

OLC Operating Procedure 952

Former game rule number 3770:1-9-952

Effective: August 27, 2016

(A) Title and term. Ohio Lottery Commission game rule number nine hundred fifty-two, EZPLAY "Twenty 20's," shall be conducted at such times and for such periods as the commission may determine. For the purpose 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 will cease.

(B) General design.

(1) Game rule number nine hundred fifty-two is generally known as an "instant lottery" and contains a "Jackpot" feature. A ticket for game rule nine hundred fifty-two is terminal generated.

(2) The holder of a valid ticket will consist of one Game Play Area and one Prize Legend. In the Game Play Area, there will be forty-five randomly selected numbers inside of bubbles, ranging from zero through twenty. To win a prize, the player will find the number twenty inside of the play area. The player will then compare the number of 20s found to the Prize Legend to determine the amount won. In order to win the full Progressive Jackpot, the player must reveal twenty "20s. The Progressive Jackpot starts at twenty-five thousand dollars. There is one chance to win per ticket.

(3) The only "prize levels," which shall appear on a ticket in game rule number nine hundred fifty-two are: find zero, find fifteen, find sixteen, find seventeen, find eighteen, find nineteen, and find twenty.

(C) Price of tickets. The price of a ticket issued by the commission in game rule number nine hundred fifty-two shall be twenty dollars.

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

(1) There shall be two types of prizes in game rule number nine hundred fifty-two, one called a

"regular prize award" and one called a Progressive Jackpot prize award.

(2) As used in this rule, "prize award" shall mean one of the following monetary figures: ten dollars, twenty dollars, fifty dollars, two hundred fifty dollars, five hundred dollars and the Progressive Jackpot. Each ticket in game rule number nine hundred fifty-two 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 fifty-two 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 each line in column one of the appendix to this rule, the player having the prize value 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 sold, mathematical reasoning suggests that the number of tickets having that prize value 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 start of the game number nine hundred fifty-two and at the time a ticket is purchased.

(F) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred fifty-two 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 fifty-two is sold or deemed sold in accordance with this rule, the holder shall be deemed to have drawn the prize values and play symbol on that ticket, which determine whether the holder is entitled to a prize award. A prize award shall be deemed announced on the date a ticket is purchased.

(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. For purposes of game rule nine hundred fifty-two, the close date for a ticket that is sold shall be the date the ticket is purchased. Prize awards shall be claimed within one hundred eighty days of the date that a ticket is purchased.

(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 fifty-two void if it is stolen, not sold or deemed not sold in accordance with commission rules; if it is illegible, mutilated, altered, counterfeit, 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.

(3) A ticket may not be canceled once the ticket is printed by the lottery terminal even if such ticket is printed in error.

(I) Director's conduct of game rule number nine hundred fifty-two.

(1) The director shall conduct game rule number nine hundred fifty-two and any promotions associated therewith in a manner consistent with the Lottery Act and the rules of the commission

including, without limitation, this rule and the regulations of the director. As deemed necessary or advisable, the director shall adopt management regulations, orders or directives to implement and operate this lottery game and any promotions associated therewith. 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 fifty-two. The director reserves the right to declare any game as unavailable for sale at any time to maintain game integrity and accountability.

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

Appendix				
TICKET QUANTITY: 240,000		OHIO LOTTERY		
TICKET COST:	\$20.00	EZPLAY®"Twenty 20's" (INSTANT GAME NO. 952)		
PRIZE STRUCTURE				
Find circled "20's" in the game play area.				
Compare the number of "20's" found to the PRIZE LEGEND to determine win amount.				
Reveal twenty (20) "20's" to win full JACKPOT!				
Column One	Column Two	Column Three	Column Four	Column Five
Line #	TIER LEVEL	Prize Value	Prize Award	Number of Prizes
1	7	Find 20	Progressive Jackpot (Minimum of \$25,000)	4
2	6	Find 19	\$500.00	1000
3	5	Find 18	\$250.00	2,500
4	4	Find 17	\$50.00	7,500
5	3	Find 16	\$20.00	33,000
6	2	Find 15	\$10.00	17,000
7	1	Find 0	\$20.00	5,000