

South Carolina Education Lottery

Official Carolina Cash Add-A-Play® Game Rules



1. General Provisions

Carolina Cash Add-A-Play® is a promotional game offered by the South Carolina Education Lottery (SCEL). The ticket dispensed from a retailer sales terminal allows a player to know instantly whether he or she has won. This promotion is offered in conjunction with the purchase of a Pick 3®, Pick 4, and/or Palmetto Cash 5 game ticket. A prize may be claimed at an SCEL retail outlet or the SCEL Claims Center in Columbia. This promotional game will begin on Tuesday, August 1, 2017. SCEL reserves the right to suspend or end the promotion at any time without amending the Official Game Rules.

By purchasing a Carolina Cash Add-A-Play® ticket, the player is bound by the Official Game Rules including revisions or amendments.

The Official Carolina Cash Add-A-Play® Game Rules are comprised of: (1) Act 59 of 2001, as amended; (2) the regulations of the South Carolina Education Lottery Commission; (3) any other matters adopted by the Board of Commissioners; (4) the Functional Specification Document for Carolina Cash Add-A-Play®, as may be updated (“game specifications”); (5) the material presented in this document; and (6) any practices and procedures utilized by SCEL whether written or unwritten. These items are incorporated into the Official Game Rules by reference and are binding as if printed herein. Each numbered item cited above shall have equal weight unless there is an inconsistency between or among the documents, in which case the document listed first shall be controlling.

Amendments to these rules may be made at any time but must be made in writing and signed by the SCEL Executive Director, or a designee. The game specifications may be changed as deemed appropriate by SCEL without formal amendment to these rules or the signature of the Executive Director.

2. Carolina Cash Add-A-Play® Features

Carolina Cash Add-A-Play® characteristics:

- Tickets will be sold via the sales terminal.
- A Carolina Cash Add-A-Play® game ticket purchase will only accompany the purchase of a Pick 3®, Pick 4, or Palmetto Cash 5 game ticket and up to five (5) Carolina Cash Add-A-Play® selections (one [\$1.00] dollar per selection).
- A "transaction" is a single purchase of a Pick 3®, Pick 4, or Palmetto Cash 5 game ticket.
- A "Play" is one (1) single Add-A-Play® selection.
- The ticket will **not** have a box that states the ticket is a winner. Validation will occur through the lottery retailer terminal or by submitting the ticket to the SCEL Claims Center.

3. Carolina Cash Add-A-Play® Game Description

Carolina Cash Add-A-Play® is sold on its own ticket, but is available for purchase only in combination with a Pick 3®, Pick 4, or Palmetto Cash 5 transaction. **Carolina Cash Add-A-Play® is not available as a stand-alone game. Carolina Cash Add-A-Play® is not available with the purchase of a Powerball® or a Mega Millions® ticket.** The following table provides the game description:

Carolina Cash Add-A-Play®	
Ticket and Game Characteristics	<p><i>About Carolina Cash Add-A-Play®:</i></p> <ul style="list-style-type: none"> • The Carolina Cash Add-A-Play® logo will appear at the top of the ticket. • The following instructions will be below the title logo: “Match any one of Your Symbols to the Winning Symbol for that Play, win prize shown for that symbol. You could win up to four times per Play.” • There will be five (5) symbols on each row or Play purchased. One (1) Winning Symbol and four (4) Your Symbols separated by a vertical line. • A player may purchase up to five (5) plays. On tickets with more than one (1) play, each play will be separated by a horizontal line. • The fourteen (14) symbols which may appear on a ticket may include the following: <div style="text-align: center;"> <p>State Palmetto Sweet Tea Pie Boiled Peanut Sunglasses Peach SC Shrimp Mountains Beach Ball Sun Lighthouse Gator</p> </div> <ul style="list-style-type: none"> • Players who match one or more winning “Carolina Cash Symbols” per play area (see Paragraph 8) will win the associated dollar amount printed below the matching symbol(s). • Each play will be labeled: “Play A., Play B., Play C., Play D., and Play E.” based upon the number of plays purchased. • The Pick 3®, Pick 4, or Palmetto Cash 5 game will print first on a single ticket. Up to five (5) separate plays of Carolina Cash Add-A-Play® will print on the second, separate ticket immediately following the purchase of the Pick 3®, Pick 4 or Palmetto Cash 5 ticket. Each Carolina Cash Add-A-Play® ticket consists of between one (1) and five (5) plays depending upon the number requested by the player. The Carolina Cash Add-A-Play® ticket will have its own barcode. • The terminal will prompt the retailer to ask how many Carolina Cash Add-A-Play® wagers the player wants to purchase.
Cancellation	A Carolina Cash Add-A-Play® ticket may not be canceled.
Ways to Win	Win instantly by matching one (1) or more of the four (4) “Carolina Cash” Your Symbols to the Winning Symbol in a given Play Area. Note: All plays selected randomly.
Winning Amounts	Maximum prize level of five hundred (\$500.00) dollars and a minimum prize level of two (\$2.00) dollars per play. Player can have multiple wins on the same ticket.
Play slip	Not applicable.
Quick Pick	Not applicable.
Advance Draw	Not applicable.

