2020	\$	-	\$ _	\$	_	
2021	\$	-	\$ _	\$	_	
2022	\$	-	\$ _	\$	_	
2023	\$	548,451	\$ _	\$	548,451	

# **Right-of-Use Assets, Net Information – Fiscal Years 2014 Through 2023**

Fiscal Year		Machinery and Equipment		ffice and house Space	cription gements	Total Right-of-Use Assets		
2014	\$	_	\$	_	\$ _	\$	_	
2015	\$	-	\$	_	\$ _	\$	_	
2016	\$	_	\$	_	\$ _	\$	_	
2017	\$	-	\$	-	\$ -	\$	_	
2018	\$	-	\$	5,447,589	\$ _	\$	5,447,589	
2019	\$ 7	,500,948	\$	4,315,791	\$ _	\$	11,816,739	
2020	\$ 6	,366,817	\$	3,150,784	\$ _	\$	9,517,601	
2021	\$ 5	,080,485	\$	1,950,109	\$ _	\$	7,030,594	
2022	\$ 3	,755,029	\$	711,168	\$ 422,747	\$	4,888,944	
2023	\$ 2	,421,163	\$	-	\$ 305,067	\$	2,726,230	

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