

## OFFICIAL “PICK 4” GAME RULES

The Official “Pick 4” Game Rules are comprised of: (1) [Act 59 of 2001](#), as and if amended; (2) [S.C. Code Regs. 44-10 et seq.](#) (as amended); (3) any other matters adopted by the South Carolina Lottery Board of Commissioners; (4) the Software Functional Specifications (“game specifications”); (5) the materials presented in this document; and (6) any policies, practices or procedures utilized by the South Carolina Education Lottery (SCEL), whether written or unwritten. The items cited herein are incorporated into the Official Game Rules by reference and are binding as if printed below. 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 Executive Director of the SCEL and shall only apply prospectively to games or draws made after the effective date of the change.

### I. Pick 4 Drawings

1. Unless the SCEL directs otherwise, a drawing shall be conducted each day between 6:59 p.m. and 7:00 p.m. Unless the SCEL directs otherwise, a drawing shall also be conducted Monday through Saturday between 12:59 p.m. and 1:00 p.m., except on December 25.

2. The winning numbers resulting from a given draw are the numbers authorized to be entered into the central gaming system by the independent auditor and are controlling as to validation of a ticket by SCEL or by a SCEL retailer. If an error occurs prior to the completion of the number entry process, SCEL may correct the error and authorize validations accordingly. To ensure the integrity of the central gaming system, once the number entry process is completed and validations are authorized, no correction or alteration to the central gaming system may occur.

3. Unless otherwise specified by the Executive Director or his designee, Pick 4 play will be suspended Monday through Saturday at 12:45 p.m. and play will resume as soon as practicable after the draw. Unless otherwise specified by the Executive Director or his designee, Pick 4 play will also be suspended each day at 6:45 p.m. and play will resume as soon as practicable after the draw. Upon confirmation and entry of the winning numbers into the central gaming system for each draw, players may present a ticket for the current draw for validation and redemption. The time projected for beginning the redemption of winning numbers following a draw is 1:15 p.m. or 7:15 p.m., respectively, but may be earlier or later as determined by the SCEL Director of Security, or a designee, in consultation with the Director of Information Technology, or a designee.

## II. Playing Pick 4

1. The player may present a completed play slip and total play amount to a SCEL retailer authorized to sell on-line tickets. A player may choose to have a set of numbers selected by the central gaming system at the terminal by marking the “quick pick” box on the play slip. Incomplete play slips may be corrected manually by the lottery retailer. The retailer may also manually enter a player’s selections but a player is strongly encouraged to utilize a play slip. The player will receive a printed ticket(s) with the selections chosen by the player. The player should review the instructions printed on the play slip for specific play options and draw options. (See paragraphs 4 and 5 below). A single play slip is used for a mid-day draw and an evening draw, or both; therefore, the player should exercise care in making the play selections and the choice of draws as a ticket may only be cancelled as provided in paragraph 6 below. The instructions printed on the play slip are incorporated into this document.

A play sequence will never include a Sunday mid-day draw or a December 25 mid-day draw.

2. The player must select (1) a 4-digit number from 0000 to 9999 and mark each selected digit in each of the four columns within the panel(s) played on a play slip, (2) a play amount and (3) a play type. A player should make a heavy vertical mark in the appropriate boxes on each panel. Only blue or black ink or pencil should be used on the play slip. Red will not be accepted.

3. A player may choose to play one to five panels on a single play slip by marking the necessary information on each panel the player chooses to play.

4. If a player makes an error in number selection, the void box at the bottom of that panel should be marked or the player should discard the play slip containing the error and use another play slip. A player should not erase any item selected on the play slip because the area erased may be read by the scanner. The risk of loss for any erasure or other errors rests solely with the player.

5. The player is solely responsible for the selections on the play slip and the player also is solely responsible for verifying the accuracy of the selections printed on the ticket whether the information was provided on the play slip or entered by the retailer. The player is solely responsible for ensuring that the ticket represents the items selected and the drawing(s) the player intended to enter. The play slip is neither a valid receipt nor proof of purchase. The printed ticket is the only valid record of the player’s selection and the only valid receipt for claiming a prize.

6. A player whose ticket is printed in error must present the ticket to the SCEL retailer where the player purchased the ticket within twenty minutes of the sale of a ticket for the ticket to be cancelled. However, a retailer may not cancel a ticket sold for the current draw after play has been suspended for that draw.

Upon proper branding, the full value of the ticket purchase price must be refunded to the player and the retailer may not charge the player any fee or retain any amount in exchange for the cancellation.