4. Probability of Winning

The following table sets forth the probability of winning on a single Carolina Cash Add-A-Play® ticket.

<u>Prize</u>	<u>Odds</u>
\$2	1 in 6
\$5	1 in 33.33
\$7	1 in 150
\$10	1 in 300
\$20	1 in 400
\$50	1 in 2,000
\$500	1 in 12,000

Overall odds of winning a prize are **1 in 4.77**. Odds of not winning a prize are 1 in 1.27. Prizes as a percent of revenue are 68.00%.

5. Player Responsibility

The player bears the risk of loss and the sole responsibility to verify that the purchase requested has been received. Players should check the time stamp printed on the Carolina Cash Add-A-Play® ticket to confirm that the time of purchase corresponds to the time of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase. The time of purchase is printed in military time in the lower right-hand corner of a ticket (See Page 4).

A player may also confirm his or her purchase by comparing the preprinted 9-digit serial number **on the back** of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Carolina Cash Add-A-Play® ticket, as the numbers should be in sequence with the last game ticket printed (See Paragraph 9).

6. Bearer Instrument

A Carolina Cash Add-A-Play® ticket is a bearer instrument and, as such, the player should treat the ticket as cash. SCEL is not responsible for lost or stolen tickets. Players should fill in the information in the space provided on the reverse side of the ticket and **IMMEDIATELY SIGN THE TICKET**.

The individual presenting the ticket for validation is presumed to be the owner of the ticket and SCEL assumes no liability for claims made by third parties.

7. Claiming Carolina Cash Add-A-Play® Prizes

A. A winning Carolina Cash Add-A-Play® ticket may be claimed in the same manner as Pick 3®, Pick 4, or Palmetto Cash 5 tickets. If the ticket is a winner, the terminal prints a receipt that displays the amount. A claim is subject to all SCEL validation requirements and must be presented within 180 days from the date of purchase. Only **original tickets** are eligible for validation.

B. Prizes for multiple plays on the same Carolina Cash Add-A-Play® ticket may not be divided and shall be considered one claim.

C. A winning ticket may be presented to an SCEL retailer or the SCEL claims center, either in person or via the U.S. mail. Risk of loss for mail-in claims remains with the player.

8. Carolina Cash Add-A-Play® Ticket Face

The following page displays an example of winning and non-winning plays on a Carolina Cash Add-A-Play® ticket:

VOID

www.sceducationlottery.com
South Carolina Education Lottery



00838 86080 00346 03008 42196 06443 18130

Match any one of Your Symbols to the Winning Symbol for that Play, win prize shown for that symbol. You could win up to four times per play.

Separates **Play A** from **Play B**

Winning Symbol
Play A.

Winning Symbol		Your Symbols				
Sun		Beach Ball \$20	Sun \$2	Light House \$50	Sun Glasses \$5	

Play A.
Winning sample
Sun Symbol Match

Play B.

Mountains		Peach \$50	Pie \$500	State \$5	Beach Ball \$10

Play B.
Non-winning Sample

Play C.

