

## OLC Operating Procedure 945

Former game rule number 3770:1-9-945

Effective: February 18, 2016

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(A) Title and term. Ohio lottery commission game rule number nine hundred forty-five, EZPLAY "Quick Spot Progressive" shall be conducted at such times and for such periods as the commission may determine. For the purposes of this rule, "sales cycle" shall mean any such period, including reprints, beginning on the date when ticket sales are commenced and continuing through the date established by the director as the date on which sales agents are to make their final settlement with respect to tickets allocated to them during the period in game rule number nine hundred forty-five.

(B) General design.

(1) Game rule number nine hundred forty-five is generally known as an "instant lottery" and contains a "Progressive Jackpot" feature.

(2) A ticket for game rule nine hundred forty-five is terminal generated. Each ticket will have a "Game Play Area" that contains eighty "Quick Spot Numbers" and ten randomly selected "Your Numbers." Ten "Quick Spot Numbers" will be randomly circled indicating the "Game Draw Numbers." "Your Numbers" will consist of ten two digit numbers between 01-80. The player wins by matching the "Your Numbers" to the circled "Quick Spot Numbers." The player wins the "Progressive Jackpot" when all ten of "Your Numbers" match the circled "Quick Spot Numbers." The Top Prize for this game is the "Progressive Jackpot," the "Progressive Jackpot" starts at ten thousand dollars. The amount of the the "Progressive Jackpot" paid will depend on the price of the ticket purchased. If the player wins the "Progressive Jackpot," a one dollar ticket will pay ten percent of the "Progressive Jackpot," a five dollar ticket will pay fifty percent of the "Progressive Jackpot" and a ten dollar ticket will pay one hundred percent of the "Progressive Jackpot." Players may win once per ticket.

(3) The "prize levels" which shall appear on a ticket in game rule number nine hundred forty-five are: Matching "Your Numbers" to none of the "Game Draw Numbers," matching "Your Numbers" to five of the "Game Draw Numbers," matching "Your Numbers" to six of the "Game Draw Numbers,"

matching "Your Numbers" to seven of the "Game Draw Numbers," matching "Your Numbers" to eight of the "Game Draw Numbers," matching "Your Numbers" to nine of the "Game Draw Numbers" and matching "Your Numbers" to ten of the "Game Draw Numbers."

(C) Price of tickets. The price of a ticket issued by the commission in game rule number nine hundred forty-five shall be one dollar, five dollars, or ten dollars.

(D) Structure, nature, value, and number of prize awards

(1) There shall be two types of prizes in game rule nine hundred forty-five, a "regular prize award" and a "Progressive Jackpot" award.

(2) As used in this rule, "prize award" shall mean one of the following monetary figures which is the total of all winning prize values appearing on the ticket: one dollar, five dollars, ten dollars, twenty-five dollars, fifty dollars, one hundred dollars, one hundred twenty-five dollars, two hundred fifty dollars, five hundred dollars and the "Progressive Jackpot." Each ticket in game rule number nine hundred forty-five shall be imprinted in such a way that prize awards from the set listed above may be won.

(3) The number of prize awards in any sales cycle of game rule number nine hundred forty-five will depend upon the number of tickets sold during that cycle. However, distribution and availability for public purchase may be affected by, but not limited to, circumstances such as stolen, defective, missing, damaged, promotional, returned or reordered tickets. Tickets shall be printed in accordance with this rule using random techniques.

(a) Combinations winning each prize award are randomly distributed throughout all tickets printed in any given ticket issuance.

(4) For a one dollar ticket, for each line in column one of appendix 1 to this rule, the player having the prize level and multiplier, if any, on that same line in column three shall win the prize award on the same line in column four; and in a pool of two hundred forty thousand tickets, mathematical reasoning suggest that the number of tickets having that prize level and multiplier, if any, in column three should be as set forth on that same line in column five.

(5) For a five dollars ticket, for each line in column one of appendix 2 to this rule, the player having the prize level and multiplier, if any, on that same line in column three shall win the prize award on the same line in column four; and in a pool of two hundred forty thousand tickets, mathematical reasoning suggest that the number of tickets having that prize level and multiplier, if any, in column three should be as set forth on that same line in column five.

(6) For a ten dollars ticket, for each line in column one of appendix 3 to this rule, the player having the prize level and multiplier, if any, on that same line in column three shall win the prize award on the same line in column four; and in a pool of two hundred forty thousand tickets, mathematical reasoning suggest that the number of tickets having that prize level and multiplier, if any, in column three should be as set forth on that same line in column five.

(E) Tickets sold. Chances of winning and the number of winning tickets are established at the time of printing and will change as prizes are won.

(F) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred forty-five shall be accomplished in a manner, which complies with the commission's rules and procedures.

(2) When a ticket issued in game rule number nine hundred forty-five is sold or deemed sold in accordance with this rule and the covering material over any of the numbers, prize levels and play symbols has been removed, the holder shall be deemed to have drawn the numbers, prize levels and play symbols on that ticket which determine whether the holder is entitled to a regular prize award. All regular prize awards shall be deemed announced no later than the last day of the sales cycle of game rule number nine hundred forty-five in which the ticket was sold.