The time designated for suspension of Pick 4 sales for the current draw and the time limit for canceling a ticket shall be determined by the clock maintained within the central gaming system that is connected to the Extrema terminal. After those times, the Extrema terminal will not authorize the cancellation of a ticket and the player is not entitled to a refund.

At the option of the retailer, the player may be reimbursed for the full price paid for the ticket and the ticket may be resold rather than cancelled. In this instance, the player may retain the refund or apply it toward the purchase of a new ticket at the sole option of the player. The retailer may not charge the player any fee in exchange for refunding the purchase price of the ticket. If the ticket is not resold by a retailer prior to the Pick 4 draw for which the ticket was initially sold, the retailer is liable for the price of the ticket.

7. A. The following play options may be selected by the player for Pick 4:

Description of possible 4-digit plays	Example	You win if any of these combinations are drawn	Payout	
			50¢	\$1.00 play
<b>STRAIGHT:</b> 4 digits in exact order. (Odds--1:10,000)	1234	1234	\$2500	\$5000
<b>4-WAY BOX:</b> 3 identical digits, in any order. (Odds—1:2,500)	1112	1112 / 1121 / 1211 / 2111	\$600	\$1200
<b>6-WAY BOX:</b> 2 identical pairs, in any order. (Odds—1:1,667)	1122	1122 / 1212, 1221 / 2112 / 2121 / 2211	\$400	\$800
<b>12-WAY BOX:</b> 2 identical digits, in any order. (Odds—1:833)	1123	1123 / 1132 / 1213 / 1231 / 1312 / 1321 / 2113 / 2131 / 2311 / 3112 / 3121 / 3211	\$200	\$400
<b>24-WAY BOX:</b> 4 unique digits, in any order. (Odds--1:417)	1234	1234 / 1243 / 1324 / 1342 / 1423 / 1432 / 2134 / 2143 / 2314 / 2341 / 2413 / 2431 / 3124 / 3142 / 3214 / 3241 / 3412 / 3421 / 4123 / 4132 / 4213 / 4231 / 4312 / 4321	\$100	\$200
<b>4-WAY STRAIGHT/BOX:</b> Straight and Box with 3 identical digits, in any order. (Odds—1:2,500)	1112	1112 ----- 1121 / 1211 / 2111	n/a	\$3100 ----- Straight/Box \$600 Box Only
<b>6-WAY STRAIGHT/BOX:</b> Straight and Box with 2 identical pairs, in any order. (Odds—1:1,667)	1122	1122 ----- 1212 / 1221 / 2112 / 2121 / 2211	n/a	\$2900 ----- Straight/Box \$400 Box Only
<b>12-WAY STRAIGHT/BOX:</b> Straight and Box with 2 identical digits, in any order. (Odds—1:833)	1123	1123 ----- 1132 / 1213 / 1231 / 1312 / 1321 / 2113 / 2131 / 2311 / 3112 / 3121 / 3211	n/a	\$2700 ----- Straight/Box \$200 Box Only
<b>24-WAY STRAIGHT/BOX:</b> Straight and Box with 4 unique digits, in any order. (Odds--1:417)	1234	1234 ----- 1243 / 1324 / 1342 / 1423 / 1432 / 2134 / 2143 / 2314 / 2341 / 2413 / 2431 / 3124 / 3142 / 3214 / 3241 / 3412 / 3421 / 4123 / 4132 / 4213 / 4231 / 4312 / 4321	n/a	\$2600 ----- Straight/Box  \$100 ----- Box Only
<b>4-WAY COMBO</b> (minimum \$4.00) 3 identical digits, in any order. (Odds—1:2,500)	1112	Refer to 4-Way Box section	n/a	\$5000
<b>6-WAY COMBO</b> (minimum \$6.00)	1122	Refer to 6-Way Box section	n/a	\$5000

2 identical pairs, in any order. (Odds—1:1,667)				
<b>12-WAY COMBO</b> (minimum \$12.00) 2 identical digits, in any order. (Odds—1:833)	1123	Refer to 12-Way Box section	n/a	\$5000
<b>24-WAY COMBO</b> (minimum \$24.00) 4 unique digits, in any order. (Odds--1:417)	1234	Refer to 24-Way Box section	n/a	\$5000