Light House		Gator \$500	Sweet Tea \$5	Peach \$20	State \$2

Play C.
Non-winning Sample

Play D.

SC		Light House \$5	Peach \$50	Pie \$10	Boiled Peanut \$20

Play D.
Non-winning sample

Play E.

Peach		State \$10	Light House \$50	Palmetto \$500	Sun \$5

Play E.
Non-winning sample

PLEASE SIGN REVERSE SIDE OF THIS TICKET IMMEDIATELY AFTER PURCHASE.
Mon. Aug 07, 2017 18:11:50
202066-20206601 0016 TR:00005467
2C8864835202F9D2AEC60109E4469175560CE026
00838 86080 00346 03008 42196 06443 18130

Time/date



9. Ticket Back

A player may confirm his or her purchase by comparing the preprinted 9-digit serial number on the back of the Pick 3®, Pick 4, or Palmetto Cash 5 purchase and the preprinted serial number **on the back** of the Add-A-Play® ticket. Except as noted in the text box on page 6, the numbers will be in sequence. Please note the illustration below:

The illustration shows three identical lottery tickets from the South Carolina Education Lottery (SCEL). Each ticket has a preprinted 9-digit serial number on its back, which is circled in green. Callout A points to the serial number 468223434 on the top ticket. Callout B points to the serial number 468223436 on the middle ticket. Callout C points to the serial number 468223437 on the bottom ticket. Each ticket also features a 'Player's Care' section with icons for 'Do not gamble', 'Do not drink', 'Avoid heat', and 'Help dry'. The tickets include contact information for the SCEL Claims Center and a disclaimer: 'THIS TICKET IS A BEARER INSTRUMENT. SCEL is not responsible for lost or stolen tickets. Player is solely responsible for ensuring the accuracy of the amount and type of wager, numbers selected, draw dates, and draw times. Player assumes all risks. Ticket valid only for the game and draw(s) printed on the front. Prizes must be claimed within 180 days of the draw date. If you or someone you know has a gambling problem, call 1-877-452-5155 or visit PlayResponsiblySC.com. For questions regarding odds or game information, call 1-866-736-9819 during regular business hours.'

A

Online Game Ticket Back
(i.e. Palmetto Cash 5, Pick 3®, or Pick 4)

B

Carolina Cash Add-A-Play® Ticket Back

C

Online Game Ticket Back
(i.e. Palmetto Cash 5, Pick 3®, or Pick 4)

When a player plays Carolina Cash Add-A-Play®, he or she should receive two tickets. As shown on Page 5, the Pick 3®, Pick 4, or Palmetto Cash 5 ticket purchased will print first. The Carolina Cash Add-A-Play® game ticket, also shown above, will print immediately following the initial purchase. **NOTE THAT THE 9-DIGIT SERIAL NUMBERS IN “A”, “B”, AND “C” ARE IN SEQUENCE.**

A 9-digit serial number is preprinted on the reverse side of each ticket printed from the sales terminal. Depending on where the individual tickets are cut from the sales terminal, more than one number may appear on the back of a ticket (See “A” & “B” above), but at least one number should appear on the back of each ticket. If the Pick 3®, Pick 4, or Palmetto Cash 5 transaction involves more than one ticket, the 9-digit number on the back of the Add-A-Play® ticket will follow the last ticket issued prior to the Carolina Cash Add-A-Play® purchase. However, if new paper is loaded into the sales terminal after the issuance of the Pick 3®, Pick 4, or Palmetto Cash 5 game, but prior to the printing of the Carolina Cash Add-A-Play® ticket, the 9-digit numbers will not be sequential. The serial numbers have no bearing on the playing of Carolina Cash Add-A-Play® or the Pick 3®, Pick 4, or Palmetto Cash 5 game. The serial numbers merely assist the player to ensure the Carolina Cash Add-A-Play® ticket received corresponds with the respective Pick 3®, Pick 4, or Palmetto Cash 5 ticket purchased.