(G) Special claim, entry, receipt and validation procedures. The director shall establish special claim, entry, receipt and validation procedures, including procedures for validation by sales agents of tickets winning prize awards which are to be paid by sales agents in accordance with commission rules. Prize awards shall be claimed within the time limits set forth by commission rules.

(H) Validity of Tickets.

(1) A mechanical error in printing prize awards, symbols, words or other numbers on a ticket shall not automatically invalidate that ticket. To the extent feasible, the director shall establish procedures by which the holder of any ticket on which information is incorrectly printed due to mechanical malfunction may be advised of correct information for the ticket. If it is not technically feasible to recover the information from a mechanically misprinted ticket, the director may declare the ticket void and the holder shall be entitled to a return of the ticket price or a replacement ticket of comparable price.

(2) In addition to, but not in limitation of, all other power and authority conferred on the director by the commission's rules, the director may declare a ticket in game rule number nine hundred forty-five void if it is stolen, unissued, deactivated, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, misregistered, reconstituted, miscut, defective, printed or produced in error or incomplete; or if the ticket fails any of the validation tests or procedures established by the director. The commission's liability and responsibility for a ticket declared void, if any, is limited to refund of the retail sales price of the ticket or issuance of a replacement ticket of comparable price.

(I) Director's conduct of game rule number nine hundred forty-five.

(1) The director shall conduct game rule number nine hundred forty-five and any promotions or drawings associated therewith in a manner consistent with the Lottery Act and the rules of the commission including, without limitation, this rule. The director shall inform the public of the provisions of this rule and the procedures established pursuant hereto which affect the play of game rule number nine hundred forty-five. The director reserves the right to declare any instant game as unavailable for sale at any time to maintain game integrity and accountability.

(2) Names and definitions of elements of game rule nine hundred forty-five used in this rule are used solely for purposes of this rule. In actual operation, game rule number nine hundred forty-five and these elements may be given names or titles chosen by the commission.

TICKET QUANTIT 240,000  
TICKET COST: \$1.00

**Appendix 1**  
OHIO LOTTERY  
EZPLAY® "Quick Spot" (INSTANT GAME NO. 945)  
PRIZE STRUCTURE  
January 4, 2016

Match "Your Numbers" to the  
circled "Quick Spot Numbers"  
and win the corresponding prize  
shown in the PRIZE LEGEND

Column One Line #	Column Two TIER LEVEL	Column Three Prize Level	Column Four Prize Award	Column Five Number of Prizes
1	8	MATCH 10	10% of PROGRESSIVE JACKPOT (MINIMUM OF \$1,000)	4
2	7	MATCH 9	\$50.00	350
3	6	MATCH 8	\$25.00	1,000
4	5	MATCH 7	\$10	3,000
5	4	MATCH 6	\$5.00	7,500
6	3	MATCH 5	\$1.00	36,500
7	2	MATCH 0	\$5.00	2,500
8	1	Non win Prize Level 1	\$0.00	189,146

ACTION: Filed

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Appendix  
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TICKET QUANTITY: 240,000  
TICKET COST: \$5.00

**Appendix 2**  
OHIO LOTTERY  
EZPLAY®"Quick Spot" (INSTANT GAME NO. 945)  
PRIZE STRUCTURE  
January 4, 2016

Match "Your Numbers" to the  
circled "Quick Spot Numbers"  
and win the corresponding prize  
shown in the PRIZE LEGEND

Column One Line #	Column Two TIER LEVEL	Column Three Prize Level	Column Four Prize Award	Column Five Number of Prizes
1	8	MATCH 10	50% of PROGRESSIVE JACKPOT (MINIMUM OF \$5,000)	4
2	7	MATCH 9	\$250.00	375
3	6	MATCH 8	\$125.00	1,000
4	5	MATCH 7	\$50	3,000
5	4	MATCH 6	\$25.00	8,000
6	3	MATCH 5	\$5.00	37,000
7	2	MATCH 0	\$25.00	2,500
8	1	Non win Prize Level 1	\$0.00	188,121

ACTION: Filed

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Appendix  
3770:1-9-945

DATE: 02/08/2016 2:02 PM

TICKET QUANTITY: 240,000  
TICKET COST: \$10.00

**Appendix 3**  
OHIO LOTTERY  
EZPLAY® "Quick Spot" (INSTANT GAME NO. 945)  
PRIZE STRUCTURE  
January 4, 2016

Match "Your Numbers" to the  
circled "Quick Spot Numbers"  
and win the corresponding prize  
shown in the PRIZE LEGEND

Column One Line #	Column Two TIER LEVEL	Column Three Prize Level	Column Four Prize Award	Column Five Number of Prizes
1	8	MATCH 10	100% of PROGRESSIVE JACKPOT (Minimum of \$10,000)	4
2	7	MATCH 9	\$500.00	400
3	6	MATCH 8	\$250.00	1,000
4	5	MATCH 7	\$100	3,200
5	4	MATCH 6	\$50.00	8,000
6	3	MATCH 5	\$10.00	38,000
7	2	MATCH 0	\$50.00	2,500
8	1	Non win Prize Level 1	\$0.00	186,896