8. PICK 4 PLAY TYPES, ODDS, COST OF TICKET, AND PRIZES:

<u>Ways to Play</u>	<u>Odds</u>	<u>Cost of ticket</u>	<u>Prizes</u>
<b>STRAIGHT</b>	1 in 10,000	\$ 0.50 <b>\$ 1.00</b>	\$2500 <b>\$5000</b>
<b>4-WAY BOX</b>	1 in 2,500	\$ 0.50 <b>\$ 1.00</b>	\$ 600 <b>\$1200</b>
<b>6-WAY BOX</b>	1 in 1,667	\$ 0.50 <b>\$ 1.00</b>	\$ 400 <b>\$ 800</b>
<b>12-WAY BOX</b>	1 in 833	\$ 0.50 <b>\$ 1.00</b>	\$ 200 <b>\$ 400</b>
<b>24-WAY BOX</b>	1 in 417	\$ 0.50 <b>\$ 1.00</b>	\$ 100 <b>\$ 200</b>
<b>STRAIGHT/BOX 4-WAY</b>	1 in 2,500	\$ 1.00	If match in exact order, win \$3100 If match BOX 4-WAY only in any order, win \$ 600
<b>STRAIGHT/BOX 6-WAY</b>	1 in 1,667	\$ 1.00	If match in exact order, win \$2900 If match BOX 6-WAY only in any order, win \$ 400
<b>STRAIGHT/BOX 12-WAY</b>	1 in 833	\$ 1.00	If match in exact order, win \$2700 If match BOX 12-WAY only in any order, win \$ 200
<b>STRAIGHT/BOX 24-WAY</b>	1 in 417	\$ 1.00	If match in exact order, win \$2600 If match BOX 24-WAY only in any order, win \$ 100
<b>4-WAY COMBO PLAY</b>	1 in 2,500	\$ 2.00 <b>\$ 4.00</b>	\$2500 <b>\$5000</b>
<b>6-WAY COMBO PLAY</b>	1 in 1,667	\$ 3.00 <b>\$ 6.00</b>	\$2500 <b>\$5000</b>
<b>12-WAY COMBO PLAY</b>	1 in 833	\$ 6.00 <b>\$12.00</b>	\$2500 <b>\$5000</b>
<b>24-WAY COMBO PLAY</b>	1 in 417	\$12.00 <b>\$24.00</b>	\$2500 <b>\$5000</b>

**OVERALL ODDS OF WINNING**  
**RANGE FROM: 1 in 417 -to- 1 in 10,000**

**OVERALL ODDS OF LOSING**  
**RANGE FROM: 416 in 417 -to- 9,999 in 10,000**

### III. Prize Redemption

1. An on-line ticket is a bearer instrument and as such the player should treat the ticket as cash. The SCEL is not responsible for lost or stolen on-line tickets. Players should fill in the claim information in the space provided on the reverse side of the ticket and sign the ticket. The individual presenting a ticket for validation is presumed to be the owner of the ticket and the SCEL assumes no liability for claims made by third parties.

2. The SCEL has established an aggregate liability limit of three and one-half million dollars (\$3,500,000) per draw on any set of numbers. This liability limit may be increased by the Executive Director without notice or formal amendment to these rules as authorized by the Commission. As provided in the game specifications, the selection of those numbers will be closed out for that draw cycle when it is determined that the limit has been met. When numbers are no longer available for selection in that draw, the Extrema terminal will provide that information to the retailer. A payout in excess of the loss limits will not be made by SCEL.

3. A winning on-line ticket must be branded as cashed upon validation by the central gaming system terminal (Extrema terminal). The retailer must then promptly pay a prize of five hundred dollars (\$500.00) or less. However, as to disputes between a retailer and a player regarding payment, the player is solely responsible for ensuring that the entire prize is paid to the bearer at the time the winning ticket is validated.

4. The SCEL will pay a prize only upon presentation of a winning ticket as validated by the central gaming system and the retailer's account will be credited for payment of that prize. The risk of loss for a Pick 4 ticket paid prior to confirmation of validation by the central gaming system rests solely with the retailer paying the prize for that ticket.

5. A ticket must be presented for validation within one hundred eighty (180) days after the date of the drawing for the Pick 4 game in which the prize was won. The central gaming system will not validate a ticket after one hundred eighty days from the date of the draw for a Pick 4 game ticket and a prize will not be paid for any such ticket.

6. In the event of any unusual circumstances, the decision of the SCEL's Executive Director or his designee will be final.

7. The Executive Director, as authorized by the Commission, may from time to time, as he deems appropriate, implement a sales incentive program for licensed lottery retailers.

/s/ Paula Harper Bethea  
Paula Harper Bethea, Executive Director

January 25, 2012  
Date