10. As authorized by the Board of Commissioners, the Executive Director may implement, as deemed appropriate, a sales incentive program for licensed SCEL retailers.
11. SCEL's total liability, for any activity relating to or taken pursuant to these rules, shall be limited to the purchase price of the ticket. Matters related to the player's failure to confirm the purchase, as discussed in Paragraph 5, are deemed not to be a cause for grievance relating to this promotional game. Under any circumstances, regardless of the number of tickets purchased, SCEL's total liability shall not be more than One Hundred (\$100) Dollars to a person who is found to be aggrieved by any aspect of this game (other than a grievance relating to the payment of a claim) or any application or interpretation of the Official Rules. A ticket(s) that is the basis of an alleged grievance must accompany the written filing required in Paragraph 12.
12. Any person claiming to be aggrieved must file a written notice with the SCEL Executive Director, P.O. Box 11949, Columbia, SC 29211-1949, specifying the grounds for the grievance. Any grievance filed more than thirty (30) days after the purchase of a ticket will be deemed untimely.
13. In the event of any circumstance or interpretation of any matter, whether contemplated or not contemplated, in these rules, the interpretation and decision of SCEL's Executive Director, or a designee, will be final as provided by law.

Approved:

/s/
Hogan Brown, Interim Executive Director

August 1, 2017
Date

Prize Structure

SOUTH CAROLINA EDUCATION LOTTERY									
"CAROLINA CASH ADD-A-PLAY" (INSTANT GAME NO. 6108)									
PRIZE STRUCTURE									
		6,000,000	\$1 TICKETS	\$6,000,000		\$ 4,080,000	PRIZE FUND -	68.00%	
PRIZE LEVEL	WIN BY	WIN	ODDS OF 1 IN:	WINNERS IN 300 (PER BOOK*)	WINNERS IN 240,000 (PER POOL)	WINNERS IN 25 POOLS	PRIZE COST	PERCENT OF PRIZE FUND	PERCENT OF PRIZE TIER LEVEL
1	\$2	\$2	6.00	50.00	40,000	1,000,000	\$ 2,000,000	49.02%	
2	\$5	\$5	33.33	9.00	7,200	180,000	\$ 900,000	22.06%	
3	\$7	\$7	300.00	1.00	800	20,000	\$ 140,000	3.43%	
4	\$2 + \$5	\$7	300.00	1.00	800	20,000	\$ 140,000	3.43%	
5	\$10	\$10	600.00	0.50	400	10,000	\$ 100,000	2.45%	
6	\$5 + \$5	\$10	600.00	0.50	400	10,000	\$ 100,000	2.45%	82.84%
7	\$20	\$20	600.00	-	400	10,000	\$ 200,000	4.90%	
8	\$5 x 4	\$20	1,200.00	-	200	5,000	\$ 100,000	2.45%	
9	\$50	\$50	4,000.00	-	60	1,500	\$ 75,000	1.84%	
10	\$20 + \$10 x 3	\$50	4,000.00	-	60	1,500	\$ 75,000	1.84%	
11	\$500	\$500	12,000.00	-	20	500	\$ 250,000	6.13%	17.16%
		TOTAL	4.77	62.00	50,340	1,258,500	\$ 4,080,000	100.00%	100.00%
Consolidated odds are 1 in:									
\$7 = 150.00									
\$10 = 300.00									
\$20 = 400.00									
\$50 = 2,000.00									
* A mini-pool will be used in each book of 300 tickets. Mini-Pools A, B, C, and D will each be utilized in approximately 1/4 of the books.									
	WIN BY	WIN	A	B	C	D			
	\$2	\$2	45 = \$90	50 = \$100	51 = \$102	54 = \$108			
	\$5	\$5	11 = \$55	9 = \$45	10 = \$50	6 = \$30			
	\$7	\$7	0 = \$0	1 = \$7	1 = \$7	2 = \$14			
	\$2 + \$5	\$7	2 = \$14	1 = \$7	0 = \$0	1 = \$7			
	\$10	\$10	1 = \$10	0 = \$0	0 = \$0	1 = \$10			
	\$5 + \$5	\$10	0 = \$0	1 = \$10	1 = \$10	0 = \$0			
			59 \$169	62 \$169	63 \$169	64 \$169			