

OLC Operating Procedure 962

Former game rule number 3770:1-9-962

Effective: August 22, 2020

(A) Title and term. Ohio lottery commission game rule number nine hundred sixty-two, EZPLAY "Lucky Numbers 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 sixty-two.

(B) General design.

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

(2) A ticket for game rule nine hundred sixty-two is terminal generated. Each ticket will have a "Game Play Area" that contains thirty play spaces of numbers with a "Key Number" and a "Prize Legend." The "Key Number" shall be determined by the price of the ticket purchased. The "Key Number" for the five dollar game shall be five, the "Key Number" for the ten dollar game shall be ten and the "Key Number" for the twenty dollar game shall be twenty. The player wins by counting the circled "Lucky Numbers" in the play area that match the "Key Number", and wins the corresponding prize shown in the "Prize Legend." The player wins the "Progressive Jackpot" when all fifteen circled "Lucky Numbers" are revealed. The Top Prize for this game is the "Progressive Jackpot," the "Progressive Jackpot" starts at twenty thousand dollars. The amount of the "Progressive Jackpot" paid will depend on the price of the ticket purchased. If the player wins the "Progressive Jackpot," a five dollar ticket will pay twenty-five percent of the "Progressive Jackpot," a ten dollar ticket will pay fifty percent of the "Progressive Jackpot" and a twenty 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 sixty-two

are: matching the "Key Number" to eight of the "Lucky Numbers," matching the "Key Number" to nine of the "Lucky Number," matching the "Key Number" to ten of the "Lucky Numbers," matching the "Key Number" to eleven of the "Lucky Numbers," matching the "Key Numbers" to twelve of the "Lucky Numbers" matching the "Key Number" to thirteen of the "Lucky Numbers," matching the "Key Number" to fourteen of the "Lucky Numbers," and matching the "Key Number" to fifteen of the "Lucky Numbers."

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

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

(1) There shall be two types of prizes in game rule nine hundred sixty-two, a "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: five dollars, ten dollars, fifteen dollars, twenty dollars, twenty-five dollars, thirty dollars, forty dollars, fifty dollars, sixty dollars, one hundred dollars, two hundred dollars, two hundred fifty dollars, five hundred dollars, one thousand dollars, two thousand dollars, and the "Progressive Jackpot." Each ticket in game rule number nine hundred sixty-two shall be imprinted in such a way that prize awards from the set listed above may be won.

(E) The number of prize awards in any sales cycle of game rule number nine hundred sixty-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 partial reordered tickets. Tickets shall be printed in accordance with this rule using random techniques.

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

(2) For a five 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.

(3) For a ten 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.

(4) For a twenty 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.

(F) 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.

(G) Frequency of prize drawings.

(1) Random imprinting of prize awards on all tickets issued in game rule number nine hundred sixty-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 sixty-two 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 prize award. All prize awards shall be deemed announced no later than the last day of the sales cycle of game rule number nine hundred sixty-two in which the ticket was sold.

(H) 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.

(I) 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 sixty-two void if it is stolen, 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; if the ticket fails any of the validation tests or procedures established by the director; or if the ticket is obtained in violation of commission rules, including, but not limited to, by way of prize discounting prohibited under rule 3770-3-01 of the Administrative Code. 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.

(J) Director's conduct of game rule nine hundred sixty-two.

(1) The director shall conduct game rule number nine hundred sixty-two 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 sixty-two. 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 sixty-two used in this rule are used solely for purposes of this rule. In actual operation, game rule number nine hundred sixty-two and these elements may be given names or titles chosen by the commission.

Appendix 1 - \$5 Prize Tier Level:

| Column One | Column Two | Column Three | Column Four | Column Five |
|------------|---------------|-----------------------|-------------|------------------|
| Line # | Tier Level | Value | Prize Award | Number of Prizes |
| 1 | 9 BASE | BASE TOP PRIZE | \$ 5,000 | 4 |
| 2 | 9 PROGRESSIVE | ESTIMATED PROGRESSIVE | \$ 25,000 | 4 |
| 3 | 9 | Find 15 | \$ 30,000 | 4 |
| 4 | 8 | Find 14 | \$ 500 | 10 |
| 5 | 7 | Find 13 | \$ 250 | 100 |
| 6 | 6 | Find 12 | \$ 50 | 2,500 |
| 7 | 5 | Find 11 | \$ 25 | 7,500 |
| 8 | 4 | Find 10 | \$ 15 | 10,000 |
| 9 | 3 | Find 9 | \$ 10 | 17,000 |
| 10 | 2 | Find 8 | \$ 5 | 25,000 |
| 11 | 1 | Non win Prize Level 1 | \$ - | 177,886 |

Appendix 2 - \$10 Prize Tier Level:

| Column One | Column Two | Column Three | Column Four | Column Five |
|------------|---------------|-----------------------|-------------|------------------|
| Line # | Tier Level | Value | Prize Award | Number of Prizes |
| 1 | 9 BASE | BASE TOP PRIZE | \$ 10,000 | 4 |
| 2 | 9 PROGRESSIVE | ESTIMATED PROGRESSIVE | \$ 50,000 | 4 |
| 3 | 9 | Find 15 | \$ 60,000 | 4 |
| 4 | 8 | Find 14 | \$ 1,000 | 10 |
| 5 | 7 | Find 13 | \$ 500 | 200 |
| 6 | 6 | Find 12 | \$ 100 | 2,500 |
| 7 | 5 | Find 11 | \$ 50 | 7,500 |
| 8 | 4 | Find 10 | \$ 30 | 10,000 |
| 9 | 3 | Find 9 | \$ 20 | 16,500 |
| 10 | 2 | Find 8 | \$ 10 | 27,000 |
| 11 | 1 | Non win Prize Level 1 | \$ - | 176,286 |

Appendix 3 - \$20 Prize Tier Level:

| Column One | Column Two | Column Three | Column Four | Column Five |
|------------|---------------|-----------------------|-------------|------------------|
| Line # | Tier Level | Value | Prize Award | Number of Prizes |
| 1 | 9 BASE | BASE TOP PRIZE | \$ 20,000 | 2 |
| 2 | 9 PROGRESSIVE | ESTIMATED PROGRESSIVE | \$ 100,000 | 2 |
| 3 | 9 | Find 15 | \$ 120,000 | 2 |
| 4 | 8 | Find 14 | \$ 2,000 | 5 |
| 5 | 7 | Find 13 | \$ 1,000 | 250 |
| 6 | 6 | Find 12 | \$ 200 | 2,500 |
| 7 | 5 | Find 11 | \$ 100 | 10,000 |
| 8 | 4 | Find 10 | \$ 60 | 12,000 |
| 9 | 3 | Find 9 | \$ 40 | 15,000 |
| 10 | 2 | Find 8 | \$ 20 | 26,500 |
| 11 | 1 | Non win Prize Level 1 | \$ - | 173,743 |